

Tome of Righteous Repose

Treasure Handouts

Ascalaphus

V1.0

How to use

First time preparation

Cut out all the cards. Laminate if you like.

Preparing a Location and Arc

Choose the location of your dungeon, and select those location-bound treasure packages. Then choose a major threat. For the Orcs, Raiders and Undead, select the specific major threat and linked threat, and find their treasure packages. For the dragons, just grab the dragon treasure packages. Separate your cards into low and high tier, and by 4/6 player version if appropriate.

Running the dungeon

Once your players are seated and you've determined subtier and possible 4-player subtier, take the tier-appropriate card stash, and return the remaining cards to the box. When running the high tier, do not include low-tier cards; their contents are already included on the high-tier cards.

When running the Undead, Raiders and Orcs arcs, some of the treasure comes from the gear of enemies. In the 4-player tier some enemies are removed, so there are less bodies to loot. This is why some encounters have a (6P) and (4P) variant.

When you're done selecting cards, you should have a stack of 6–8 cards:

- 2 care package cards. Depending on how well the players do at decoding the location of the dungeon, give them the regular or extended package.
- 3 treasure stash cards, depending on the chosen location. In Belkzen there is also the Sword of the Samurai.
- 1–2 enemy loot cards, depending on the chosen arc.

With the dragons there is only one card (held by the linked threat); the dragon's hoard consists only of gold and gems.

With the undead, Yua (the incorporeal) has no items. The other sisters have identical gear but their flunkies are different. Note that if you are running the undead arc in Belkzen, you should cross out the katana on the undead's treasure list and replace it with the Sword of the Samurai card.

Ceremonial Orc Weapon **Belkzen 3–4**
+1 kukri with a bloodstone handle (worth 2,704 gp)

Alchemical Supplies **Belkzen 3–4**

- acid flask (12)
Splash weapon, ranged touch attack, 10 ft., 1d6 acid damage on a direct hit and 1 splash.
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- alchemist's fire (12)
Splash weapon, ranged touch attack, 10 ft., 1d6 fire damage on a direct hit and 1d6 damage on the turn after; 1 splash.
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- antitoxin (2)
Provides a +5 alchemical bonus on saves vs. poison for 1 hour. □□
- antiplague UE (2)
Provides a +5 alchemical bonus on saves to avoid contracting disease for 1 hour, or allows best-of-two on a daily roll to try to shake off an existing infection.
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- elixir of fire breath (CL 11th)
Up to three times in the next hour, you can breathe fire on a target within 25ft as a standard action. This deals 4d6 damage, and a Reflex save DC 13 halves.
- shadow essence poison (4)
Type injury; **Save** Fortitude DC 17; **Frequency** 1/round for 6 rounds; **Initial Effect** 1 Str drain; **Secondary Effect** 1d2 Str damage; **Cure** 1 save
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Besnik's Care Package **Belkzen 3–4**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure moderate wounds*
Heals 2d8+3 damage. □□□□□□

Besnik's Care Package (extended) **Belkzen 3–4**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure moderate wounds*
Heals 2d8+3 damage. □□□□□□
- potion of *bear's endurance*
+4 enhancement to Constitution for 3 minutes.
- fire ward gel^{UE}
Provides fire resistance 5 for 1 hour or until it absorbs 20 damage. Takes 1 minute to apply.

Magical Stash **Belkzen 3–4**

- potion of *cure moderate wounds* (2)
Heals 2d8+3 damage. □□
- potion of *lesser restoration*
Dispel all effects temporarily reducing one of your ability scores, or heal 1d4 ability damage to one ability. Also remove Fatigued or reduce Exhausted to Fatigued.
- wand of burning hands (CL 5; 23 charges)
Deals 5d4 damage in a 15ft. cone; Reflex DC 11 halves.
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Sword of the Samurai **Belkzen 3–4 & 6–7**

The sword of the fallen samurai is a +1 *holy katana* with the Broken condition. It has the following statistics:

- Type:** one-handed exotic or two-handed martial, slashing
To hit: -1 (+1 enhancement, -2 broken condition)
Damage: 1d8-1 (+1 enhancement, -2 broken condition)
Critical: 20/x2 (due to broken condition)
Special: deadly; +4 DC on saves to survive a coup de grace with a katana.
Holy: damage counts as Good and it deals +2d6 damage against evil creatures.

To repair the katana magically, *make whole* or CL 6 *mending* can be used. When repaired, the katana's crit range improves to 18–20/x2.

Besnik's Care Package **Belkzen 6–7**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure serious wounds*
Heals 3d8+5 damage. □□□□□□

Besnik's Care Package (extended) **Belkzen 6–7**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure serious wounds*
Heals 3d8+5 damage. □□□□□□
- potions of *bear's endurance*
+4 enhancement to Constitution for 3 minutes. □□
- potions of *resist energy* (fire)
Provides fire resistance 10 for 30 minutes. □□

Alchemical Supplies**Belkzen 6-7**

- Deathblade poison (2),

Type injury; **Save** Fortitude DC 20; **Frequency** 1/round for 6 rounds; **Effect** 1d3 Con damage; **Cure** 2 consecutive saves □□

- fuse grenades^{UE} (12)

Light fuse as Move action; throw at intersection (AC 5) like a splash weapon, 10ft. range.

Explodes after 1d3 rounds at the start of your turn, with a 10ft. radius burst that deals 2d6 bludgeoning and 1d6 fire damage (Reflex DC 15 halves).

