

ECHOES OF THE EVERWAR

A1 Gatehouse 7-8

Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset manual

Effect **Atk +15 melee (6d6)**; multiple targets (all targets in a 10-ft. square)

A1 Gatehouse 10-11

Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset manual

Effect **Atk +20 melee (10d6)**; multiple targets (all targets in a 10-ft. square)

Development:

Creates rubble pile which counts as difficult terrain and requires DC10 climb check to cross

A3 The Grinning Inn 7-8

Male orc barbarian 6 CE Medium humanoid (orc) **(2)**

Init +1 (10, 20); Senses darkvision 60 ft.; Perception +4, **Speed 40'**

AC 15, touch 10, flat-footed 13 (+5 armor, +1 Dex, +1 dodge, -2 rage)

HP 69

Fort +7, Ref +3, Will +6 (+3 versus spells and sla's)

Ferocity (continues to fight below 0 until actually dead)

Improved uncanny dodge (not flatfooted, doesn't lose AC versus invis attackers, cant be sa flanked unless at least level 10 rogue)

Strength Surge +6, Powerful Blow (+2 damage 1/rage)

Melee +1 falchion +14/+9 (2d4+11/18-20)

Ranged javelin +7/+2 (1d6+7)

Statistics

Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

CMB +13; CMD 25

Skills Acrobatics +9, Climb +10, Intimidate +7, Perception +4, Survival +4, Swim +8

Languages Common, Orc

Combat Gear potion of cure moderate wounds, potions of cure light wounds (2); Other Gear +1 chain shirt, +1 falchion, javelins (3), 200 gp

Base Statistics AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge); hp 57 (6d12+18); Will +4; Melee +1 falchion +12 (2d4+8/18-20); Ranged javelin +7 (1d6+5); Str 20, Con 14; CMB +11; CMD 23

A3 The Grinning Inn 10-11

Skull Hill Rager (2) CR 8, Male orc barbarian 9, CE Medium humanoid (orc)

Init +2 (3, 16); Senses darkvision 60 ft.; Perception +5

AC 18, touch 12, flat-footed 14 (+6 armor, +3 Dex, +1 dodge, -2 rage), **DR 1/-**

HP 103

Fort +9, Ref +6, Will +8 (+4 versus spells and sla's)

Ferocity (Fights until actually dead)

Improved uncanny dodge (not flatfooted, doesn't lose AC versus invis attackers, cant be sa flanked unless level 13 rogue)

Melee +1 falchion +18/+13 (2d4+11/18-20 plus Vital Strike)

Ranged javelin +11/+6 (1d6+7)

Powerful blow +3 damage 1/rage

Roused anger (Rage while fatigued and immune to fatigue while raging after using the ability)

Strength surge +9

Str 22, Dex 16, Con 18, Int 8, Wis 10, Cha 6

Base Atk +9/+4; CMB +17; CMD 30

Feats Step Up, Vital Strike

Skills Acrobatics +13, Climb +10, Intimidate +10, Perception +5, Survival +5, Swim +9

Languages Common, Orc

Combat Gear potions of cure serious wounds (2); Other Gear +2 chain shirt, cloak of resistance +1, +1 falchion, javelins (3), 220 ppc s

Base Statistics AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge); hp 85 (9d12+27); Will +6; Melee +1 falchion +16 (2d4+8/18-20 plus Vital Strike); Ranged javelin +11 (1d6+5); Str

20, Con 14; CMB +15; CMD 28

A5 CORNFIELD

7-8: 2 Skeletal Brutes **(24, 24)**

10-11: 4 Skeletal Ragers **(22, 10, 16, 9)**

B2 MAIN HALL

7-8: 1 Skeletal Brute, DC15 to notice once in the room **(7)**

10-11: 2 Skeletal Ragers **(16, 16)**

Development: DC20 Perception to hear the sound of shuffling feet from above after any battle

B11: LORDS CHAMBER

7-8: 1 Skeletal Brute **(24)**

10-11: 2 Skeletal Ragers **(28, 18)**

Development: DC12 Perception to identify Heral, DC15 Heal to identify that he has been strangled,
DC20 perception to find note for secondary success

S2: AKILA'S TOMB

DC18 strength check to open the sarcophagus

Check if they take the ring or wand or both

A8 Motte Gate 7-8

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect **Atk +20 melee (6d6)**; multiple targets (all targets in a 10-ft. square)

