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# Kelok's Tomb



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RPG Adventure for Levels 2-4

Michael LaBossiere

# Kelok's Tomb PDF

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## About the Author

Dr. Michel LaBossiere is a guy from Maine who went to school in Ohio and ended up a philosophy professor in Florida.

While acquiring his doctorate in philosophy at Ohio State University, he earned his ramen noodle money by writing for Chaosium, GDW, R. Talsorian Games, and TSR. After graduate school, he became a philosophy professor at Florida A&M University. His first philosophy book, *What Don't You Know?*, was published in 2008.

He continues to write philosophy and gaming material. He is also a blogger, but these days who isn't?

When not writing, he enjoys running, gaming and the martial arts. Thanks to a quadriceps tendon tear in 2009, he was out of running for a while, but returned to the trails and wrote a book about it, [Of Tendon & Trail](#). He can be contacted at [ontologist@aol.com](mailto:ontologist@aol.com).

## NPCS & Monsters

### Patrol

#### **FERD CR 1/2**

Male Human Warrior 2

LG Medium Humanoid (Human)

Init +0; Senses Perception +0

#### **DEFENSE**

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 20 (2d10+2)

Fort +4, Ref +0, Will +0

#### **OFFENSE**

Spd 20 ft.

Melee Longsword +5 (1d8+2/19-20/x2)

Ranged Longbow +2 (1d8/20/x3)

#### **STATISTICS**

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

Base Atk +2; CMB +4; CMD 14

Feats Mounted Combat, Weapon Focus: Longsword

Skills Acrobatics -7, Climb -1, Escape Artist -7, Fly -7, Handle Animal +4, Intimidate +4, Ride -2, Stealth -7, Swim -1

Languages Common

Combat Gear Arrows (20), Chainmail, Longbow, Longsword, Shield, Heavy Wooden;

#### **SPECIAL ABILITIES**

Mounted Combat Once per round you can attempt to negate a hit to your mount in combat.

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#### **PATROL WARRIOR CR 1/3**

Male Human Warrior 1

LN Medium Humanoid (Human)

Init +0; Senses Perception +0

#### **DEFENSE**

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 11 (1d10+1)

Fort +3, Ref +0, Will +0

#### **OFFENSE**

Spd 30 ft.

Melee Longsword +3 (1d8+1/19-20/x2)

Ranged Crossbow, Light +1 (1d8/19-20/x2)

### **STATISTICS**

Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 12

Feats Mounted Combat, Weapon Focus: Longsword

Skills Acrobatics -3, Climb -2, Escape Artist -3, Fly -3, Handle Animal +4, Intimidate +4, Ride +1, Stealth -3, Swim +2

Languages Common

Combat Gear Crossbow, Light, Longsword, Shield, Heavy Wooden, Studded Leather;

### **SPECIAL ABILITIES**

Mounted Combat Once per round you can attempt to negate a hit to your mount in combat.

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## **Light Riding Horse CR 1**

XP 400

N Large animal

Init +2; Senses low-light vision, scent; Perception +6

### **DEFENSE**

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, Ref +5, Will +1

### **OFFENSE**

Speed 50 ft.

Melee 2 hooves -2 (1d4+1)

Space 10 ft.; Reach 5 ft.

### **STATISTICS**

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, RunB

Skills Perception +6

SQ docile

### **SPECIAL ABILITIES**

Docile (Ex)

## **Brigands**

### **MUGRAR CR 2**

Male Human Fighter 3

NE Medium Humanoid (Human)

Init +0; Senses Perception +0

### **DEFENSE**

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 34 (3d10+6)

Fort +5, Ref +1, Will +1

Defensive Abilities Bravery +1

### **OFFENSE**

Spd 30 ft.

Melee Greatsword +7 (2d6+4/19-20/x2) or Dagger +6 (1d4+3/19-20/x2)

Ranged Longbow +3 (1d8/20/x3)

### **STATISTICS**

Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 12

Base Atk +3; CMB +6 (+8 Sundering); CMD 16 (18 vs. Sunder)

Feats Blind-Fight, Cleave, Improved Sunder, Power Attack -1/+2, Weapon Focus: Greatsword  
Skills Acrobatics -3, Climb +4, Escape Artist -3, Fly -3, Handle Animal +5, Intimidate +7, Ride +2, Stealth -3, Survival +6, Swim +0

Languages Common

SQ Armor Training 1 (Ex)

Combat Gear Dagger, Greatsword, Longbow, Scale Mail;

### **SPECIAL ABILITIES**

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Blind-Fight Re-roll misses because of concealment, other benefits.