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- shadow essence poison (4)

Type injury; **Save** Fortitude DC 17; **Frequency** 1/round for 6 rounds; **Initial Effect** 1 Str drain; **Secondary Effect** 1d2 Str damage; **Cure** 1 save

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- volatile vaporizer^{UE} (1st level)

When put into a level 1 potion (or infusion), it turns into a foamy cloud with 10ft. radius. Anyone in the cloud gains the effect of the potion unless they choose to hold their breath.

Magical Stash**Belkzen 6-7**

Amulet of elemental vengeance CL 10th

(combines the abilities of an amulet of elemental strife UE with a necklace of fireballs with four spheres [4d6 fire damage each remaining])

This amulet shines brightly when brought within 60 feet of an outsider with the elemental subtype, shedding light as a torch. The amulet glows a different color depending on the subtype of the elemental or elementals present (white for air, yellow for earth, red for fire, and blue for water). If more than one subtype is present, the gem flickers back and forth between the appropriate colors.

The wearer gains resistance 5 against a single energy type determined by the subtype of the closest elemental present (air grants electricity resistance, earth grants acid resistance, fire grants fire resistance, and water grants cold resistance). If the closest elemental possesses multiple subtypes, the wearer may choose which type of resistance she gains. This energy resistance only applies against attacks from elementals. The amulet also allows any attacks made by the wearer to bypass the damage reduction of such creatures.

The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell (Reflex DC 14 half).

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Ceremonial Orc Weapon**Belkzen 6-7**

- *Bloodletting kukri*^{UE} with a cut ruby (worth 1,000 gp) set in its pommel (CL 5th)

On a successful critical hit, this +1 kukri deals 2 points of bleed damage, which stacks with any bleed damage already caused by the attack. Each time the wielder strikes a blow that deals bleed damage with this weapon, he gains temporary hit points equal to the amount of bleed damage dealt. No temporary hit points are gained if the target was already bleeding, even for a lesser amount. Temporary hit points bestowed by the bloodletting kukri last for 1 minute.

- Oil of *keen edge* CL 5th

Doubles a weapon's crit range for 50 minutes.

Besnik's Care Package**Lastwall 3-4**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure moderate wounds*

Heals 2d8+3 damage. □□□□□

Besnik's Care Package (extended)**Lastwall 3-4**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure moderate wounds* Heals 2d8+3 damage.

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- oil of *bless weapon*

The weapon counts as magical and Good for penetrating the DR of evil creatures. If used on a weapon with no other magical improvements on critical hits, all critical threats against evil creatures automatically confirm.

- *+1 flaming ammunition* of a type of the players' choice Deals +1d6 fire damage.

Magical Cache**Lastwall 3-4**

- *dust of illusion* CL 6

Can disguise a creature as *disguise self* for 2 hours.

- wand of *vanish* (CL 4, 24 charges)

Makes someone invisible for 4 rounds or until he attacks.

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Emergency Supplies**Lastwall 3-4**

Gem of all elements CL 11

When the gem is crushed, smashed, or broken (a standard action), a Large air, earth, fire or water elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

Adventuring Equipment**Lastwall 3–4**

- *belt of tumbling*^{UE} CL 1
+4 competence bonus on Acrobatics to tumble through threatened spaces.
- *daredevil boots*^{UE} CL 3
For 10 rounds per day, +5 competence bonus on Acrobatics to tumble through threatened or occupied spaces. If you tumble through someone's space without provoking, you gain a +1 bonus to hit that person until the end of your turn.
- potions of *aid* (2) CL 3
Gain +1 morale to hit and on Will saves vs. fear, and 1d8+3 temporary hit points. Lasts 3 minutes. □□

Besnik's Care Package (extended)**Lastwall 6–7**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure serious wounds*
Heals 3d8+5 damage. □□□□□□
- +1 *holy* ammunition of a type of the players' choice
The damage counts a Good for penetrating DR, and deals +2d6 damage against evil creatures. □□

Emergency Supplies**Lastwall 6–7**

- *ghostvision gloves*^{UE} CL 5th These gloves are made of pale gray silk; each is adorned with an embroidered silver eye on the back. Once per day the wearer may activate them, as a standard action, by bowing her head and pressing her hands to her eyes. The embroidered silver eyes flare and open, and when the wearer lowers her hands, deep pools of swirling gray mist hide her own eyes and allow her to more clearly see the restless dead for the next 10 rounds. While active, ghostvision gloves grant the following effects.
 - The wearer can see all undead within 60 feet clearly, including ethereal undead and incorporeal undead hiding in objects or walls to a depth of 5 feet.
 - If the wearer has the channel positive energy class ability, she may expend one use of channeled positive energy to make a ranged touch attack against one undead creature within channel range. If the ranged touch attack hits, she rolls channel energy damage against that target (affecting no other creatures), except she rolls d12s instead of d6s.
 - While the gloves are active, constructs and living opponents treat the wearer as blind.
- potion of *remove curse* CL 5th Allows a caster level check to get rid of curses.
- potion of *remove disease* CL 5th Allows a caster level check to get rid of diseases.
- potion of *remove blindness/deafness* CL 5th Removes the Blind or Deaf conditions (no check needed).

Adventuring Equipment**Lastwall 6–7**

gravewatch pendant^{UE} CL 3rd
Covers you in protective dim blue light. Undead take -2 to hit you, incorporeal undead take -4 instead. Undead get +4 to Perception to detect you.

