

IUZ7-06

Northern Lassitude

A One-Round Dungeons & Dragons[®] Living Greyhawk[™]
Iuz's Border States Metaregional Adventure
Version 0.89kvb

By Joe Fitzgerald, Patrick Williamson and Scott McManus

Editor and Reviewer: Konrad Brandemuhl

Circle Reviewer: Britt F. Frey

Playtesters: Dennis Brown, Phillip Dickey, Jim Finn, James Hines, Paul Johnson

A free holiday north of Lake Quag, sailing, good food, entertainment, relaxation, foot massages – all courtesy of Gildor Arcanix in appreciation of your previous support. By now you know Gildor all too well, so what task does he have for planned you to pay for this luxury spa retreat? This adventure continues the “Dragon Scales” adventure path (IUZ6-01, IUZ6-02, IUZ6-04, IUZ6-06, IUZ6-07, IUZ6-08 and IUZ7-01) and for best enjoyment these adventures should have been played in order before this adventure is played. A one-round Iuz's Border States Metaregional adventure set in Ungra Balan for APLs 6-14.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

This module references the following modules:

- ADP6-03 Red Hand of Doom
- COR6-14 Cloud of Darkness
- IUZ6-01 The Great Northern Expedition
- IUZ6-02 Blue Scales, Red Secret
- IUZ6-04 Acid Test
- IUZ6-06 Drach Treielabone
- IUZ6-07 Stone Cold
- IUZ6-08 Over the River and Through the Woods
- IUZ7-01 The Seven Tests of Irinna Qu'lla

This adventure is the third installment of The Great Northern Expedition series (IUZ6-01 and IUZ7-01). In IUZ6-01 adventurers were commissioned by the Drinkers to travel to the Burneal Forest to locate the famous explorer and member of the Drinkers of the Cup of Midnight, Uust Van Ingermann.

Van Ingermann's trail took these adventurers deep into the Burneal forest along a tributary of the mighty Fler River. In a secluded valley they discovered what they later described as a possible living Ur-Flan culture, the Hursik.

After making peaceful contact with the Hursik, the adventurers negotiated the release of Van Ingermann by performing a task for them. In the celebrations that followed, they were allowed to enter into the outer ceremonial buildings of a much larger Ur-Flan temple complex to witness a necromantic ritual.

The adventurers then returned south, and the existence of the Hursik people became public knowledge.

In IUZ7-01 adventurers were commissioned by Gildor Arcanix, to return to the Hursik and make peaceful contact, with a view to getting a series of important questions answered. Having heard of the existence of the temple, Arcanix suspected that it was tied to the recent activity of the cult of Tiamat, who are seeking the secrets of the ancient and mighty Ur-Flan necromancers. As the sworn enemy of Tiamat's cult he was determined to thwart their ambitions.

This adventure centers on Gildor's expression of thanks to the adventurers who have assisted him in his quest to eradicate the evil dragon cults that litter the north. He invites them to a week of pampering and celebration such as the adventurers have not experienced.

It builds upon the patronage being extended to the PCs by Gildor Arcanix (IUZ6-04, IUZ7-01) and his organization the Oathsworn Hunters (IUZ6-06). It also features "Lucky" Gorn Silverbeard (IUZ6-08, IUZ7-01) as a special guest at the festivities.

ADVENTURE SUMMARY

Introduction: PCs are invited to the frontier city of Ungra Balan by Gildor Arcanix to enjoy the fruits of his gratitude for their earlier assistance fighting the evil dragon cults in the north. They are housed in a brand new stadt, and informed that a week of pampering and entertainment awaits them.

Encounter One – Old Friends: Arcanix's largesse is not entirely without cost, however, as he has gotten wind of a planned meeting between unknown parties and representatives of the Hursik, with a view to opening trade routes to the north. As some of the only outsiders trusted by the Hursik, he asks the adventurers to help determine the direction of negotiation.

Encounter Two – Wheel and Deal: There are many parties interested in trading with the Hursik, although they do not seem interested in the timber

of the Burneal Forest or the furs of the Winter Wolves that roam their lands. The party can help negotiate a deal to the benefit of either the Hursik or one of the trader parties.

Encounter Three – Now, Time to Relax: With negotiations at an end, the PCs return to their stadt. Gildor informs them of a feast to be held that night in their honor. The master of ceremonies is none other than 'Lucky' Gorn Silverbeard, renowned Bard and friend of Gildor.

Encounter Four – A Sumptuous Feast: The feast is a lavish affair, with Gildor sparing no expense. The whole experience is rather decadent, with an amazing and exotic acrobat troupe entertaining the party as it continues into the wee hours of the morning.

Encounter Five – Benefits and Favors: The next morning, Gildor wakes the PCs early to tell them of a special treat he has arranged for them. That being specialized training and education for each of the PCs. Each party member goes with individual trainers or tutors for instruction.

Encounter Six – Surprise! While traveling back from their study, the PCs are targeted by assassins sent by the Evil Dragon Cult to rid themselves of the interfering PCs.

Encounter Seven – Sending a Message: After the initial attack, the party receives a *sending* spell from one of the acrobat troupe also staying in the stadt, informing them of widespread slaughter in the building. It is, however, a trap, with the acrobat troupe turning on the PCs. It is apparent that they used the previous night's feast to gather information on the strengths and weaknesses of each member of the party.

Conclusion: After defeating the assassins, the PCs find a contract for their deaths on one of the bodies. The contract strongly suggests that the party members have been marked for death after their part in disrupting the plans of the dragon cultists.

Gildor is horrified that what he had hoped would be a thank you to the PCs has turned into a bloodbath. He promises to make it up to them, properly, next time.

PREPARATION FOR PLAY

This adventure assumes that the players have already played at least some of the adventures in the series. As a result, the following AR items may have impact or consequences in this adventure:

- Tribal Greetings (IUZ6-01)
- Consort of Morginstaler (IUZ6-02)
- Favor of Gildor Arcanix (IUZ6-06)
- Famous (IUZ6-08)

- Favor of Gorn Silverbeard (IUZ6-08)
- Invitation to join the Oathsworn Slayers (IUZ6-08)
- Lied to Gildor Arcanix (IUZ7-01)
- Beloved of Tiamat (COR6-14)
- Enemy of Tiamat (COR6-14)
- Wrath of Tiamat (ADP6-03)

In addition membership in one of the following meta-organizations may impact upon NPC reactions.

- Membership of the Oathsworn Slayers
- Membership of the Dragonborn Register
- Membership of the Drinkers
- Membership of the Druids of the North or Grove
- Membership of the Quagaloogal
- Cleric of Bahamut

PC BEHAVIOR

It is entirely probable that most PCs will be suspicious of what is going on. This is Living Greyhawk after all and they know they are being set up. To compensate for this let PCs play paranoia to their hearts content, they can investigate, use magical resources, etc. but find nothing untoward until the first attack in Encounter 6.

Because the first fight does not occur until late in the adventure some PCs may be thinking that perhaps this is one of these very rare “no fight” adventures, so play that up as well if you get a feel this is their thinking.

STATE OF SLOTH

Some PCs may decide that intoxication is the best way for their PC to behave; others will be immune to its effect, etc. Regardless, the following encounters have a “state of sloth” effect associated with them, the **Introduction**, **Encounter 3** and **Encounter 4**. The “state of sloth” is a hidden effect on the PCs if they begin to “relax”. If in each of these encounters a PC does not have an attack of paranoia and decides to let their guard down they suffer a secret -2 to their Intimidate, Listen, Sense Motive and Spot skill checks, but gain a +2 secret bonus to their Diplomacy skill check. Moreover these effects are cumulative.

Example: Rufus the rogue really gets into the “relaxation role-playing” within the introduction and the “state of sloth” effect is applied, e.g. a -2 penalty to his Intimidate, Listen, Sense Motive and Spot skill checks and +2 to his Diplomacy skill check. In encounter 3 Rufus decides to be on his guard, this secret penalty therefore stays (does

not grow or reduce). In encounter 4, however, Rufus decides again to relax and the “state of sloth” effect grows to -4/+4 respectively.

Keep track of each PCs “state of sloth” on your initiative tracker. When they get attacked in encounter 6 apply any minus penalty they have (i.e. two encounters where the penalty was applied for Rufus would mean a -4) to their initiative roll in secret as well. Once the assassins have attacked all penalties and benefits of the “state of sloth” are removed for encounter 7.

INTRODUCTION

After handing the players **Player Handout 1**, read or paraphrase the following:

Six bells signals the morning shift change aboard the ‘Aurulent Wyrms’, the luxurious galleon currently accommodating you and several companions. Answering an invitation from one Gildor Arcanix, the ship picked up your party on the eastern shores of Lake Quag enroute to Ungra Balan.

It is the echo of the bell that has awoken you from your slumber, that and the serving girl’s polite clearing of her throat as she waits patiently with your breakfast on a tray. “Chef has prepared something exquisite for you today”, the small Flan woman purrs. “We make land this morning and Graf Arcanix insisted you be well fed on the journey. I will come for you when we enter the harbor.”

The party members are each housed in their own small but luxurious cabin aboard the ship. In the two days since boarding the galleon, they have been waited upon hand and foot by a personal assistant. There are no other guests aboard and only a small, crew that do not interact, or even make eye contact with the PCs.

The servants do not know why the party has been summoned by Gildor, however, if asked they will mention that they have served aboard the *Aurulent Wyrms* for some time and it has catered only for the most exclusive and honored of guests. They will make it clear that they consider it a privilege to serve aboard.

If any PC presses their servant for more information, they will encounter a reluctance to be more forthcoming. Their starting attitude is *friendly*, but they provide the following information if their attitude changes to *helpful* (DC 20 Diplomacy check).

- They overheard the captain explaining that Gildor wants to thank the PCs for their previous assistance with his ‘troubles’.

- Gildor is rumored to have bought extensive amounts of property within Ungra Balan. “Getting in on the ground level” he says.
- Their next journey will see them pick up a troupe of exotic acrobats also bound for Ungra Balan. They will leave immediately and will not set foot onto dry land.

ONBOARD PAMPERING

Each party member’s belongings are in the room with them, and they should want for nothing outside of their room. Should they, however, leave the room to try to speak with other PCs or for another purpose, they find their servant standing outside the door.

“Is something not to your liking Sir/Madam/Lord/Lady? Please, take a moment to relax and I will fetch it for you.”

