

Silently: 0; Ride: 6; Search: 1; Sense Motive: 3; Spot: 2; Survival: 2; Swim: 1;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Shortbow)

**Challenge Rating:** 2

**Alignment:** Neutral Good

**Possessions:** Arrows (50); Backpack; Bedroll; Buckler; Caltrops; Dagger; Flint and Steel; Outfit (Explorer's); Rope (Silk/50 Ft.); Sack; Shortbow; Studded Leather; Sword, Short; Torch;

### 3.5 Padaric Malloy

Padaric Malloy is the leader of a small rebel unit that has held out against the Baroese army's advances into its home nation. The group of wild-dwellers has evaded the large, organized army by living at the edge of a great forest. The Baroese tactics do not account for heavy forests. Malloy's group is able to steal supplies and sneak attack the troops in their bivouacs when the sun is down. Malloy's men and women number six.

Malloy himself was once a soldier, so he understands tactics. His recent need to survive in the woods has led to his greater understanding of nature, and he has recently gained the ability to cast ranger spells.



**Padaric Malloy**  
Medium-size Male Human  
Fighter 5 Ranger 1

**Hit Dice:** (5d10)+(3d8)+8

**Hit Points:** 67

**Initiative:** +1

**Speed:** Walk 20 ft.

**AC:** 20 (flatfooted 19, touch 14)

**Attacks:** Dagger +12/+7; Dagger (Thrown) +9/+4; Shortbow (Masterwork) +10/+5; Sword +1 (Bastard) +14/+9

**Damage:** Dagger 1d4+4; Dagger (Thrown) 1d4; Shortbow (Masterwork) 1d6; Sword +1 (Bastard) 1d10+5

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Favored Enemy (Humanoid (Orc)) +2, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +5

**Saves:** Fortitude: +8, Reflex: +5, Will: +1

**Abilities:** Str 18 (+4), Dex 12 (+1), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 14 (+2)

**Skills:** Appraise 0; Balance -4; Bluff 2; Climb 1; Concentration 3; Craft (Blacksmithing) 3; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -4; Forgery 0; Gather Information 2; Handle Animal 6; Heal 2; Hide -1; Intimidate 10; Jump -5; Knowledge (Geography) 1; Knowledge (Nature) 3; Listen -1; Move Silently -4; Ride 5; Search 2; Sense Motive -1; Spot 1; Survival 1; Swim -4;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Diehard, Endurance, Exotic Weapon Proficiency (Sword (Bastard)), Leadership, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track, Weapon Focus (Sword (Bastard))

**Challenge Rating:** 8

**Alignment:** Chaotic Good

**Possessions:** Arrows (20); Arrows +1 (20); Banded Mail (Masterwork); Dagger; Medallion of Honor (AC Bonus+2) (Sacred); Shortbow (Masterwork); Sword +1 (Bastard); Wild Boots - AC Bonus (Insight) (+1)

### Spells

#### Ranger - Known:

**1st:** Alarm, Animal Messenger, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Entangle, Jump, Longstrider, Magic Fang, Pass without Trace, Resist Energy, Speak with Animals, Summon Nature's Ally I

### 3.6 Polonico Colouz

Polonico is the scruffy-yet-trustworthy paladin who runs Adin Temple, the main church in Central Valley. This church contains multiple wings, each of which is dedicated to a god - Pelor in the north and largest wing, Heironeous in the east wing, and Kord in the west wing. Polonico himself worships Pelor, but works in a partnership with adepts and warriors who worship other gods in a typical show of Central Valley religious tolerance.

**Polonico Colouz**  
**Medium-size Male Human**  
**Paladin 9**

**Hit Dice:** (9d10)+18

**Hit Points:** 79

**Initiative:** +1

**Speed:** Walk 20 ft.

**AC:** 22 (flatfooted 21, touch 11)

**Attacks:** \*Mace +2 (Light) +13/+8

**Damage:** \*Mace +2 (Light) 1d6+4

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Aura of Courage (Su), Aura of Good (Ex), Divine Grace (Su), Divine Health (Ex), Lay on Hands (Su) 27 hp/day, Remove Disease (Sp) 2/week, Smite Evil (Su) 2/day, Special Mount (Sp), Turn Undead (Su) 6/day (turn level 7) (turn damage 2d6+10)

**Saves:** Fortitude: +11, Reflex: +7, Will: +9

**Abilities:** Str 15 (+2), Dex 13 (+1), Con 14 (+2), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

**Skills:** Appraise 1; Balance -5; Bluff 3; Climb

-4; Concentration 14; Craft (Sculpting) 3; Craft (Untrained) 1; Diplomacy 15; Disguise 3; Escape Artist -5; Forgery 1; Gather Information 3; Handle Animal 7; Heal 15; Hide -5; Intimidate 3; Jump -10; Listen 3; Move Silently -5; Ride 5; Search 1; Sense Motive 5; Spot 3; Survival 3; Swim -10;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Craft Wondrous Item, Improved Turning, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration

**Challenge Rating:** 9

**Alignment:** Lawful Good

**Possessions:** Banded Mail +2; Mace +2 (Light); Potion of Cure Serious Wounds; Potion of Fly; Shield +1 (Heavy/Metal);

#### Spells

##### Paladin - Known:

**1st:** Bless, Bless Water, Bless Weapon, Create Water, Cure Light Wounds, Detect Poison, Detect Undead, Divine Favor, Endure Elements, Magic Weapon, Protection from Chaos, Protection from Evil, Read Magic, Resistance, Restoration, Lesser, Virtue

**2nd:** Bull's Strength, Delay Poison, Eagle's Splendor, Owl's Wisdom, Remove Paralysis, Resist Energy, Shield Other, Undetectable Alignment, Zone of Truth

## 4 Creatures

These denizens of dungeons deep present new challenges to adventuring parties.

### 4.1 Archaeopteryx

Archaeopteryx, sometimes referred to by its German name Urvogel ("original bird" or "first bird"), is the earliest and most primitive bird known.

#### Archaeopteryx

##### Small Animal

**Hit Dice:** 2d10 (12 hp)

**Initiative:** +5

**Speed:** 10 ft (2 squares), fly 40 ft. (average)

**Armor Class:** 16 (+1 size, +5 Dex), touch 15, flat-footed 11

**Base Attack/Grapple:** +1/-11 (+1 when attached)

**Attack:** Bite +7 melee (3d4-1)

**Full Attack:** Bite +7 melee (3d4-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, sawteeth

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +2, Ref +7, Will +1

**Abilities:** Str 7, Dex 21, Con 10, Int 1, Wis 12, Cha 6

**Skills:** Hide +8, Listen +2, Spot +4

**Feats:** Alertness, Weapon Finesse B

**Environment:** Warm marshes and moors

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** –

**Level Adjustment:** –



An archaeopteryx's coloration ranges from rust-red to tan, with a coat of feathers that ranges from ochre to turquoise.

An archaeopteryx's body is about 3 feet long, with a wingspan of 3-5 feet. It weighs about 50 pounds.

### Combat

An archaeopteryx attacks by biting into a victim, and making a sawing motion with its beak.

**Attach (Ex):** If a archaeopteryx hits with its bite attack, it uses its saw-like teeth to latch onto the opponent's body. An attached archaeopteryx is effectively grappling its prey. The archaeopteryx loses its Dexterity bonus to AC and has an AC of 12, but holds on with great

tenacity. Archaeopteryx have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached archaeopteryx can be struck with a weapon or grappled itself. To remove an attached archaeopteryx through grappling, the opponent must achieve a pin against the archaeopteryx.

**Sawtooth (Ex):** Archaeopteryx deal 1d6 points of damage in any round when it begins its turn attached to a victim.

### 4.2 Bog Maid

Cousins of hags, these evil women of bogs lure travelers into their slimy lairs.

#### Bog Maid

**Medium Fey Humanoid (Aquatic)**

**Hit Dice:** 7d10+14 (45 hp)

**Initiative:** +3

**Speed:** Walk 40 ft. (8 squares), Swim 30 ft. (6 squares)

**Armor Class:** 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

**Base Attack/Grapple:** +7/+18

**Attack:** Claw +13 melee (1d6+5)

**Full Attack:** 2 claws +11 melee (1d6+5) and rancid bite +6 melee (2d6+1)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, rake 1d6+7, rancid bite 2d6+1, spell-like abilities

**Special Qualities:** Damage reduction 2/bludgeoning, darkvision 60 ft., shape change, spell resistance 19, swamp walk



**Saves:** Fort +6, Ref +8, Will +6

**Abilities:** Str 21, Dex 16, Con 14, Int 13, Wis 13, Cha 14

**Skills:** Bluff +6, Diplomacy +4, Disguise +6 (+8 when shape changed), Hide +6, Intimidate +2, Listen +10, Spot +10

**Feats:** Alertness, Great Fortitude

**Environment:** Marshes, bogs and swamps

**Organization:** Solitary or covey (3 maids of various enticing forms)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** –

These sirens of the swamp have been known to lure many an adventurer into brackish waters and bramble patches.



**Combat**

Bog maids usually draw upon their shape change ability to alter its physical form to appear as a beautiful young female elf, half-elf, or other humanoid. Then, they grapple their opponents in what seems a lustful embrace, proceeding to bite into them with their rancid maws.

**Rancid Bite (Ex):** The rancid bite of a bog maid deals 2d6+1 damage. In addition, a DC 18 Fortitude save is required to avoid 1d4 temporary Con damage.

**Skills**

**Shape Change (Ex):** Bog maids have the natural ability to change their shape into other humanoid forms, typically choosing a beautiful maiden of a humanoid species.

**Swamp Walk (Ex):** Because of their innate knowledge of the terrain, bog maids can move at normal speed through swamp, marsh, and bog.