Magical Cache**Lastwall 6–7**

- *Knight's pennon (battle)*^{UE} CL 6th This narrow cloth flag is made to attach to the end a knight's lance, though it can be flown from a spear, polearm, or even a staff. It has no effect if not mounted appropriately. A knight's pennon grants different benefits depending on its color and design.
 - Battle:* The red knight's pennon of battle allows its bearer to benefit from *heroism* once per day.
 - Heroism* provides a single creature +2 morale bonus to hit, saves, ability and skill checks for 60 minutes.
- wand of *daylight* (17 charges) CL 5th
Causes an object to shed bright light within 60ft and raise the light level by one step for another 60ft.
Can counter or dispel any [darkness] spell of same or lower level. When brought into an area of magical darkness, both Daylight and the magical darkness are suppressed.
Lasts for 50 minutes.
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Besnik's Care Package**Lastwall 6–7**

- wand of *protection from evil*
1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□
- *traveler's any-tool*^{UE}
Turns into a masterwork tool for any profession.
- wand of *cure serious wounds*
Heals 3d8+5 damage. □□□□□□

Lesser Hoard**Dragon 3–4**

cloak of the hedge wizard (divination)^{UE} CL 1st
You can use the following spells at CL 1:
at will—*detect magic*
1/day—*detect secret doors, true strike*

Lesser Hoard**Dragon 6–7**

dragonslayer's shield^{UE} CL 5th
This +2 heavy steel shield has a distinct curve to its shape and often bears the device of a valiant knight. The wearer of this shield gains a +2 bonus on Reflex saves against effects that originate or burst from a point outside his own square, as though he had cover. It does not protect against spread effects. This bonus does not stack with that granted by actual cover or give cover to any creature other than the wearer. In addition, the dragonslayer's shield grants its wielder a +2 morale bonus on Will saves against the frightful presence ability.

Besnik's Care Package**Ustalav 3–4**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure moderate wounds*

Heals 2d8+3 damage. □□□□□

Besnik's Care Package**Ustalav 6–7**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure serious wounds*

Heals 3d8+5 damage. □□□□□

Besnik's Care Package (extended)**Ustalav 3–4**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure moderate wounds*

Heals 2d8+3 damage. □□□□□

- flasks of holy water

Splash weapon, ranged touch, 10 ft.; deals 2d4 damage (1 splash) against undead and evil outsiders. Can be splashed over adjacent incorporeal creatures as a ranged touch attack that does not provoke; deals full damage against incorporeal undead. □□□□□□

- soul stimulant^{UE}

Ignore the effects of one negative level for 12 hours.

Besnik's Care Package (extended)**Ustalav 6–7**

- wand of *protection from evil*

1 minute, +2 resistance on saves vs. evil casters, +2 deflection to AC against evil attackers, and protection from evil mind control. □□□□□□

- *traveler's any-tool*^{UE}

Turns into a masterwork tool for any profession.

- wand of *cure serious wounds*

Heals 3d8+5 damage. □□□□□

- flasks of holy water

Splash weapon, ranged touch, 10 ft.; deals 2d4 damage (1 splash) against undead and evil outsiders. Can be splashed over adjacent incorporeal creatures as a ranged touch attack that does not provoke; deals full damage against incorporeal undead. □□□□□□

- scroll of *lesser restoration*

Dispels all effects temporarily reducing one of your ability scores, or heal 1d4 ability damage to one ability. Also remove Fatigued or reduce Exhausted to Fatigued.

- potions of *lesser restoration* (2) □□

- soul stimulant^{UE}

Ignore the effects of one negative level for 12 hours.

Crusader's Blade**Ustalav 3–4**

+1 fire-forged longsword^{UE} CL 3rd

If the weapon is exposed to 10 points or more of fire damage (such as from an opponent's fireball or by holding it in a campfire for 1 full round), the weapon adds +1d4 points of fire damage to its attacks for the next 2 rounds.

Crusader's Blade**Ustalav 6–7**

+1 undead-bane longsword CL 8th

Against undead, functions as a +3 longsword and deals +2d6 extra damage.

Restorative Cache**Ustalav 3–4**

Restorative ointment (3 applications) CL 5th

Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison with a +5 bonus on the check). Applied to a diseased area, it removes the disease (as remove disease with a +5 bonus on the check). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as cure light wounds). □□□

Restorative Cache**Ustalav 6–7**

Martyr's tear^{UE} (contains 18 hit points) CL 6th

Once per day you can put 3d6 HP into the gem (max 18). As a standard action you can touch it to someone to heal that person with the stored hit points.

Magical Reserve**Ustalav 3–4**

- *pearl of power* (1st level) CL 1 Regain an expended prepared spell of level 1.

- wand of *gust of wind* (18 charges) CL 3rd Create a 60ft long line of wind that can blow away small flying creatures and disperse clouds.

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Magical Reserve**Ustalav 6–7**

Restorative ointment (5 applications) CL 5th

Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison with a +5 bonus on the check). Applied to a diseased area, it removes the disease (as remove disease with a +5 bonus on the check). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as cure light wounds). □□□□□

Khalanna**Raiders 3–4 (4P)**

- *+1 light crossbow* CL 3rd, 20 bolts
- masterwork short sword
- masterwork daggers (2), daggers (6)
- alchemist's fire (2)
- flask of acid
- *+1 chain shirt* CL 3rd
- *+1 studded leather* CL 3rd
- *potion of cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- *potions of spider climb* (2) CL 3rd
Grants 20ft. climb, +8 Climb skill & always take 10, for 30 minutes. You need both hands to climb. ☐☐
- *feather token (whip)* CL 12th
Turns into a huge *+1 leather whip* that flies in your square. Attacks up to 15ft away with +10 to hit for 1d6+1 nonlethal damage. If it hits makes a free grapple attack with CMB +15. Lasts 1 hour.
- climber's kit

