

Dragon Hunt PDF

By Michael C. LaBossiere

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Dr. Michael C. LaBossiere

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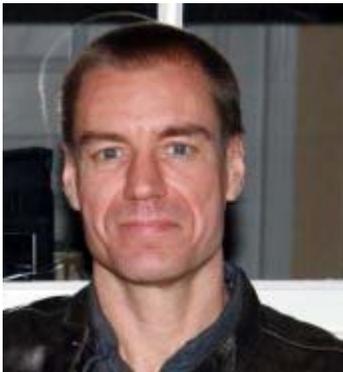
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About the Author

Dr. Michael 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.

Other Kindle Pathfinder Compatible Adventures by the Author

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The A Series

This adventures is part of the A series, which consists of adventures I am converting from *AD&D* and *D&D* 3.0/3.5 to the *Pathfinder Role Playing Game* system. The H series is a set of adventures that are intended to be humorous in nature, while still being actual adventures (as opposed to mere unplayable parodies).

I am also working on the C series, which will be campaign adventures written specifically for compatibility with the *Pathfinder Role Playing Game*.

Ankheg CR 3

XP 800

N Large magical beast

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 28 (3d10+12)

Fort +6, Ref +3, Will +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks spit acid

STATISTICS

Str 16, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Base Atk +3; CMB +7 (+11 grapple); CMD 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or nest (3–6)

Treasure incidental

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

BERGONE CR 8

Male Dragonne Ranger 2

NN Large Magical Beast

Init +7; Senses Darkvision, Low-Light Vision, Scent; Perception +19

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 armor, +3 Dex, -1 size, +8 natural, +1 dodge)

hp 112 (11d10+44)

Fort +13, Ref +12, Will +4

OFFENSE

Spd 40 ft., Flight (30 feet, Poor)

Melee Bite (Dragonne) +15 (1d8+5/20/x2), Claw x2 (Dragonne) +15 x2 (1d6+5/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Pounce, Roar (DC 19)

Ranger Spells Known (CL 0, 15 melee touch, 13 ranged touch):

STATISTICS

Str 21, Dex 17, Con 18, Int 10, Wis 12, Cha 12

Base Atk +11; CMB +17; CMD 31 (35 vs. Trip)

Feats Blind-Fight, Combat Reflexes (4 AoO/round), Dodge, Flyby Attack, Improved Initiative,

Power Attack -3/+6, Two-weapon Fighting

Skills Acrobatics +1, Climb +3, Escape Artist +1, Intimidate +5, Knowledge (Geography) +4, Knowledge (Nature) +4, Perception +19,

Ride +1, Spellcraft +4, Stealth +2, Survival +13, Swim +7

Languages Common, Draconic

SQ Enemies: Dragons (+2 bonus) (Ex), Track +1, Wild Empathy +3 (Ex)

Combat Gear Chain Shirt;

SPECIAL ABILITIES

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

Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Enemies: Dragons (+2 bonus) (Ex) +2 to rolls vs Dragons.

Flight (30 feet, Poor) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

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

Pounce (Ex) You can make a full attack as part of a charge.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Roar (DC 19) (Su) Every 1d4 rds, non-dragonnes in 30 ft deaf 2d4 rds, in 120 ft fatigued (Fort neg).

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

Track +1 +1 to survival checks to track.

Wild Empathy +3 (Ex) Improve the attitude of an animal, as if using Diplomacy.

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Description Bergone was a companion of the brothers and joined them in many battles, eventually becoming a ranger. While adept in battle, Bergone was not very good at his favorite vice, gambling. When the brothers died, he was massively in debt to a wizard, Pelcor, who was rather better than Bergone at gambling. Coincidentally, the wizard owed the brothers a debt and elected to settle both accounts by placing Bergone in stasis to guard the tomb. Pelcor did agree to allow Bergone to be free of his debt after facing the first intruders to enter to tomb. Unfortunately for Bergone, he has been waiting in the tomb for centuries

SWORD GUARDIAN CR 8

Male Clockwork Soldier

NN Medium Construct (Clockwork)

Init +6; Senses Darkvision, Low-Light Vision; Perception +0

DEFENSE

AC 29, touch 13, flat-footed 26 (+10 armor, +1 Dex, +6 natural, +2 dodge)

hp 83 (8d10)

Fort +3, Ref +7, Will +3

DR 5/adamantine; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

Weakness Vulnerability to Electricity

OFFENSE

Spd 20 ft.

