

A. Jeggare Museum (low)

Shrew Fly Swarm (2)

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 20, **touch** 20, **flat** 18 (+2 **Dex**, +8 size)

hp 18 (4d8)

fort +4, **Ref** +3, **Will** +1

Defensive Abilities swarm traits; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft., climb 10 ft., fly 30 ft. (average)

Melee swarm (1d6)

Space 10 ft., **Reach** 0 ft.

Special Attacks devour, distraction (DC 12), voracious (see giant locust)

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** –, **Wis** 11, **Cha** 2

BAB +3; **CMB** –; **CMD** –

Skills Climb +3, Fly +10

SPECIAL ABILITIES

Devour (Ex) A locust swarm causes damage to unattended objects in its Space each round as though they were creatures. It even damages inedible objects.

4-player

1-2: Replace the shrew fly swarms with a giant shrew fly.

4-5: Remove 1 giant shrew fly.

Discovery Points

1 DP / 3 plants saved

A. Jeggare Museum (high)

Giant Shrew Fly (1)

N Medium vermin / Locust

Init +2; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 17, **touch** 12, **flat** 15 (+2 **Dex**, +5 natural)

hp 22 (4d8+4)

fort +5, **Ref** +3, **Will** +1

Immune mind-affecting effects; Resist acid 5

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (average)

Melee bite +6 (1d8+4)

Ranged spit +5 **touch** (1d3 acid)

Special Attacks voracious

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** –, **Wis** 10, **Cha** 7

BAB +3; **CMB** +6; **CMD** 18 (26 vs. trip)

Skills Acrobatics +2 (+20 jumping), Climb +11; Racial Modifiers +18 Acrobatics while jumping

SQ leap

SPECIAL ABILITIES

Leap (Ex) A giant locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Spit (Ex) A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

Voracious (Ex) A giant locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

Shrew Fly Swarm (3)

B. The Thicket's Center (low)

Advanced Jack-o-Lantern (1)

NE Medium plant

Init +0; **Senses** low-light vision, tremorsense 30 ft.;

Perception +9

Aura fear (20 ft., DC 15)

DEFENSE

AC 15, **touch** 10, **flat** 15 (+5 natural)

hp 15 (2d8+6)

fort +6, **Ref** +0, **Will** +4

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +5 (1d6+4), slam +5 (1d4+4 plus strangling ensnare)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 14 half, usable every 1d4 rounds), explode, strangling ensnare (DC 16)

STATISTICS

Str 19, **Dex** 11, **Con** 16, **Int** 6, Wis 18, **Cha** 11

BAB +1; **CMB** +5; **CMD** 15 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Acrobatics +0 (-8 to jump), **Perception** +9

SQ pumpkin form

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10' must succeed at a DC 14 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun.

Fear Aura (Su) Any creature within 20 feet of a jack-o'-lantern must succeed at a **DC 15 Will** save or be **shaken for 2d6 minutes**. If the Will save is successful, the creature is Immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks (+0) to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack o' lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for **2d4** rounds unless the target succeeds at a **DC 16 Reflex save**. The target can attempt to burst these entangling vines before the duration expires with a successful **DC 12 Strength** check as a **full round** action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack o' lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action.

B. The Thicket's Center (high)

B. The Thicket's Center (high)

Advanced Jack-o-Lantern (3)

4-player

Remove the advanced simple template (-2 on all rolls (including damage rolls) and special ability DCs; -4 to AC and CMD; -2 hp/HD.)

C2. Haunted Hall (low)

C2. Haunted Hall (low)

Veldrid's Gaze

NE haunt (10-ft. radius)

Caster Level 2nd

Notice Perception DC 16 (to hear the sounds of toiling and weeping)

Hp 4; **Trigger** proximity; Reset 1 day

Effect When this haunt triggers, several dwarves bearing the symbol of Droskar appear in the area and draw their hammers. One of them begins to mutter incoherently before turning his weapon on his brethren. Then, one by one, they all break into a riot of muttered gibberish and violence until one remains standing. This dwarf looks down the warhammer in his hand and states. "This weapon struck no enemies, only my brothers and sisters. I have failed..." This survivor then backs away towards the east, begging for his life, as a female dwarf in a domino mask approaches him. She draws a blade and cuts him down, his body dropping in the same space as the warhammer. She turns towards the creatures that triggered the haunt and glares at them, crystal tears trickling from her eyes. Creatures within the haunt's area are targeted by a **doom** spell [shaken 2 min] (CL 2nd, **DC 12**).

Destruction The warhammer is used to slay a goblinoid, orc, or dwarf that does not worship Droskar.