Norwhip**Raiders 3–4**

- *+1 light crossbow* CL 3rd, 20 bolts
- masterwork longbow, 20 arrows
- masterwork short sword
- spear
- alchemist's fire (2)
Splash weapon, ranged touch, 10ft. 1d6 fire damage on direct hit and burn for 1d6 damage the next round. Splash damage 1 fire.
- *+1 studded leather* CL 3rd
- *ring of protection +1* CL 5th
Grants a +1 deflection bonus to AC.
- *cloak of resistance +1* CL 5th
Grants a +1 resistance bonus on saving throws.
- *potion of cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- *potions of spider climb* (2) CL 3rd
Grants a 20ft. climb speed, +8 racial bonus to climb and you can always take 10 on climb, for 30 minutes. You need both hands to climb. ☐☐
- *scroll of fly* CL 5th Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes.
- *scroll of gaseous form* CL 5th
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes.
- *scroll of levitate* CL 3rd
Move yourself or another willing creature up and down 20ft per round as a move action.
- climber's kit

Lauralthsa**Raiders 3–4 (6P)**

- masterwork longbow, 20 arrows
- spear
- kama (2)
- shuriken (40)
- tanglefoot bag (2) ☐☐
- *ring of protection +1* CL 5th
Grants a +1 deflection bonus to AC.
- *bracers of armor +1* (2) CL 7th
Provides a +1 armor bonus.
- *cloak of resistance +1* (3) CL 5th
Grants a +1 resistance bonus on saving throws.
- *potion of mage armor* (2) CL 1st
Grants an armor bonus of 4 for 1 hour. Works against incorporeal touch attacks. ☐☐
- *potion of cure light wounds* (4)
Cures 1d8+1 damage. ☐☐ ☐☐
- *scroll of fly* CL 5th
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes.
- *scroll of gaseous form* CL 5th
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes.
- *scroll of levitate* CL 3rd
Move yourself or another willing creature up and down 20ft per round as a move action.
- *oil of magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute ☐☐
- *smokestick* (2)
Vision-obscuring smoke in a 5ft radius for 1 minute. ☐☐

Khalanna**Raiders 3–4 (6P)**

- *+1 light crossbow* CL 3rd, 20 crossbow bolts
- masterwork short sword
- mwk daggers (4)
- daggers (12)
- alchemist's fire (2) ☐☐
- flask of acid (2) ☐☐
- *+1 chain shirt* CL 3rd (2)
- *+1 studded leather* CL 3rd
- *potion of cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- *potions of spider climb* (2) CL 3rd
Grants 20ft. climb, +8 Climb skill & always take 10, for 30 minutes. You need both hands to climb. ☐☐
- *feather token (whip)* CL 12th (2)
Turns into a huge *+1 leather whip* that flies in your square. Attacks up to 15ft away with +10 to hit for 1d6+1 nonlethal damage. If it hits makes a free grapple attack with CMB +15. Lasts 1 hour. ☐☐
- climber's kit

Lauralthsa**Raiders 3–4 (4P)**

- masterwork longbow, 20 arrows
- spear, kama, shuriken (20)
- tanglefoot bag
- *ring of protection +1* CL 5th
Grants a +1 deflection bonus to AC.
- *bracers of armor +1* CL 7th
Provides a +1 armor bonus.
- *cloak of resistance +1* CL 5th (2)
Grants a +1 resistance bonus on saving throws.
- potion of *mage armor* CL 1st
Grants an armor bonus of 4 for 1 hour.
- potion of *cure light wounds* (2)
Cures 1d8+1 damage. □□
- scroll of *fly* CL 5th
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes.
- scroll of *gaseous form* CL 5th
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes.
- scroll of *levitate* CL 3rd
Move yourself or another willing creature up and down 20ft per round as a move action.
- oil of *magic weapon* CL 1st
+1 enhancement bonus for 1 minute
- smokestick
Vision-obscuring smoke in a 5ft radius for 1 minute.

Khalanna**Raiders 6–7 (4P)**

- *+1 longbow* CL 3rd
- masterwork longbow (2)
- 60 arrows
- masterwork elven curve blade
- spear (2)
- *+1 chain shirt* CL 3rd
- *cloak of resistance +1* CL 5th (3)
Grants a +1 resistance bonus on saving throws.
- *ring of protection +1* CL 5th (3)
Grants a +1 deflection bonus to AC.
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- scroll of *fly* CL 5th (2)
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes. □□
- scroll of *gaseous form* CL 5th (2)
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes. □□
- scroll of *levitate* CL 3rd (2)
Move yourself or another willing creature up and down 20ft per round as a move action. □□

Sealed Room**Raiders 3–4**

- *javelin of lightning* CL 5th
This javelin becomes a 5d6 lightning bolt when thrown (Reflex DC 14 half). It is consumed in the attack.
- *ring of arcane signets*^{UE} CL 8th
Allows you to stamp your arcane mark at will.