Bravery +1 (Ex) +1 Will save vs. Fear

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Improved Sunder You Sunder at +4 and don't cause an attack of opportunity.

Power Attack -1/+2 You can subtract from your attack roll to add to your damage.

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**Treasure:** 55 copper pieces, 27 silver pieces, 34 gold pieces, 3 platinum pieces, and four 25 gold piece gems in a pouch.

## **BRIGAND CR 1/3**

Male Human Warrior 1

NE Medium Humanoid (Human)

Init +0; Senses Perception -1

### **DEFENSE**

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 12 (1d10+1)

Fort +3, Ref +0, Will -1

### **OFFENSE**

Spd 30 ft.

Melee Halberd +3 (1d10+1/20/x3) or Dagger +2 (1d4+1/19-20/x2) and

### **STATISTICS**

Str 13, Dex 10, Con 12, Int 9, Wis 8, Cha 10

Base Atk +1; CMB +2; CMD 12

Feats Power Attack -1/+2, Weapon Focus: Halberd

Skills Intimidate +4, Ride +4

Languages Common

Combat Gear Dagger, Halberd, Leather;

### **SPECIAL ABILITIES**

Power Attack -1/+2 You can subtract from your attack roll to add to your damage.

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**Treasure:** 1D20 sp and 1D8 gp

### **Draft (Heavy) Horse**

CR 2

XP 600

N Large animal

Init +4; Senses low-light vision, scent; Perception +8

### **DEFENSE**

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural)

hp 19 (2d8+10)

Fort +8, Ref +7, Will +3

### **OFFENSE**

Speed 50 ft.

Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2)

Space 10 ft.; Reach 5 ft.

### **STATISTICS**

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11

Base Atk +1; CMB +7; CMD 21 (25 vs. trip)

Feats Endurance, RunB

Skills Perception +8

SQ docile

### **SPECIAL ABILITIES**

Docile (Ex)

## **Merchant & Guards**

### **Guard CR 1/3**

Male Human Warrior 1

LN Medium Humanoid (Human)

Init +0; Senses Perception +0

### **DEFENSE**

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 11 (1d10+1)

Fort +3, Ref +0, Will +0

### **OFFENSE**

Spd 30 ft.

Melee Longsword +3 (1d8+1/19-20/x2)

Ranged Crossbow, Light +1 (1d8/19-20/x2)

### **STATISTICS**

Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 12

Feats Mounted Combat, Weapon Focus: Longsword

Skills Acrobatics -3, Climb -2, Escape Artist -3, Fly -3, Handle Animal +4, Intimidate +4, Ride +1, Stealth -3, Swim +2

Languages Common

Combat Gear Crossbow, Light, Longsword, Shield, Heavy Wooden, Studded Leather;

### **SPECIAL ABILITIES**

Mounted Combat Once per round you can attempt to negate a hit to your mount in combat.

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## **Animal/Vermin Encounters**

### **Badger CR 1/2**

**XP 200**

**N Small animal**

Init +1; Senses low-light vision, scent; Perception +5

#### **DEFENSE**

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 9 (1d8+5)

Fort +4, Ref +3, Will +1

#### **OFFENSE**

Speed 30 ft., burrow 10 ft.

Melee bite +1 (1d3), 2 claws +1 (1d2)

Special Attacks blood rage

#### **STATISTICS**

Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +0; CMB -1; CMD 10 (14 vs. trip)

Feats Toughness

Skills Escape Artist +5, Perception +5; Racial Modifiers +4 Escape Artist

**Blood Rage (Ex)** When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

### **Black Bear CR 3**

XP 800

**N Medium animal**

Init +3; Senses low-light vision, scent; Perception +6

#### **DEFENSE**

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, Ref +7, Will +2

**OFFENSE**

Speed 40 ft.

Melee 2 claws +6 (1d4+3 plus grab), bite +6 (1d4+3)

Space 5 ft.; Reach 5 ft.