C2. Haunted Hall (high)

Veldrid's Gaze

NE haunt (10-ft. radius)

Caster Level **7th**

Notice Perception DC 20 (to hear the sounds of toiling and weeping)

Hp 10; **Trigger** proximity; Reset 1 day

Effect When this haunt triggers, several dwarves bearing the symbol of Droskar appear in the area and draw their hammers. One of them begins to mutter incoherently before turning his weapon on his brethren. Then, one by one, they all break into a riot of muttered gibberish and violence until one remains standing. This dwarf looks down the warhammer in his hand and states. "This weapon struck no enemies, only my brothers and sisters. I have failed..." This survivor then backs away towards the east, begging for his life, as a female dwarf in a domino mask approaches him. She draws a blade and cuts him down, his body dropping in the same Space as the warhammer. She turns towards the creatures that triggered the haunt and glares at them, crystal tears trickling from her eyes. Each creature in the haunt's trigger area is targeted by a **crushing despair** spell [-2 on d20 rolls & weap damage for 7 min] (CL 7th, **Will DC 16**).

Destruction The warhammer is used to slay a goblinoid, orc, or dwarf that does not worship Droskar.

C3. Droskar's Cavern (low)

Murkrood

Goblin rogue 2 NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 18, **touch** 15, **flat** 14 (+3 armor, +4 Dex, +1 size)
hp 16 (2d8+4)
fort +2, **Ref** +7, **Will** +1
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Ranged shortbow +6 (1d4/×3)
Melee mwk dogslicer +5 (1d4/19-20), dogslicer +4 (1d4/19-20)
Special Attacks sneak attack +1d6

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8
BAB +1; **CMB** +0; **CMD** 14
Feats Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +8, Climb +4, Disable Device +8, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +12
Languages Goblin
Combat Gear potion of cure light wounds, potion of jump, potion of feather fall, alchemist's fire (4), smokesticks (2), thunderstones (4); Other Gear studded leather, dogslicer UE, mwk dogslicer UE, shortbow with 20 arrows, 18 gp

Rikshi, Shatu, Haja

Goblin warrior 1 NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; **Perception** -1

DEFENSE

AC 16, **touch** 13, **flat** 14 (+2 armor, +2 Dex, +1 shield, +1 size)
hp 6 (1d10+1)
fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.
Ranged short bow +4 (1d4/×3)
Melee short sword +2 (1d4/19-20)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6
BAB +1; **CMB** +0; **CMD** 12
Feats Improved Initiative
Skills Ride +10, Stealth +10, Swim +4
Languages Goblin

C3. Droskar's Cavern (high)

Murkrood

Goblin rogue 5 NE Small humanoid (goblinoid)
Init +9; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 20, **touch** 17, **flat** 14 (+3 armor, +5 Dex, +1 dodge, +1 size)
hp 36 (5d8+10)
fort +3, **Ref** +9, **Will** +2
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk dogslicer +8 (1d4/19-20), mwk dogslicer +8 (1d4/19-20)
Ranged shortbow +9 (1d4/×3)
Special Attacks sneak attack +3d6

STATISTICS

Str 11, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8
BAB +3; **CMB** +2; **CMD** 18
Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +13, Climb +8, Disable Device +13, Escape Artist +13, **Perception** +9, Sleight of Hand +13, Stealth +17, Swim +8
Languages Goblin
SQ rogue talents (finesse rogue, surprise attack), trapfinding +2, weapon familiarity ARG
Combat Gear +1 flaming arrows (5), potion of cure moderate wounds, potion of jump, alchemist's fire (4), smokesticks (2), thunderstones (2); Other Gear mwk studded leather, mwk dogslicers UE (2), shortbow with 20 arrows, tindertwigs (4), 64 gp

Rikshi, Shatu, Haja

Use stats for murkrood in T1-2

4-player

Remove Haja from the encounter.

D. Visions of the Past (low)

Helven Leroung

Male human rogue 2

Init +2; **Senses Perception** +4

DEFENSE

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

hp 14 each (2d8+2)

fort +2, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6/18-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

BAB +1; **CMB** +1; **CMD** 13

Feats Combat Expertise, Improved Feint, Weapon Finesse

SQ rogue talents (finesse rogue), projection

Skills Acrobatics +7, Bluff +7, Perception +4, Per (oratory) +7, Sense Motive +4, Stealth +7, Use Magic Device +7

Languages Common

SQ projection

Combat Gear scroll of blindness/deafness; Other Gear rapier, masterwork studded leather

SPECIAL ABILITIES

Decemvirate Helm (Su) 1/day, channel a 30-foot radius burst of negative energy as a standard action (1d6, Will 13 halves). Helven is also damaged by this effect.

Zarul Blystone

Male human slayer 2

Init +2; **Senses Perception** +4

DEFENSE

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

hp 14 each (2d8+2)

fort +2, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4/19-20)

Ranged longbow +4 (1d8/x3)

Special Attacks studied target +1

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

BAB +1; **CMB** +1; **CMD** 13

Feats Point-Blank Shot, Precise Shot, Weapon Focus

(longbow) **SQ** slayer talents (ranger combat style)

ACG

Skills Acrobatics +7, Bluff +7, Perception +4, Perf (oratory) +7, Sense Motive +4, Stealth +7, Use Magic Device +7

Languages Common

SQ projection

Combat Gear scroll of blur; Other Gear dagger, longbow, masterwork studded leather

SPECIAL ABILITIES

Decemvirate Helm (Su) 1/day, cast dominate animal as a standard action (Will DC 15 negates).

