

Kingmaker: Stolen Land (Chapter 1) for 6 People

Adapted by Alexander Kilcoyne

Introduction

Encounter balance is not an exact science, but I have attempted to ensure each encounter provides close to 50% more XP than the encounters in the Kingmaker Chapter- mostly by adding the advanced template to a single foe, adding more minion-style enemies when appropriate (such as Bandits, Kobolds, Mites) and increasing the level of named NPC's; rather than replacing the current encounters with different powerful monsters. I've heard other people simply recommend increasing the hp of all encounters by 50%; however this is an inferior way to add challenge to an encounter; a 6 person party has a greater economy of action, and the enemies are no harder to hit, no more likely to resist spells, and are greatly outnumbered in most encounters.

I am not a professional, merely a avid gamer and DM hoping to go into the RP industry after my University degree, so there are likely mistakes to be found if you look hard enough I wrote 90% of this conversion with only the resource of the Stolen Lands book; as I was trapped in Ukraine due to the Iceland Volcano.. Also, this entire thread is FULL of spoiler- so read no further if you are only a player of this fine module, not a GM. Finally, this guide has not changed the treasures found in the encounters; except in the cases of named characters such as Happs, Kessle, Grabbles etc., who have generally been given better gear when their CR has been raised. I leave it to you to increase the treasures of Kingmaker at your own whim.

That said, if I get time I will post up a second version of this conversion with the treasure values modified for 6 people as well; I intend to have this done for my own group soon. If I receive positive feedback on this conversion, I am likely to perform similar conversions to the latter chapters of Kingmaker.

Note: *When I mention 'our XP target' throughout this conversion, the target is a total XP 50% higher than the original book' XP values; if an encounter in Stolen Lands is ordinarily worth 1,000XP, we want our converted encounter to be worth 1,500XP ideally; so the 6 players advance as fast as the four players would in the standard versions of the encounters.*

Basic Recommendations

- **Give the PC's 150XP per hex explored; this gives the PC's 25XP per hex, the same as if you had run it for 4 players with the default 100XP.**
- **For each successful quest, award the PC's 600XP instead of the standard 400XP.**
- **Keep Oleg's initial funds the same, but the first time the PC's return to Oleg's, he can trade up to 750GP in goods (500 is the default). This value replenishes and increases by 150 each week, up to a max of 1,500GP after 6 weeks.**

Part One: Bandits at Oleg’s

Designer’s Notes

Calculation and Analysis:

Happs- 200XP
 Bandits (three)- 405XP
 Total XP Value- 605XP
 Divided by 4= 151XP
 Divided by 6= 101XP

Target encounter XP- 900XP (150 each for a 6 person group)

Changes made:

- An extra bandit is present with Happs when he goes to Oleg’s: +135XP
- Happs is given another Ranger level, increasing his XP to 400XP (see below): +200XP

Calculation and Analysis:

Happs- 400XP
 Bandits (four)- 540XP
 Total XP Value- 940XP
 Divided by 6- 156XP

Happs arrives with 4 bandits, instead of 3, and he himself has another level of Ranger.

Happs Bydon (CR1)

XP 400
 Male human ranger 2
 LE Medium humanoid (human)
Init +2; **Senses** Perception +6

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 20 (2d10+9)
Fort +5, **Ref** +5, **Will** +1

Offense

Speed 30 ft.
Melee longsword +4 (1d8+2/19–20)
Ranged mwrk composite longbow +5 (1d8+2/×3)
Special Attacks favored enemy (elf +2)

Tactics

During Combat Happs is overconfident and enjoys boasting during battle, calling out attacks and hollow threats that he’s ill-equipped to carry out. As a battle progresses, if his insults and threats continue to fail, he grows increasingly grim and quiet. He prefers to fight with his longbow, letting his men take the risks in melee. He uses his alchemist’s fire against PCs in a tight group, or perhaps as a distraction against the stables to draw the PCs out of combat and into firefighting or controlling panicked horses.

Morale Happs knows that his position as second-in-command is tenuous at best and won’t back down from a fight in front of his men—as long as one other bandit can see him, he fights to the death. If all other bandits are slain, Happs flees or surrenders immediately if he’s taken any damage (or immediately upon suffering any damage otherwise).

Statistics

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Point-Blank Shot, Toughness, Precise Shot

Skills Intimidate +5, Knowledge (nature) +4, Perception +6, Ride +7, Stealth +7, Survival +6

Languages Common

SQ track +1, wild empathy +1

Combat Gear alchemist’s fire (2);

Other Gear Studded leather armor, dagger, Longsword, masterwork composite longbow (+2 Str) with 20 arrows, 2 days of trail rations, silver Stag Lord amulet worth 20 gp, 50 gp

Part Two: Exploring the Greenbelt

Extra Hex Items

Designer's Notes

These extra hex items are only relevant to the PC's within my game and I post them here simply because I will also be using this document as a backup to my own notes.

1. *Gunpowder 'Mine' (Hidden) (CR4)*
Location: Hex south-east of Bokken's Hut Hex (D)

Discovered in a similar fashion to the Gold Mine (L), this hilly terrain hides a 5 foot wide crack, leading into a small tunnel complex, with strange black metals and substances present within the walls of the complex. A DC20 Craft (Alchemy), Appraise, or Knowledge (Dungeoneering) check reveals that this is a rich source of a rare alchemical reagent used in producing Blackpowder.

However, the mine is the lair of a pair of Thawns who stalk the party, having already littered their den with decoys and primitive pit traps (do not add XP for these traps, they are part of the Thawn's CR).

2. *Ruined Shrine of Gyronna (Standard)*
Location: Hex south-east of the Barbarian Cairn (B)

This small ruin was once home to Ulrike's mother, a perverse worshipper of Gyronna. Animals appear to shun the small ruin, a thatched-roof stone hut that nature is slowly reclaiming. Upon entering the ruin, the reason is apparent; one of the crumbling walls has a skeleton still impaled upon it, iron spikes driven through the very bone of the victim. The skeleton's limbs are badly disfigured; a DC18 Heal check is enough to ascertain that the broken bones and twisted limbs were inflicted upon the victim while he or she was still alive. Written in blood, a faded message remains on the wall-

She failed me. She is Gyronna's now. I cannot afford delay, my love. I will travel south to our monastery upon the hillside. I hope you can join me for a ritual soon.

Existing Encounter Conversions

C- Trap-Filled Glade (Standard)

Designer's Notes

These changes are a little ad-hoced, but should be enough to justify raising the encounter to a CR2, worth 600XP (standard: 400XP). Quite simply, Breeg Orlivanch is a slightly better trapper than in the 4 person version.

Increase the chance of stumbling into the traps to 25%, increase the attack roll of the Bear Traps by 2 to +12, and increase the Perception DC to find the traps to 17, with a failure by 5 or more indicating the searching PC steps into one of the traps as usual.

F- Fairy Nest (Hidden)

Designer's Notes

Modifying the Dragon and Fey for this encounter is difficult and hard to justify giving them extra racial HD; so I would recommend awarding a 6 person group 1,500XP instead of the standard 1,000XP; this nets them 250XP each as usual, and reflects the greater difficulty and extra resources spent by the group to befriend the pair.