Melee +1 Bane (Dragons) Greatsword +20/+15 (2d6+14/19-20/x2) and

Special Attacks Latch

STATISTICS

Str 28, Dex 15, Con -, Int -, Wis 11, Cha 1

Base Atk +10; CMB +19 (+21 Disarming); CMD 32 (34 vs. Disarm)

Feats Improved Initiative (Swift Reactions), Lightning Reflexes (Swift Reactions)

Skills Acrobatics -3, Climb +4, Escape Artist -3, Fly -3, Ride -3, Stealth -3, Swim +4

Languages

SQ Efficient Winding (Ex), Standby (Ex), Winding

Combat Gear +1 Bane (Dragons) Greatsword, +1 Full Plate;

SPECIAL ABILITIES

Construct Traits (+20 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save
Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Efficient Winding (Ex) Active for 2 day/HD, can be recharged with a special key.

Latch (Ex) As a standard action, can attempt a disarm or grapple maneuver without AoO.

Standby (Ex) Unmoving & -4 to Perception, but don't wind down. Swift to exit with +4 init.

Vulnerability to Electricity You are vulnerable (+50% damage) to Electricity damage.

Winding Active for 1 day/HD, can be recharged with a special key.

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Description: The brothers made many allies in their battles against evil dragons and these allies included some powerful wizards. Prior to the brothers' deaths, the mages created constructs in the images of the brothers and armed them with the brothers' weapons. This construct is in the image of Kertrun and fights with his great sword. If the proper password is given, the construct will not attack and will allow itself to be stripped of its weapon and armor. Unfortunately, the password was lost long ago. For lower level parties, the construct's natural armor can be eliminated in favor of the plate armor (the clockwork would use the armor as the outer shell, with the bare mechanisms inside).

BOW GUARDIAN CR 8

Male Clockwork Soldier

NN Medium Construct (Clockwork)

Init +6; Senses Darkvision, Low-Light Vision; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 22 (+6 armor, +2 Dex, +6 natural, +2 dodge)

hp 83 (8d10)

Fort +3, Ref +7, Will +3

DR 5/adamantine; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

Weakness Vulnerability to Electricity

OFFENSE

Spd 30 ft.

Melee Unarmed Strike +19/+14 (1d3+9/20/x2)

Ranged +1 Bane (Dragon) Longbow, Composite (Str +2) +13/+8 (1d8+3/20/x3)

Special Attacks Latch

STATISTICS

Str 28, Dex 15, Con -, Int -, Wis 11, Cha 1

Base Atk +10; CMB +19 (+21 Disarming); CMD 33 (35 vs. Disarm)

Feats Improved Initiative (Swift Reactions), Lightning Reflexes (Swift Reactions)

Skills Acrobatics +1, Climb +8, Escape Artist +1, Fly +1, Ride +1, Stealth +1, Swim +8

Languages

SQ Efficient Winding (Ex), Standby (Ex), Winding

Combat Gear +1 Bane (Dragon) Longbow, Composite (Str +2), +2 Chain Shirt; Other Gear

Efficient Quiver (60 arrows)

SPECIAL ABILITIES

Construct Traits

Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Latch (Ex) As a standard action, can attempt a disarm or grapple maneuver without AoO.

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

Standby (Ex) Unmoving & -4 to Perception, but don't wind down. Swift to exit with +4 init.

Vulnerability to Electricity You are vulnerable (+50% damage) to Electricity damage.

Winding Active for 1 day/HD, can be recharged with a special key.

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Description: The brothers made many allies in their battles against evil dragons and these allies included some powerful wizards. Prior to the brothers' deaths, the mages created constructs in the images of the brothers and armed them with the brothers' weapons. This construct is in the image of Bertrun and fights with his bow. If the proper password is given, the construct will not attack and will allow itself to be stripped of its weapon and armor. Unfortunately, the password was lost long ago.

KOBOLD WARRIOR CR 1/2

Male Kobold Warrior 3

LE Small Humanoid (Reptilian)

Init +2; Senses Darkvision; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 size, +1 natural)

hp 27 (3d10-3)

Fort +2, Ref +3, Will +1

Weakness Light Sensitivity

OFFENSE

Spd 30 ft.