Norwhip**Raiders 6–7 (6P)**

- *screaming bolts* (3)
This +2 bolt screams when fired, forcing all enemies of the shooter within 20 feet of the path of the bolt to make a successful DC 14 Will save or become shaken for 1 round. This is a mind-affecting fear effect. □□□
- *+1 light crossbow* CL 3rd (2)
- masterwork light crossbow
- 50 crossbow bolts
- masterwork short sword (2)
- sickle
- kama (2)
- shuriken (40)
- tanglefoot bag (2) □□
- alchemist's fire (4) □□ □□
- *+1 studded leather* CL 3rd (2)
- *bracers of armor +2* CL 7th
Provides a +2 armor bonus.
- *bracers of armor +1* CL 7th (2)
- *cloak of resistance +1* CL 5th (2)
Grants a +1 resistance bonus on saving throws.
- potion of *mage armor* CL 1st (2) Grants an armor bonus of 4 for 1 hour. Works against incorporeal touch attacks. □□
- potion of *cure moderate wounds* CL 3rd (3)
Cures 2d8+3 damage. □□□
- potion of *cure light wounds* (4)
Cures 1d8+1 damage. □□ □□
- wand of *grease* (20 charges)
- wand of *invisibility* (21 charges)
- potions of *spider climb* (4) CL 3rd
Grants a 20ft. climb speed, +8 racial bonus to climb and you can always take 10 on climb, for 30 minutes. You need both hands to climb. □□ □□
- oil of *magic weapon* CL 1st (2)
+1 enhancement bonus for 1 minute □□
- smokestick (2)
Vision-obscuring smoke in a 5ft radius for 1 minute. □□
- book of pressed fairy wings
- climber's kit (2)

Lauralthsa

Raiders 6–7 (6P)

- masterwork longbow (2), 40 arrows
- spear (2)
- rapier
- masterwork daggers (8)
- daggers (25)
- flask of acid (4) □□□□
- *+1 chain shirt* CL 3rd (4)
- *ring of protection +1* CL 5th (3)
Grants a +1 deflection bonus to AC.
- *amulet of natural armor +1* CL 5th
Grants a +1 enhancement to natural armor.
- *cloak of resistance +1* CL 5th (3)
Grants a +1 resistance bonus on saving throws.
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- potion of *invisibility* CL 3rd
Turns you invisible for 3 minutes or until you attack.
- scroll of *dispel magic* CL 5th
Make caster level check (CL 5) to try to dispel a magic effect.
- scroll of *suggestion* CL 5th
Make a magical suggestion to someone (language dependent, DC 14 Will negates).
- wand of *charm person* (20 charges) CL 1st
Make someone friendly towards you. (Will DC 11 negates.)
□□□□ □□□□ □□□□ □□□□
- wand of *fox's cunning* (10 charges) CL 3rd
Grant +4 enhancement to Intelligence for 3 minutes.
□□□□ □□□□
- wand of *touch of idiocy* (10 charges) CL 3rd
Touch attack to cause 1d6 penalty to Intelligence, Wisdom and Charisma for 30 minutes (no save). Doesn't stack with itself. Can cause target to be unable to cast higher-level spells.
□□□□ □□□□
- scroll of *fly* CL 5th (2)
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes. □□
- scroll of *gaseous form* CL 5th (2)
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes. □□
- scroll of *levitate* CL 3rd (2)
Move yourself or another willing creature up and down 20ft per round as a move action. □□
- *feather token (whip)* CL 12th (4)
Turns into a huge *+1 leather whip* that flies in your square. Attacks up to 15ft away with +10 to hit for 1d6+1 nonlethal damage. If it hits makes a free grapple attack with CMB +15. Lasts 1 hour. □□□□
- spellbook

Khalanna

Raiders 6–7 (6P)

- *+1 longbow* CL 3rd
- masterwork longbow (2)
- 60 arrows
- spear (2)
- masterwork elven curve blade
- rapier
- dagger
- *+1 chain shirt* CL 3rd
- *amulet of natural armor +1* CL 5th
Grants a +1 enhancement to natural armor.
- *ring of protection +1* CL 5th (4)
Grants a +1 deflection bonus to AC.
- *cloak of resistance +1* CL 5th (4)
Grants a +1 resistance bonus on saving throws.
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- potion of *invisibility* CL 3rd
Turns you invisible for 3 minutes or until you attack.
- scroll of *dispel magic* CL 5th
Make caster level check (CL 5) to try to dispel a magic effect.
- scroll of *suggestion* CL 5th
Make a magical suggestion to someone (language dependent, DC 14 Will negates).
- wand of *charm person* (20 charges) CL 1st
Make someone friendly towards you. (Will DC 11 negates.)
□□□□ □□□□ □□□□ □□□□
- wand of *fox's cunning* (10 charges) CL 3rd
Grant +4 enhancement to Intelligence for 3 minutes.
□□□□ □□□□
- wand of *touch of idiocy* (10 charges) CL 3rd
Touch attack to cause 1d6 penalty to Intelligence, Wisdom and Charisma for 30 minutes (no save). Doesn't stack with itself. Can cause target to be unable to cast higher-level spells.
□□□□ □□□□
- scroll of *fly* CL 5th (2)
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes. □□
- scroll of *gaseous form* CL 5th (2)
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes. □□
- scroll of *levitate* CL 3rd
Move yourself or another willing creature up and down 20ft per round as a move action. □□
- spellbook

Norwhip

Raiders 6–7 (4P)

- *screaming bolts* (3)

This +2 bolt screams when fired, forcing all enemies of the shooter within 20 feet of the path of the bolt to make a successful DC 14 Will save or become shaken for 1 round. This is a mind-affecting fear effect. □□□

- +1 *light crossbow* CL 3rd
- masterwork light crossbow
- 30 crossbow bolts
- masterwork short sword
- sickle
- kama (2)
- shuriken (40)
- tanglefoot bag (2) □□
- alchemist's fire (2) □□
- +1 *studded leather* CL 3rd
- *bracers of armor +2* CL 7th

Provides a +2 armor bonus.