I would personally award the standard 1,000XP if the group end up in combat with the pair, but if you wish to make this combat encounter more appropriate for a 6 person group, give both Perlivash and Tyg-Titter-Tut the **advanced** template. This adds 200XP to Perlivash, and 200XP to Tyg-Titter-Tut; increasing the XP for the combat to 1,400XP; close to our target of 1,500XP and worth 233XP to each PC.

I have taken the liberty of posting the pair with the advanced template applied here for you, if this is your choice.

Perlivash (CR3)

XP 800

Male advanced faerie dragon (*Pathfinder RPG Bonus Bestiary* 9)

CG Tiny dragon

Init: +5; **Senses:** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 22, touch 18, flat-footed 16 (+5 Dex, +1 dodge, +4 natural, +2 size)

hp 28 (3d12+9)

Fort +6, **Ref** +8, **Will** +7

Immune paralysis, sleep; **SR** 13

Offense

Speed 30 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +6 (1d3+1)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon

Spell-Like Abilities (CL 3rd; concentration +8)

3/day—*greater invisibility* (self only)

Sorcerer Spells Known (CL 3rd; concentration +8)

1st (7)—*grease* (DC 16), *silent image* (DC 16), *sleep* (DC 16)

0 (at will)—*dancing lights*, *flare* (DC 14), *ghost sound*, *mage hand*, *open/close*

Tactics

Before Combat Perlivash casts *greater invisibility* before combat.

During Combat The faerie dragon prefers to defeat foes by using his spell-like abilities and breath weapon to confuse and disorient creatures, hopefully causing them to flee the area or giving Perlivash himself a chance to flee. He only resorts to his bite when he fears that letting a foe live would lead to a greater evil.

Morale Perlivash flees if brought below 10 hit points, unless a friend is in peril, in which case he only flees if he can bring his friend with him—otherwise, he fights to the death.

Statistics

Str 13, **Dex** 21, **Con** 17, **Int** 20, **Wis** 18, **Cha** 20

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats: Acrobatic, Dodge

Skills: Acrobatics +10, Bluff +11, Diplomacy +11, Fly +25, Perception +10, Sense Motive: +10, Stealth +19, Swim +15, Use Magic Device +11

Languages: Common, Draconic, Elven, Sylvan; telepathy 100 ft.

Special Abilities

Breath Weapon (Su) 5-foot cone, euphoria for 1d6 rounds, DC 14 Fortitude negates. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Tyg-Titter-Tut (CR2)

XP 600

Female advanced grig

NG Tiny fey

Init: +6; **Senses:** low-light vision; Perception +7**Defense****AC** 21, touch 19, flat-footed 14 (+6 Dex, +1 dodge, +2 size, +2 natural)**hp** 6 (1d6+3)**Fort** +3, **Ref** +8, **Will** +5**DR** 5/cold iron; **SR** 12**Offense****Speed** 20 ft., fly 40 ft. (poor)**Melee** short sword +1 (1d3–1/19–20)**Ranged** longbow +8 (1d4–1/x3)**Space** 2 1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 3rd; concentration +7)3/day—*disguise self* (DC 14), *entangle*, *invisibility* (self only),*pyrotechnics***Tactics****During Combat** Tyg-Titter-Tut prefers to use her longbow in battle, keeping foes from reaching her by flying or using *entangle*.**Morale** Tyg-Titter-Tut flees if she takes any damage at all.**Statistics****Str** 9, **Dex** 22, **Con** 17, **Int** 14, **Wis** 17, **Cha** 18**Base Atk** +0; **CMB** +4; **CMD** 14 (22 vs. trip)**Feats** Dodge**Skills** Acrobatics +10, Escape Artist +10, Fly +10, Perception +7, Perform (string) +8, Stealth +18**Languages** Common, Sylvan**G- Radish Patch (Standard)***Designer's Notes*

This change yields 600XP, our exact target, and thus 100XP per PC.

The radish patch contains 6 kobolds, instead of 4.

H- Spider's Nest (Standard)*Designer's Notes*

Give the modified giant spider the advanced template. This increases the XP gained to 600; exactly our target. Stats are below if you don't want to do the legwork.

Advanced Giant Spider (CR2)

XP 600

N Medium advanced vermin

Init: +5; **Senses:** darkvision 60 ft., tremorsense 60 ft., Perception +6**Defense****AC** 18, touch 15, flat-footed 13 (+3 natural armour, +5 Dex)**Hp** 22 (3d8+9)**Fort** +6 **Ref** +6 **Will** +3**Immune** mind-affecting effects**Offense****Speed** 30ft., climb 30 ft.**Melee** bite +4 (1d6+2 plus poison)**Statistics****Str** 15, **Dex** 21, **Con** 16, **Int** —, **Wis** 14, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** 19 (31 vs. trip)**Skills** Climb +18, Perception +6 (+10 in webs), Stealth +9 (+13 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb**Feats** Spring Attack (bonus)**Special Abilities****Poison (Ex)** Bite – injury; *save* Fort DC 15;*frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save**I- Frog Pond (Standard)***Designer's Notes*

This change increases the XP earned by 50% to 1,200XP; our target, and the challenge's CR to 4.

The pond is home to 3 giant frogs, instead of 2.

J- Temple of the Elk (Hidden)

Designer's Notes

This encounter was tricky to re-work; I considered removing the curse from the bear to compensate for a larger group, but that would then involve also removing or modifying the bonuses given to worshippers of Erastil. Instead, I opted to keep the curse and the other special, Erastil-based modifiers, but give the grizzly bear the advanced template. This increases its XP to 1,200, which is exactly our target. Modified stats below; the stat block below includes the curse, but does not include the modifiers when attacking worshippers of Erastil. I used the baseline of 30HP that the module specifies before applying the advanced template. The advanced template basically cancels out most of the curse, but does give the bear more hp to boot. When the bear is attacking worshippers of Erastil, reduce its attack rolls and damage by 2, and its saving throws are also reduced by 2 against worshippers of Erastil.

Advanced, Cursed Brown Bear (CR4)

XP 1200

N Large advanced animal

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

Defense

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 40 (30 + 2 hp/HD from advanced template)

Fort +8, **Ref** +5, **Will** +2

Offense

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Space 10ft.; **Reach** 5ft.

Statistics

Str 25, **Dex** 17, **Con** 23, **Int** 6, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 24 (28 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial**

Modifiers +4 Swim

K- Bandit Camp (Standard)

See Part 3 for changes to this encounter.

M- Forgotten Cache (Hidden)

Designer's Notes

No change required; although you may want to increase the charges on the wand, and provide a bit more treasure, as there's more PC's to split the booty, so to speak.

O- Boggard Lair (Standard)

Designer's Notes

This change increases the XP available for this encounter to 1,800XP; our exact target.

Addendum to Garuum's story; after he was declared an exile, the priest-king also sent a Boggard tracker to seek out and kill Garuum. Garuum managed to ambush and overcome the Boggard, and took the bounty hunter's Slurk; taming it to his will over the course of a couple of weeks.