**STATISTICS**

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +7 (+11 grapple); CMD 19 (23 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +12; Racial Modifiers +4 Swim

Treasure: none

**Giant Centipede CR 1/2**

XP 200

N Medium vermin

Init +2; Senses darkvision 60 ft.; Perception +4

**DEFENSE**

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, Ref +2, Will +0

Immune mind-affecting effects

**OFFENSE**

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison

**STATISTICS**

Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2

Base Atk +0; CMB –1; CMD 11 (can't be tripped)

Feats Weapon FinesseB

Skills Climb +10, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +8 Stealth

Treasure none

**SPECIAL ABILITIES**

Poison (EX) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Giant Spider CR 1**

XP 400

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

**DEFENSE**

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1

Immune mind-affecting effects

**OFFENSE**



Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

### **STATISTICS**

Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); Racial Modifiers +4

Perception, +4 Stealth (+8 in webs), +16 Climb

### **SPECIAL ABILITIES**

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

## **Tigermane's Forces**

### **Gnoll CR 1**

XP 400

CE Medium humanoid (gnoll)

Init +1; Senses darkvision 60 ft.; Perception +2

### **DEFENSE**

AC 18, touch 11, flat-footed 17 (+4 armor, +1 DEX, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, Ref +1, Will +0

### **OFFENSE**

Speed 30 ft.

Melee battle axe +4 (1d8+3/x3)

Ranged Long bow +3 (1d8+3/x3)

### **STATISTICS**

Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; CMB +3; CMD 13

Feats Power Attack

Skills Perception +2

Languages Gnoll

Treasure: Chain shirt, battle axe, masterwork long bow built for STR (+3) Each Gnoll has 1D10+20 GP worth of valuables.

**Description:** These gnolls were once mercenaries for a warlord with more ambition than sense. After his army was broken and scattered, the gnolls returned to a life of banditry until they were recruited by Tigermane. Their armor and weapons are of human manufacture and their bows were looted from the corpses of the warlord's elite archers.

The Gnolls will typically start combat by using their bows, especially if their opponents lack ranged weapons. The gnolls had some experience fighting as part of a disciplined unit and hence are somewhat better organized than the typical gnolls. While Tigermane is not a gnoll, they regard his lycanthropy as a bond of kinship. The fact that he is an able leader also contributes to their loyalty.

### **Grisbo the Ogre CR 3**

XP 800

CE Large humanoid (giant)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +2

#### **DEFENSE**

AC 18, touch 9, flat-footed 18 (+4 armor, +5 natural, -1 size)

hp 38 (4d8+12)

Fort +7, Ref +1, Will +3

#### **OFFENSE**

Speed 40 ft.

Melee greatclub +7 (2d8+7)

Ranged javelin +2 (1d8+5)

Space 10 ft.; Reach 10 ft.

#### **STATISTICS**

Str 21, Dex 10, Con 16, Int 8, Wis 10, Cha 7

Base Atk +3; CMB +9; CMD 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

**Description:** Grisbo's time with Tigermane has civilized him somewhat so his behavior is rather better than is typical of his ilk. Being of above average intelligence for an ogre, Grisbo recognizes that he has a good thing going working for Tigermane. Hence, he is quite loyal to the werewolf. It also helps that he is somewhat afraid of Tigerman's ability to use magic and turn into a werewolf. Grisbo carries a potion of gaseous form and a potion of heroism. He actually does not even know that they are potions (he thinks the bottles are "pretty").

Grisbo is a dedicated melee fighter and will always attempt to close with the biggest target available. He is experienced enough to know not to get between the gnolls and their archery targets. He is also familiar with Tigermane's tactics and will avoid getting in an area where Tigermane is likely to drop a fireball.

### **Wolf CR 1**

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

#### **DEFENSE**

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

#### **OFFENSE**

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

#### **STATISTICS**

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

### **ECOLOGY**

Environment cold or temperate forests

Organization solitary, pair, or pack (3–12)

Treasure none

**Description:** Tigermene's wolves are fiercely loyal to him and they consider him to be the leader of their pack. While wolves normally do not attack intelligent humanoids unless provoked, these wolves have been conditioned to consider humanoids, especially halflings, as good. The wolves get along well with the Gnolls, but they are not fond of Grisbo.