If the PCs want to be together the servants will scurry about and arrange to take an invitation note to the other PCs and then to arrange a picnic table and fruit and cheese platter. Or if the PC is instead vague or just wanting to explore, the servants will offer them a massage on deck in the nice warm sun, or to scrub their back in the bath, or to dress their hair, tailor a new suit of cloths, etc. The servants are genuine and tasked with making sure the PCs relax and don’t bother other guests.

At night if two or more PCs do get together then the servants will leap into action and put on an impromptu banquet with fresh foods and light but heady wines and beers of the highest quality. They are here to insure that the PCs take the opportunity to enjoy their short remaining time onboard.

DMs Note: Feel free to improvise this section, if the party Dwarf wants to go marlin fishing, do it, if the party “pretty boy” wants to get the latest fashion *teleport* in a famous fashion designer from somewhere and deck him out. Any PC can gain the Fashion Icon item on the AR, i.e. a free noble outfit with appropriate costume jewelry if they simply ask for fresh clothes.

Remember this is the first chance for you to apply a “state of sloth” to the PCs, so if any of the PCs let their guards relax apply the penalty.

Development: Depending on how much time you want to spend role-playing within the onboard pampering section at some point the muffled cry of “Land Ho!” filters below decks from the crows nest.

The servant will then scurry to assist with the PCs’ departure, such as helping them putting on their armor.

DISEMBARKATION

When the PCs have completed their preparations for disembarking, read or paraphrase the following:

Above deck the crew is abuzz with activity in preparation for docking. Steep limestone cliffs line a harbor full of trade vessels and sleek Perrender warships. As the ship glides in toward a large, relatively new waterfront district, a pilot boat comes out to greet you and guides the ship into the only spare berth in Ungra Balan.

A small crowd of people wait patiently for the galleon to be secured dockside. As the gangplank is lowered, you make out a straw haired, handsome young man dressed in the finest of cloths among their number. The charismatic figure of Gildor Arcanix moves forward, arms extended in greeting as he enthusiastically declares, “Welcome and thank you for coming my friends, so very wonderful to see you all. I had supposed to bring you to Ungra Balan under some anonymity, but I see that my magnificent vessel prohibits it.” He chuckles heartily, “Ah, but I digress. All will be explained when you are taken to your accommodation for the week. I trust you’ll be pleasantly surprised.” Motioning to a series of carriages, he continues, “I have taken the liberty of providing personal carriages and drivers for your exclusive use during your stay. Please make use of them. For now, I have preparations to make and will speak with you further this afternoon.”

With that he leaves you in the care of your drivers, who quietly and efficiently begin to pack your belongings into the carriages.

The carriages (rickshaw) feature cushioned seats, carpeted floors and removable flaps to keep off the sun. A bottle of fine wine or ale sits in an ice bucket in each. A DC 15 Knowledge (architecture and engineering) check reveals that the carriages are brand new and built for comfort over functionality. A DC 15 Knowledge (Geography) check shows that the vehicles are from lands far to the west and all but unknown in the core lands of the Flanaess. They are a relative curiosity in Ungra Balan and have been introduced by Gildor as he was tired of walking everywhere. They have now become a fledgling taxi service.

When the PCs are ready to leave the docks, proceed to **Encounter 1**.

1: OLD FRIENDS

The steep cliffs that ring the harbor also afford you a panoramic view of the Bay of Balan and the northern Quaglands. Your driver lightly pants, his breath steaming in the cool air as he hauls the carriage into Ungra Balan proper.

The recent improvements to what was once a tent city are marked. Ongoing construction work, with Dwarven stonemasons and Flan carpenters are prominent and dots every major thoroughfare. The city is now fully fortified and the overt presence of the NorPax mercenaries from Perrenland keep a peace that epitomizes what the driver reliably informs you is the 'new Ungra Balan'.

Coming to a stop not far from the Wigwams of 'Rover City' in the eastern borough, your drivers begin to attend to your luggage once more. It appears that the nondescript two storey building you have pulled up alongside is the accommodation Gildor promised.

The rough stone exterior has no windows and the lone entrance is watched over only by a bored looking guard, sporting a poorly maintained, rusting chain shirt and short sword. His lethargic shuffle out of the doorway is the only indication that he recognizes your presence.

Gildor has had this stadt purposely built to look non-descript as it is his primary residence in the north now. The guard is actually a highly trained professional fighter with a level of bard who is putting on an act. For this section see **Player Handout 2 & 3 – Stadt layout**.

The interior of the building is a complete contrast to the outside. It is noticeably quieter for a start, and looking down, thick golden plush carpeting extends through the foyer area. Large and expensive looking pieces of art hang from the walls, with a six foot high sculpture of a platinum colored dragon featured in the center of the room. Expensive looking weapons and armor also adorn the walls, perhaps as spoils of battles past.

PCs making a DC 10 Knowledge (religion) check will recognize the statue as Bahamut, god of metallic dragons. A successful DC 15 check will impart that Bahamut is often depicted in an

aggressive fighting stance, however this statue conveys an almost restful pose.

PCs wishing to inspect the dragon can, with a DC 15 Appraise check, deduce that the dragon is made out of very real and very solid platinum. A DC 20 Appraise check will reveal that the piece could well buy a small nation, or at least an army big enough to take one by force.

Other pieces of art include a painting of a man in bed being spoon fed by a servant, while musicians play in the background. Another depicts a lady, staring aimlessly out of a carriage with no horses.

The rest of the stadt is outfitted in similar fashion. A sweeping staircase leads to a mezzanine level where Gildor himself is directing a small group of workmen.

Use the following modifiers to determine just how far Gildor's largesse extends to each PC. This will not only dictate his behavior toward them but will also influence his actions in **Encounter 5**.

- PC has influence with Gildor (per point) +1
- PC has received: **Invitation to join the Oathsworn Slayers** (IUZ6-08) +1
- PC is a member of the Dragonborn Register or Oathsworn Slayers metaorgs +2
- PC has **Favor of Gildor** (IUZ6-06) +2
- PC is a cleric of Bahamut +5
- PC has the **Enemy of Tiamat** (COR6-14) +5
- PC has the **Wrath of Tiamat** (ADP6-03) +5
- PC is a member of the Drinkers -2
- PC has the **Lied to Gildor Arcanix** AR item (IUZ7-01) -3
- PC is a **Consort of Morginstaler** (IUZ6-02) -5
- PC has the **Beloved of Tiamat** (COR6-14) -5

Gildor's largesse

- 5+ Munificent! Gildor is overjoyed to once again be in the PC's company. His manner is that of a man eager to impress.
 - 3-4 Generous: Smiles and backslaps abound. The PC realizes that Gildor's strength far outweighs his stature.
 - 1-2 Kind: Gildor is unfailingly polite to the PC, making sure all their needs are met.
 - 0 or less Indifferent: It appears Gildor only invited the PC because he likes their friends.
- Once you have determined Gildor's attitude toward each individual, read or paraphrase the following:

From the mezzanine level of the stadt, Gildor finishes his discussion with the workers. Turning, he spies your group and smiles

broadly. "Stay right there, no need to come up!" he calls.

Bounding down the ornate staircase, he continues, "I'd thought to have this completed by the time you arrived. A wise man once told me there are three ways of doing a job, Good, Fast and Cheap. Pick two!" Casting a glance over his shoulder, he finishes, "Unfortunately it looks like I chose "Good and cheap" with that lot!

Gildor pauses, sizing you all up before continuing in a more reserved fashion. "Welcome to your home for the week. No expense will be spared in ensuring complete relaxation and recreation. I have some exciting plans for my very first guests here. Before I get into that though, I have some interesting news, the Hursik have come down from the Burneal to Ungra Balan. When I say the Hursik I mean a trading party, this is their first foray into civilization and the Rovers are looking after them as they consider them their long lost cousins. A number of interested parties are planning to meet with the Hursik tomorrow to discuss trade agreements. I'm a little concerned as the Rovers are not known for their trading expertise."

He stops to scratch the back of his neck briefly and says, "Since some or all of you have met with the tribe in their homeland and have gained some measure of their trust, I am hoping you will act as representatives in the talks. A buffer between the different cultures if you will. There's no pressure to take time out of your holiday of course, what do you think?"

Allow the PCs time to discuss this. Gildor is certainly not forcing them to do this and events will proceed apace if they choose to opt out. It will, however, result in a -1 being applied to Gildor's attitude toward the PCs.

If the party chooses to act as the go-betweens, proceed to **Encounter 2**. If the whole party or some of them would rather enjoy their rest and relaxation, allow them the day to be taxied around Ungra Balan in their personal carriages, where they may purchase any open mundane item from any authorized book at normal cost. Any PC who opts out of **Encounter 2** has decided to relax, these PCs suffer an additional "state of sloth" step as a result. Toward the end of their day, continue to **Encounter 3**.

2: WHEEL AND DEAL

With word having been circulated that they will be acting as go-betweens, the PCs who are participating in this section will be ferried to the Grand Wigwam of the Rovers where they will be given a secluded area. Here they will be approached intermittently by various parties interested in dealing with the Hursik.

Despite some of the groups being forces for 'good', they are motivated by self interest in this particular case and those interests do not run necessarily parallel with those of the Hursik. Depending on the dynamics of the playing group or time available, you can role play each meeting individually or all at once. Importantly, the party must come to an agreement on whose side they will attempt to negotiate as each have ramifications to their PC beyond this adventure. It is difficult but possible to negotiate for two parties, however, this will ultimately adversely affect the Hursik all the more.

BIDDING PARTIES

There are many parties interested in trading with the Hursik, although they do not seem interested in the timber of the Burneal Forest or the furs of the Winter Wolves that roam their lands other than as a way to get a foot in the door or other concessions. The party can help negotiate a deal to the benefit of either the Hursik or one of the trader parties.

THE DRINKERS:

Arn DeBruyn, a slight, well to-do man will approach the party and be quite straightforward with them. He wants access to Hursik lands without having to first inform them of his purpose for being there. He will give his word that it will not adversely affect the tribe, although he will not disclose the organization's reason for wanting this clause inserted into any agreement. In exchange, he offers the services of the *Midnight Express* merchant company to broker fur and timber deals on behalf of the Hursik and will charge half the standard commission for this.