Garuum has 2 slurks instead of only 1.

P- Tuskgutter's Lair (Standard)

Designer's Notes

This increases the encounter's CR to 4, and the XP gained raises by 50% to 1,200XP. While this makes Tuskgutter a fearsome adversary, capable of sending a first level PC to negative HP in a single blow with an average damage of 16 per hit; he only gets a single action per round as opposed to the PC's minimum of 6.

Replace Tuskgutter the boar with Tuskgutter the Dire Boar.

R- Mite Lair (Landmark)

See Part 4 for changes to this section.

S- Nettles' Crossing (Landmark)

Designer's Notes

I was reluctant to modify a Unique Undead, and I strongly feel the PC's should not be rewarded for simply defeating an opponent that will come back to haunt them with **Nightmares** and will not stay dead if beaten. I suggest fulfilling Nettle's last wishes should simply gain the group 1,200XP instead of the standard 800XP; for a 50% increase. If you insist upon rewarding the 6 PC's for defeating Nettles in combat, simply give him the advanced template but I would advise against giving XP for first defeating Nettles and then returning the Stag Lord's body to the river.

Davik Nettles (CR4)

XP 1,200

Male advanced, unique undead

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11**Aura** stench (DC 18, 1 minute)**Defense****AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 42 (4d8+24); fast healing 5**Fort** +7, **Ref** +2, **Will** +8**Immune** fire, undead traits**Offense****Speed** 30 ft., swim 30 ft.**Melee** +1 ranseur +9 (2d4+8/×3) or slam +8 (1d6+7)**Special Attacks** fear gaze**Spell-Like Abilities** (CL 4th; concentration +10)

Constant—water walk

1/day—nightmare (DC 21)

Tactics

During Combat Davik Nettles wants vengeance, and the PCs are a handy tool. If they attack him, he continues to speak his request for the Stag Lord's death, and if the PCs cease their attack and agree to do as Davik commands, the undead creature breaks off his attacks, nods, and melts back into the river. While fighting, Davik relies on his hideous stench and fear gaze to disrupt organized attempts to surround him.

Morale Davik fights until destroyed.**Statistics****Str** 21, **Dex** 13, **Con** —, **Int** 13, **Wis** 19, **Cha** 22**Base Atk** +3; **CMB** +8; **CMD** 19**Feats** Ability Focus (fear gaze), Power Attack**Skills** Climb +12, Perception +11, Swim +17**Languages** Common**Special Abilities**

Fear Gaze (Su) Shaken, range 30 feet, Will DC 18 negates. This fear effect does not stack with itself. The save DC is Charisma-based.

Ranseur As long as Davik Nettles continues to exist, his +1 ranseur cannot be taken from him. If disarmed of the +1 ranseur, or if he drops it, it melts into water—he can retrieve his +1 ranseur by pulling it out of any body of water as a move equivalent action that provokes an attack of opportunity. If Davik is put to rest permanently, his +1 ranseur loses this ability and can be claimed by someone else.

U- Tatzlwyrms (Standard)*Designer's Notes*

Adding a third Tatzlwyrms increases the XP gained from the encounter by 50%. Tatzlwyrms are fearsome adversaries and I would rather add an extra one to the encounter than give the existing Dragons extra racial HD or the advanced template. In terms of why there are three there, it can be justified by a male Wyrms possessing two mates, or possibly two males are competing for the affections of the third Wyrms, a female. Regardless of the cause, the addition of the third Wyrms increases the XP gained to 1,800XP; exactly our target.

There are 3 Tatzlwyrms instead of only 2.

V- Trapped Thylacine (Standard)*Designer's Notes*

Reading through the additional bestiary in Stolen Land for inspiration on this encounter, I noticed the Blood Cougar. Although the Blood Cougar is not specified as a Thylacine or Brush Thylacine, I have chosen to apply the **advanced** template to the Brush Thylacine to create the **Blood Cougar**. Although this only increases the XP gained to 800 (100XP short of our target of 900XP), the implications for characters with handle animal of eventually taming the Blood Cougar as a pet were irresistible for me. The XP shortfall is made up for in W: Fangberry Thicket. The Blood Cougar is statted out for you below.

Blood Cougar (Advanced Brush Thylacine) (CR3)

XP 800

N Medium advanced animal

Init +4; **Senses** low-light vision; Perception +10**Defense****AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 31 (3d8+18)**Fort** +9, **Ref** +7, **Will** +4**Offense****Speed** 30 ft.**Melee** bite +7 (1d6+7/19–20)**Statistics****Str** 20, **Dex** 18, **Con** 23, **Int** 6, **Wis** 17, **Cha** 11**Base Atk** +2; **CMB** +7; **CMD** 21 (25 vs. trip)**Feats** Skill Focus (Perception), Step Up

Skills Acrobatics +8 (+12 jumping), Perception +10, Stealth +8; **Racial Modifiers** +4 Acrobatics when jumping

SQ powerful jaws**Ecology**

Environment temperate forest

W- Fangberry Thicket (Standard)

Designer's Notes

Although this change doubles the gained XP to 800 instead of the target of 600XP, the deficit in hex V means we are only 100XP over target; perfectly acceptable.

There are two spider swarms that attack the group as they explore the area, not just the one.

Y- Kobold Caverns (Hidden)

See Part 5 for changes to this section.

Z- Stag Lord's Fort (Landmark)

See Part 6 for changes to this section.

Part Three: Bandits of the Greenbelt (Hex K)

Designer's Notes:

Calculation and Analysis:

If the camp is unaware of the threat of the PC's, the encounter is different to the encounter if Happs does not return after three days. Converting this encounter to 6 players simply means increasing the size of the bandit camp and the threat it represents; as well as the skills of its leader, Kressle. This also ties in nicely with the more difficult encounter at Oleg's and the slightly greater numbers present there. I have purposefully chosen to avoid talking about the bandit's attacks here; the Stolen Lands book covers this, as well as simple GM ingenuity/cruelty.

Unaware Encounter

Kressle- 400XP

Four Bandits- 540XP

Total XP Value- 940XP

Divided by 4= 235XP

Divided by 6= 156XP

Target encounter XP- 1,410XP (235 each for a 6 person group)

Aware Encounter

Kressle- 400XP

Eight Bandits- 1,080XP

Total XP Value- 1,480XP

Divided by 4= 370XP

Divided by 6= 247XP

Target encounter XP- 2,220XP (370 each for a 6 person group)

Changes made (Unaware Encounter):

- Kressle's level has been increased to level 3, making her a CR2 worth 600XP. She is stated out below- +200XP.
- The bandit camp contains six bandits if unaware, with six out hunting. +270XP.
- Total XP gain= +470XP, totalling 1,410XP; our target exactly.

Changes made (Aware Encounter):

- Kressle's level has been increased to level 3, making her a CR2 worth 600XP. She is stated out below- +200XP.
- The bandit camp contains twelve bandits if aware, with the camp on alert status. +540XP.
- Total XP gain= +740XP, totalling 2,220XP; our target exactly.

Note: All of the modifiers below assume Kressle is in the forest, her new favoured terrain. If Kressle is encountered away from the encampment and a forest, reduce her initiative, Knowledge (Geography), Perception, Stealth and Survival modifiers by 2 each.

