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Curse of the Hammer - Systemless FRP urban encounter
Phil Nicholls

When the Heroes meet Harek Bone Hammer he is suffering from an unknown affliction. His skin is blackened, he is in great pain, often vomits, has only a few wisps of hair and seems very confused. While Harek may appear to be just another leprous beggar, his fine clothes and arcane aura suggest a deeper mystery.

Harek is actually a Flame Hammer, the Mage Hunters from the local Guild of Magic. Flame Hammers wield a hammer formed from magical flames to batter down spells and even destroy cursed items. Their specialty is to use lengthy rituals to smash apart any spell, even the mighty magics of the Ancients. These abilities are powered by the personal ki of the Flame Hammer, instead of standard arcane sources. Thus their use is draining to the Flame Hammer, but the rituals are very effective at overcoming any arcane spells.

Low level Flame Hammers help the City Watch curb the excesses of high-spirited Apprentice Mages. At higher levels they are in demand for their abilities to dispel curses or powerful warding magics. Some brave Flame Hammers forge a career breaking into tombs, as their rituals easily dispel magical traps or batter down arcane guardians.

Talking to Harek is difficult, as he is both sluggish and confused, due to diminished senses, and the blanks in his memories. Furthermore, he is haunted by the ghosts of several shaman. Harek's limited senses mean that he cannot distinguish between these ghosts and real people, making his conversations rambling as he jumps between several simultaneous conversations. Yet, if the Heroes persist in talking with him, they will learn that he believes himself to be poisoned by a rival Mage.

Yet, this is not the whole story. Harek's problems stem from his trademark Warhammer of the Bone Shaman, an ancient weapon created to be used as a focus for

Disease Generator:

Symptoms: swollen throat, abdominal pains, blackened flesh, nausea, diminished senses, hair loss

Cause: unknown, suspected toxin

Course: goes away after several weeks if untreated, but some symptoms become permanent

Treatment: none

RPG Class Generator: This class is good at rituals and is moderately good at endurance, magical area effects and magical melee combat. They are not very capable with exploring skills and offensive fighting. They typically use one of several specific fighting styles. The class has subclasses which can vary widely in their abilities based on region of origin. They draw power from physical ability.

Artefact Generator: This warhammer was forged by a primal god to be used by healers and is inset with topazes. The grip is knotted black leather. It allows the owner's weapons to slice through anything and gives the owner glimpses of its past. It is haunted by the spirits of past owners. It randomly causes partial amnesia in the owner. At the moment, it is locked away.

shamanic healing rituals. Harek found the Warhammer in an abandoned cave complex high in the mountains. At first the bone Warhammer supplemented his Flame Hammer abilities. By wreathing the Warhammer in his magical flames Harek found that he could slice through all manner of materials.

However, the Warhammer came with drawbacks, and Harek began to be cursed with flashbacks of past rituals, often causing his own rituals to fail. Then ghostly shaman began to haunt him. Snippets of his memories began to disappear, causing more of his rituals to fail.

This spiral of mental decay lead eventually to Harek's current state. He is suffering from the effects of overstraining his own ki during multiple failed rituals. Ironically, the one thing that could cure him is the Warhammer of the Bone Shaman. However, Harek has locked this away, but then forgot where he left it.

The Warhammer is in the vault of the Magic Guild. If the PCs can talk with the ghosts haunting Harek then they could tell them where to find the Warhammer. However, these guardians of the Warhammer believe that Harek should no longer own the Warhammer as it will only cause the same thing to happen again.

So, if the PCs can solve the puzzle of Harek, they will have to be clever with how they use the Warhammer to cure Harek. A fully-healed Harek will want the return of his Warhammer, and believe that the PCs want to steal it as an unfair payment for lifting the "Mage's curse" that afflicted him. Harek will use his full abilities to regain the Warhammer or pursue the "thieves" if they escape.

Should the PCs ignore the warnings of the ghosts and allow him to keep the Warhammer, then Harek will suffer the curse again very soon. When the PCs return to the city there is widespread damage after one of Harek's rituals failed spectacularly and destroyed an entire neighborhood. As the PCs explore the devastation they see a familiar figure stumble towards them, muttering incoherently to unseen ghosts.

The Blue Water Potion - Systemless FRP Encounter/Quest Phil Nicholls

The Heroes are approached by Anstelle, a gnome Herbalist who has a quest for the party. Anstelle needs the components for a special potion, and they can only be found in Blue Water Valley. Ideally, this will be a cure potion for a disease or curse that either a PC or special NPC has suffered. This last requirement will tie this story tighter into the ongoing campaign, but is all rather specific to each campaign. Thus, it is for individual GMs to handle the integration this story.