Mele Longsword +4 (1d6/19-20/x2)

Ranged Shortbow +6 (1d4/20/x3)

STATISTICS

Str 10, Dex 14, Con 8, Int 10, Wis 10, Cha 10

Base Atk +3; CMB +2; CMD 14

Feats Point Blank Shot, Weapon Finesse

Skills Climb +4, Fly +4, Intimidate +5, Perception +2, Stealth +12

Languages Draconic

Combat Gear Leather, Longsword, Shield, Light Wooden, Shortbow;

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

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Description: These kobolds serve the dragon with great loyalty and dedication. The dragon recruits them from a nearby tribe of kobolds and then returns any survivors after a year of service and acquires new kobolds. The relationship benefits both parties and, of course, kobolds hold dragons in great esteem

The dragon has made his kobolds into an effective fighting force by equipping them with a variety of grenade weapons looted from defeated adventurers and stolen from merchants. Each kobold carries a flask of acid, a smokestick, two alchemist fires, two tanglefoot bags, and one thunderstone. They will throw the tanglefoot bags at melee fighters, the thunderstone at casters, and then hit them with acid and alchemist fire. They will try to get more munitions if possible, if not they will hurl javelins. If things go bad, they will use their smokesticks to escape.

OGRE GUARD CR 4

Male Ogre Barbarian 2

CE Large Humanoid (Giant)

Init -1; Senses Darkvision, Low-Light Vision; Perception +5

DEFENSE

AC 15, touch 8, flat-footed 15 (+2 armor, -1 Dex, -1 size, +5 natural)

hp 62 (2d12+4d8+18)

Fort +9, Ref +0, Will +3

Defensive Abilities Uncanny Dodge

OFFENSE

Spd 50 ft.

Melee Greatsword +9 (3d6+7/19-20/x2), GUISARME +9 (2d6+7/20/x3) and

Ranged Longbow +3 (2d6/20/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks Animal Fury

STATISTICS

Str 21, Dex 9, Con 15, Int 8, Wis 10, Cha 8

Base Atk +5; CMB +11; CMD 20

Feats Iron Will, Power Attack -2/+4, Toughness +6

Skills Climb +12, Fly -3, Intimidate +5, Perception +5, Stealth -5, Survival +4

Languages Giant

SQ Fast Movement +10 (Ex), Rage (8 rounds/day) (Ex)

Combat Gear Greatsword, GUISARME, Leather, Longbow;

SPECIAL ABILITIES

Animal Fury (Ex) Gain a d4 bite attack while raging

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

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

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Rage (8 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

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Description: These ogres were “recruited” from the Broken Fang ogre tribe. At the magistrate’s suggestion the ogres have been armed with guisarmes— these pole arms extend their reach. They will try to maneuver so that they can use their reach to their advantage. If an opponent gets within their reach, they will switch to their great swords. They are intelligent enough to fire ranged weapons first to soften up their foes before closing. They are not particularly loyal to the dragon-but fear him greatly. If things go very badly they might consider surrendering.

VERCHERK CR 11

Male Dragon, Red, Juvenile

CE Large Dragon (Fire)

Init +5; Senses Blindsight, Darkvision, Dragon Senses, Low-Light Vision, Smoke Vision;

Perception +18

Aura Frightful Presence (120 feet, 5d6 rounds) (DC 18)

DEFENSE

AC 28, touch 11, flat-footed 27 (+2 armor, +1 Dex, -1 size, +15 natural, +1 deflection)

hp 149 (13d12+65)

Fort +13, Ref +9, Will +12

Immune fire, paralysis, sleep; Resist cold 10

Weakness Vulnerability to Cold

OFFENSE

Spd 40 ft., Flight (200 feet, Poor)

Melee Bite +20 (2d6+12/20/x2), Claw x2 +20 x2 (1d8+8/20/x2), Tail Slap +18 (1d8+12/20/x2),

Wing x2 +18 x2 (1d6+4/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Breath Weapon (40-ft. cone, 8d10 fire, every 1d4 r

Spell-Like Abilities Detect Magic (At will), Pyrotechnics (At will)

Sorcerer Spells Known (CL 3, +20 melee touch, +13 ranged touch):

1 (6/day) Identify, Shield (DC 13), Mage Armor (DC 13)

0 (at will) Read Magic (DC 12), Mage Hand, Detect Poison, Light, Detect Magic

STATISTICS

Str 27, Dex 12, Con 21, Int 14, Wis 15, Cha 14

Base Atk +13; CMB +22; CMD 34 (38 vs. Trip)

Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Power Attack –

4/+8, Vital Strike

Skills Appraise +18, Bluff +18, Fly +11, Intimidate +18, Perception +18, Sense Motive +18,

Spellcraft +18, Stealth +13

Languages Common, Draconic, Ogre

Other Gear Bracers of Armor, +2, Ring of Cold Resistance, Minor, Ring of Protection, +1

SPECIAL ABILITIES

Blindsight (60 feet) (Ex) Sense things and creatures without seeing them.