A8 Motte Gate 10-11

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset manual

Effect **Atk +20 melee (10d6)**; multiple targets (all targets in a 10-ft. square)

Development: Creates a mass of rubble, counts as difficult terrain, DC10 climb to get over

Skeletal Brutes

Orc skeletal champion **Barbarian 6 CE Medium undead**

Init +6; Senses darkvision 60 ft.; Perception +6, **Speed 40**

AC 17, touch 10, flat-footed 15 (+5 armor, +1 Dex, +1 dodge, +2 natural, -2 rage)

HP 48 DR5/Bludgeoning, Immunity to cold

Fort +2, Ref +4, Will +8 (+3 versus spells or sla's)

Channel Resistance +4

Improved uncanny dodge (Can't be flatfooted, lose dex to invis or be flanked unless rogue 10)

Melee 2 claws +14 (1d4+14)

Strength surge +6, any number of times as cannot become fatigued

Str 26, Dex 15, Con —, Int 8, Wis 10, Cha 6

Base Atk +6/+1; CMB +15; CMD 27

Skills Acrobatics +10, Climb +12, Intimidate +9, Perception +6, Survival +4, Swim +8

Languages Common, Orc

Gear +1 chain shirt, 200 gp

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Base Statistics AC 19, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 dodge, +2 natural -2rage); Will +6; Melee 2 claws +12 (1d4+9); Ranged javelin +8/+3 (1d6+6); Str 22; CMB +13; CMD 25

Skeletal Champion Ragers

Orc skeletal champion **barbarian 9 CE Medium undead**

Init +8; Senses darkvision 60 ft.; Perception +7, **Speed 40**

AC 21, touch 13, flat-footed 16 (+6 armor, +4 Dex, +1 dodge, +2 natural, -2 rage)

HP 67, **DR 1/- DR5/bludgeoning** Immune to Cold

Fort +4, Ref +8, Will +10 (+4 versus spells/sla's)

Channel resistance +4

Improved uncanny dodge (Can't be flatfooted, lose dex to invis or be flanked unless rogue 14)

Melee 2 claws +16 (1d4+15) Vital Strike

Strength surge +9, any number of times as cannot become fatigued

Str 26, Dex 18, Con —, Int 8, Wis 10, Cha 6

Base Atk +8/+3; CMB +16; CMD 31

Feats: Step Up, Vital Strike,

Skills Acrobatics +14, Climb +12, Intimidate +12, Perception +7, Survival +5, Swim +9

Languages Common, Orc

Gear +2 chain shirt, cloak of resistance +1

Base Statistics AC 23, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 dodge, +2 natural); Will +8;
Melee 2 claws +14 (1d4+9); Str22; CMB +15; CMD 29

B5: The Kitchen 7-8

Krug, Moonflower Shaman CR 6, Male **orc sorcerer 7**, **N** Medium humanoid (orc)

Init +2 (6); Senses darkvision 60 ft.; Perception +1

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

HP 31 (plus 13 temp HP)

Fort +3, Ref +4, Will +4

Defensive Abilities ferocity; DR 5/— (against nonlethal); Resist cold 5;

mwk longspear +5 (1d8+2/x3 plus Arcane Strike)

Space 5 ft.; Reach 5 ft.; 10 ft. with longspear

Special Attacks: grave touch (5/day, 3 rounds, shaken)

Sorcerer Spells Known (CL 7th, **Concentration +15**)

3rd (4)—halt undead, **lightning bolt (DC 17)**, vampiric touch (DC 19, 3d6)

2nd (6)—**blindness/deafness (DC 18)**, false life, **ghoul touch (DC18, paralyse d6+2)**, scorching ray

1st (6)—chill touch (DC 17), detect undead, hold portal, mage armor, magic missile, ray of enfeeblement (DC 17), shield

0—bleed (DC 16), daze (DC 14), detect magic, disrupt undead, read magic, resistance, touch of fatigue (DC 16)

Morale Krug surrenders if brought below 5 hit points and begs the PCs to allow him to serve his Master (the moonflower in S1).