Veldrid Goldborough

Female dwarf bard 2

Init +2; **Senses** darkvision Perception +4

DEFENSE

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

hp 14 each (2d8+2)

fort +2, **Ref** +5, **Will** +2 (+4 vs. bardic performance, language-dependent, and sonic)

OFFENSE

Speed 30 ft.

Melee shortsword +1 (1d6/19-20)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 13], inspire cour +1)

Spells Known (CL 2nd; concentration +4)

1st (3/day)—cure light wounds, grease (DC 13), hideous laughter (DC 13)

0 (at Will)—daze (DC 12), detect magic, mending, read magic, resistance

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

BAB +1; **CMB** +1; **CMD** 13

Feats Extra Performance

Skills Acrobatics +7, Bluff +7, **Perception** +4, Perf (oratory) +7, Sense Motive +4, Stealth +7, Use Magic Device +7

Combat Gear scroll of heroism; Other Gear shortsword

SPECIAL ABILITIES

Decemvirate Helm (Su) 1/day, cast lesser confusion as a swift action (Will DC 13 negates).

4-player

PCs have concealment.

D. Visions of the Past (high)

Helven Leroung

Male human rogue 4

Init +2; **Senses Perception** +6

DEFENSE

AC 16, **touch** 12, **flat** 14 (+4 armor, +2 **Dex**)

hp 28 each (4d8+8)

fort +3, **Ref** +7, **Will** +4

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18-20)

Special Attacks sneak attack +2d6

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, Wis 8, **Cha** 14

BAB +3; **CMB** +3; **CMD** 15

Feats Combat Expertise, Improved Feint, Wap Fin, Wea Foc

SQ rogue talents (finesse rogue, slow reactions)

Combat Gear scroll of blindness/deafness; Other Gear masterwork rapier

Skills Acrobatics +9, Bluff +9, Perception +6, Perf (oratory) +9, Sense Motive +6, Stealth +9, Use Magic Device +9

Languages Common

SQ projection

SPECIAL ABILITIES

Decemvirate Helm (Su)1/day, channel 30-foot radius burst of negative energy as a standard action (2d6, Will DC 15 halves). He is also damaged by this effect.

Zarul Blystone

Male human slayer 4

DEFENSE

AC 16, **touch** 12, **flat** 14 (+4 armor, +2 **Dex**)

hp 28 each (4d8+8)

fort +3, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19-20)

Ranged mwk longbow +7 (1d8/x3)

DA (-1/+2)/PB(+1/+1): +7/1d8+3

Special Attacks sneak attack +1d6, studied target +1

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, Wis 8, **Cha** 14

BAB +3; **CMB** +3; **CMD** 15

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Acrobatics +9, Bluff +9, **Perception** +6, Perf (oratory) +9, Sense Motive +6, Stealth +9, Use Magic Device +9

Languages Common

SQ projection

Gear +1 studded leather

SQ slayer talents (deadly range, ranger combat style)

Combat Gear scroll of invisibility; Other Gear dagger, masterwork longbow, +1 studded leather

SPECIAL ABILITIES

Decemvirate Helm (Su) used already on wolf

Veldrid Goldborough

Female dwarf bard 4

Init +2; **Senses Perception** +6, darkvision

DEFENSE

AC 16, **touch** 12, **flat** 14 (+4 armor, +2 **Dex**)

hp 28 each (4d8+8)

fort +3, **Ref** +7, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Melee mwk shortsword +4 (1d6/19-20)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

Spells Known (CL 4th; concentration +6)

2nd (2/day)— cause fear (DC 14), blindness/deafness (DC 14), suggestion (DC 15)

1st (4/day)— cure light wounds, grease (DC 13), hideous laughter (DC 14)

0 (at Will)— daze (DC 13), detect magic, mending, message, read magic, resistance

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, Wis 8, **Cha** 14

BAB +3; **CMB** +3; **CMD** 15

Feats Extra Performance, Spell Focus (enchantment)

Combat Gear scroll of heroism; Other Gear mwk shortsword

Skills Acrobatics +9, Bluff +9, **Perception** +6, Perf (oratory) +9, Sense Motive +6, Stealth +9, Use Magic Device +9

SPECIAL ABILITIES

Decemvirate Helm (Su) 1/day, Veldrid's cast lesser confusion as a swift action (Will DC 13 negates).

Dire Wolf

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 14, **touch** 11, **flat** 12 (+2 **Dex**, +3 natural, -1 size)

hp 37 (5d8+15)

fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

BAB +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (**Perception**), Weapon Focus (bite)

Skills **Perception** +10, **Stealth** +3, **Survival** +1 (+5 scent tracking); **Racial Modifiers** +4 **Survival** when tracking by scent

4-player

PCs have concealment.