Breath Weapon (40-ft. cone, 8d10 fire, every 1d4 rounds, Ref half) (DC 21) Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction

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

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Darkvision (120 feet) You can see in the dark (black and white vision only).

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Flight (200 feet, Poor) You can fly!

Frightful Presence (120 feet, 5d6 rounds) (DC 18) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken.

The range i

Immunity to Fire You are immune to fire damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Sleep You are immune to sleep effects.

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

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

Vital Strike Standard action: x2 weapon damage dice.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

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Description: In most respects Vercherk is typical of his kind: aggressive, violent, arrogant and greedy. However, he is somewhat more thoughtful than other red dragons and has slightly less contempt for the usefulness of what he regards as the lesser species. This has enabled him to learn from Arpaltama and adopt his suggestions where a more typical red dragon would dismiss such suggestions as being unworthy on the basis that they are not his own. Vercherk is a sensible combatant and will use his minions to bear the brunt of the fighting for as long as possible. If things go too badly for him, he will endeavor to flee. He is sometimes willing to take prisoners, provided that they promise him a suitable ransom will be paid.

TRAG CR 7

Male Troll Warrior 4

CE Large Humanoid (Giant)

Init +2; Senses Darkvision, Low-Light Vision, Scent; Perception +9

DEFENSE

AC 22, touch 10, flat-footed 21 (+7 armor, +1 Dex, -1 size, +5 natural)

hp 125 (4d10+6d8+60); Regeneration 5

Fort +15, Ref +5, Will +4

OFFENSE

Spd 20 ft.

Melee Bite (Troll) +8 (1d8+3/20/x2) , Claw x2 (Troll) +8 x2 (1d6+3/20/x2), Glaive +13/+8

(2d8+9/20/x3) , Rend x2 (Troll) +13 x2 (1d6+9/20/x2)

Ranged Javelin +9/+4 (1d8+6/20/x2) and

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 22, Dex 14, Con 23, Int 8, Wis 9, Cha 8

Base Atk +8; CMB +15; CMD 26

Feats Cleave, Intimidating Prowess, Iron Will, Power Attack -3/+6, Skill Focus: Perception

Skills Acrobatics -4, Climb +4, Escape Artist -4, Fly -6, Intimidate +12, Perception +9, Ride -4, Stealth -8, Survival +3, Swim +0

Languages Giant

Combat Gear Banded Mail, Glaive, Javelin;

SPECIAL ABILITIES

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

Darkvision (60 feet) You can see in the dark (black and white vision only).

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

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Regeneration 5 Heal HP quickly and cannot die.

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

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Description Trag met Arpaltama when Trag and his gang were murdering and robbing travelers along a trade road. The gang killed Arpalatama's human guards, enabling him to engage the attackers without any pretense of being a chubby and jolly magistrate. Trag managed to survive and Arpaltama offered him a job. Trag has been with Arpaltama since then and has learned a lot about fighting, although he lacks the proper training of a true fighter.

Trag respects Arpaltama's strength and has as much loyalty to him as a troll can have towards a non-troll. While Arpaltama plays at being a magistrate, Trag usually spends his days hunting in a nearby swamp. If Arpaltama expects trouble, he will be sure that Trag is close at hand.

Like most trolls, Trag has no fear of death and will attack with great savagery. He will begin combat by hurling javelins at his foes and then close in with his glaive. He will make use of his reach to its fullest advantage. When opponents get too close for him to use his glaive he will switch to his natural weapons.

ARPALTAMA CR 11

Male Rakshasa Aristocrat 3

LE Medium Outsider (Native, Shapechanger)

Init +9; Senses Darkvision; Perception +18

DEFENSE

AC 26, touch 17, flat-footed 20 (+5 Dex, +9 natural, +1 deflection, +1 dodge)

hp 154 (10d10+3d8+78)

Fort +11, Ref +14, Will +13

DR 15/good, 15/piercing; SR 25

OFFENSE

Spd 40 ft.