The Drinkers will put pressure on any PC that is a member to negotiate in their favor. Failure to do so results in a -2 to their affiliation score. Success in doing so will provide a +2 to the PC affiliation score.

PAX MERCURI:

The Pax Mercuri military delegation wish to gain access to the Hursik lands for strategic advantage in the war against luz. *Katharina Vuurzwad* is the

field commander of the Ungra Balan unit and is a severe and upright disciplinarian. She will expect Pax Mercuri members to help their negotiations.

She offers military protection for the rights to use Hursik lands as a staging point for raids against the Tiger Nomads in the north and as a place where "good" Tiger nomads can gather to oppose their corrupt administration. Katharina will not accept any other result than an exclusive arrangement with the Hursik. In return the Pax will use their contacts along the Volverdyva river system to get the Hursik taxation concession on the import of their goods to the mainstream cities of a variety of nations all the way to Greyhawk city itself.

Pax Mercuri members failing to accede to her wishes will bear a -2 to their affiliation score. Success in doing so will provide a +2 to the PC affiliation score. Non-members who negotiate on their behalf will be granted access to this meta-organization.

THE MOUQOLLAD CONSORTIUM:

The Consortium seeks to negotiate the sending of economic advisers (clerics of Mouqol) to the Hursik to provide them with proper advice on how to manage the natural resources of their lands.

Kareem Al-yeh actually invites the party to his extensive quarters amongst the tents of the Wolf Nomads and presents the party with a wealth of legalese, minutely detailing the benefits to the Hursik in signing an agreement with his consortium. In it, they offer not only advice on how to manage their resources but a sizeable cash consideration (500gp). A successful DC 15 Profession (lawyer) check will see that the agreement as written will afford the consortium exclusive rights to negotiate trade deals for all Hursik natural resources. As Kareem firmly believes the agreement is to the benefit of both parties, a Sense Motive check will not uncover the intent of the agreement, the PC must have a legal background.

They will provide any party member that negotiates on their behalf with their favor which grants the PC a +2 with any affiliation the PCs belong to as they make a generous donation in the PCs name.

THE KHUND:

The Khund Dwur of the Yatils have heard that the Hursik live in a previously uncharted mountain chain and wish to gain access to the Hursik lands to investigate mining opportunities.

Gildor introduces the party to *Durcon*, the foreman in charge of building the stadt housing them. The gregarious Dwur will explain that the Hursik do not have the technology to mine deep into the earth and speaks with an almost religious fervor when describing the potential geological wealth hidden in their lands. A successful DC 15 Profession (miner) check will reveal that Durcon is extremely knowledgeable about gems and precious metal and is likely not exaggerating the potential of the mountain range.

He offers the Hursik a very generous 20% of all profits from the operations and has no interest in any other part of the Hursik lands.

Members of the Khund whom fail to negotiate on their behalf gain a -2 to their affiliation score. Those that do negotiate for the Khund receive a +2 to their affiliation score.

OLD KERK/DRUIDS OF THE NORTH:

The Hursik are Flan and the Druids and bards of these linked organizations are very keen to preserve the culture as is and to insure that Hursik lore and culture is preserved and advanced within its own cultural context.

Sharn, an aging Flan with a nearby grove will approach the party and speak passionately about the need to preserve this ancient culture and protect it from the taint of modern society. She is wary of other parties and will push for an exclusive agreement with the Druids of the North that effectively shuts the borders of the Hursik.

Members of the Grove or Druids of the North or any similar Druidic order who fail to negotiate on their behalf will suffer a -2 to their affiliation score. If they do negotiate then they receive a +2 to their affiliation score.

THE WEGWIUR:

The Wolf Nomads are keen to make allies of the Hursik against the Tiger Nomads and want a military alliance.

Rejek Khan of the Guchek Tribe will implore the party to speak well of his people and to advocate a military alliance against the Chakyik (Tiger Nomads). He will not wish to see any other party involved in negotiations as they may leak information to their traditional foes. In return the Wegwuir will not tax Hursik goods that travel through their lands.

THE ROVERS OF THE BARRENS/ROSRIJDER CLAN:

These two kin groups consider the Hursik to be long lost Rovers, and indeed they share quite a few cultural similarities. They want the PCs to

negotiate for the Rovers of the Barrens fleeing from Iuz to settle in Hursik lands and have several marriageable young men and women to strengthen kinship ties between them. As they are using the Hursik as a refuge from war, they would not want to see any other agreement that would see the area become involved in military activity. This includes negotiating for every other group bar the Druids of the North and the Khund.

In return they offer to barter Hursik goods for Rover goods as per the kinship systems of the two cultures. That way all taxation by the foreigners is avoided.

PCs who negotiate with the Hursik to achieve this receive a +2 circumstance bonus with any other negotiations they undertake with the Hursik.

THE HURSIK

When the party is satisfied they have heard the pitches of the bidding parties, Gildor will direct the drivers to ferry the PCs to the Hursik compound.

DM Note: Any PC who has played either IUZ6-01 or IUZ7-01 may remember that the Hursik culture is based strongly upon rituals and the familiar. Remind them if necessary that any PC who applies whale grease to their skin gets a +2 circumstance bonus to charisma based skill checks with the Hursik as they smell (stink, actually) the same as them. It is available for purchase from the Wegwuir (Wolf Nomad) merchants by the docks and a servant will insist on fetching it for them should they desire. See Appendix 2 for details.

GREETING RITUAL

Any PC who has played either IUZ6-01 or IUZ7-01 should recall the Hursik greeting ritual. If any PC has the *Munificent!* modifier with Gildor, he will remind them of it, otherwise it is up to the individual to remember it. If the PCs perform the Greeting Ritual, then the Hursik respond with politeness and the PCs get a +2 circumstance bonus to charisma based skill checks with the tribe.

The Hursik wigwam is set slightly apart from the other Rover wigwams, and several wild looking dogs stand up as you approach with low growls in their throats (except for PCs who have a Hursik wife/husband or those covered in whale grease in which case the dogs come and greet them with bounding excitement).

A sharp whistle from an unknown observer calls the canines away from you and they come to heel outside the entrance of the

wigwam. Stepping out from tent flap is a tall solidly built Flan man, wrapped in a magnificent, if worn brown bear cloak. He looks patiently at your group, as if challenging you to make the next move.

If one or more party members indicate they will respond with the Hursik traditional greeting, read the following:

The solemn man pauses for a moment before responding to your greeting in kind. Nodding his head toward the building, he turns purposefully and strides into the dimly lit area.

If no PC responds with the Hursik traditional greeting, read the following:

The solemn man closes his eyes, shaking his head ever so slightly and sighs. Nodding his head toward the building, he turns purposefully and strides into the dimly lit area.

If they enter the compound, the PCs find a circle of Hursik Elders sitting patiently, waiting for the counsel they have been told the party will offer. In essence, the PCs will have to present the case for any bidding party that they may have chosen to champion. If asked what they would like out of any agreement, an Elder will speak up in Flan.

My people did not ask for the one you call Van Ingermann to trespass on our lands. We did not ask for anything from any other people. Yet we have welcomed some and know that others will come in time. We are not familiar with the customs of others, so we seek knowledge from you in how to keep our privacy.

Should no PC present speak Flan, the Elder will try druidic if this fails he will repeat his words in broken common, however, failing to discuss this delicate matter in either Flan or Druidic incurs a -4 circumstance modifier to any Diplomacy skill check made to influence the Hursik.

The Elders will listen to what the PCs have to say, and will state their preference for privacy. They would prefer to be left alone but are wise enough to realize that now that their lands have been discovered that it will be very difficult to not let outside influences affect them.

The following circumstance modifiers will apply to attempts to convince the Hursik of a particular course of action.

- Support the Old Kerk/Druids of the North in sealing the borders and attempting to preserve the Hursik culture +4
- Support the Rovers of the Barrens in providing a safe haven for war refugees +2
- Open a trade route with the Drinkers/Mouquollad Consortium -2
- Provide access for the Khund Dwur to mine the nearby mountain range -0
- Form a military alliance with either the Pax Mercuri or Wegwiur -4
- Take up two of the above options -10

The Hursik are very nervous and wary of placing their future in the hands of relative strangers. Therefore, they start with an initial attitude of *unfriendly* and must be moved to helpful with a Diplomacy skill check. If any PC has the AR item **Hursik Spouse** from IUZ7-01, they are afforded a modicum of trust (although not too much, they said they were taking the rubbish out and that was 10 TUs ago...), and the starting attitude of the Hursik will be *indifferent*. The PC may take 10 on this check and be assisted by the group.

Please note which group(s) the PCs successfully negotiated with on the critical event summary and email this to triad69@optusnet.com.au

At the conclusion of negotiations, read or paraphrase the following:

Your negotiations at an end, the Elder who first bid you enter stands and motions for you to reciprocate. Reaching under his bearskin cloak, he reveals a jar of ointment which he proceeds to open.

A foul smell, not unlike the stink of the Hursik themselves emanates from the jar and without pause, the Flan collects a generous handful and moves to ceremoniously wipe it on each of your cheeks.

Allow each PC the opportunity to accept or refuse the whale grease offering (hint: it would be a good idea to put up with the smell) before continuing.

The whale grease warms your face and with this ritual seemingly complete, the Elders begin to file out of the room, their decision made.

When ready, proceed to **Encounter 3**.

3: NOW, TIME TO RELAX

Give out Player Handouts #2 and #3 at this encounter.

Your faithful carriage drivers once again bear your weight as you return to the stadt, breaking their gait only to try to pinpoint the source of a god awful smell nearby. After the wide eyed realization that their cargo is in fact the cause, they lengthen their stride to swiftly carry you to the door. Upon entering the building Gildor once again is directing workmen around.

“Ah, the intrepid heroes, fresh from their exertions at the negotiating table. I am glad everything went well, you must all be hungry, no? By Bahamut’s beard some of you need a bath too!”

He waves his hand around to indicate the ongoing work inside the building. “Tonight, I transform the stadt for your pleasure. By way of thanking you all for your assistance, you will be regaled with a feast and more than that – a celebration! I believe you may know the identity of one of the entertainers?”

Walking through the entrance at that moment is a finely dressed dwarven man, with an unusual instrument strapped to his back. “Much obliged Mr Arcanix. I’m ‘Lucky’ Gorn Silverbeard, I’m known to some,” he says with a flourish.