Alternatively, the Heroes could just be hired by the Herbalist, but there will be a special urgency if the quest can be tied to a previous event in the campaign. Further pressure is added by the timeline of the quest. The potion has to be ready in a week to save the patient, and Blue Water Valley is three day's travel away.

Anstelle will hand the Heroes a list of the components:

Ash bark, wolf fur, blue dahlia stems, dire boar skin, oak bark and Aqua Intorqueo, a nearly ice cold aquamarine liquid with semi-transparent swirls.

She has plenty of the oak bark, but all the other ingredients will need to be harvested in Blue Water Valley. The ash bark should be quite easy to find, although it will need one of the Heroes to correctly identify an ash tree. The other parts of the recipe, however, will be more challenging.

Fortunately, Anstelle does have a map of the Valley to give to the Heroes. She has not visited the Valley herself, but Javan, her former Master, did go there once and told Anstelle about the Valley by way of background to the recipe.

Blue Water Valley is a narrow valley that runs East-West between the mountains. The plains at the mouth of the valley are home to a large tribe of wolves, rumoured to be led by a band of werewolves. The Heroes must harvest some wolf fur but they will not need an entire pelt. It may be possible to negotiate with the werewolves for this fur, rather than having to kill a wolf outright, but that all depends upon the state of the moon. The werewolves, and by association the entire wolf pack, are more aggressive at certain times during the lunar cycle.

The forests at the mouth of Blue Water Valley are home to a family of dire boars. Anstelle explains that the dire boar skin for the recipe must be undamaged. She does

Animal Companion Generator:

This bossy adult horned lizard has glossy grey scales and red eyes. She is average sized and not intelligent. She likes music and licking things, and hates cold and water.

Map Generator

— — — — — 1 —
— 2 3 — — 4 5 6

1. area of dire boar territory
2. medium cave system
3. very small dungeon
4. medium tribe of monsters
5. very small fort
6. very large area of wolf territory

Magical Component Generator:

Ash bark, lion fur, dahlia stems, cougar skin, oak bark and a nearly ice cold aquamarine liquid with semi-transparent swirls.

not need the head or the legs, but the remainder of the skin and fur must be undamaged, even a single arrow hole will spoil the recipe. Thus the Heroes will need to be very careful how they slay the dire boar.

Near the entrance to the Valley is a small gnoll fort on the banks of the Blue Water River. This river gives it name to the Valley, and is a vivid aquamarine colour, hence the name. The Blue Face tribe of gnolls live along the river, and maintain a small fort to guard their lands and watch for traffic up the river.

The gnoll tribe is named after their habit of painting their faces with a woad-like dye distilled from the blue dahlias that grow beside the Blue Water River. These flowers only grow in this valley, as they take their vivid colour from the river itself. The gnolls believe that these flowers are sacred, and will resist any attempt by outsiders to harvest the flowers. They may be persuaded to trade a few stems if approached in a respectful manner. This will be enough for a single dose of the potion, but the cost will be very high and will probably include a minor quest on behalf of the tribe. Such a quest would add further pressure to the timeframe of the Heroes' own quest for components.

Further up the Valley are the ruins of an abandoned monastery, where an ancient monastic order of druids once studied the properties of the Blue Water River. There may yet be some useful texts locked in their vaults, and Anstelle will pay a bonus for any texts that the Heroes can also return. If they can find the time . . .

At the head of the valley is a cave complex, and these caves are the source of the Blue River's strange properties. Deep within these caves is a pool of purest Aqua Intorqueo, and it is from this pool that the last ingredient for the potion must be harvested. Yet, there are many aquamarine pools in these caves, and only the purest Aqua Intorqueo is good enough for the potion.

Thus, Anstelle will send Dragon Tongue with the Heroes to help them find the right pool. Dragon Tongue is a bossy, adult horned lizard with glossy grey scales and red eyes. She is average sized and although she can talk Common, she is not very intelligent. She likes music and licking things, and hates cold and water.

Dragon Tongue has been trained to identify herbal components by licking them, and she is very good at that. However, she can be bossy and bad-tempered, and may need to be soothed with calm music to persuade her to lick anything cold or liquid. Indeed, throughout her time with the Heroes she is likely to be lazy, bad-tempered and difficult, unless she can be kept warm and serenaded with music regularly.

So, the Heroes will have a difficult journey with an awkward companion, then a series of challenges in Blue Water Valley when they will need to manage their time carefully if they are to return the ingredients to Anstelle in time.