Kressle CR2

XP 600

Female human ranger 3

NE Medium humanoid (human)

Init +3; **Senses** Perception +9

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 29 (3d10+12)

Fort +5, **Ref** +4, **Will** +2

Offense

Speed 30 ft.

Melee mwk handaxe +6 (1d6+3/×3), mwk handaxe +6 (1d6+1/×3) or

mwk handaxe +8 (1d6+3/×3)

Ranged dagger +4 (1d4+3/19–20)

Special Attacks favored enemy (human +2)

Tactics

During Combat Kressle spends the first few rounds of combat throwing daggers and waiting for the enemy to fight their way through her bandits to confront her. She'll switch to using her two axes after a few rounds, focusing her attacks on humans if she can.

Morale Kressle attempts to flee south to the Stag Lord's fort if brought below 5 hit points, but if it's obvious that she can't escape the PCs, she fights to the death.

Statistics

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 18

Feats Dodge, Two-Weapon Fighting,

Weapon Focus (handaxe), Toughness, Endurance

Skills Climb +8, Intimidate +5, Knowledge (geography) +8, Knowledge (nature) +6, Perception +9, Stealth +8, Survival +9

Languages Common

SQ track +1, wild empathy +2, favoured terrain +2 (forest)

Combat Gear *potion of cure moderate wounds*;

Other Gear masterwork chain shirt armor, 2 masterwork handaxes, 4 daggers, 115 gp

Part Four: The Old Sycamore (Hex R)

R1- Prank Workshop

Designer's Notes

An extra mite increases the XP gained in this encounter to 300XP, meeting our target exactly.

In addition to Dingetooth and Uurch, a third mite is present with a second caltrop tosser; but this mite rushes into melee with the PC's after firing the first shot from the caltrop tosser, while Uurch flees to R3.

R2- Hatchery

Designer's Notes

Two more giant centipedes give a total XP value of 1,100; a minor 50XP over our target XP value of 1,050.

Two more giant centipedes are present in the room.

R3- Chamber of Torment

Designer's Notes

Three extra mites mean we hit our target value of 900XP.

There are a total of nine mites in the room, some torturing the kobold and others cheering their comrades on. Their morale breaks when five of them have been slain or rendered helpless.

R4- Centipede Chasm

Designer's Notes

The giant whiptail centipede is a particularly fearsome specimen, specially bred by the mites. The giant whiptail centipede has been given the advanced template, increasing its CR to 4 and its XP value to our target to 1,200XP. Note- although the Giant Whiptail in the book has a Poison DC of 14, this is incorrect (confirmed by James Jacobs on d20pfsrd.com) and the DC should be 17. As this centipede has the advanced template, the DC rises up to 19. Although the creature has a CR of 2 on the PF srd, this seems inappropriate to the power of its

poison, its high hp, and high damage, so I have chosen to treat the whiptail centipede as the CR3 listed in Stolen Lands (although the two sources seem to disagree on whether the bite should deal 1x Str bonus or 1.5x Str bonus; I have chosen for it to deal 1x the Str bonus here as that's what the centipede in Stolen Lands deals)

Giant Whiptail Centipede (Advanced) CR4

XP 1,200

N Huge advanced vermin

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

Defense

AC 15, touch 6, flat-footed 13 (+9 natural, +2 Dex, -2 size, -4 squeezing)

hp 46 (4d8+28)

Fort +11, **Ref** +3, **Will** +3

Immune mind-affecting effects

Offense

Speed 40 ft., climb 40 ft.

Melee bite +6 (2d6+9 plus poison), tail slap +1 (1d3 nonlethal plus trip)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Tactics

During Combat The whiptail attacks the closest target, pursuing it throughout the mite lair but not out of it. These stats have been modified for the fact that the centipede is forced to squeeze in the environs.

Morale The centipede fights to the death.

Statistics

Str 29, **Dex** 15, **Con** 25, **Int** —, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +14; **CMD** 26 (can't be tripped)

Skills Climb +17

SQ compact

Special Abilities

Compact (Ex) Although a giant whiptail centipede is a Huge creature, its compact and slender frame allow it to squeeze through areas as if it were a Medium creature—it still suffers normal effects for squeezing into small areas.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save.

Tail Slap (Ex) A whiptail centipede's tail slap attack inflicts nonlethal damage and gains no bonus from its strength score on damage inflicted. The monster's reach with its tail slap is 20 feet.

R5- War Room*Designer's Notes*

This is possibly the area I expect to receive the most negative feedback on; but I will admit I have a personal bias towards named NPCs'- I prefer leaders among their race to be more powerful than their fellows; power gained from eliminating threats to their leadership, rising to a position of power in the first place, and generally being a paragon among their race.

Chief Sootscale of the Kobold's is an example of this- with two class levels. The book version of Grabbles is not, and seems to surrender to an inevitable comic relief role, clinging for dear life onto a Giant Tick. Giving such a weak race's leader the advanced template is not enough for a 6 player party; both in terms of the XP gain and in terms of the limited effect it has upon him, as a CR1/3 monster. The leader of an entire mite tribe, with such low hp that a thrown dagger could drop him in an instant did not sit well with me; and I was reluctant to advance the giant tick further; it already overshadows everything else in the room. The PC's have fought their way through the mite's caverns to face their leader and shatter the tribe; I hope this conversion allows the fight to be a little more epic than the book version.

In my conversion, the four mites with Grabbles are his personal honour guard; no better equipped than a standard mite, but slightly more capable than their fellows, and fanatically loyal- each has the advanced template.

Grabbles himself is an experienced warrior among his race; a survivor of countless skirmishes with the kobolds, and he and his tick mount have fought together many times. His quick reflexes and his trusty longspear keep foes at bay from his snarling tick, and punish those who choose to ignore the diminutive warrior. His skill at riding helps him divert the worst of blows away from his precious mount.

Calculation and Analysis:Book Encounter

Grabbles (advanced mite)- 135XP

Four Mites- 400XP

Tickleback the giant tick- 800XP

Total XP Value- 1,335XP

Divided by 4= 333XP

Divided by 6= 222XP

Target encounter XP- 2,000XP (rounded up, 333XP per PC)

Changes made:

- All of the four mites have the advanced template; an advanced mite stat block is available below (the chapter does not provide one for you). +140XP
- Grabbles retains his advanced template, and has two fighter levels in place of his racial HD. This makes him **roughly** worth a CR2. +465XP. Grabbles the fighter is statted out for you below.
- Total XP gain= +605XP, totalling 2,005XP; almost exactly our target. Each PC gains 334XP.