A successful DC 15 Spot check will indicate that Lucky has an ever so slight golden tinge to his flesh. A DC 20 check will show that the golden tinge is in fact a mass of tiny, almost invisible scales.

A successful DC 15 Craft (musical instrument), Profession (musician), Perform (string instruments) or Bardic Knowledge check will reveal that the instrument on his back is a Psaltery, a rare cross between a harp and a guitar that can only be mastered by the most talented of bards.

Any PC with the Famous! AR item from IUZ6-08 gets the following from Lucky:

“Well now, if it isn’t <insert PC(s) name>. I was thinking of you the other day when I supped with the Caliph of Ekbir himself. Come to think of it, he might be seeking you out, I did happen to mention in passing that I owe my humble life to you and well, men like the Caliph make a point of being acquainted with heroes such as yourself. They like the tan they get from the

reflected glory and all that. I am certainly glad to be making your acquaintance again but as is my wont I ramble and waste the day away. Gildor takes care of his friends well and I'm glad you're counted amongst them. I'll be seeing you tonight no doubt, after you have bathed."

With that, the dwarf tips his cap to all of you and is escorted away by another of Gildor's faceless servants.

If none of the party have the Famous! AR item but have the Favor of Gorn Silverbeard from IUZ 6-08. Lucky will address them:

"Mighty fine to be seeing you again <insert PC(s) name>. I've been traveling the Flanaess, entertaining Princes and peasants alike. Of course, since you last saw me I have had a chance to recoup the loss of my belongings. I forgot to ask you if you ever did find those fine bracers I was wearing? Ah, I suppose not, that construct that killed me probably ate it like it ate a hunk of me. Heh, but thanks to you I'm still kicking and that's the best a dwarf can ask for. Gildor takes care of his friends well and I'm glad you're counted amongst them. I'll be seeing you tonight no doubt, after you have bathed."

With that, he tips his cap to all of you and is escorted away by another of Gildor's faceless servants.

If no party member has these favors, Lucky will briefly talk with them:

Pleased to be making your acquaintance. I believe I am part of the menu tonight, so to speak," he chuckles. "Gildor takes care of his friends well, so I'll be doing my best to add to that. I'll be seeing you tonight no doubt, after you have washed the stink away."

With that, he tips his cap to all of you and is escorted away by another of Gildor's faceless servants.

Gildor will now give the PCs a chance to prepare for the feast. He informs them of the dress code for the night and that there will be a theme. He will not divulge the theme and if asked, will request politely that the PCs relax and enjoy his largesse. The PCs are bathed, and provided with a series of light refreshments. Their servants will take them to a tailor to be fitted for a costume for the evening, if they have not received the Fashion Icon AR item

already on the ship they may access this AR item now.

Remember this is the second or third chance for you to apply a "state of sloth" to the PCs, so if any of the PCs let their guards relax apply the penalty.

When the PCs are ready, proceed to **Encounter 4.**

4: A SUMPTIOUS FEAST/TREASURE HUNT

This encounter uses Player handouts #2 and #3. The feast is a lavish affair, with Gildor sparing no expense. The whole experience is rather decadent, with an amazing and exotic acrobat troupe entertaining the party as it continues into the wee hours of the morning.

A servant arrives at the PC's room with some gold trimmed robes that look suspiciously like a large rectangular sheet made of silk, they are all white and if questioned about them and their likeness to a sheet the servants wink and say:

"But Sir/Madam, then the transition to bed or even sleep is all that much easier. We aim to please, oh yes! May I suggest you be tempted tonight by the tower of saffron rice with eel livers sautéed in Clatspur mountain goat butter garnished with Isle of Cli kelp? I had the occasion to pass the kitchen on the way here and by all that is holy, you are in for a merry evening!"

In any case, PCs will not be allowed admittance to the feast unless wearing their robe. No armor or weapons – except for a dress dagger will be allowed – even then only because a fondue is on the menu. If the PC requests dress dagger they gain the **Dress Dagger** item from the AR. The servants will explain away the leaving behind of other weapons as a matter of decorum with Graf Gildor, who does not like to be reminded of violence when he is entertaining guests. If a PC persists then the guards at the entry way to the Feast hall will stop and remove offending items, including Quivers of Ehlonna but not bags of holding. PCs with glamered armor or other means of secreting weapons may do so; however a DC 15 Move Silently check will need to be made to cover the noise the armor. A magic using PC with a staff, rod or wand can make a DC 15 Diplomacy check to get this item into the feast.

Three DC 20 Sleight of Hand checks are required to successfully hide any item the size of a one-handed weapon or smaller. Larger items are impossible to conceal in the toga and any PC insisting on carrying one will be denied entry. Any skill check failure results in other partygoers noticing the discrepancy and the PC will be removed from the festivities. This will offend Gildor as they have not taken his promise of security seriously. The PC receives the **Offended Gildor AR** item.

If the PCs engage a servant in conversation however, they will give them a knowing wink and even suggest that you can't be too careful! Take the opportunity to note what, if any, equipment each party member takes into the party.

On entering the feast hall, you notice a semi circle of eight divans around an open area, fringed by multicolored and tasseled cushions. Behind the divans are many tapestries and wall hangings. Movement behind the tapestries reveal discreet corridors, with servants ferrying food and drink from the kitchen. You are each led to an appropriately sized divan, wordlessly being shown the appropriate fashion to recline.

The party members are waited upon by an individual servant, very pretty males or females of the same race as the PCs. They will produce a menu for the PCs (**Player Handout 4**) and will patiently wait for them to select from it.

Relaxation (Pedicure)

The servants proceed to remove any footwear the PC may have and with warm soapy water, wash their feet with care.

Half-orcs, Dwarves and any PCs with a negative Charisma modifier will have their servant gesture for another to assist them with the big and scary corns, toenails and blisters confronting them.

Acrobats

Three female Gnome acrobats proceed to vault, tumble and twirl about the stadt. All three interact with the PCs, introducing themselves as Helena, Matild and Piroška. Any PC with any physical perform skill realizes they aren't very good at what they are doing but at least they're giving it a full blooded go.

Knife Throwing

Aldo the Halfling is much more entertaining than the previous act. He will ask one of the PCs to volunteer for the act. Choose a PC who may be suspicious of an attack at the feast or failing that, one who will get into the spirit of the night. The volunteer is blindfolded and tied upright onto a spinning wheel. Aldo then proceeds to rapidly fire knives into the wheel, narrowly missing the PC. Have fun with this menu item. Perhaps Aldo has nailed the PC's toga to the wheel and when they move to leave, it rips open embarrassingly.

Treasure Hunt

This is Gildor's idea and he will stand up and announce with some excitement the following:

“Dear friends now it comes time for you to embark on an adventure of my making. Up stairs in the unfinished parts of my abode are lots of nearly empty rooms. In some of them I have had hidden items from my personal collection that I think you will find pleasing, they are all magical of course. If you find them you may keep them. This is a Treasure Hunt! Now to make it fun I am going to give you a time limit of 12 rounds to find as much as you can...and so that you can't cheat... I have had Non-detection cast on all of them (caster level 7 + APL). So you spellcaster types will have a little bit of a challenge I hope. Apart from that there are no other rules. Now beware of the scaffolding and pots of paint and work tools the workers have left.

Now make your plans and I will start the clock, when you hear me ring the great gong the hunt is over. Good luck!”

DMs Notes: **Use DM aid # 2 for this encounter.**

- The area up stairs is not yet finished. All the rooms are mostly empty except for scaffolding, plastering tools, ground sheets, etc.
- For mechanics sake, assume the players can use either Spot or Search check for the listed below DCs. Assume that it is just a standard action to perform the Search.
- Assume all doors are open so players can move in and Search or Spot a room in a single round if they have movement to get there.
- Each room they are successful, they have located two items from the appropriate APL or lower.
- You can tell them that if they find something in a room, there will be no more items there.

- Rooms numbered 12 contain items that can be found for APL 6, DC 15 to find an item in these rooms.
- Rooms numbered 13 contain items that can be found for APL 8, DC 20 to find an item in these rooms.
- Rooms numbered 14 contain items that can be found for APL 10, DC 25 to find an item in these rooms.
- The room numbered 15 contain an item that can be found for APL 12, DC 30 to find an item in these rooms.
- The room numbered 16 contains an item from APL 6 plus items from higher APLs and the item for APL 14. As this room has a secret door it will require a search check to find it.
- The spell trap is on the secret door to room 16. The items in this room are obvious once the door has been found and requires no search checks at all.
- Allocate items off the top of each APLs list (or lower) as the PCs find them. There is one item of each type.
- The PC are free to use more complicated magic's and the players map of the upstairs area to plan their search before Gildor starts the clock.

Development: The first PC to find hidden treasure wins a prize. That prize is to have Erzi sing personally to the PC in front of the group.

The intent of the *legend lore* trap is to allow the assassins an insight to the PCs strengths and weaknesses. Any PC who fails their save for the *legend lore* trap suffers a -2 to their initiative and attack rolls in Encounter 6 as the Gnome assassins have a very good understanding of the PCs capabilities and use them against them. The consequences for party spell casters who fail is even more dire as the Gnomes ignore the first two offensive spells that are cast at them (by the party not each caster in the party). Essentially they have used their insight to have *spell immunity* cast upon them against these two spells.

At various APLs, the *suggestion*, *modify memory* and *otto's irresistible dance* spells are put there as a practical joke on the PCs.

PCs failing the Will save against *suggestion* will believe they have an uncontrollable flatulence problem that is embarrassing.

PCs failing the Will save against *modify memory* will believe they have spent the last few minutes confessing their love for Erzi, promising to

find her the treasure and gift it to her before anyone else in the group. If multiple PCs fail this save, Erzi will be flattered by the attention but ask her suitors not to come to blows over the matter. After all, she barely knows them!

The items the PCs find are for item access purposes only. Gildor will insist that they get wrapped in gift wrap by his servants so that they can be presented to the PCs as parting gifts when they leave.