## **Tigermene the Wizard-Werewolf CR 5**

### **Human Form**

Male Human Wizard 5

CE Medium Humanoid (Human, Shapechanger)

Init +0; Senses Low-Light Vision, Scent; Perception +1

### **DEFENSE**

AC 12, touch 11, flat-footed 12 (+1 armor, +1 deflection)

hp 33 (5d6+10)

Fort +2, Ref +1, Will +5

### **OFFENSE**

Spd 30 ft.

Melee +1 Silver Dagger +3 (1d4/19-20/x2) and

Unarmed Strike +2 (1d3/20/x2)

Wizard Spells Known (CL 5, 2 melee touch, 2 ranged touch):

3 (2/day) Fireball (DC 16), Fireball (x2) (DC 16)

2 (3/day) Scorching Ray, Scorching Ray (x2), Blur (DC 15)

1 (4/day) Magic Missile, Magic Missile, Shield (DC 14), Mage Armor (DC 14), Sleep (DC 14)

0 (at will) Acid Splash, Ray of Frost, Mage Hand, Dancing Lights

### **STATISTICS**

Str 10, Dex 10, Con 12, Int 16, Wis 12, Cha 12

Base Atk +2; CMB +2; CMD 13

Feats Blind-Fight, Combat Casting, Craft Wand, Empower Spell, Scribe Scroll, Toughness +5,

Wizard Weapon Proficiencies

Skills Knowledge (Arcana) +11, Knowledge (Dungeoneering) +9, Knowledge (Geography) +11,

Knowledge (History) +11, Knowledge (Local) +10, Knowledge (Nature) +11, Knowledge (Planes)

+7, Linguistics +8, Spellcraft +11

Languages Common, Dwarven, Elven, Giant, Gnoll, Goblin

SQ Bonded Object: Ring of Protection, +1 (1/day) (Sp), Change Forms (Su), Divination,

Evocation, Force Missile (6/day) (Sp), Intense Spells +2 (Su), Lycanthropic Empathy +10 (Ex),

Necromancy

Combat Gear +1 Silver Dagger; Other Gear Bracers of Armor, +1, Ring of Protection, +1, Scroll: Fireball, Scroll: Invisibility, Scroll: Mage Armor, Blur

**Spells in Spellbook:** Acid Arrow (2), Acid Splash (0), Arcane Mark (0), Bleed (0), Blur (2), Breeze (0), Comprehend Languages (1), Dancing Lights (0), Daze (0), Detect Magic (0), Detect Poison (0), Detect Secret Doors (1), Disguise Self (1), Dispel Magic (3), Disrupt Undead (0), Drench (0), Explosive Runes (3), False Life (2), Feather Fall (1), Fireball (3), Flare (0), Fly (3), Ghost Sound (0), Identify (1), Invisibility (2), Light (0), Mage Armor (1), Mage Hand (0), Magic Missile (1), Magic Mouth (2), Mending (0), Message (0), Open/Close (0), Prestidigitation (0), Protection from Evil (1), Ray of Frost (0), Read Magic (0), Resistance (0), Scorching Ray (2), See Invisibility (2), Shield (1), Sleep (1), Tigermane's Wolfskin (3), Touch of Fatigue (0)

### **SPECIAL ABILITIES**

Blind-Fight Re-roll misses because of concealment, other benefits.

Bonded Object: Ring of Protection, +1 (1/day) (Sp) DC 20 + spell level to cast spells without the bonded object. Once per day, you can cast any spell in your spellbook for free.

Change Forms (Su) Change into Hybrid or Animal forms.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Divination You must spend 2 slots to cast spells from the Divination school.

Empower Spell Numeric effects of a spell are increased 50%. +2 Levels.

Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Force Missile (6/day) (Sp) Magic Missile hits for 1d4+2

Intense Spells +2 (Su) + 1/2 wizard level to spell damage (minimum +1).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Lycanthropic Empathy +10 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.

Necromancy You must spend 2 slots to cast spells from the Necromancy school.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

### **Hybrid Form**

Init +2; Senses Low-Light Vision, Scent; Perception +2

### **DEFENSE**

AC 18, touch 13, flat-footed 16 (+1 armor, +2 Dex, +4 natural, +1 deflection)

hp 43 (5d6+20)

Fort +4, Ref +3, Will +6

DR 5/silver

### **OFFENSE**

Spd 30 ft.