A Toast to Your Success! - Roleplaying/Combat (Generic Fantasy)
Mark L. Chance

In a rugged frontier region, Fokorri of the Gilded Flail, local lord of Vaevel Village invites the PCs to dinner in order to discuss an opportunity of potential mutual benefit. Fokorri is a dwarf trader appointed to govern the region several years ago. Publicly, Fokorri enjoys a reasonable reputation. The locals view him as a competent ruler, and he does keep the trade routes open and relatively safe. That he is both stunningly handsome and annoyed by the status quo boosts his appeal to the independent traders and trappers of the region.

Meal Generator: Barbequed hawk with malabar chestnuts, ogbono nuts and sweet chestnuts with a salad of diced nori and strawberries.

Prophecy Generator: A journey must not happen.

Fancy Drink Generator: Emerald with bubbles and served in a carved wooden mug. The drink smells wonderful and tastes like strawberries. The locals drink it only on special occasions.

Fokorri, however, has a dark side. He is prideful and believes he is fated for bigger and better things. Unknown to anyone, dark forces feed the dwarf's pride. Fokorri's interest in forbidden mysticism has led to unwholesome entities gaining invisible influence on the dwarf lord. As time passes, he pays more attention to the advice of these unheard voices than to his tangible advisors.

The PCs arrive at Fokorri's hall at the appointed time, and they are ushered into the audience chamber by liveried servants. The audience chamber is a long room, nearly 50 feet from end to end and about half that distance wide. A grand table has been set. Fokorri sits at the head, and chairs for the PCs are arranged nearby to his left and right. One other person is in attendance, Xumi, a male gnome.

Xumi is unattractive but jovial. Fokorri introduces him, noting with pride that Xumi is one of the region's original inhabitants, having been a member of a clan of gnomes which lived in the area before it was annexed decades ago. In truth, Xumi is an assassin and devotee of ancient and malevolent earth gods. His cult's higher-ups got word to him a few days ago that Fokorri's plans must be thwarted. These plans involve a journey that must not happen.

A fine dinner of barbequed hawk with malabar chestnuts, ogbono nuts and sweet chestnuts with a salad of diced nori and strawberries is served. Wine and ale flow freely. During the meal, the conversation is polite and on general topics. Fokorri is especially interested in hearing tales of travel and encounters with strange religions. Xumi is philosophical, and he tends to ignore any females present.

Once dinner is done, Fokorri gets to the point. A trapper recently returned from a lengthy trip deep into the rocky hills to the east. He discovered a crumbling, vine-covered ruin previously unknown to Fokorri. Those unheard voices have convinced

Fokorri that something important to his future glory lies hidden in the ruin. Of course, Fokorri doesn't tell the PCs this. Instead, he claims he would like the ruin explored and any portable cultural artifacts be brought to him. He agrees to pay the PCs generously, but he makes it quite clear that he gets to keep whichever cultural artifacts he chooses.

If Xumi is questioned about the ruin, he feigns ignorance, merely noting that the region has long been inhabited by many different peoples over the centuries.

In order to seal the deal, Fokorri closes negotiations with a ceremonial toast and drink. The drink is emerald with bubbles and served in a carved wooden mug. The drink smells wonderful and tastes like strawberries. The locals drink it only on special occasions.

So, what's really going on? Well, those unheard voices belong to imprisoned elementals, evil creatures of air and destruction. Xumi's cult fears the PCs will release the air elementals, whom the cult imprisoned after a series of fearsome battles long before the region was annexed. The cult no longer has the power it once enjoyed, but it will use its resources and earth elemental allies to thwart the PCs if possible.

If the PCs survive Xumi's machinations and the hazards of the wilderness, can they then survive the guardians and wards of the ruins? Will the PCs unwittingly unleash the malevolent air elementals? If so, what fate awaits the region, and what -- if any -- role will Fokorri play in these possible events?

On the way to the Tourney at Daezan – OGL 3.5 encounter for PC levels 1 - 10
 Mark Cookman

The week-long Tourney of Daezan is awaited throughout the year by the rich and the poor alike, but no group anticipates the tourney more than the thieves guild. It's their biggest take of the year.

The construction of the tourney field outside of the capital city begins a month before the tourney. A week before the tournament every inn and roadhouse within 5 miles of the city is full. Every knight throughout the realm, noble and otherwise, comes to the Tourney of Daezan.

Occurring during the month of Summerain during the week of the full-moon, the tournament itself is only one of the noble pleasures presented by the king; additional activities include elaborate feasts, costume balls, falconry and the royal hunt.

Traditionally during the opening of the tournament, the nobles and knights renew their vows of fealty and the king frees a royal prisoner, as chosen by the crowd at the tourney, and forgives the debt of one man in his service. It is for the first of these royal actions that the PCs have come to the capital.