APL 6 (EL 6)

Legend Lore Trap: CR 6; magical; touch trigger; manual reset; spell effect (*legend lore*, 10th level bard, no save) spell effect (*suggestion*, 10th level bard, DC 13 Will save negates); Search DC 20; Disable Device DC 20

APL 8 (EL 8)

Legend Lore Trap: CR 8; magical; touch trigger; manual reset; spell effect (*legend lore*, 10th level bard, no save) spell effect (*modify memory*, 10th level bard, DC 14 Will save negates); Search DC 20; Disable Device DC 20

APL 10 (EL 10)

Legend Lore Trap: CR 10; magical; touch trigger; manual reset; spell effect (*legend lore*, 10th level bard, no save) spell effect (*otto's irresistible dance*, 16th level bard, no save); Search DC 20; Disable Device DC 20

APL 12 (EL 12)

Legend Lore Trap: CR 12; magical; touch trigger; manual reset; spell effect (*legend lore*, 10th level bard, no save) spell effect (*otto's irresistible dance*, 16th level bard, no save) spell effect (*suggestion*, 10th level bard, DC 13 Will save negates); Search DC 20; Disable Device DC 20

APL 14 (EL 14)

Legend Lore Trap: CR 14; magical; touch trigger; manual reset; spell effect (*legend lore*, 10th level bard, no save) spell effect (*otto's irresistible dance*, 16th level bard, no save) spell effect (*modify memory*, 10th level bard, DC 14 Will save negates); Search DC 20; Disable Device DC 20

Song - desert

Mistress Erzi sings to 'winner' of the treasure hunt, with Lucky accompanying on the lyre.

Remember this is the third or fourth chance for you to apply a "state of sloth" to the PCs, so if any of the PCs let their guards down apply the penalty.

When the PCs have partied the night away, proceed to **Encounter 5**.

5: BENEFITS AND FAVORS

No matter how decadent or otherwise the previous night's reveling, the gentle but insistent shake of the servant waking you is likely to be unwelcome. The heavy velvet curtains block out any sunlight that may give away the time of day, but given the complete lack of street noise it could very well be just after dawn.

Upon dressing, you are ushered through to the main room, which bears no scar from the previous evening's frivolities. Gildor sits at a long table laden with fruits and berries, a marked difference to the decadent richness of your last meal.

"A feast, fit for a hero, to start your morning my friends," he exclaims. "I have another treat for you today, one for which you must have your wits about you. Perhaps it has not escaped notice that Ungra Balan is flourishing? Libraries, schools, permanent places of worship, these are but recently come to the city. This combination of frontier sensibilities and financial prosperity has attracted more than a fair share of retired adventurers. Today I ask that you visit them, so they may educate and tutor you in your field of excellence."

Gildor pauses before looking you all in the eye. "So, tell me what your field of excellence is?"

Point to each player and ask them what PC classes their characters have. **Note this down as this will affect the access on the AR.** Make a point of asking those PCs sporting a *Generous* or better modifier with Gildor whether they intend taking any other base classes in the future as this will also affect the AR access.

Any PC partaking of the food will receive the benefits of an extended *Heroes' Feast* spell as cast by a 20th level caster. This will last the duration of the adventure.

Once Gildor has heard from you all, he lifts a manicured hand and motions to the servants, who begin loading your carriages. He winks and bites into a large apple with a hefty crunch. Still with a mouthful, he continues "You will go as a group to meet with your instructors, enjoy today as knowledge is the gift that keeps on giving, eh?"

Once more at the insistence of the drivers, you are helped into your carriages and proceed through Ungra Balan's now busy

thoroughfares. All shades, shapes and sizes of humanoid populate the streets, with the furs of a Wegwiur merchant no more out of place than the spear of a lizardfolk tribesman or vestments of an elven priest.

After a time, you come upon a clearing, where five figures stand in quiet conversation on the roadside. Upon the arrival, they turn and wait for your drivers to assist you out of the vehicle before speaking. An aging Flan druid, a Halfling in spellcaster's robes, a Half-elf in the vestments of Pelor and a Half-orc in full plate stand behind a Baklunish man in leather armor. The Baklunish man addresses you all, "You are Gildor's friends, yes? Excellent. We are to give you guidance in your chosen fields. We have set up training areas inside. It stands to be an interesting morning."

Players who indicated their primary class as the following, go with the relevant instructor. Read or paraphrase the read aloud text as you see fit. Fighter, Knight, Marshal – Cyrus, the Half-orc fighter.

The Half-orc introduces himself as Cyrus and proceeds to lead you into a study room. It appears your lesson won't be with weapons today but with words. The half blood, his movements restricted by the shell of metal surrounding him clears his throat before addressing you. "Half-orcs tend to die young. I got to the ripe old age of 46 by being smarter than your average adventurer. So, if you want to live to see grandchildren, you'll want to start with this."

A thick tome lands on your desk with a deep thud. It appears you have some reading ahead...

Barbarian, Bard, Monk, Rogue, Swashbuckler - Niesje, the Baklunish rogue.

"I've got a bunch of skills I can teach you," says the diminutive rogue as she looks you up and down. "I'd better start you on the easy stuff first. You'll wonder how you ever did without it when I'm done. Follow me to a little place I like to call the 'Shut up and listen to your teacher's room. Catchy, don't you think?" Laughing, the woman begins walking toward a building on the opposite side of the clearing.

Cleric, Favored Soul, Healer, Paladin – Gretchen the priestess of Pelor.

“Well, I can’t pretend you’re my cup of tea,” begins the slender Half-elf. “But I imagine you’re not a tea drinker anyway.”

She pauses for a moment to carefully considering her words. “There are secrets of the divine that cross all faiths, in all places. I will lead you to the temple, where I shall begin instruction.” Without delay, the woman turns and motions for you to follow.

Druid, Ranger, Scout – Korim, Druid of the North.

The Flan turns to you sporting a serious expression that seems to have been chiseled to his weathered and tattooed face. “My instruction shall take place in the groves north of the city, do try and keep up.”

With that he swiftly wildshapes into a wolf and strides to the edge of the clearing, before sitting on his haunches and looking back at you in expectation to follow.

Beguiler, Hexblade, Sorcerer, Warmage, Wizard – Perry, Halfling wizard.

“Oh dear, oh dear. I completely forgot I was to do this for Gildor today,” the Halfling says as he pats himself hurriedly. “So much to teach and so little time. Since it slipped my mind to bring my books with me, I’ll have to take you to them.”

He extends his hand toward you as he pulls out a scroll from a case on his hip. Reciting arcane words, a halfling sized portal opens up in front of him. Stepping through, he mutters to himself, “Now where in damnation did I put that scroll of Forcecage? That Nightwalker better not be loose again...”

Each PC is taken to their appropriate instructor unless they wish to stay in the clearing. Around four hours later, they are returned to the clearing where their drivers begin to make their way back to the stadt.

Inform players that their PCs now have the following alternative class abilities opened for their class (as appropriate);

Barbarian: Trapkiller (DS), **Bard:** Lore Song (DS), **Beguiler,** **Cleric:** Divine Restoration (DS), **Druid:** Spontaneous Rejuvenation (PH2), **Favored Soul:** Deity’s Favor (PH2), **Fighter:** Armored Mage (CM), **Healer,** **Hexblade:** Dark Companion (PH2), **Knight,** **Marshal:** Adrenaline Boost (PH2), **Monk:** Wallwalker (DS), **Paladin:**

Holy Warrior (CC), **Ranger,** **Rogue:** Penetrating Strike (DS), **Scout:** Spell Deflection (CM), **Sorcerer:** Stalwart Sorcerer (CM), **Swashbuckler:** Arcane Stunt (CM), **Warmage:** Eclectic Learning (PH2), **Wizard:** Focused Specialist (CM).

Proceed to **Encounter 6.**

6: SURPRISE!

You’ve returned to the clearing four hours older and perhaps wiser for the experience. As always, your drivers wait patiently beside each individual carriage and wordlessly usher you into them for the journey back to Gildor. The streets are swollen with midday traffic and assorted conflicts over right of way, quality of merchandise and a variety of other reasons abound. Despite the recent influx of settlers and trade, Ungra Balan maintains its frontier sensibilities.

Allow the party Listen checks to overhear the spellcasting of the Gnome assassins as they prepare to close in on them. With the general noise of the crowd and their distance, it is a DC 30 check. See **DM Aid 3** for details of the encounter. Those who succeed at the Listen check can make out a couple of spells being cast somewhere in front of their position. PCs wishing to attempt a DC 25 Spellcraft check can determine the spells cast as *blur* (APL 6-8) or *displacement* (APL 10-14). The sheer volume of people and their slight stature preclude the Gnomes being spotted before this moment.

Ask any suspicious players what they would like to do at this time as the Gnomes will instigate combat in one round. The carriages provide cover in and out of the vehicle and also require a standard action to get out of due to the confined space and various luxuries inside them getting in the way.

Carriage notes: Once the fight begins the drivers will do one of two things.

Roll 1d6 on each players initiative during round one.

1-3: Flee with the carriage taking the PCs 1d6 x 10ft down the road.

4-6: Drop the carriage and bolt leaving the PC to make a DC 15 Balance check or fall prone within the carriage.

It takes a full round action to get out of a carriage (moving or not), and a carriage provides +8 cover

due to its stout wooden framework and privacy curtains.

Remember: Any PC who failed their save for the *legend lore* trap in encounter 4 suffers a -2 to their initiative and attack rolls in Encounter 6 as the Gnome assassins have a very good understanding of the PCs capabilities and use them against them. They also have *spell immunity* against first two offensive spells that are cast at the gnomes by the party spell caster who failed the save.

Creatures:

APL 6 (EL 9)

Helena: female gnome, Sor 6, hp 49; see *Appendix 1*.

Piroska: female gnome, Sor 6, hp 49; see *Appendix 1*.

Matild: female gnome, Sor 6, hp 49; see *Appendix 1*.

APL 8 (EL 11)

Helena: female gnome, Sor 8, hp 79; see *Appendix 1*.

Piroska: female gnome, Sor 8, hp 79; see *Appendix 1*.

Matild: female gnome, Sor 8, hp 79; see *Appendix 1*.

APL 10 (EL 13)

Helena: female gnome, Sor 10, hp 87; see *Appendix 1*.

Piroska: female gnome, Sor 10, hp 87; see *Appendix 1*.

Matild: female gnome, Sor 10, hp 87; see *Appendix 1*.

APL 12 (EL 15)

Helena: female gnome, Sor 12, hp 103; see *Appendix 1*.

Piroska: female gnome, Sor 12, hp 103; see *Appendix 1*.

Matild: female gnome, Sor 12, hp 103; see *Appendix 1*.

APL 14 (EL 17)

Helena: female gnome, Sor 14, hp 119; see *Appendix 1*.