Melee +1 Silver Dagger +5 (1d4+2/19-20/x2) and

Bite (Werewolf, Afflicted) -1 (1d6+1/20/x2) and

Unarmed Strike +4 (1d3+2/20/x2)

### **Special Attacks Trip**

### **STATISTICS**

Str 10/15, Dex 10/15, Con 12/17, Int 16, Wis 12/14, Cha 12

Base Atk +2; CMB +4; CMD 17

Trip (Ex) You can make a trip attempt on a successful attack.

### **Animal Form**

Init +2; Senses Low-Light Vision, Scent; Perception +2

#### **DEFENSE**

AC 18, touch 13, flat-footed 16 (+1 armor, +2 Dex, +4 natural, +1 deflection)  
hp 43 (5d6+20)

Fort +4, Ref +3, Will +6

DR 5/silver

#### **OFFENSE**

Spd 50 ft.

Melee +1 Silver Dagger +5 (1d4+2/19-20/x2) and  
Bite (Werewolf, Afflicted) -1 (1d6+1/20/x2) and  
Unarmed Strike +4 (1d3+2/20/x2)

#### **Special Attacks** Trip

#### **STATISTICS**

Str 10/15, Dex 10/15, Con 12/17, Int 16, Wis 12/14, Cha 12

Base Atk +2; CMB +4; CMD 17

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip (Ex) You can make a trip attempt on a successful attack.

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## **Tomb Guardians**

### **Fire Sphere**

Small Fire Elemental CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; Senses darkvision 60 ft.; Perception +4

#### **DEFENSE**

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)  
hp 11 (2d10)

Fort +3, Ref +4, Will +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

#### **OFFENSE**

Speed 50 ft.

Melee touch +4 (1d4 fire plus burn)

Special Attacks burn (1d4, DC 11)

#### **STATISTICS**

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +1; CMD 13

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

### **Lightning Sphere**

Small Lightning Elemental CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

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

#### **DEFENSE**

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d10)

Fort +3, Ref +5, Will +0

Immune electricity, elemental traits

#### **OFFENSE**

Speed fly 100 ft. (perfect)

Melee slam +5 (1d4 plus 1d3 electricity)

Special Attacks metal mastery, spark leap

#### **STATISTICS**

Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +1; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

**Metal Mastery** (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap** (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

### **Ice Sphere**

Small Ice Elemental CR 1

XP 400

N Small outsider (air, cold, elemental, extraplanar, water)

Init -1; Senses darkvision 60 ft., snow vision; Perception +5

#### **DEFENSE**

AC 16, touch 10, flat-footed 16 (-1 Dex, +6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, Ref +2, Will +0

Immune cold, elemental traits

Weaknesses vulnerable to fire

#### **OFFENSE**

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee slam +4 (1d4+1 plus 1d3 cold)

Special Attacks numbing cold (DC 12)

## STATISTICS

Str 12, Dex 8, Con 13, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +2; CMD 11 (can't be tripped)

Feats Power Attack

Skills Knowledge (planes) +2, Perception +5, Stealth +8, Swim +9

SQ ice glide, icewalking

## SPECIAL ABILITIES

**Ice Glide** (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Icwalking** (Ex) This ability works like the spider climb spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Numbing Cold** (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

**Snow Vision** (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

## Iron Sphere

Small Metal Elemental CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

## DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, Ref -1, Will +3

Immune elemental traits

## OFFENSE

Speed 20 ft., burrow 20 ft., metal glide

Melee slam +6 (1d6+4)

Special Attacks metal mastery

## STATISTICS

Str 16, Dex 8, Con 13, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +4; CMD 13

Feats Improved Bull RushB, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**Metal Glide** (Ex) A burrowing elemental can pass through metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

**Metal Mastery (Ex)** A metal elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching a substantial amount of metal. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

### **Hell Hound CR 3**

XP 800

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; Senses darkvision 60 ft., scent; Perception +7

#### **DEFENSE**

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +1

Immune fire

Weaknesses vulnerability to cold

#### **OFFENSE**

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

#### **STATISTICS**

Str 13, Dex 13, Con 15, Int 6, Wis 10, Cha 6

Base Atk +4; CMB +5; CMD 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

## **New Spells**

The following new spells are available in this adventure.