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

Base Atk +3; CMB +4; CMD 16

Skills Appraise +5, Bluff +9, Diplomacy +8, Intimidate +16, Knowledge (arcana) +5, Perception +1, Spellcraft +5 (+9 defensive casting), Use Magic Device +9

Languages Common, Orc

Combat Gear potion of cure light wounds, potions of eagle's splendour (2), **potion of invisibility**;
Other Gear **metamagic rod of lesser silent**, masterwork long spear, ring of protection +1

Base Statistics AC 12, touch 12, flat-footed 10 (+2 Dex); reduce all spell DCs by 2; Cha 14; Bluff +7, Diplomacy +6, Intimidate +14, Use Magic Device +7

B5 The Kitchen 10-11

Krug, Moonflower Shaman, **Male orc sorcerer 10, N Medium humanoid (orc)**

Init +2 (19); Senses darkvision 60 ft.; Perception +2, **Speed 30**

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

HP 45 plus 16 temp HP

Fort +4, Ref +5, Will +8

Defensive Abilities ferocity; DR 10/— (against nonlethal); Resist cold 10;

mwk longspear +7 (1d8+3/x3)

Space 5 ft.; Reach 5 ft.; 10 ft. with longspear

Special Attacks grasp of the dead (1/day, 20-ft.-radius burst, 10d6 damage, Reflex DC 17 for half, unable to move if fail), grave touch (5/day, 5 rounds shaken)

Sorcerer Spells Known (CL 10th, **Concentration +17**)

5th (3)—blight (DC 20)

4th (5)—animate dead, **fear (DC 19 will), ice storm (3d6bl, 2d6col, 20'r, diff terrain)**

3rd (6)—halt undead, **hold person (DC 16), lightning bolt (DC 16), vampiric touch (DC 18, 5d6)**

2nd (7)—**blindness(DC 17)**, false life, ghoul touch (DC17) scorching ray, web (DC 15)

1st (6)—chill touch (DC 16), detect undead, hold portal, mage armor, magic missile, ray of enfeeblement (DC 16), shield

Morale Krug surrenders if brought below 5 hit points and begs the PCs to allow him to serve his Master (the moonflower in S1).

Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 17

Base Atk +5; CMB +6; CMD 18

Skills Appraise +5, Bluff +8, Diplomacy +7, Intimidate +19, Knowledge (arcana) +6, Perception +2, Spellcraft +6 (+10 defensive casting), Use Magic Device +8

Languages Common, Orc

Combat Gear potion of cure light wounds, potion of cure moderate wounds, **potion of invisibility;**
Other Gear headband of alluring charisma +2, **metamagic rod of lesser silent**, masterwork
longspear, ring of protection +1, wand of expeditious retreat, 100 gpC 15)

S1 Moonflower Cave

7-8: 1 Moonflower **(14)**

10-11: 3 Moonflowers **(7, 5, 17)**

N Huge plant

Init +4; Senses darkvision 60 ft., low-light vision; Perception +10, Speed 20

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)

HP 102; fast healing 5, DR10/slashing, IMMUNE: Electricity, Resist Cold 10, Plant Traits

Fort +12, Ref +4, Will +5

Weaknesses vulnerability to fire

Melee bite +13 (2d6+15 plus GRAB), 2 tentacles +8 (1d8+10) (includes -3/+6 power attack)

Space 15 ft.; Reach 15 ft.

Special Attacks light pulse, pod prison

Str 28, Dex 10, Con 18, Int 5, Wis 12, Cha 17

Base Atk +9; **CMB +20**; CMD 30

Feats Blind-Fight, Improved Sunder

Skills Escape Artist +0, Perception +10, Stealth +6 (+22 in thick vegetation); Racial Modifiers +16 Stealth in thick vegetation

Languages telepathy (other moonflowers only)

Light Pulse (Su): As a **standard action**, a moonflower can release a pulse of bright light from its numerous blossoms **every 1d6 rounds up to 3 times a day**. All sighted creatures **within 50 feet** (save other moonflowers) **with line of sight** to the moonflower must make a **DC 20 Fortitude save or be blinded for 1d4 rounds**.

Pod Prison (Ex): Once every **1d4 rounds**, a moonflower can try to **swallow a grabbed opponent** of a size smaller than itself by making a successful **combat maneuver check**. A swallowed creature is swiftly **cocooned** in a tight, fibrous mass and **forced out** of the moonflower's space into an **adjacent square** of the plant's choice. Once expelled, the creature remains cocooned and takes **2d8+8 points of bludgeoning damage and 8 points of acid damage per round** from the living cocoon's pulsing, acid-filled innards. A cocooned creature can cut its way out by using a **light slashing or piercing weapon to deal 25 points of damage to the cocoon's insides (AC 15)**. **Others can aid** a cocooned creature by attacking with slashing or piercing weapons, but in addition to the damage dealt to the cocoon, **the creature inside takes half the damage of an attack**.