- *bracers of armor +1* CL 7th (2)
- *cloak of resistance +1* CL 5th (2)

Grants a +1 resistance bonus on saving throws.

- *potion of mage armor* CL 1st (2)
Grants an armor bonus of 4 for 1 hour. Works against incorporeal touch attacks. □□
- *potion of cure moderate wounds* CL 3rd (2)
Cures 2d8+3 damage. □□
- *potion of cure light wounds* (4)
Cures 1d8+1 damage. □□ □□
- wand of *grease* (20 charges)
- wand of *invisibility* (21 charges)
- *potions of spider climb* (2) CL 3rd
Grants a 20ft. climb speed, +8 racial bonus to climb and you can always take 10 on climb, for 30 minutes. You need both hands to climb. □□
- oil of *magic weapon* CL 1st (2)
+1 enhancement bonus for 1 minute □□
- smokestick (2)
Vision-obscuring smoke in a 5ft radius for 1 minute. □□
- book of pressed fairy wings
- climber's kit

Sealed Room

Raiders 6–7

- *javelin of lightning* CL 5th

This javelin becomes a 5d6 lightning bolt when thrown (Reflex DC 14 half). It is consumed in the attack.

- *ring of arcane signets*^{UE} CL 8th

Allows you to stamp your arcane mark at will.

- *miser's mask*^{UE} CL 1st

You gain Scent but only to detect coins and gems. You gain +5 competence to Appraise the value of gems.

Lauralthsa

Raiders 6–7 (4P)

- masterwork longbow, 20 arrows
- mwk daggers (4)
- spear
- rapier
- daggers (13)
- flask of acid (2) □□
- +1 *chain shirt* CL 3rd (2)
- *amulet of natural armor +1* CL 5th
Grants a +1 enhancement to natural armor.
- *ring of protection +1* CL 5th (2)
Grants a +1 deflection bonus to AC.
- *cloak of resistance +1* CL 5th (2)
Grants a +1 resistance bonus on saving throws.
- *potion of cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- *potion of invisibility* CL 3rd
Turns you invisible for 3 minutes or until you attack.
- scroll of *dispel magic* CL 5th
Make caster level check (CL 5) to try to dispel a magic effect.
- scroll of *suggestion* CL 5th
Make a magical suggestion to someone (language dependent, DC 14 Will negates).
- wand of *charm person* (20 charges) CL 1st
Make someone friendly towards you. (Will DC 11 negates.)
□□□□ □□□□ □□□□ □□□□
- wand of *fox's cunning* (10 charges) CL 3rd
Grant +4 enhancement to Intelligence for 3 minutes.
□□□□ □□□□
- wand of *touch of idiocy* (10 charges) CL 3rd
Touch attack to cause 1d6 penalty to Intelligence, Wisdom and Charisma for 30 minutes (no save). Doesn't stack with itself. Can cause target to be unable to cast higher-level spells.
□□□□ □□□□
- scroll of *fly* CL 5th
Grants a Fly 60ft. (40 if encumbered) and +6 bonus to Fly skill checks. Lasts 5 minutes.
- scroll of *gaseous form* CL 5th
Turns you into gas for 10 minutes (or until dismissed). You cannot use most of your attacks, but it is also hard to attack you without magic. You can fly slowly and pass through small holes.
- scroll of *levitate* CL 3rd
Move yourself or another willing creature up and down 20ft per round as a move action.
- *feather token (whip)* CL 12th (2)
Turns into a huge +1 *leather whip* that flies in your square. Attacks up to 15ft away with +10 to hit for 1d6+1 nonlethal damage. If it hits makes a free grapple attack with CMB +15. Lasts 1 hour. □□
- spellbook

Bozena MT**Orcs 3–4 (6P)**

- +1 composite shortbow (Strength 16) with 40 arrows.
- +1 flaming arrow (2) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe
- masterwork short sword (2)
- daggers (12)
- tanglefoot bags (2)
- +1 studded leather CL 3rd
- +1 leather armor (2) CL 3rd
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.

Bozena LT**Orcs 3–4**

- masterwork short sword (2)
- daggers (12)
- +1 leather armor (2) CL 3rd
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.

Groblek LT**Orcs 3–4**

- +1 composite shortbow (Strength 16) with 40 arrows.
- +1 flaming arrow (2) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe
- tanglefoot bags (2)
- +1 studded leather CL 3rd
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.

Shirish LT**Orcs 3–4**

- masterwork short sword (2)
- daggers (12)
- +1 leather armor (2) CL 3rd
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.

Groblek MT**Orcs 3–4 (6P)**

- masterwork scimitar (2)
- javelins (12)
- +1 deathless bone studded leather^{UE} CL 7th
Gives you resistance 10 against damage dealt by positive or negative energy, and 25% chance to ignore negative levels gained from any attack. Does not hinder healing.
- *Cloak of Resistance +1* (3) CL 5th
Gives a +1 resistance bonus on saving throws.
- masterwork chain shirt (2)
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- wand of *cure light wounds* 20 charges (2) CL 1st
Cures 1d8+1 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- scroll of *cat's grace* (2) CL 3rd
+4 enhancement to Dexterity for 3 minutes.
- scroll of *glitterdust* (2) CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures).
- masterwork drums (2)

Shirish MT**Orcs 3–4 (6P)**

- masterwork cestus^{UE}
- masterwork scimitar (2)
- javelins (12)
- +1 defiant (human) bone studded leather^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- *Cloak of Resistance +1* (3) CL 5th
Gives a +1 resistance bonus on saving throws.
- masterwork chain shirt (2)
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- wand of *cure light wounds* 20 charges (2) CL 1st
Cures 1d8+1 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- scroll of *cat's grace* (2) CL 3rd
+4 enhancement to Dexterity for 3 minutes.
- scroll of *glitterdust* (2) CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures).
- masterwork drums (2)

Bozena MT**Orcs 3–4 (4P)**

- *+1 composite shortbow* (Strength 16) with 40 arrows.
- *+1 flaming arrow* (2) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe
- masterwork short sword
- daggers (6)
- tanglefoot bags (2)
- *+1 studded leather* CL 3rd
- *+1 leather armor* CL 3rd
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- oil of *magic weapon* CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (2) CL 3rd
Turn invisible for 3 minutes or until you attack.