### **Kelok's Claw**

School evocation [force]; Level sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets One Creature

Duration instantaneous

Saving Throw none; Spell Resistance yes

Explanation/description: When this spell is cast a claw of force slashes at the intended target.

The spell requires a ranged touch attack to hit and deals 1d6 of force damage per level of the



caster (to a maximum of 10D6). Damage inflicted by the spell appears to have been created by talons ripping into the victim.

### **Kelok's Companion**

School illusion (shadow); sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Saving Throw Will disbelief (if interacted with); varies; see text; Spell Resistance no

Explanation/description: This spell creates an illusory shadow double created of you that inhabits your square. This doubles make it difficult for enemies to precisely locate and attack you.

When Kelok's companion is cast, one shadow image is created. This image remains in your space and moves with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets your image instead. If the attack is a hit, roll randomly to see whether the selected target is real or the shadow. If it is the shadow, the shadow is damaged. Area spells affect you normally and can damage your shadow. Spells and effects that do not require an attack roll affect you normally and do not damage your shadow. Spells that require a touch attack are discharged if used to damage a shadow.

Being a powerful shadow illusion, the companion has half of your hit points (regardless of whether it's recognized as shadowy). While the companion cannot cast spells, it can make melee or ranged attacks using shadow versions of your weapons or your natural attacks. It will attack whenever you do, duplicating your actions. Its attack bonus is equal to your base attack bonus + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively). When determining damage, use your Intelligence or your Charisma bonus in place of Strength. Do not apply any combat feats, racial modifies or other such adjustments to attack or damage rolls. While the companion's weapons appear identical to yours, they lack any special or magical qualities your weapons might possess and function as normal versions of said weapons or natural attacks. For example, if you have a +3 dagger coated in poison, the companion would have a normal dagger that only looks exactly like it. As another example, if you have a poisonous bite, the bite would do normal damage but would not poison the target. Shadow ammunition and thrown weapons vanish after they are used (whether they hit or miss the intended target) but the companion does not run out of ammunitions or thrown weapons until you do. Alchemical and like items are duplicated visually but do not have any of their special qualities.

Against a creature that recognizes it as a shadow however, the companion's damage is one-half (50%) normal. Furthermore, the companion's AC bonuses are just one-half as large.

A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

### **Tigermane's Wolfskin**

School abjuration; Level sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (hair or flesh from a wolf)

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 5/silver. It ignores the first 5 points of damage each time it takes damage from a weapon, though a silver weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

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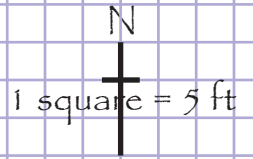
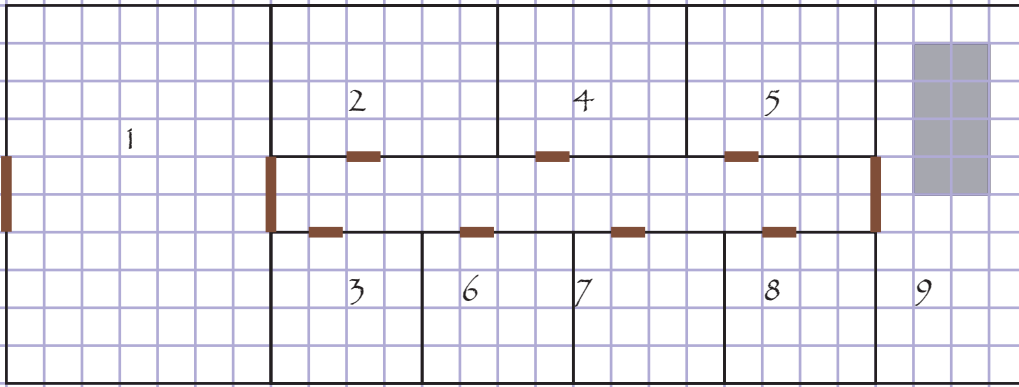
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Level 1

Kelok's Tomb



Level 2

■ Keyhole