Linisriel the Enchantress has been unjustly imprisoned for the murder of one of the royal tax collectors. The PCs have evidence to prove her innocence and have traveled to the capital to secure her release.

Unfortunately, the crowds for the Tourney of Daezan have clogged the road with travelers and the lines of people petitioning to get into the city stretch more than a mile from the city gates. The party is hung up by the crowd and perhaps at the point where they have decided how they are going to get into the

Holiday Generator: Daezan is a holiday celebrated on the third full moon of summer. It is associated with pride and nobility. It is also associated with hawks, wolves, cedar trees and rabbits. Celebrations last five days from dusk till dawn. Traditions include public declarations of intent, forgiveness from debt and arranging of alliances. Very few faiths celebrate it differently.

Crowd Generator: The tanned, drunken young woman who is carrying a strange staff.
 The fair-haired, bored young woman who is accompanied by a small child.
 The overweight, laughing girl who is wearing a cloak with odd symbols.

Bazaar Generator

	1		2	
3		FI	4	FB
5				6
7	8		9	

Traffic: sparse
Guards: few
Pickpockets: many
Beggars: some
Feature 1: tree
Feature 2: large sculpture

Stall 1: religious icons and balms
Quality: very low *Price:* very low *Variety:* high
Haggling: only for the cheap items
Owner: female, annoyed, klutzy and a male, young, gossips
Stall Type: sacks and baskets

Stall 2: riding equipment and exotic animals
Quality: high *Price:* average *Variety:* low
Haggling: often involves barter *Owner:* male, exuberant, gestures wildly and a female, angry, peppers speech with foreign words
Stall Type: roofed and walled kiosk

city. The PCs will be distracted one way or the other.

Still hampered by the growing crowd, you come to the top of a small rise. Looking down the road towards the walls of the city about half a mile away, you can see a vast crowd of people and animals moving very slowly towards the vast outer walls of the capital.

Every 50 to 75 yards is a mounted guardsman of the city watch. They are surly about having to work during the festival days and are quick to “dispense the King’s justice” and equally quick to ignore major problems. Their answer to most things is, “Move along.” It becomes obvious to you that you will either need to wait your turn in line or figure out another way to get into the city.

Along both sides of the road are the scattered tents, booths and displays of various merchants. Some seem permanent, but most seem like they were set up this morning. Directly in front of you in line is a merchant with 2 wagons full of goods; he and his wife are selling out of the wagon

The PCs are the MAIN TARGET of the thieves that have been working this section of the road. The PCs represent BIG MONEY as they are clearly NOT common travelers or merchants coming to the tourney; they are ADVENTURERS WITH MAGIC ITEMS AND GOLD. (Wait? What thieves? HAHHAHAHA, you’re so cute. The thieves that are all around them silly.)

The merchants that are blocking the PCs’ path are forcing them to find another path around will suggest perhaps a break from journeying to shop

“Perhaps, milords (and ladies), a moments rest from your journeying. Maybe you would like to visit the statue of the Sainted Friar, perhaps lay a few coins at his feet for luck. It will be but a few moments and we will move along.”

After saying this, the merchant with the wagon will go back to selling his wares; his long hair is a striking silver color. The more rakish members of the party will undoubtedly notice his flirtatious redheaded wife with

Stall 3: helmets and charms
Quality: above average *Price:* average *Variety:* below average
Haggling: often involves barter
Owner: female, optimistic, androgynous
Stall Type: makeshift structure constructed each day

Stall 4: rations and holy water
Quality: high *Price:* very high
Variety: below average
Haggling: is routine *Owner:* female, happy, above-average looks and a male, miserable, unusual hair color
Stall Type: several carts full of wares

Stall 5: jewelry and toys
Quality: very high *Price:* high
Variety: very low
Haggling: only for the expensive items *Owner:* female, suspicious, peppers speech with foreign words and a female, miserable, obnoxiously loud
Stall Type: tables and wheelbarrows

Stall 6: pole-arms, ceremonial weapons and concealable weapons
Quality: below average *Price:* very low *Variety:* average
Haggling: is expected *Owner:* female, greedy, very dark-skinned
Stall Type: semi-permanent makeshift structure

Stall 7: exotic armor, scale mail and helmets
Quality: average *Price:* above average *Variety:* below average
Haggling: is expected *Owner:* male, elderly, incredibly skinny
Stall Type: kiosk with roof and no walls

ample bosoms who is working right beside her husband.