Grabbles Honour Guard (Advanced Mite)
(CR1/3)
 XP 135
 LE Small advanced fey
Init +3; **Senses** darkvision 120ft., low-light vision, scent; Perception +7

Defense
AC 16, touch 14, flat-footed 13 (+3 Dex, +1 size, +2 natural)
hp 5 (1d6+2)
Fort +2, **Ref** +5, **Will** +5
DR 2/cold iron
Weaknesses light sensitivity

Offense
Speed 20 ft., climb 20 ft.
Melee dagger +2 (1d3+1/19–20)
Ranged dart +4 (1d3+1)
Special Attacks hatred
Spell-Like Abilities (CL 1st)
 At-will – prestidigitation
 1/day – doom (DC 11)

Statistics
Str 12, **Dex** 17, **Con** 15, **Int** 12, **Wis** 17, **Cha** 12
Base Stk +0; **CMB** +0; **CMD** 13
Feats Point-Blank Shot
Skills Climb +9, Handle Animal +2, Perception +7, Ride +4, Sleight of Hand +7, Stealth +15; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth
Languages Undercommon
SQ Vermin empathy +6

Special Abilities
Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.
Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Grabbles, Lord among Mites (CR2)
 XP 600
 LE Small advanced fey, Fighter 2
Init +3; **Senses** darkvision 120ft., low-light vision, scent; Perception +3

Defense
AC 21, touch 14, flat-footed 18 (+3 Dex, +1 size, +2 natural, +4 armour, +1 buckler)
hp 17 (2d10+6)
Fort +5, **Ref** +3, **Will** +3
DR 2/cold iron

Weaknesses light sensitivity

Offense
Speed 20 ft., climb 20 ft.
Melee longspear +6 (1d6+1/20x3)
Special Attacks hatred
Spell-Like Abilities (CL 1st)
 At-will – prestidigitation
 1/day – doom (DC 11)

Statistics
Str 12, **Dex** 17, **Con** 15, **Int** 12, **Wis** 17, **Cha** 12
Base Stk +0; **CMB** +2; **CMD** 15
Feats Mounted Combat, Weapon Focus (Longspear), Combat Reflexes
Skills Climb +6, Handle Animal +6, Perception +3, Ride +8, Stealth +11; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth
Languages Undercommon
SQ Vermin empathy +6
Combat Gear *potion of cure light wounds*
Other Gear Masterwork Longspear, Masterwork Chain Shirt, Masterwork Buckler

Special Abilities
Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.
Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

R6- Common Room

Designer's Notes

Three extra mites increase the encounter's XP to 900; our XP target.

Nine mites are currently occupying this room, the extra three gambling with a small pile of copper coins over a set of grimey dice (27 copper coins in all). Once two mites have been slain or rendered helpless, the remainder flee to R5 and the protection of Grabbles.

Part Five: The Sootscales (Y)

Y1- Main Entrance

Designer's Notes:

The deeper pit traps are worth 400XP instead of 200XP, increasing this area's total XP value to 1,200XP; our target.

The first two pit traps in the corridor leading into the Kobold's home have recently been improved; they differ from the pit traps detailed in the book only in that they are 20 feet deep, for 2d6 falling damage rather than 1d6.

Y2- Alcoves

Designer's Notes:

The extra kobold makes this small section meet our XP target of 300XP.

The alcoves hide 3 kobolds instead of 2.

Y4- Common Room

Designer's Notes:

Calculation and Analysis:

Book Encounter

Chief Sootscale- 600XP

Six Kobolds- 600XP

Total XP Value- 1,200XP

Divided by 4= 300XP

Divided by 6= 200XP

Target encounter XP- 1,800XP (300XP per PC)

Changes made:

- Ten Kobolds are present in the Common room (four extra)- +400XP
- Chief Sootscale has gained another Rogue level, making him a CR3 and a 4th Level Rogue- he is statted out below- +200XP
- Total XP gain= +600XP, totalling 1,800XP; exactly our target. Each PC gains 300XP.

Chief Sootscale (CR3)

XP 800

Male kobold rogue 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 21, touch 16, flat-footed 16 (+3 Dex, +4 armour, +1 dodge, +1 natural, +1 size)

hp 22 (4d8+4)

Fort +1, **Ref** +8, **Will** +1

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee mwk club +6 (1d4)

Special Attacks sneak attack +2d6

Tactics

During Combat Chief Sootscale moves in quickly to attack obvious healers on the first round of combat, hoping to get in a sneak attack. He then uses Acrobatics to stay mobile and attack foes who are flanked.

Morale Chief Sootscale surrenders if brought below 5 hit points, dropping his club and trying to blame Tartuk for "forcing" him to attack the PCs. Sootscale hopes to get the PCs to shift their wrath to the other kobold with this tactic.

Statistics

Str 10, **Dex** 18, **Con** 10, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 17

Feats Dodge, Improved Initiative

Skills Acrobatics +10, Climb +6, Disable Device +10, Intimidate +8, Linguistics +4, Perception +7, Stealth +14, Swim +6

Languages Common, Draconic, Undercommon

SQ crafty, rogue talent (surprise attack), Trapfinding, weapon training (club), uncanny dodge

Gear masterwork club, *amulet of natural armor +1*, *+1 studded leather*

Y5- Tartuk's Quarters

Designer's Notes

Changes made:

- Two Kobolds are present in Tartuk's chambers+200XP
- Tartuk has gained a Sorcerer level, raising him to a CR5- +400XP
- Total XP gain= +600XP, totalling 1,800XP; exactly our target. Each PC gains 300XP.

Tartuk has demanded two 'assistants' in his work as the tribe's shaman; who in reality are simply slaves to his every whim. They bear no loyalty to Tartuk, obeying him out of fear. If he is slain, they immediately surrender, and may attack him at a pivotal moment if the Sorcerer appears to be struggling against the PC's. Tartuk's tactic is to cast Invisibility on himself, move into one of the corners of the room, and cast Deep Slumber on the group; uncaring of whether he affects his servants. Once he has softened them up with this tactic, he uses the standard tactics detailed below.

Tartuk (CR5)

XP 1,600

Male kobold sorcerer 6

CE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 18, touch 12, flat-footed 17 (+1 armor, +1 Dex, +1 natural, +4 shield, +1 size)

hp 27 (6d6+6)

Fort +3, **Ref** +4, **Will** +5

Offense

Speed 30 ft.

Melee mwk cold iron sickle +5 (1d4+1)

Spells Known (CL 5th; concentration +9)

3rd (4/day)-Deep Slumber (DC17)

2nd (6/day)—*detect thoughts* (DC 16), *invisibility*, *minor image* (DC 16)

1st (7/day)—*cause fear* (DC 15), *identify*, *shield*, *silent image* (DC 15), *unseen servant*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *resistance*

Bloodline arcane

Tactics

Before Combat Tartuk casts *shield* as soon as he knows he'll be meeting with the PCs or hears the commotion of approaching kobolds. He casts *unseen servant* every day as well.

During Combat Tartuk uses his wand and *cause fear* against enemies unless forced into melee, in which case he uses Arcane Strike to increase damage done with his sickle (this damage bonus is included in the stats above).

Morale Tartuk fights to the death, almost as if on some level he seeks it.