Melee +1 Kukri +18/+13/+8 (1d4+4/15-20/x2), Bite (Rakshasa) +12 (1d6+1/20/x2), Claw (Rakshasa) +12 (1d4+1/20/x2)

Special Attacks Detect Thoughts (DC 20)

Sorcerer Spells Known (CL 7, +17 melee touch, +17 ranged touch):

3 (5/day) Fireball (DC 17), Fly (DC 17)

2 (7/day) Resist Energy (DC 16), Mirror Image (DC 16), Blur (DC 16)

1 (7/day) Magic Missile, Shield (DC 15), Mage Armor (DC 15), Comprehend Languages (DC 15), Burning Hands (DC 15)

0 (at will) Acid Splash, Read Magic (DC 14), Detect Poison, Message, Light, Detect Magic, Dancing Lights

STATISTICS

Str 16, Dex 20, Con 22, Int 14, Wis 14, Cha 18

Base Atk +12; CMB +15; CMD 32

Feats Combat Casting, Combat Expertise +/-4, Deceitful, Dodge, Improved Critical: Kukri, Improved Initiative, Weapon Finesse

Skills Appraise +6, Bluff +26, Diplomacy +20, Disguise +31, Intimidate +9, Knowledge (Geography) +8, Knowledge (Local) +9, Knowledge (Nobility) +6, Perception +18, Perform (oratory) +17, Profession (Magistrate) +11, Ride +9, Sense Motive +18, Stealth +19

Languages Common, Infernal, Undercommon

SQ Change Shape (any humanoid, alter self) (Su)

Combat Gear +1 Kukri; Other Gear Cloak of Resistance, +1, Ring of Protection, +1, Wand of Invisibility

SPECIAL ABILITIES

Change Shape (any humanoid, alter self) (Su) You can change your form.

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

Combat Expertise +/-4 Bonus to AC in exchange for an equal penalty to attack.

Damage Reduction (15/good) You have Damage Reduction against all except Good attacks.

Damage Reduction (15/piercing) You have Damage Reduction against all except Piercing attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Detect Thoughts (DC 20) (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains t

Spell Resistance (25) You have Spell Resistance.

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Description: Arpaltama journeyed from his homeland many years ago. Since that time he worked his way into being a magistrate and has worked various scams and schemes to get what he wants. He enjoys a clever plan over the use of force and appreciates the order and opportunity that a proper government provides. As such, he actually does a decent job as a Magistrate—except, of course, for his dragon scheme.

He masquerades as a somewhat chubby human who is slightly bald. He has found that people tend to consider this appearance less threatening. He tries to convey the impression that he is a witty and jovial servant of the state and does an excellent job, in part because it is somewhat true.

In reality, he is a jovial and witty servant of himself. He desires power and influence—but likes to do things in the background. He is rather evil, but also very lawful—he prefers to do things in an organized manner and believes in authority, law, and order. He is quite good at reading people and very effective at oratory. He prefers to get his way via the use of persuasion and bribery rather than by the use of force. However, he is quite competent in matters of death and destruction.

Treasure: In addition to his magic items, he always has six 250 gp diamonds, a 200 gp diamond & ruby ring, and a 500 gp emerald and gold necklace on his person. This way if he is forced to flee he can do so with some wealth.