Piroska: female gnome, Sor 14, hp 119; see *Appendix 1*.

Matild: female gnome, Sor 14, hp 119; see *Appendix 1*.

Tactics:

If the Gnomes avoid being spotted they get a surprise round. You may choose to use the surprise round and further rounds to further buff the Gnomes. They have been paid to assassinate as many PCs as they can but they are not fanatics, using whatever means to evade and escape. They will also retreat if they feel they have debilitated the PCs enough, so that Erzi can finish them off (Encounter 7).

Once the lead carriage arrives between the assassins at G1 and G2 they will start combat. They will open with the spells most likely to kill a PC in one hit, and Matild will summon the biggest and most powerful monster she can. If they can't kill a PC in the first or second rounds, they will try to debilitate them with debuffs or penalties to make mistress Erzi and Aldo's job easier. Whilst not really out to kill innocents they will accept collateral damage if it means they can succeed at the mission they are being paid to do.

As this is Ungra Balan and Gildor has influence here he will cover the costs of raises for innocents killed by either the PCs or the assassins and calm down (buy off) the authorities.

Remember, the Gnomes had time to evaluate the party's strengths and weaknesses at the feast and know which ones are most likely to succumb to their spells. Award XP on the basis of the PCs resolving the encounter, i.e. if they beat off the attackers and they escape award full XP.

DMs Notes: Fight area

1 = Stalls, these are very crowded/congested, mvt ½ each sq provides +4 cover for entire fight.

2 = Single story buildings (15ft to roof). When fight starts residents will lock the doors.

3 = Two story buildings (25ft to roof). When fight starts residents will lock the doors.

4 = Three story buildings (35ft to roof). When fight starts residents will lock the doors.

The area of the road will begin to clear rapidly of traffic once the fight begins as folk will flee for cover.

Rnd #1: Road is be crammed: ½ mvt, +4 cover in every square.

Rnd #2: Road is be congested: ½ mvt, +2 cover in every square.

Rnd #3: Road is clear.

Treasure:

APL 6: Loot 3 gp; Coin 0 gp; Magic 667 gp; *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 670 gp.

APL 8: Loot 3 gp; Coin 0 gp; Magic 1000 gp; Amulet of Health +2 (333 gp), *Cloak of Charisma*

+2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1003 gp.

APL 10: Loot 3 gp; Coin 0 gp; Magic 1333 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1336 gp.

APL 12: Loot 3 gp; Coin 0 gp; Magic 1333 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1336 gp.

APL 14: Loot 3 gp; Coin 0 gp; Magic 1666 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +4 (666 gp); Total 1669 gp.

If the PCs kill their attackers or force them to flee, proceed to **Encounter 7**.

7: SENDING A MESSAGE

This encounter uses Player handouts #2 and #3.

The attack has been repelled and any surviving drivers cower in terror from a nearby stall. The silence is a sharp counterpoint to the bustling activity of the street just moments ago.

Choose a PC that spent the most time interacting with Mistress Erzi. Read or paraphrase the following to them;

A feminine voice you recognize as Mistress Erzi rips into your mind with a fierce urgency. "Assassins! In my troupe, so much blood, Lucky is dying and they search for me. I am in the stadt, please, they will kill me!

Of course, Mistress Erzi, along with Aldo the knife thrower await the PCs in ambush (see **DM Aid 2**). The party is currently 900ft away from the stadt. Ask the players how they intend to go about the rescue. Given the crowded streets, travel on foot or by carriage will be at half movement. Flying PCs can move at full speed without penalty.

Creatures:

APL 6 (EL 9)

Aldo: male halfling, Rog 2 Fgt 2 Swa 2 Wkn 2, hp 59; see *Appendix 1*.

Mistress Erzi: female gnome, Brd 7, hp 44; see *Appendix 1*.

APL 8 (EL 11)

Aldo: male halfling, Rog 2 Fgt 2 Swa 2 Wkn 4, hp 75; see *Appendix 1*.

Mistress Erzi: female gnome, Brd 9, hp 56; see *Appendix 1*.

APL 10 (EL 13)

Aldo: male halfling, Rog 2 Fgt 2 Swa 2 Wkn 6, hp 91; see *Appendix 1*.

Mistress Erzi: female gnome, Brd 11, hp 68; see *Appendix 1*.

APL 12 (EL 15)

Aldo: male halfling, Rog 2 Fgt 2 Swa 2 Wkn 8, hp 120; see *Appendix 1*.

Mistress Erzi: female gnome, Brd 13, hp 80; see *Appendix 1*.

APL 14 (EL 17)

Aldo: male halfling, Rog 2 Fgt 2 Swa 2 Wkn 10, hp 153; see *Appendix 1*.

Mistress Erzi: female gnome, Brd 15, hp 92; see *Appendix 1*.

Tactics:

Upon entering the stadt Aldo is throwing daggers at Mistress Erzi in **area #7**. Mistress Erzi appears to have been pinned by one dagger to a wall of the stadt. This is a ruse. It is a move action for Mistress Erzi to remove the dagger, she will use this move action and then cast to try and Charm/Dominate or Confuse the PC she knows to be most weak willed, after Aldo has started throwing daggers at the PCs. Aldo will aim for Clerics of Lawful gods in preference and then after that anyone who he thinks has low fortitude or he has sneak attacks against. Erzi and Aldo have taken a risk here and have assumed the party is greatly weakened by the Gnome sisters and they are confident they will escape from the Stadt triumphant with several of the PCs dead. Mistress Erzi will alternate between enchanting and conjuration spells each round. The aim being the conjuration spells to give Aldo some flat footed enemies to sneak attack and the enchanted PCs will be keeping some of their party distracted. Aldo does not hesitate to use his poison. He feels it is a right and a privilege of the whisper knives regardless of the morale implications.

If Mistress Erzi dies, the PCs find a death contract naming each PC (player Handout 5) on her body, if she has not died, the PCs find it where it has fallen out of her belt pouch with a DC 20 Spot or DC 20 Search of the stadt.

Erzi has inspirational boosted a bard song for herself and Aldo, apply the effects of bard song

and Inspirational boost (+1,+1 to the bard song effects) to both of them for the next 5 rounds.

Treasure:

APL 6: Loot 528 gp; Coin 0 gp; Magic 1175 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp), *Mithril shirt* +1 (175 gp); Total 1703 gp.

APL 8: Loot 528 gp; Coin 0 gp; Magic 1758 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), 2 x *Gauntlets of Dexterity* +2 (666 gp), *Mithril shirt* +2 (425 gp); Total 2286 gp.

APL 10: Loot 853 gp; Coin 0 gp; Magic 3758 gp; *Amulet of Health* +4 (1333 gp), *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp), *Gauntlets of Dexterity* +4 (1333 gp), *Mithril shirt* +2 (425 gp); Total 4611 gp.

APL 12: Loot 986 gp; Coin 0 gp; Magic 5091 gp; *Amulet of Health* +4 (1333 gp), *Cloak of Charisma* +4 (1333 gp), *Cloak of Resistance* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp), *Gloves of Dexterity* +4 (1333 gp), *Mithril shirt* +2 (425 gp); Total 6077 gp.

APL 14: Loot 986 gp; Coin 0 gp; Magic 11091 gp; *Amulet of Health* +6 (3000 gp), *Cloak of Charisma* +6 (3000 gp), *Cloak of Resistance* +2 (333 gp), *Gauntlets of Dexterity* +4 (1333 gp), *Gauntlets of Dexterity* +6 (3000 gp), *Mithril shirt* +2 (425 gp); Total 12077 gp.

Assuming the PCs defeat the assassins proceed to the **Conclusion**.

CONCLUSION

The ambush ultimately fails as Mistress Erzi and Aldo fall. Strewn around the building, the bodies of Gildor's servants lie motionless, awash in their own crimson blood. Clearly Aldo and his knives took their time in disposing of these obstacles.

Any PC searching Mistress Erzi will find **Player Handout 5**, detailing the deception and plan of the dragon cult in assassinating the PCs.

Gildor is horrified when he returns to the stadt, shortly after the conclusion of the battle. He will cast heal on any injured party members but has not prepared *raise dead* today. Any PC that was killed in this stadt who has better than an *Indifferent* modifier with him will receive the **Raised by Gildor** AR item as he resurrects and then nurses the PC to health.

"My friends, I have been played for a fool. What was to be my gift to you all was merely a beacon that lit our enemies' path. I fear you have been marked for death for daring to join our cause."

Pausing for a moment to scratch his flaxen hair as if perplexed, Gildor considers his words before continuing, "We need more stout hearts to rally to the cause. The evil dragon cults must be thwarted. I hope I can count on you all to finish the crusade?"

With that he begins to clean up the bodies of the fallen, as a single teardrop slowly makes its way down his face...

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

2: Wheel and Deal

For successfully negotiating for either side (role-playing)

APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP
APL 14	180 XP

4: Treasure Hunt

Finding items, activating or bypassing the trap

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

6: Surprise!

Surviving the ambush

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

7: Sending a Message

Defeating the assassins

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

APL 14 510 XP

Story Award

Not offending gildor by refusing to relax and be pampered:

APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP
APL 14	180 XP

Total possible experience:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

Sum of all experience awards above.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

6: Surprise!

APL 6: Loot 3 gp; Coin 0 gp; Magic 667 gp; *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 670 gp.

APL 8: Loot 3 gp; Coin 0 gp; Magic 1000; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1003 gp.

APL 10: Loot 3 gp; Coin 0 gp; Magic 1333; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1336 gp.

APL 12: Loot 3 gp; Coin 0 gp; Magic 1333; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +2 (333 gp); Total 1336 gp.

APL 14: Loot 3 gp; Coin 0 gp; Magic 1666; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +4 (666 gp), *Gauntlets of Dexterity* +4 (666 gp); Total 1669 gp.

7: Sending a Message

APL 6: Loot 528 gp; Coin 0 gp; Magic 1175 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp), *Mithril shirt* +1 (175 gp); Total 1703 gp.

APL 8: Loot 528 gp; Coin 0 gp; Magic 1758 gp; *Amulet of Health* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), 2 x *Gauntlets of Dexterity* +2 (666 gp), *Mithril shirt* +2 (425 gp); Total 2286 gp.