Base Statistics Without *shield* and Arcane Strike, Tartuk's stats are: AC 14, flat-footed 13; Melee mwk cold iron sickle +3 (1d4-1)

Statistics

Str 8, **Dex** 12, **Con** 11, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +1; **CMD** 12

Feats Alertness, Arcane Strike, Eschew Materials, Improved Initiative, Silent Spell

Skills Appraise +5, Bluff +13, Fly +0, Knowledge (arcana) +7, Knowledge (geography) +3, Knowledge (religion) +5, Perception +1, Sense Motive +2, Spellcraft +11, Stealth +0, Survival +4

Languages Common, Draconic, Gnome, Undercommon

SQ arcane bond (raven familiar named Tickbiter), bloodline

arcana, crafty, metamagic adept 1/day

Combat Gear *wand of magic missile* (CL 3rd, 28 charges); **Other Gear** masterwork cold iron sickle, *bracers of armor* +1, cloak of resistance +1, personal journal (see Treasure below)

Tickbiter

Raven familiar (*Pathfinder RPG Bestiary* 133)

hp 13

Languages Draconic

Part Six: Against the Stag Lord (Hex Y)

Designer's Notes:

I have been dreading tackling this section, due to the sheer complexity of converting it without making the Stag Lord and his minions so powerful that they will not be able to defeat him. Also, due to the multiclass nature of both the Stag Lord and Akiros, it is difficult to know how to increase their XP gain.

The Haunted Hillside

Designer's Notes

If the PC's approach via the hillside, there are 18 zombies hidden in the hillside, each worth 200XP; for a total of 3,600XP; our target XP. The zombies emerge at a rate of six zombies every four rounds. While both this encounter and the book's version may seem like easy XP, the high HP of the zombies and the highly likely event that the bandits will also shoot at the PC's during it justifies the high XP they could potentially gain here.

Increase the number of zombies on the hillside from 12 to 18.

Z1- The Yard

While I am somewhat surprised that this encounter has a CR value, if it comes to combat or an RP encounter with Speak With Animals, there are three horses here instead of two, meeting our target XP of 1,200XP.

There are 3 horses in the yard, instead of only 2.

Z3- Watchtowers

Designer's Notes:

No change required- the 50% extra XP for the standard bandits will be gained by placing 4 additional bandits within the fort to boost existing encounters.

Z4- Central Tower

Designer Notes:

Auchs has been given another Fighter level, raising his XP by 200 to 800 and converting him to a CR3 encounter (see below for his level up details). His equipment is somewhat under par (compared to Dovan for example), so I have made his club magical, and outfitted him in masterwork chain mail armour instead of his leather. However, this change leaves us 100XP short of our target of 900XP; and to give Auchs another level would exceed our XP target by 300XP. Therefore we shall add the first of our extra bandits, Valkeri Sothale; who will increase the XP gained to a total of 935XP; only 35XP over our XP target.

There is another bandit present in this room, mockingly known to the rest of the Fort as 'Silent' Valkeri Sothale, who often spends time in the Central Tower, enjoying Auch's company as the giant never mocks him, and speaks little.

'Silent' Valkeri Sothale

The youngest of the inhabitants of the fort, Valkeri is an 18 year old orphan from Restov. Formerly a street tough, he had to flee the city after a mugging went awry and the authorities had a true reason to pursue him. He is frequently mocked and jeered at by the other bandits, who make a joke of his inability to speak by nicknaming him 'Silent'.

Valkeri had his tongue cut out by Dovan after Valkeri questioned his orders too many times regarding the taking of prisoners; now Valkeri maintains a facade of fear around Dovan, allowing the Lieutenant to believe that he has truly been cowed.

In reality, Valkeri is looking for the first opportunity he has to ram his blade into Dovan's throat and flee the Stag Lord's service; this group of bandits are too cruel for him- deep down he never truly wants to hurt anyone, except Dovan; and his soul is brighter than the other bandits in the fort.

Auchs (CR3)

XP 800

Male human fighter 4

CE Medium humanoid (human)

Init +1; **Senses** Perception +8

Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 dexterity)

hp 38 (4d10+16)

Fort +8, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 35 ft.

Melee club +11 (1d6+10)

Tactics

During Combat Auchs is singularly unimaginative in battle, roaring wordlessly and wielding his club in both hands.

Morale Auchs fights to the death if Dovan is visible, but otherwise surrenders and begs for his life if brought below 5 hp. If granted mercy, Auchs becomes the loyal companion of whoever “saved him,” but his natural tendency toward cruelty might make for later problems.

Statistics

Str 20, **Dex** 12, **Con** 14, **Int** 3, **Wis** 13, **Cha** 4

Base Atk +4; **CMB** +9; **CMD** 20

Feats Fleet, Great Fortitude, Skill Focus (Perception), Toughness, Weapon Focus (club), Weapon Specialisation (Club)

Skills Perception +8, Swim +8

Languages Common (illiterate)

SQ armor training 1

Combat Gear *potion of cure moderate wounds* (2), *potion of lesser restoration*;

Other Gear masterwork chainmail, +1 club, knight and dragon toys worth 45 gp in all, silver Stag Lord amulet worth 20 gp

Z5- Central Room

Designer’s Notes:

Calculation and Analysis:

Book Encounter

Dovan from Nisroch- 600XP

Four Bandits- 540XP

Total XP Value- 1,140XP

Divided by 4= 285XP

Divided by 6= 190XP

Target encounter XP- 1,710XP (285XP per PC)

Changes made:

- Dovan has been give another Rogue Level, a masterwork chain shirt to replace his studded leather, and a *potion of cure serious wounds* he

managed to ferret away for himself from the bandit’s loot (note- Dovan actually earns his uncanny dodge by gaining a level, rather than having it incorrectly at level 3 as the book reads)- +200XP

- Three more bandits are present in the common room- +405XP
- Total XP gain= +605XP, totalling 1,745XP, only 35XP over our target.

Dovan from Nisroch CR3

XP 800

Male human rogue 4

NE Medium humanoid (human)

Init +4; **Senses** Perception +6

Defense

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 27 (4d8+9)

Fort +2, **Ref** +8, **Will** +0

Defensive Abilities evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee +1 rapier +9 (1d6+3/18–20)

Ranged dagger +7 (1d4+2/19–20)

Special Attacks sneak attack +2d6

Tactics

During Combat If the PCs attack the guards in the yard, Dovan watches for a round or two to judge how tough these intruders are. As soon as the PCs drop a bandit, Dovan releases the gate to the owlbear’s cage and then flees into area Z1, luring the owlbear out into the open before he dodges into area Z9 to climb up to area Z2a, leaving the owlbear distracted by the easier-to-reach PCs. If forced into a fight, Dovan attempts to flank opponents, using Mobility to dance out of reach of immediate reprisals.

Morale Dovan attempts to flee into the wilds if reduced to fewer than 4 hit points, but if cornered, he fights to the death.

Statistics

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge, Mobility, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Diplomacy +8, Escape Artist +9, Intimidate +8, Knowledge (local) +7, Perception +6, Sleight of Hand +8, Stealth +9

Languages Common

SQ rogue talents (finesse rogue, weapon training (rapier)), Trapfinding

Gear masterwork chain shirt, +1 rapier, daggers (3), cure serious wounds potion, silver Stag Lord amulet worth 20 gp, turquoise earrings worth 130 gp each, 28 gp, 2 pp

Markard Ironmark ‘the Stitcher’

Markard Ironmark is a slim, tall warrior; once a soldier of Lastwall before he deserted out on a patrol after tiring of fighting in long wars with the hordes of Belkzen. That was a few years ago, and he is in his mid 30’s now, but the discipline of his soldier lifestyle has stuck to him, and he trains vigorously every day, usually up before the other bandits. The Stag Lord keeps Markard in his fort for the man’s discipline and nerves of steel, but his place is assured in the fort due to his skills at stitching the men’s wounds (He has a rank in heal instead of intimidate), and has earned the simple moniker of ‘The Stitcher’.