A small but over-weight little girl will approach the PCs. She is wearing an interesting cape; it is midnight blue covered in a spider web of various arcane symbols stitched in gold thread. She will encourage them to shop at the various merchants, telling them how important the Tourney of Daezan is for local people. If questioned about it, she will say that it was a gift from her uncle and that it keeps her safe. If the PCs are mounted, she will offer to tend to their horses.

Stall 8: blessings and ritual components

Quality: below average *Price:* below average *Variety:* low

Haggling: is routine *Owner:* female, happy, very flirtatious

Stall Type: roofed and walled kiosk

Stall 9: reptiles and riding equipment

Quality: very low *Price:* below average *Variety:* very low

Haggling: is expected *Owner:* female, optimistic, speaks slowly

Stall Type: goods piled on the ground

She is being watched by a fair-haired girl, maybe her older sister, who is sitting on a great cloak surrounded by various pottery wares. She looks as though she would prefer to be anywhere else.

As long as the PCs are talking and shopping and looking around and dismounted – THEY ARE PICK POCKET MEAT. There are 4 thieves working the crowd in this area. The merchant with the flirtatious wife is working as their lookout.

The little girl is also working with the thieves and is actually not a little girl, but really the leader of the thieves. She is a 300 year old female gnome thief / illusionist who is in charge of this pickpocket crew, Phebeira Shadow-swimmer. She is casting an illusion spell to appear as a little human girl, while her “sister” is a poly-morphed half-orc warrior.

The Statue of Sainted Friar is a life-sized sculpture in marble of a robed holy man who is holding loaves of bread. The statue is elevated upon an ornate dais. The monument is very old and has seen much wear. The Sainted Friar was famous for his charity and many believe that offerings made to his statue bring good luck. There is a low basket 2 feet in diameter at the base of the dais with a few silver and copper coins in it.

Should the PCs try to move through the area by going around the wagon or actually figure out what is really going on, the thieves will stage a scene that will attract the nearest of the guards (who are also on the payroll) involving the other fighter working with the thieves. She will appear to be a drunken woman with a quarter-staff who has been affronted by some member of the party and intends to beat them “until they have seen the true error of their ways as clearly as the bright sunshine.”

This distraction will serve to either delay the PCs or distract them and confuse the area so that the thieves can escape with their ill-gotten gain, which may or not include the very proof that the PCs need to prove Linisriel innocent in the eyes of the crown.

Stats

4 Pickpockets CR 5

Male Human Rogue 5

NE Medium Humanoid

Init +4; Listen +4, Spot +6

Languages Common

Abilities: Str 10 Dex 18 Con 12 Int 11 Wis 8 Cha 11

SQ Trap Sense (+1) (Ex), Trap finding

Feats Agile, Alertness, Armor Proficiency (Light), Deft Hands, Rogue Weapon

Proficiencies, Simple Weapon Proficiency - All

Skills Appraise +5, Balance +8, Bluff +8, Climb +8, Diplomacy +10, Escape Artist +7,

Gather Information +3, Hide +10, Intimidate +2, Listen +4, Move Silently +12, Open

Lock +8, Search +1, Sleight of Hand +16, Spot +6, Use Rope +8

Special Abilities: Evasion (Ex) Take no damage on a successful Reflex save.

Sneak Attack +3d6 Deal extra damage when your target is flat-footed or flanked by you.

Trap Sense (+1) (Ex) You gain the specified bonus to AC and reflex saves against traps.

Trap finding You can find and disarm traps with a DC > 20.

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

AC 14, touch 14, flat-footed 14 (+4 Dex)

hp 35 (5d6+5)

Fort +2, Ref +8, Will +0

Speed 30ft.

Melee weapon Dagger, Punching +1 (1d3) and

Dagger, Punching +1 (1d3) and

Unarmed Strike +3 (1d3)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Atk Options Sneak Attack +3d6

Combat Gear: Punching Dagger, Punching Dagger, Padded Armor hidden under clothing

POLYMORPHED HALF-ORC FIGHTER CR 5

Male Half-Orc Fighter 5

LE Medium Humanoid

Init +5; Senses Darkvision (60 feet); Listen -1, Spot -1

Languages Common, Orc

Abilities: Str 21 Dex 13 Con 12 Int 6 Wis 8 Cha 6

SQ Combat Reflexes, Improved Unarmed Strike

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency

(Medium), Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Martial

Weapon Proficiency - All, Shield Proficiency, Simple Weapon Proficiency - All, Stealthy,

Toughness, Tower Shield Proficiency

Skills Hide +3, Intimidate +2, Move Silently +3, Sense Motive +1

Special Abilities: Combat Reflexes You can make extra attacks of opportunity.
Darkvision (60 feet) You can see in the dark (black and white vision only).
Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity, and can be lethal.