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Lake Urbel

Gremsel

Urbel Swamp

Urbel River

1 Square = 1 mile

Players' Map



Dragon's Cave

Tomb of the Brothers

Lake Urbel

Gremsel

Urbel Swamp

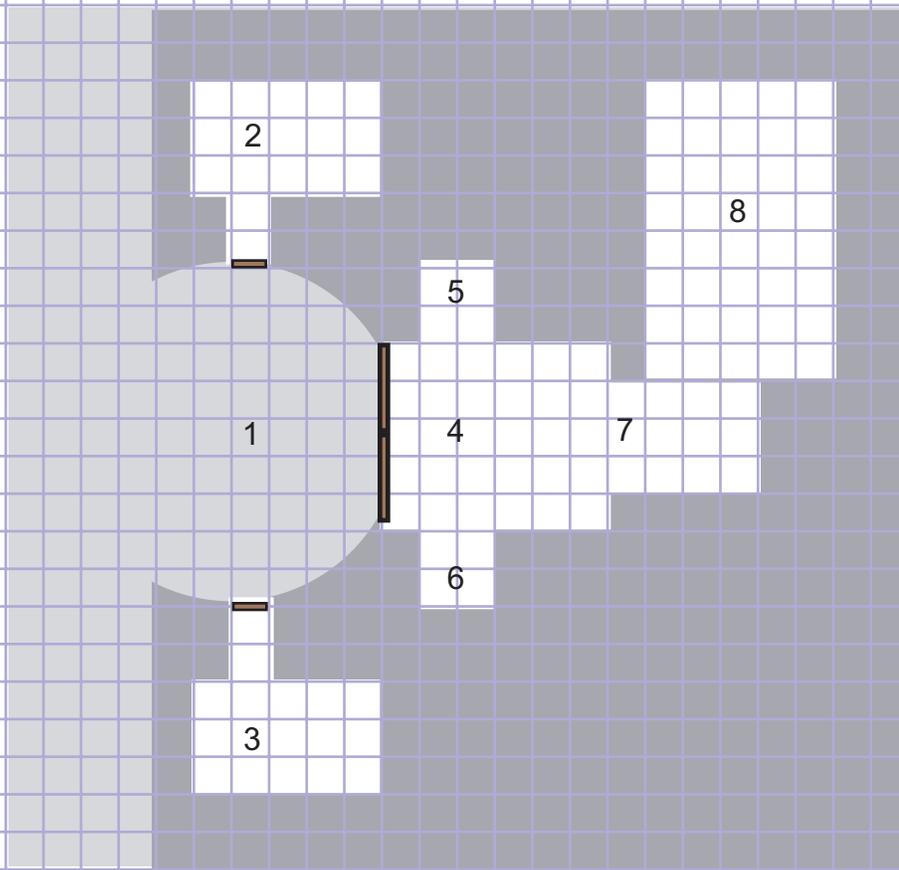
Urbel River

1 Square = 1 mile

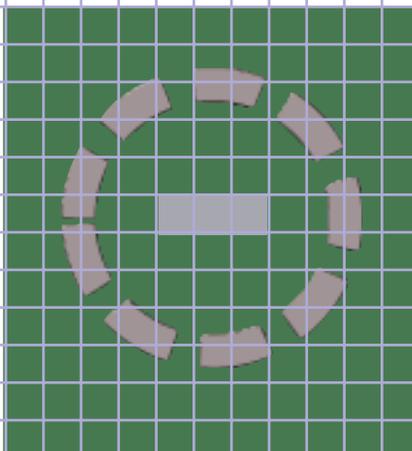


Dragon Cave Maps

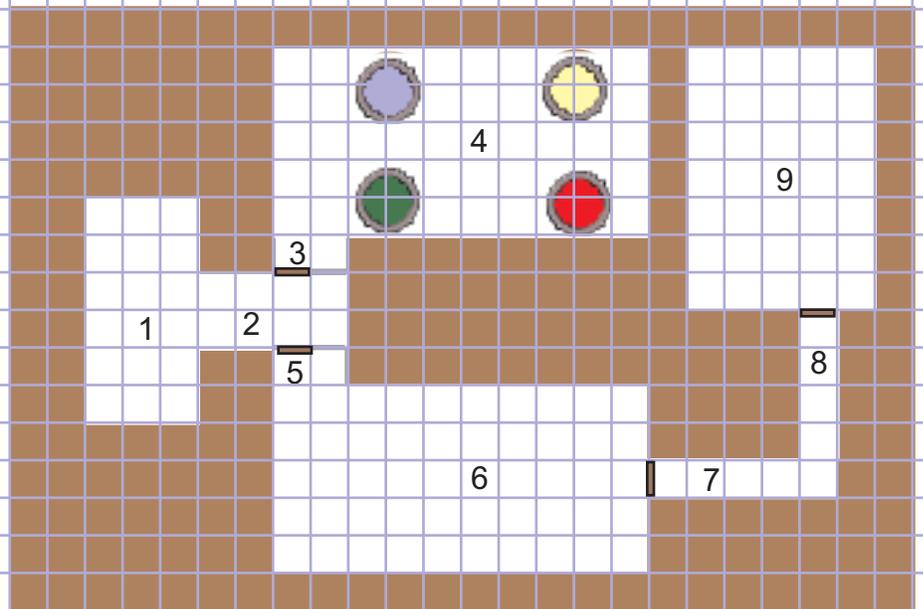
Cave



Tomb Surface Map



Tomb Underground Map



1 Square = 5 Feet