*Thanks to Rakehell over at Tailslap for the 4e conversion of this creature!*

**4.3 Byzozius**

Byzozius is an ancient unicorn who lives in the Forest of Light on Solania, a subplane of Celestia, accessible from a portal in the center of Trangúll Dřevo, a giant elven forest in Farghoal full of fey creatures. It is by making connections with them, and serving them for a time, that he is able to be encountered.

Byzozius lives on, but has grown weak and withered without his horn. Byzozius' horn was carved by Kardâsuan, an elven carver who didn't know its origin.

Fully restored with his horn, Byzozius has the following stats. Without his horn, Byzozius is roughly as powerful as a heavy war horse. This makes his very vulnerable until his horn is restored.

**Byzozius (Level 11 Celestial Charger)****Large Magical Beast (Extraplanar, Celestial)**

**Hit Dice:** 8d10+11d8+75 (177 hp)

**Initiative:** +10

**Speed:** 60 ft. (12 squares)

**Armor Class:** 27 (+1 size, +5 Dex, +7 natural, +5 bracers of armor +6), touch 13, flat-footed 20

**Base Attack/Grapple:** +15/+26

**Attack:** Horn +24 melee (1d8+10)

**Full Attack:** Horn +24 melee (1d8+10) and 2 hooves +16 melee (1d4+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Turn undead 13/day, smite evil, ride-by attack, spells

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, spell resistance 20, wild empathy

**Saves:** Fort +18, Ref +14, Will +20

**Abilities:** Str 24, Dex 20, Con 20, Int 13, Wis 29, Cha 22

**Skills:** Concentration +15, Knowledge (nature) +10, Knowledge (planes) +12, Knowledge (religion) +8, Listen +15, Move Silently +19, Spellcraft +12, Spot +17, Survival +15 (+17 aboveground)\*

**Feats:** Alertness, Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Run, Skill Focus (Survival)

**Environment:** Celestia

**Organization:** Unique, solitary

**Challenge Rating:** 17

**Treasure:** None

**Alignment:** Chaotic good

**Advancement:** 11 Cleric levels

**Level Adjustment:** +12 (cohort)

Byzozius is an 11 HD celestial unicorn with eleven levels of cleric.

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

**Skills**

Unicorns have a +4 racial bonus on Move Silently checks. \*Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

### Combat

The save DC for this celestial charger's neutralize poison ability (DC 20) is adjusted for its greater Hit Dice and altered Charisma score.

Byzozius' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Evil (Su):** Three times per day, Byzozius can make a normal melee attack to deal 15 points of extra damage against an evil foe.

**Magic Circle Against Evil (Su):** Three times per day, Byzozius can create a 20' magic circle against evil, as the spell, with the larger area of effect.

### Spells

**Spell DC:** 18 + spell level) **Cleric Spells Prepared:**

**0th (6):** detect magic, detect poison (2), light, virtue (2)

**1st (7):** bless (2), calm animals, obscuring mist, remove fear, sanctuary, shield of faith

**2nd (6):** aid (2), animal messenger, lesser restoration, remove paralysis, shield other

**3rd (5):** prayer, protection from energy, remove curse, searing light (2)

**4th (4):** air walk, divine power, holy smite\*, restoration

**5th (3):** atonement, flame strike, spell resistance

**6th (2):** blade barrier, wind walk

**Domains:** Animal and Good.

### 4.4 Cut-Up Construct

Cut-ups are magically created automatons of varying power. Constructing one involves a decoupled collage of scroll parchment and the employment of summoning magic, which pulls together the components for the Cut-up out of the ether. The tasks to be performed by the Cut-up must be written along the edge of the collage in a magical runic script. This is usually done in chalk so the collage may be reused.



### Combat

The animating force for a Cut-up is a spirit from the Ethereal Plane. The process of creating the Cut-up assembles the component corporeal matter and breathes a temporary life into them, subjecting the ethereal spirit to the Cut-up's creator,

at least until their servitude is complete, as dictated by the tasks set forth in runes.

Since they are collections of multiple life forces all bent on competing their tasks and thus being set free, Cut-ups are strong-willed and tenacious in combat. They make any and all decisions based on this drive for freedom. They follow instructions explicitly and are incapable of any strategy or tactics outside this fundamental urge. For this reason, some may even attack their creators, if their creators are not careful to make their tasks clear.

### Fatal Flaw

Cut-ups are destroyed if the collage used to summon them is destroyed, whether by fire, evisceration, or even a simple tear down the center of the parchment. Creators of Cut-ups must thus stow their collages with care, especially if they intend to reuse them.

### Construction

The cost to create each Cut-up includes the cost of the scroll parchment used to breathe life into the collages and a bag of holding to provide the link the Ethereal Plane. Completing the Cut-up's creation drains 50 XP from the creator. The bag of holding is not consumed in the creation, and once the Cut-up returns to the Ethereal Plane, the bag is left on the ground.

The resulting Cut-up can be up to 1'x1' per level of the spellcaster. For instance, Mialee, a 14th-level spellcaster, creates a collage, and