Markard sees the bandits and the Stag Lord’s growing power as a route to enough wealth to live out his days in luxury in some decadent city far from conflict; his motivation is purely greed, no more and no less. Despite tending to the wounds of the men when they do not want to see the strange old man in the lower level, Markard has not established a rapport with any of the men; except a close friendship with Falgrim Sneeg, the two veteran’s was stories and disciplined lifestyles complimenting each other well.

Dovan from Nisroch worries Markard is after his leadership role, and would like him eliminated. However, he worries Falgrim Sneeg will also get involved and drag other bandits into any conflict if he manipulates Auchs into attacking him; a situation that will be difficult to engineer as Markard keeps to himself so much. It is possible Dovan will try and use the PC’s to ‘prove their loyalty’ by luring Markard away from the others and assassinating him, under the pretence of rooting out traitors.

Markard is in the common room with the other bandits, but is sat away from the group sketching his ‘dream home’; a magnificent mansion with marble walls, dozens of servants and a small harem.

Celthric ‘Handsome’ Kilburn

Celthric Kilburn is a young fallen noble, once very handsome; but his nose has been broken and his face is covered in bruises and scars. Celthric was a minor noble in northern Brevoy, but lost his fortune in a series of foolish investments, ended up frittering and gambling the rest away until he was forced to take to Banditry to survive.

However, a few weeks ago Jex the Snitch caught Celthric stealing a few copper pieces from the bandit’s loot; and reported Celthric’s transgressions to the Stag Lord; who mercilessly beat Celthric senseless, knocking out his teeth and ruining his good looks. Since then, Celthric has made no secret of his enmity towards Jex; planning to shove the snitch off the walls onto the Haunted Hillside the first chance

he gets. With a little encouragement, he could be persuaded to act even more rashly. His cruel nickname was given to him by Topper Red, who he hates with almost equal passion.

Celthric is involved in the gambling game in the common room, although he is a terrible gambler and the other bandits enjoy playing with him for his easy winnings. He is convinced they are cheating him; when in reality he is simply a terrible gambler.

‘Father’ Avery Tessino

‘Father’ Avery Tessino is a much older bandit, into his early 40’s. He was once a priest of Erastil in a small settlement to the east in the River Kingdoms; named Mandaville, but turned away from the faith and took up banditry when his settlement was butchered before his eyes by barbarians; and Erastil did nothing to stop the slaughter of his community. This turned the humble priest into a bitter shell of his former self, and while part of him loathes the bandit he has become, most of him enjoys the suffering he inflicts upon others- why shouldn’t they suffer as his settlement did?

Father Avery has dozed off by a warm fire in the common room, half his meal left over. Fat Norry is eyeing up Avery’s plate, and looks keen to help him with his meal as soon as he finishes his current meal.

Z6- Owlbear Pen

Designer's Notes

While I was reluctant to make Beaky an advanced owlbear due to the sheer damage potential of the beast, I found it was the most appropriate way to increase its XP and CR. Giving Beaky the advanced template (see below) raises the encounter's XP to 1,600; 200XP short of our target unfortunately, but somewhat offset by other encounters in this Part of the conversion.

Beaky the Owlbear (CR3)

XP 1600

N Large advanced magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

Defense

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 57 (5d10+30)

Fort +12, **Ref** +7, **Will** +4

Offense

Speed 30 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

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

Statistics

Str 23, **Dex** 16, **Con** 22, **Int** 6, **Wis** 16, **Cha** 14;

Base Atk +5; **CMB** +12; **CMD** 25

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +14

Ecology

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

Z7-Storage Room

Designer's Notes

I toyed with the idea of giving Akiros another Paladin level, or a Fighter level before eventually deciding to increase his dominant class; Barbarian. This increases his XP value to 1,200XP; exactly our target. Sticking with the sword and shield theme Akiros has here, I gave him the Shield Focus feat. For his Barbarian rage power, I gave him Renewed Vigor; Akiros is a very tough individual and this barbarian power makes him even tougher. Akiros is already a formidable opponent for his CR, so I didn't alter his equipment too much; I made his heavy steel shield masterwork, his chain mail magical and upgraded his potions to cure moderates (cure lights aren't going to cut it with

his monstrous HP). Here's hoping my PC's make an ally of Akiros, or I can see him butchering at least one of them before they take him down.

Akiros Ismort CR4

XP 1,200

Male human ex-paladin 1/barbarian 4

CN Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 19, touch 9, flat-footed 18 (+7 armor, +1 Dex, -2 rage, +3 shield)

hp 60 (5 HD; 4d12+1d10+29)

Fort +11, **Ref** +2, **Will** +6

Defensive Abilities trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee +1 *longsword* +11 (1d8+5/19-20)

Ranged composite longbow +6 (1d8+2/x3)

Special Attacks rage (15 rounds/day), rage powers (quick reflexes, renewed vigor (1d8+5))

Tactics

During Combat Akiros fights with the ferocity of one who doesn't care if he lives or dies; he rages on the first round of combat, and focuses his attacks first on healers, then other spellcasters, and finally on non-spellcasters.

Morale Akiros fights to the death.

Base Statistics

AC 19, touch 11, flat-footed 18; **hp** 50; **Fort** +9, **Will** +4; **Melee** +1 *longsword* +9 (1d8+3/19-20); **Str** 14, **Con** 16

Statistics

Str 18, **Dex** 12, **Con** 20, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +5; **CMB** +9; **CMD** 20

Feats Iron Will, Quick Draw, Weapon Focus (longsword), Shield Focus

Skills Intimidate +10, Knowledge (religion) +6, Perception +7, Survival +7, Swim +6

Languages Common

Combat Gear *potion of cure moderate wounds* (2);

Other Gear +1 chainmail, masterwork heavy steel shield, +1 *longsword*, composite longbow (+2 Str) with 20 arrows and 3 +1 *magical beast bane arrows*, silver holy symbol of Erastil, silver Stag Lord amulet worth 20 gp, 80 gp

Z8- Stag Lord's Barracks*Designer's Notes:*

Tackling converting the Stag Lord to make him a difficult challenge for 6 players was a nightmare, due mostly to the fact that a CR7 encounter is not worth an extra 50% compared to a CR6 encounter; thus raising the Stag Lord's level by 1 or removing his alcoholism would not be sufficient, but raising his level by 2 would double the XP gain from the encounter.

My final solution to this problem was fairly ad-hoc; I would raise the Stag Lord's level to Level 9; giving him an additional rogue level. The choice of a rogue level over a ranger level was eventually decided simply by the fact that-

- The Stag Lord's favoured class is Rogue (reverse engineering the HP revealed this).
- Adding another ranger level would provide the Stag Lord with an animal companion or a hunter's bond; and would change his theme too much from the bitter, self-hating drunk who finds solace only in his cups.