Grobek MT**Orcs 3–4 (4P)**

- masterwork scimitar
- javelins (6)
- *+1 deathless bone studded leather*^{UE} CL 7th
Gives you resistance 10 against damage dealt by positive or negative energy, and 25% chance to ignore negative levels gained from any attack. Does not hinder healing.
- *Cloak of Resistance +1* (2) CL 5th
Gives a +1 resistance bonus on saving throws.
- masterwork chain shirt
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- wand of *cure light wounds* 20 charges CL 1st
Cures 1d8+1 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- scroll of *cat's grace* CL 3rd
+4 enhancement to Dexterity for 3 minutes.
- scroll of *glitterdust* CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures).
- masterwork drums

Shirish MT**Orcs 3–4 (4P)**

- masterwork cestus^{UE}
- masterwork scimitar
- javelins (6)
- *+1 defiant (human) bone studded leather*^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- masterwork chain shirt
- *Cloak of Resistance +1* (2) CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- wand of *cure light wounds* 20 charges CL 1st
Cures 1d8+1 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- scroll of *cat's grace* CL 3rd
+4 enhancement to Dexterity for 3 minutes.
- scroll of *glitterdust* CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures).
- masterwork drums

Shirish LT**Orcs 6–7 (4P)**

- *+1 composite shortbow* (Strength 16) with 40 arrows. CL 3rd
- *+1 flaming arrow* (2) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe
- tanglefoot bags (2)
- *+1 deathless bone studded leather*^{UE} CL 7th
Gives you resistance 10 against damage dealt by positive or negative energy, and 25% chance to ignore negative levels gained from any attack. Does not hinder healing.
- *+1 studded leather* CL 3rd
- *Cloak of Resistance +1* CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- potion of *cure moderate wounds* CL 3rd
Cures 2d8+3 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)

Groblek MT**Orcs 6–7**

- +1/+1 *orc double axe* CL 3rd
- +1 *composite shortbow* (+3 Str) (2) CL 3rd
- masterwork composite shortbow (+4 Str)
- 100 arrows.
- +1 *flaming arrow* (5) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe (2)
- tanglefoot bags (4)
- +2 *full plate* CL 6th
- +1 *studded leather* (2) CL 3rd
- potion of *cure moderate wounds* (4) CL 3rd
Cures 2d8+3 damage.
- potion of *heroism* CL 5th
Gives a +2 morale bonus to hit, saving throws, ability checks and skill checks for 50 minutes.

Groblek LT**Orcs 6–7 (6P)**

- masterwork greataxe
- masterwork chakram^{UE}
- masterwork short sword (2)
- daggers (12)
- +1 *defiant (human) bone studded leather*^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- +1 *leather armor* (2) CL 3rd
- *Cloak of Resistance +1* CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- scroll of *glitterdust* (2) CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures).
- scroll of *see invisibility* CL 3rd
Lets you see invisible and ethereal creatures for 30 minutes.
- wand of *blur* (18 charges) CL 3rd
Blurs your appearance causing 20% concealment.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.

Bozena LT**Orcs 6–7 (6P)**

- masterwork cestus^{UE}
- masterwork short sword (2)
- daggers (12)
- +1 *defiant (human) bone studded leather*^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- +1 *leather armor* (2) CL 3rd
- *Cloak of Resistance +1* CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.

Shirish LT**Orcs 6–7 (6P)**

- +1 *composite shortbow* (Strength 16) with 40 arrows. CL 3rd
- +1 *flaming arrow* (2) CL 10th
Deals +1d6 fire damage on a hit.
- masterwork battleaxe
- tanglefoot bags (2)
- +1 *deathless bone studded leather*^{UE} (2) CL 7th
Gives you resistance 10 against damage dealt by positive or negative energy, and 25% chance to ignore negative levels gained from any attack. Does not hinder healing.
- +1 *studded leather* CL 3rd
- *Cloak of Resistance +1* (2) CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *cure serious wounds* (2) CL 5th
Cures 3d8+5 damage.
- potion of *cure moderate wounds* CL 3rd Cures 2d8+3 damage.
- *war paint of the terrible visage*^{UE} (2) CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)

Bozena MT

Orcs 6–7 (4P)

- *+1 composite shortbow* (Strength 16) with 40 arrows. CL 3rd
- *+1 flaming arrow* (2) CL 10th
Deals +1d6 fire damage on a hit.
□ □
- masterwork greataxe
- masterwork battleaxe
- masterwork chakram^{UE}
- masterwork short sword (2)
- daggers (12)
- tanglefoot bags (2) □ □
- *+1 defiant (human) bone studded leather*^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- *Cloak of Resistance +1* CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- *+1 studded leather* CL 3rd
- *+1 leather armor* (2) CL 3rd
- potion of *cure serious wounds* CL 5th Cures 3d8+5 damage.
- potion of *cure moderate wounds* CL 3rd Cures 2d8+3 damage.
- scroll of *glitterdust* (2) CL 3rd
Outlines creatures to prevent invisibility, possibly blinds (Will DC 13 avoids/cures). □ □
- scroll of *see invisibility* CL 3rd
Lets you see invisible and ethereal creatures for 30 minutes.
- wand of *blur* (18 charges) CL 3rd
Blurs your appearance causing 20% concealment.
□□□□ □□□□ □□□□ □□□
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute □ □
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.
□ □ □ □