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 armor, +2 deflection)
hp 58 (5d10+5)
Fort +5, Ref +2, Will +0

Speed 30ft.
Melee weapon Club +6 (1d6+5) and
Unarmed Strike +2 (1d3+2)
Space 5 ft.; Reach 5 ft.
Base Atk +5; Grp +10

Gear: Club, Padded Armor, Money, Ring of Protection, +2

"DRUNKEN" FEMALE FIGHTER CR 6

Female Human Warrior 7
NE Medium Humanoid
Init +2; Listen -1, Spot -1
Languages Common
Abilities Str 16 Dex 15 Con 14 Int 9 Wis 8 Cha 10
SQ Power Attack
Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency - All, Power Attack, Shield Proficiency, Simple Weapon Proficiency - All, Toughness, Tower Shield Proficiency, Weapon Focus - Quarterstaff
Skills Balance +1, Climb +2, Escape Artist +1, Handle Animal +1, Intimidate +5, Jump +2, Swim +1
Special Abilities: Power Attack You can subtract from your attack roll to add to your damage.

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor)
hp 87 (7d8+14)
Fort +7, Ref +4, Will +1

Speed 30ft.
Melee weapon Quarterstaff +7/+2 (1d6+3/1d6+1) and
Unarmed Strike +10/+5 (1d3+3)
Space 5 ft.; Reach 5 ft.
Base Atk +7/+2; Grp +10

Gear: Quarterstaff, Studded Leather armor, Money

PHEBEIRA SHADOW-SWIMMER CR 10

Male Gnome Rogue 5 Sorcerer 5

LE Small Humanoid

Init +2; Senses Low-Light Vision; Listen +3, Spot +10

Languages Common, Dwarven, Elven, Gnome, Goblin, Orc

Abilities Str 8 Dex 15 Con 14 Int 19 Wis 12 Cha 15

SQ +1 to attack rolls vs. Kobolds and Goblinoids, +2 to saves vs. illusions, Combat Casting, Deadly Precision, Illusion spell save DC +1, Quicken Spell, Trap Sense (+1) (Ex), Trap finding

Feats Armor Proficiency (Light), Combat Casting, Deadly Precision, Quicken Spell, Rogue Weapon Proficiencies, Simple Weapon Proficiency - All, Simple Weapon Proficiency - All, Stealthy

Skills Appraise +10, Bluff +15, Concentration +15, Decipher Script +5, Diplomacy +7, Disable Device +5, Forgery +5, Gather Information +10, Hide +8, Intimidate +4, Jump -7, Listen +3, Move Silently +12, Search +10, Sense Motive +5, Sleight of Hand +10, Spellcraft +16, Spot +10, Swim +0, Use Magic Device +10, Use Rope +5

Special Abilities: +1 to attack rolls vs. Kobolds and Goblinoids

+1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs. illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC vs. Giants +4 dodge bonus to AC against monsters of the Giant type.

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

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Deadly Precision You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Evasion (Ex) Take no damage on a successful Reflex save.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

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

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Quicken Spell Cast another spell in the same round you cast this one. +4 Levels.

Sneak Attack +3d6 Deal extra damage when your target is flat-footed or flanked by you.

Speak with Burrowing Mammal (1/day) Speak with Animals (burrowing mammals only, lasts 1 minute) 1/day.

Trap Sense (+1) (Ex) You gain the specified bonus to AC and reflex saves against traps.

Trap finding You can find and disarm traps with a DC > 20.

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

AC 18, touch 13, flat-footed 18 (+1 size, +2 Dex, +5 armor)

hp 70 (5d6+5d4+20)

Fort +8, Ref +11, Will +10

Speed 20ft.

Melee weapon Unarmed Strike +5 (1d2-1)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +0

Atk Options Sneak Attack +3d6

Gear: Robe of the Black Archmagi

Sorcerer Spells Known (CL 5, +5 melee touch, +8 ranged touch):

2 (DC 14, 5/day) - Glitterdust, Obscure Object

1 (DC 13, 7/day) - Charm Person, Disguise Self, Silent Image, Sleep

0 (DC 12, 6/day) - Dancing Lights, Detect Magic, Detect Poison, Light, Open/Close,

Touch of Fatigue

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

Howling Revolution - Pathfinder, 4-6 players level 10-12, 500 XP
Andrea M.

During the night, the party is ambushed by a group of five of fighters, all of them werewolves in human form.