Regardless, this raises the Stag Lord's CR to 7, for a total XP value of 3,200XP; a little short of our target of 3,600XP. At this point I decided to **halve** the Stag Lord's **sickened** condition penalties; representing both a shortage of alcohol due to his recent lack of leadership, and a growing tolerance to it as the Stag Lord becomes more of a functional alcoholic.

This means the Stag Lord only has half the penalties listed in the book; which in my opinion roughly evens out his CR to somewhere between 7 and 8; for simplicity's sake- 3,600XP our target. The Stag Lord for a 6 player Kingmaker game is statted out in all his glory below for you- note that his -1 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks has been included. To represent this somewhat, I choose Great Fortitude as his feat for reaching level 9. I was tempted to give him rapid shot, but I think that would be too overwhelming with the level difference.

I upgraded the Stag Lord's potions to *cure serious wound* potions; it probably won't matter unless the PC's continually skirmish with the fort in a war of attrition though, or if the Stag Lord is successful in driving them off after an infiltration.

I also gave the Stag Lord a *Ring of Protection +1* as I was reluctant to modify his trademark leather armour. Finally, his Longsword is now magical so he is now a slightly more capable melee opponent and has the versatility to excel in both melee and ranged combat.

He also has a single *Human Bane* arrow left; he has always saved it to kill his father with someday, but will use it in dire circumstances or against a particularly fearsome human opponent. I also gave him the resiliency rogue trick for its synergy with diehard, and to make the encounter a little more epic.

The Stag Lord CR 7.5 (ish)

XP 3,600

Male human ranger 3/rogue 6

CE Medium humanoid (human)

Init +4; **Senses** Perception +11**Defense****AC** 20, touch 16, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +1 Natural, +1 deflection)**hp** 76 (8 HD; 3d10+6d8+33)**Fort** +8, **Ref** +11, **Will** +3**Defensive Abilities** evasion, trap sense +2, uncanny dodge, resilience**Offense****Speed** 30 ft.**Melee** +1 longsword +9/+4 (1d8+2/19–20)**Ranged** +1 *composite longbow* +10/+5 (1d8+6/x3)**Special Attacks** favored enemy (human +2), sneak attack +3d6**Tactics**

During Combat When attacking with his bow, the Stag Lord usually employs his Deadly Aim feat (included in his stats). He prefers to fight with his bow if possible, favoring attacks on foes who are flat-footed, using the insightful shot ability of his *stag's helm* or taking time to move into hiding and use Stealth to set up new shots so that he can make sneak attacks. In melee, he shifts and moves to flank foes if possible. Humans are his favorite targets, for in many of them he sees the face of his father. He drinks potions to heal damage if reduced below 20 hit points.

Morale The Stag Lord fights to the death.**Statistics****Str** 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +7; **CMB** +10; **CMD** 24**Feats** Deadly Aim, Diehard, Dodge, Endurance, Iron Will, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow), Quick Draw, Great Fortitude**Skills** Acrobatics +15, Appraise +11, Climb +13, Intimidate +12, Knowledge (geography) +5, Perception +12, Stealth +17, Survival +10, Swim +13**Languages** Common**SQ** favored terrain (hills +2), rogue talents (combat trick, weapon Training, resilience), track +1, trapfinding, wild empathy +4**Combat Gear** *potion of cure serious wounds* (2);**Other Gear** +1 *leather armor*, +1 longsword, +1 *composite longbow* (+2 Str) with 20 arrows, *amulet of natural armor* +1, *stag's helm*, *ring of protection* +1, a *single* +1 *Human Bane arrow*.

Z9- Armoury

Designer's Notes:

No change required, although I would increase the number of arrows, spare sets of armour etc. to represent the greater number of bandits present in the fort.

Z11- Cellar

Designer's Notes

Adding a Druid level to Nugrah was an obvious way to boost the XP for this encounter, and it was refreshing to not have to worry about equipment. However, raising his level made the XP of this encounter 1,600XP, 200XP short of our target. To amend this, I added two dire rats to the encounter; Nugrah's only true companions in this dank cellar, who hide and attack the moment he does, hidden before that. This exceeds our XP target of 1,800XP by 70XP, which is acceptable.

I chose Endurance as Nugrah's feat, as he has suffered and survived beatings of the like he used to give the Stag Lord himself. His tactics have been modified slightly to encompass his greater Spellcasting ability; using Summon Nature's Ally IV to summon 1d4+1 small Earth Elementals which I feel fits well with his earth domain and theme.

Dire Rat (CR1/3)

N Small Animal

Init +3; **Senses** low-light vision, scent; **Perception** +4

Defense

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

hp 5 (1d8+1)

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

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** Uses Dex to modify Climb and Swim

Nugrah (CR 7)

XP 1,600

Male old human druid of Gozreh 7

NE Medium humanoid (human)

Init -1; **Senses** Perception +15

Defense

AC 12, touch 9, flat-footed 12 (-1 Dex, +3 natural)

hp 45 (7d8+14)

Fort +5, **Ref** +1, **Will** +10

Defensive Abilities resist nature's lure; Resist acid 10

Offense

Speed 40 ft.

Melee club +5 (1d6)

Special Attacks wild shape 2/day

Domain Spell-Like Abilities (CL 7th; concentration +7) 8/day—*acid dart*

Spells Prepared (CL 7th; concentration +12)

4th—*cure serious wounds* (2), *spike stones* (D)

3rd—*cure moderate wounds*, *meld into stone*, *stone shape* (D)

2nd—*barkskin*, *soften earth and stone* (D), *summon swarm*, *spider climb*

1st—*cure light wounds* (4), *longstrider*, *magic stone* (D)

0 (at will)—*create water*, *detect magic*, *light*, *mending*

D domain spell; Domain Earth

Tactics

Before Combat As soon as Nugrah notices intruders entering the cellar, he casts *meld into stone* to step into the southern wall of area Z11c to listen and wait. While in the stone, he casts *barkskin*, *spider climb*, and *longstrider* (already included in his stat block). He then clambers out of the wall and up onto the ceiling to scuttle forward to see who's intruded in his den.

During Combat Nugrah's first act is to use wild shape to assume the form of a wolverine, while remaining affixed to the ceiling 15 feet above. He swaps out a *cure serious wounds* to cast *summon nature's ally IV* to summon 1d4+1 Small Earth Elementals to attack the PCs, followed by *summon swarm*. Only then does he scuttle down to attack in melee. He does not pursue foes out of the cellar.

Morale Nugrah fights to the death.

Statistics

Str 11, **Dex** 9, **Con** 10, **Int** 12, **Wis** 20, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 14

Feats Combat Casting, Iron Will, Natural Spell, Toughness, Endurance

Skills Bluff +7, Intimidate +7, Knowledge (nature) +13, Perception +15, Stealth +6, Survival +17

Languages Common, Hallit

SQ nature bond (Earth domain), nature sense, trackless step, wild empathy +6, woodland stride

Gear club