APL 10: Loot 853 gp; Coin 0 gp; Magic 3758 gp; *Amulet of Health* +4 (1333 gp), *Cloak of Charisma* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp), *Gauntlets of Dexterity* +4 (1333 gp), *Mithril shirt* +2 (425 gp); Total 4611 gp.

APL 12: Loot 986 gp; Coin 0 gp; Magic 5091 gp; *Amulet of Health* +4 (1333 gp), *Cloak of Charisma* +4 (1333 gp), *Cloak of Resistance* +2 (333 gp), *Gauntlets of Dexterity* +2 (333 gp),

Gloves of Dexterity +4 (1333 gp), *Mithril shirt* +2 (425 gp); Total 6077 gp.

APL 14: Loot 986 gp; Coin 0 gp; Magic 11091 gp; *Amulet of Health* +6 (3000 gp), *Cloak of Charisma* +6 (3000 gp), *Cloak of Resistance* +2 (333 gp), *Gauntlets of Dexterity* +4 (1333 gp), *Gauntlets of Dexterity* +6 (3000 gp), *Mithril shirt* +2 (425 gp); Total 12077 gp.

Total Possible Treasure

APL 6: Loot 531 gp; Coin 0 gp; Magic 1842 gp; Total 2373 gp.

APL 8: Loot 531 gp; Coin 0 gp; Magic 2758 gp; Total 3289 gp.

APL 10: Loot 856 gp; Coin 0 gp; Magic 5091 gp; Total 5947 gp.

APL 12: Loot 989 gp; Coin 0 gp; Magic 6424 gp; Total 7413 gp.

APL 14: Loot 989 gp; Coin 0 gp; Magic 12757 gp; Total 13746 gp.

ADVENTURE RECORD

Gildor's Gift: The personal training you received results in one of the following alternative class features or feats being Open access for your PC. You must have at least one level in the class specified and you must immediately circle one only. PCs with the **Lied to Gildor Arcanix** disfavor must expend three influence points to receive this favor. **Barbarian:** Trapkiller (DS), **Bard:** Lore Song (DS), **Beguiler,** **Cleric:** Divine Restoration (DS), **Druid:** Spontaneous Rejuvenation (PH2), **Favored Soul:** Deity's Favor (PH2), **Fighter:** Armored Mage (CM), **Healer,** **Hexblade:** Dark Companion (PH2), **Knight,** **Marshal:** Adrenaline Boost (PH2), **Monk:** Wallwalker (DS), **Paladin:** Holy Warrior (CC), **Ranger,** **Rogue:** Penetrating Strike (DS), **Scout:** Spell Deflection (CM), **Sorcerer:** Stalwart Sorcerer (CM), **Swashbuckler:** Arcane Stunt (CM), **Warmage:** Eclectic Learning (PH2), **Wizard:** Focused Specialist (CM).

Helped/Hindered the Hursik: (circle one).

Fashion Icon: You have been supplied with the very latest in fashion. You have the equivalent of a nobles outfit with appropriate costume jewelry, supplied to you for free.

Dress Dagger: This strange looking dagger has what appears to be ears, and is called an ear dagger by some nobles. It is used by hooking the thumb over the top and striking the dagger downwards with great force. Some folk call it a backstabber's weapon. This weapon is made of bone. Because of the combat style associated with this dagger it reduces the wielders AC by 2 when used in combat, but a PC can apply 1.5 times their strength modifier to the damage roll. In all other ways it is treated as a dagger and a simple weapon.

Offended Gildor: You did not enter into the spirit of festivities and Gildor is disappointed in your lack of trust,

resulting in a -2 affiliation penalty with the Oathsworn Slayers organization.

Raised by Gildor: Your death at the hands of Erzi has left Gildor feeling great remorse. He *resurrects* you and insists you spend 4TUs recuperating under his watchful eye. The spell is of course, cast free of charge.

Trading Score	Consession Meta-Org	Benefit: (+2/-2)	Affiliation Name:
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ITEMS FOUND DURING THE ADVENTURE

APL 6:

- Blazing Skylance (Metaregional; MIC)
- Crystal Echoblade (Metaregional; MIC)
- Shield of Mercy (Metaregional; MIC)
- Vestments of Divinity: Ephod of Authority (Metaregional; MIC)
- Vestments of Divinity: Lenses of Revelation (Metaregional; MIC)

APL 8 (all of APL 2 plus the following):

- Foreceful Skylance (Metaregional; MIC)
- Vestments of Divinity: Badge of Glory (Metaregional; MIC)
- Vestments of Divinity: Cord of Favor (Metaregional; MIC)

APL 10 (all of APLs 2-4 plus the following):

- Vestments of Divinity: Phylactery of Virtue (Metaregional; MIC)
- Rogue Blade (Metaregional; MIC)

APL 12 (all of APLs 2-4 plus the following):

- Dragonrider Armor (Metaregional; MIC)
- Rod of Freedom (Metaregional; MIC)

APL 14 (all of APLs 2-4 plus the following):

- Earthplate Armor (Metaregional; MIC)

Appendix 1: APL 6

6: SURPRISE!

HELENA (GNOME)

CR 6

Female Gnome Sorcerer 6
CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 17, touch 12, flat-footed 16

(+2 dex, +4 armor, +1 size)

hp 49 (6 HD)

Fort +7, **Ref** +3, **Will** +6 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +2 (1d3-2)

Ranged Light Crossbow +6 (1d6)

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

Base Atk +3; **Grp** -3

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *Vampiric Touch* (DC19)

2nd (6/day)— *Blindness/Deafness* (DC18), *False Life* †

1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17),

Mage Armor †, *Ray of Enfeeblement*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*,
Ghost Sound (DC15), *Mage Hand*, *Message*,
Prestidigitation

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC17), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 16, Int 10, Wis 12, Cha 18

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell

Skills Concentration +12, SpellCraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAT)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +1, Spot +1

Languages speak with Master

AC 17, touch 14, flat-footed 15

(+2 size, +2 Dex, +3 natural)

hp 18 (6 HD)

Fort +2, **Ref** +4, **Will** +6

Speed 15 ft. (3 squares); Swim 15 ft. (3 squares); Climb 15 ft. (3 squares)

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

Base Atk +3; **Grp** -9

Abilities Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2

SQ improved evasion, share spells, empathic link, deliver touch spells, scent

Feats Alertness, Stealthy, Weapon Finesse

Skills Balance +10, Climb +12, Hide +14, Listen +1, Moves Silently +10, Spot +1

Note no pre cast spells have been factored into the Familiar

PIROSKA (GNOME)

CR 6

Female Gnome Sorcerer 6

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 17, touch 12, flat-footed 16

(+2 dex, +4 armor, +1 size)

hp 49 (6 HD)

Fort +7, **Ref** +3, **Will** +6 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +2 (1d3-2)

Ranged Light Crossbow +6 (1d6)

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

Base Atk +3; **Grp** -3

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *Ray of Exhaustion* (DC19)

2nd (6/day)— *Blindness/Deafness* (DC18), *False Life* †

1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17),

Mage Armor †, *Orb of fire, lesser*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*,

Ghost Sound (DC15), *Mage Hand*, *Message*,

Prestidigitation

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC15), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 16, Int 10, Wis 12, Cha 18

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell

Skills Concentration +12, SpellCraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAVEN)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +3, Spot +3

Languages speak with Master, common

AC 17, touch 14, flat-footed 15

(+3 size, +2 Dex, +3 natural)

hp 18 (6 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 10 ft. (2 squares); Fly 40 ft. (8 squares) average

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

Base Atk +3; **Grp** -10

Abilities Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 5

SQ improved evasion, share spells, empathic link, deliver touch spells

Feats Alertness, Weapon Finesse

Skills Hide +10, Listen +3, Spot +5

Note no pre cast spells have been factored into the Familiar

MATILD (GNOME)

CR 6

Female Gnome Sorcerer 6

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 17, touch 13, flat-footed 15

(+2 dex, +4 armor, +1 size)

hp 49 (6 HD)

Fort +5, **Ref** +4, **Will** +6 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +2 (1d3-2)

Ranged Light Crossbow +6 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -3
Sorcerer Spells Known (CL 6th):
3rd (4/day)— *Summon Monster III*
2nd (6/day)— *Summon Monster II*, *False Life* †
1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17),
Mage Armor †, *Orb of cold, lesser*
0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*,
Ghost Sound (DC15), *Mage Hand*, *Message*,
Prestidigitation

† Already cast

Spell-Like Abilities (CL 1st):
1/day— *speak with animals (burrowing)*, *dancing lights*, *ghost sound* (DC15), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 16, Int 10, Wis 12, Cha 18
SQ familiar (link, improved evasion, share spells), Gnome traits
Feats Alertness, Augment Summoning, Spell Focus (Conjuration), Heighten Spell
Skills Concentration +12, Spellcraft +9, Spot +3
Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (TOAD)

N Diminutive magical beast (augmented animal)
Init +1; Senses low-light vision; Listen +4, Spot +4
Languages speak with Master

AC 18, touch 15, flat-footed 17
(+4 size, +1 Dex, +3 natural)
hp 20 (6HD)

Fort +2, **Ref** +3, **Will** +7

Speed 5 ft. (1squares)
Space 1 ft.; **Reach** 0 ft.
Base Atk +3; **Grp** -14

Abilities Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4
SQ amphibious, improved evasion, share spells, empathic link, deliver touch spells
Feats Alertness
Skills Hide +21, Listen +4, Spot +4
Note no pre cast spells have been factored into the Familiar

7: SENDING A MESSAGE

ALDO (HALFLING)

CR 7

Male Halfling Rogue 2/ Fighter 2/ Swashbuckler 1/ Whipser knife 2
CN Small Humanoid (Halfling)
Init +9; **Senses** Listen +12, Spot +10
Languages Common, Halfling, Gnome.