Shirish MT

Orcs 6–7 (4P)

- masterwork cestus^{UE}
- masterwork short sword (4)
- daggers (24)
- *+1 defiant (human) bone studded leather*^{UE} CL 8th
Enhancement bonus is 2 higher against humans and DR 2/- against attacks by humans.
- *+1 leather armor* (4) CL 3rd
- *Cloak of Resistance +1* CL 5th
Gives a +1 resistance bonus on saving throws.
- potion of *barkskin* CL 3rd
+2 enhancement bonus to natural armor for 30 minutes
- potion of *cure serious wounds* CL 5th
Cures 3d8+5 damage.
- *war paint of the terrible visage*^{UE} CL 1st
Put on your face; one time in the next 24 hours, look scary as a swift action to use *cause fear* (DC 11)
- oil of *magic weapon* (4) CL 1st
+1 enhancement bonus for 1 minute □ □ □ □
- potions of *invisibility* (8) CL 3rd
Turn invisible for 3 minutes or until you attack.
□ □ □ □ □ □ □ □

Groblek LT

Orcs 6–7 (4P)

- *+1 composite shortbow* (Strength 16) with 40 arrows. CL 3rd
- *+1 flaming arrow* (2) CL 10th
Deals +1d6 fire damage on a hit. □ □
- masterwork battleaxe
- masterwork short sword (2)
- daggers (12)
- tanglefoot bags (2) □ □
- *+1 studded leather* CL 3rd
- *+1 leather armor* (2) CL 3rd
- potion of *cure moderate wounds* CL 3rd Cures 2d8+3 damage.
- oil of *magic weapon* (2) CL 1st
+1 enhancement bonus for 1 minute □ □
- potions of *invisibility* (4) CL 3rd
Turn invisible for 3 minutes or until you attack.
□ □ □ □

Akina**Undead 3–4**

- *+1 lamellar (steel) armor^{UE}* medium armor; 6+1 AC, max +3 Dex, -4 armor check penalty, 25% arcane spell failure chance, 35 lbs.
- *+1 katana^{UE}* exotic one-handed / martial two-handed slashing weapon; 1d8 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with katana
- *mwk naginata^{UE}* martial two-handed slashing; reach; 1d8 damage; 20/x4 critical
- *mwk wakizashi^{UE}* exotic light piercing/slashing; 1d6 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with wakizashi
- 3x (2x) masterwork longsword, breastplate, heavy steel shield

Michiko**Undead 6–7**

- *+1 lamellar (steel) armor^{UE}* medium armor; 6+1 AC, max +3 Dex, -4 armor check penalty, 25% arcane spell failure chance, 35 lbs.
- *+1 katana^{UE}* exotic one-handed / martial two-handed slashing weapon; 1d8 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with katana
- *mwk naginata^{UE}* martial two-handed slashing; reach; 1d8 damage; 20/x4 critical
- *mwk wakizashi^{UE}* exotic light piercing/slashing; 1d6 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with wakizashi
- 2x (1x) *+1 fullplate, +1 longsword*

Michiko**Undead 3–4**

- *+1 lamellar (steel) armor^{UE}* medium armor; 6+1 AC, max +3 Dex, -4 armor check penalty, 25% arcane spell failure chance, 35 lbs.
- *+1 katana^{UE}* exotic one-handed / martial two-handed slashing weapon; 1d8 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with katana
- *mwk naginata^{UE}* martial two-handed slashing; reach; 1d8 damage; 20/x4 critical
- *mwk wakizashi^{UE}* exotic light piercing/slashing; 1d6 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with wakizashi

The Lieutenant**Undead 3–4**

- *searing arrow^{UE}* CL 9th

This +1 flaming arrow continues to burn its target each round, dealing 1d6 points of fire damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it burns up once the 3 rounds pass.

- *aegis of recovery^{UE}* CL 3rd

An aegis of recovery grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a hold person spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

The Lieutenant**Undead 6–7**

- *searing arrow^{UE}* CL 9th

This +1 flaming arrow continues to burn its target each round, dealing 1d6 points of fire damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it burns up once the 3 rounds pass.

- *aegis of recovery^{UE}* CL 3rd

An aegis of recovery grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a hold person spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

- *immovable rod* CL 10th

This rod looks like a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several immovable rods can even make a ladder when used together (although only two are needed). An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must succeed at a DC 30 Strength check to move the rod up to 10 feet in a single round.

Akina**Undead 6–7**

- *+1 lamellar (steel) armor^{UE}* medium armor; 6+1 AC, max +3 Dex, -4 armor check penalty, 25% arcane spell failure chance, 35 lbs.
- *+1 katana^{UE}* exotic one-handed / martial two-handed slashing weapon; 1d8 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with katana
- *mwk naginata^{UE}* martial two-handed slashing; reach; 1d8 damage; 20/x4 critical
- *mwk wakizashi^{UE}* exotic light piercing/slashing; 1d6 damage; 18–20/x2 critical; +4 DC to survive coup de grace performed with wakizashi