The werewolves will fight until reduced to 10 HP at which point they try to flee to a safe distance to activate their limited use, fixed-location Gate item (a box that activates with a command word and twisting it in half), which they will flee through.

Class Mashup Generator: Were-warlord

Portal Generator: This portal appears as an eddying cobalt gateway when open, and a glistening, murky cobalt orb when closed. It smells almost imperceptibly like sludge. The key to opening it is a riddle.

Place Name Generator: Freegrand Deserts

If the werewolves are defeated, a search of their body reveals little in the way of treasure except for the gate box. Each of them is branded with a mark of a wolf's head above a sword. One of them carries a note with the group's instructions:

(Party member) and (his/her) cohorts are growing too powerful for us to let them go unchecked. We must defeat them before our enemies can recruit them to defeat us. Kill them all.

-Lord Atonin

Any werewolves captured will attempt to shift in order to break free of any bindings or holds on them, unless they are being magically held or coerced, at which point they will wait for an opportunity to shift and flee.

The werewolves require a DC 20 Diplomacy or Intimidate check to convince them to speak with a +2 modifier for each werewolf still alive and present. They will last 10 minutes under torture before finally breaking down and admitting their goal and who sent them.

Whatever the means, if successful, the werewolves will explain they are part of a faction of werewolves united under the leadership of Lord Atonin. They call themselves Dire Steel and their goal is unite all lycanthrope-affected humanoids together in hopes of forming a nation of their own. Unfortunately, Lord Atonin is not always peaceful in his aims and he is very paranoid as well.

If questioned on the gate box, the werewolves will explain that it leads to Lord Atonin's hidden base in the Freegrand Deserts, settled right on top of an ancient ruin in an oasis. The location is almost impossible to reach on foot, requiring several weeks of traveling through the worst part of the desert. There are rumors that a blue dragon has a lair not far from them, but none of the werewolves have ever seen it. The rumors claim that the

blue dragon and Lord Atonin have struck an accord of peace together.

The PCs are faced with a few choices: go after Lord Atonin and take him out as a threat to their lives or out of vengeance; seek him out and see if he would be willing to accept leaving the PCs in peace; create an alliance with the paranoid warlord; or carry on, hoping this will be the only hit squad they meet.

Stats

WEREWOLF GRUNT CR 6

Male Human Fighter 6

NE Medium Humanoid (Human, Shapechanger)

Init +6; Senses Low-Light Vision, Scent; Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 54 (6d10+12)

Fort +6, Ref +2, Will +3

Defensive Abilities Bravery +2

OFFENSE

Spd 20 ft.

Melee Gauntlet (from Armor) +9/+4 (1d3+3/20/x2) and

Longsword +10/+5 (1d8+4/19-20/x2) and

Unarmed Strike +9/+4 (1d3+3/20/x2)

Special Attacks Weapon Training: Blades, Heavy

STATISTICS

Str 16, Dex 11, Con 13, Int 8, Wis 13, Cha 7

Base Atk +6; CMB +9; CMD 19 (25 vs. Bull Rush, 25 vs. Sunder)

Feats Aspect of the Beast (Wild Instinct), Blind-Fight, Combat Reflexes (1 AoO/round),

Desperate Battler, Improved Initiative, Lunge, Run, Toughness +6

Skills Acrobatics -6, Climb -3, Escape Artist -6, Fly -6, Intimidate +7, Ride -6, Stealth -6,

Survival +12, Swim -3

Languages Common

SQ Armor Training I (Ex), Change Forms (Su), Lycanthropic Empathy +8 (Ex)

Combat Gear Half Plate, Longsword;

SPECIAL ABILITIES

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

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

Bravery +2 (Ex) +2 Will save vs. Fear

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

Combat Reflexes (1 AoO/round) You may make up to 1 attacks of opportunity per round, and may make them while flat-footed.

Desperate Battler Gain +1 morale bonus on melee attack and damage when alone

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

Lunge -2 to AC for +5' reach

Lycanthropic Empathy +8 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.

Run You run faster than normal.

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

Weapon Training: Blades, Heavy +1 (Ex) +1 Attack, Damage, CMB, CMD with Heavy Blades

Turning back a Zombie Horde - Fiction

MrDenim

The Hero jumped through the ebony wood window with the Reluctant Prostitute following close behind. They land on the thatched roof that covered the lowered floor of the building. Despite being a few leagues away, the sounds of the approaching Zombie Horde blasted against their eardrums. They jumped across multiple rooftops and landed on the stone wall protecting the capital. The Hero stood still, one foot on the defense position of the archers, staring out at the ever closing undead army. The Reluctant Prostitute placed a hand on the Hero's shoulder, he looked back and saw a smile on her face. He smiled back.

She put her hands behind her neck and unhooked her necklace. She grabbed his hand and pointed the palm upwards, then placed the necklace in his hand below closing it. The Hero looked at the gem, which was still visible. It was a solid moss green. He recognized it as the gem of creativity, wealth, forgiveness, and virtue. He looked at her, she gave a small nod. The Hero gave her a small smile and nodded in return. No words needed to be said.

He put on the necklace and turned back to the enemy. He sighed what could possibly be his final sigh and grabbed the hilt of his mace with his left hand. He gave a final glance at his companion and saw her holding a brown leather bag. She opened it and saw that it was full of daggers. The Hero laughed, because he knew how good she was at throwing knives.

She held the hilt of one loosely, readied her arm, and threw it towards the advancing zombies. It met its mark in the skull of one of the zombies near the front, which left countless more to go. The Hero gave her a full on kiss on the lips and jumped off the wall to take on the enemy alone...

Good Idea Generator: Turn back the advancing horde by jumping through a window and throwing melee weapons with the help of the prostitute with a heart of gold.

Zombie Generator: This zombie is highly contagious. He is very decayed, and is missing several fingers, random chunks of flesh, part of the face and part of a leg. He is very slow, not very smart, and somewhat strong. He is wearing stylish clothing. He attacks mostly by biting victims.

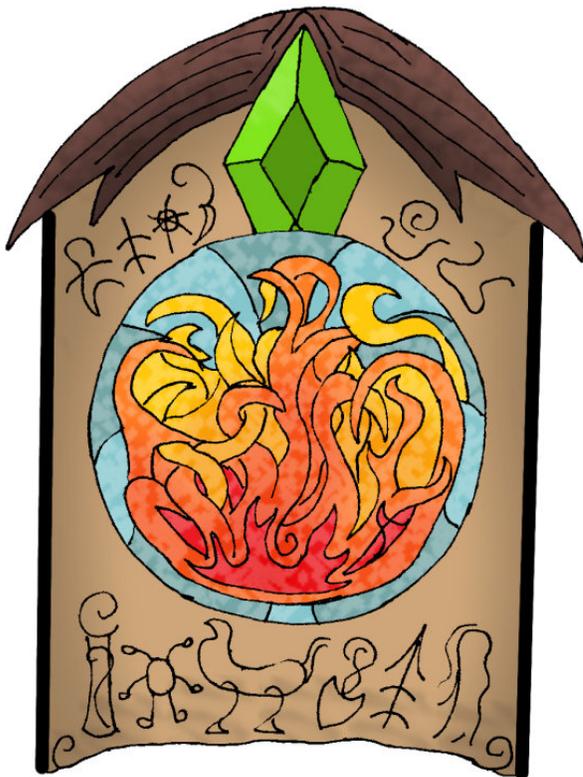
Gem Generator: The gem is solid moss green. It is associated with creativity, wealth, forgiveness, and virtue.

The House of Sounel - Fiction

Katrina

The House of Sounel. Anyone caught pronouncing it the way it was spelled would be sternly corrected: the Sounel family employed a very old system of writing (a fluid but complex series of curves), in which the name sounded more like “sah-NEEL”. It would be simple for them to change the lettering a bit to fit the current day, but out of pride, they kept it the way it had been.

The house was instantly recognizable. A tan stone wall topped with brick red tiles surrounded the enormous yard. The front gate was truly a sight to see, especially the intricate stained glass insignia with a highly stylized flame detail. Burning torches were placed along the walls, shaded by the roof, so they stayed lit at all times. Everything in sight was styled so artistically, putting aesthetics over purposes. This could certainly tell something about the residents of the place.



Insignia Generator: Flames represented in a very stylized way.

Fantasy Name Generator: Sounel

Alphabet Generator: The characters are formed with mostly curves in a detailed style. They represent sounds. Quite a few of the characters are adapted from a conquered culture's writing system.

For Sounel:

S – scepter

O – insect

U – horse

N - spade/shovel

E – arrow

L – woman

Klyla stared at the invitation in her hand, her eyes slowly going back and forth between it and the palace. It was the same beautiful symbol, the same ancient letters, yet it didn't make any sense to her. What would the most famous decorator in the city want with her, an ordinary archer?

She wasn't sure what to do now, and was debating whether she should knock or come right through the gate. On the one hand, you could never be too polite with these upper class folks; then again, she pretty much had a ticket to enter.

She made her decision. Putting the invitation safely into her pocket, she confidently walked up to the metal gate, swinging the doors wide open. The flaming symbol atop it glittered and seemed to beckon for her to come in.