AC 21, touch 16, flat-footed 21
(+5 dex, +5 armor, +1 size)
hp 59 (7 HD)

Fort +9, **Ref** +12, **Will** +1

Speed 20 ft. (4 squares), base movement 20 ft.
Melee Dagger +13 (1d3), Full attack one handed Dagger +13 (1d3), Dagger +8 (1d3), TWF Full attack Dagger +11 (1d3), Dagger +11 (1d3), Dagger +6 (1d3)
Ranged Dagger +13 (1d3), Full attack one handed Dagger +13 (1d3), Dagger +8 (1d3), TWF Full attack Dagger +11 (1d3), Dagger +11 (1d3), Dagger +6 (1d3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** -2

Abilities Str 11, Dex 20, Con 16, Int 12, Wis 10, Cha 8
SQ Halfling traits, Sneak attack +2D6, Trap Finding, Evasion, Uncanny Dodge
Feats Two Weapon Fighting, Improved Initiative, Quick Draw, Point Blank Shot, Weapon Finesse
Skills Balance +11, Climb +7, Craft Weapon +1, Escape Artist +14, Jump +4, Listen +12, Move Silently +11, Slight of Hand +15, Spot +10, Tumble +16
Possessions 20 Master Work Daggers, Gauntlets of Dexterity +2, Amulet of Health +2, +1 Mithral Chain Shirt

Note: point blank add +1 to hit and DMG

MISTRESS ERZI (HUMAN)

CR 7

Female Human Bard 7
CN Medium Humanoid (Human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Rhopan.

AC 11, touch 11, flat-footed 10
(+1 dex, +0 armor)

hp 44 (7 HD)

Fort +4, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Dagger +5 (1d4-1)

Ranged Dagger +7 (1d4-1)

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

Base Atk +5; **Grp** +4

Sorcerer Spells Known (CL 7th):

3rd (1/day)— *Confusion* (DC19), *Dirge of Discord* (DC19)
2nd (3/day)— *Enthrall* (DC18), *Glitterdust* (DC16), *Hold Person* (DC18), *Suggestion* (DC18)
1st (4/day)— *Charm Person* (DC17), *Confusion, Lesser* (DC17), *Grease* (DC15), *Inspirational Boost*
0 (3/day)— *Dancing Lights*, *Detect Magic*, *Flare* (DC14),
Light, *Message*, *Summon Instrument*

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

SQ Bardic Knowledge +10, Bardic Music 7, Counter Song, Fascinate, Inspire Courage (+1/+1), Inspire Competence, Suggestion

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Heighten Spell, Skill focus (Bluff)

Skills Bluff +17, Concentration +12, Diplomacy +18, Knowledge History +6, Knowledge Local (Core) +6, Perform Singing +14, Sense Motive +10, Spellcraft +11, Use Magic Device +14

Possessions MW Dagger, Cloak of Charisma +2

6: SURPRISE!

HELENA (GNOME)

CR 8

Female Gnome Sorcerer 8
CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 17, touch 12, flat-footed 16
(+2 dex, +4 armor, +1 size)

hp 79 (8 HD)

Fort +9, **Ref** +3, **Will** +7 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +3 (1d3-2)

Ranged Light Crossbow +7 (1d6)

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

Base Atk +4; **Grp** -2

Sorcerer Spells Known (CL 8th):

4th (4/day)— *Enervation* (DC21)

3rd (6/day)— Displacement, Vampiric Touch (DC20)

2nd (6/day)— *Blindness/Deafness* (DC18), *Blur False Life* †

1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC17), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 19

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell

Skills Concentration +16, Spellcraft +11, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAT)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +1, Spot +1

Languages speak with Master

AC 18, touch 14, flat-footed 16
(+2 size, +2 Dex, +4 natural)

hp 24 (8 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 15 ft. (3 squares); Swim 15 ft. (3 squares); Climb 15 ft. (3 squares)

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

Base Atk +4; **Grp** -8

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

SQ improved evasion, share spells, empathic link, deliver touch spells, scent, speak with master

Feats Alertness, Stealthy, Weapon Finesse

Skills Balance +10, Climb +12, Hide +14, Listen +1, Moves Silently +10, Spot +1

Note no pre cast spells have been factored into the Familiar

PIROSKA (GNOME)

CR 8

Female Gnome Sorcerer 8

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
(+2 dex, +6 armor, +1 size)

hp 79 (8 HD)

Fort +7, **Ref** +3, **Will** +7 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +3 (1d3-2)

Ranged Light Crossbow +6 (1d6)

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

Base Atk +4; **Grp** -2

Sorcerer Spells Known (CL 8th):

4th (4/day)— *Enervation* (DC20)

3rd (6/day)— *Mage Armor*, *Greater* †, *Ray of Exhaustion* (DC19)

2nd (6/day)— *Blindness/Deafness* (DC18), *Blur False Life* †

1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC15), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 19

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell

Skills Concentration +14, Spellcraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAVEN)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +3, Spot +5

Languages speak with Master, common

AC 18, touch 14, flat-footed 16
(+2 size, +2 Dex, +3 natural)

hp 24 (8 HD)

Fort +2, **Ref** +4, **Will** +8

Speed 10 ft. (2 squares); Fly 40 ft. (8 squares) average

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

Base Atk +4; **Grp** -9

Abilities Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 5

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Feats Alertness, Weapon Finesse

Skills Hide +10, Listen +3, Spot +5

Note no pre cast spells have been factored into the Familiar

MATILDA (GNOME)

CR 8

Female Gnome Sorcerer 8

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 17, touch 13, flat-footed 15

(+2 dex, +4 armor, +1 size)

hp 79 (8 HD)

Fort +5, **Ref** +4, **Will** +7 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +3 (1d3-2)

Ranged Light Crossbow +7 (1d6)

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

Base Atk +4; **Grp** -2

Sorcerer Spells Known (CL 8th):

4th (4/day)— *Summon Monster IV*

3rd (4/day)— *Lightning Bolt (DC19)*, *Summon Monster III*

2nd (6/day)— *Blur*, *Summon Monster II*, *False Life* †

1st (7/day)— *Back Biter (DC17)*, *Cause Fear (DC17)*,
Mage Armor †, *Magic Missile*, *Orb of cold, lesser*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*,
Ghost Sound (DC15), *Mage Hand*, *Message*,
Prestidigitation

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals (burrowing)*, *dancing lights*, *ghost sound (DC15)*, *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 19

SQ familiar (link, improved evasion, share spells.), Gnome traits

Feats Alertness, Spell Focus (Conjuration), Greater Spell Focus (Conjuration), Heighten Spell

Skills Concentration +14, SpellCraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +2, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (TOAD)

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; **Listen** +4, **Spot** +4

Languages speak with Master

AC 19, touch 15, flat-footed 18

(+4 size, +1 Dex, +4 natural)

hp 26 (8HD)

Fort +2, **Ref** +3, **Will** +8

Speed 5 ft. (1squares)

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

Base Atk +4; **Grp** -13

Abilities Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

SQ amphibious, improved evasion, share spells, empathic link, deliver touch spells, speak with master

Feats Alertness

Skills Hide +21, **Listen** +4, **Spot** +4

Note no pre cast spells have been factored into the Familiar

7: SENDING A MESSAGE

ALDO (HALFLING)

CR 9

Male Halfling Rogue 2/ Fighter 2/ Swashbuckler 1/ Whipser knife 4

CN Small Humanoid (Halfling)

Init +9; **Senses** **Listen** +14, **Spot** +12

Languages Common, Halfling, Gnome.

AC 22, touch 16, flat-footed 22

(+5 dex, +6 armor, +1 size)

hp 75 (9 HD)

Fort +10, **Ref** +13, **Will** +2

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +15 (1d3+1), Full attack one handed Dagger +15 (1d3+1), Dagger +10 (1d3+1), TWF Full attack Dagger +13 (1d3+1), Dagger +13 (1d3+1), Dagger +8 (1d3+1), Dagger +8 (1d3+1)

Ranged Dagger +15 (1d3), Full attack one handed Dagger +15 (1d3+1), Dagger +10 (1d3+1), TWF Full attack Dagger +13 (1d3+1), Dagger +13 (1d3+1), Dagger +8 (1d3+1), Dagger +8 (1d3+1)

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

Base Atk +8; **Grp** +5

Abilities Str 12, Dex 20, Con 16, Int 12, Wis 10, Cha 8

SQ Halfling traits, Sneak attack +2D6, Trap Finding, Evasion, Uncanny Dodge, Defensive Throw, Improved Catch, Close Defence

Feats Two Weapon Fighting, Improved Initiative, Quick Draw, Point Blank Shot, Weapon Finesse, Improved Two Weapon Fighting

Skills Balance +11, Climb +8, Craft Weapon +1, Escape Artist +16, Intimidate + 5, Jump +5, Listen +14, Move Silently +7, Slight of Hand + 17, Spot +12, Tumble +18

Possessions 20 Master Work Daggers, Gauntlets of Dexterity +2, Amulet of Health +2, +2 Mithral Chain Shirt

Note: point blank add +1 to hit and DMG

MISTRESS ERZI (HUMAN)

CR 9

Female Human Bard 9

CN Medium Humanoid (Human)

Init +2; **Senses** **Listen** +0, **Spot** +0

Languages Common, Draconic, Rhopani, Suloi, Ancient.

AC 12, touch 12, flat-footed 10

(+2 dex, +0 armor)

hp 56 (9 HD)

Fort +5, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Dagger +6 (1d4-1); Full Attack Dagger +6/+1 (1d4-1)

Ranged Dagger +9 (1d4-1); Full Attack Dagger +9/+4 (1d4-1)

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

Base Atk +6; **Grp** +5

Sorcerer Spells Known (CL 9th):

3rd (3/day)— *Confusion (DC19)*, *Crushing Despair (DC19)*, *Dirge of Discord (DC19)*

2nd (4/day)— *Enthral (DC18)*, *Glitterdust (DC16)*, *Hold Person (DC18)*, *Suggestion (DC18)*

1st (4/day)— *Charm Person (DC17)*, *Confusion, Lesser (DC17)*, *Grease (DC15)*, *Inspirational Boost*

0 (3/day)— *Dancing Lights*, *Detect Magic*, *Flare (DC14)*,
Light, *Message*, *Summon Instrument*

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 19

SQ Bardic Knowledge +12, Bardic Music 9, Counter Song, Fascinate, Inspire Courage (+2/+2), Inspire Competence, Suggestion

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Heighten Spell, Skill focus (Bluff), Combat Casting

Skills Bluff +19, Concentration +14, Diplomacy +20, Knowledge History +6, Knowledge Local (Core) +6, Perform Singing +16, Sense Motive +12, SpellCraft +13, Use Magic Device + 16

Possessions MW Dagger, Cloak of Charisma +2, Gloves of Dexterity +2

6: SURPRISE!

Note no pre cast spells have been factored into the Familiar

HELENA (GNOME)

CR 10

Female Gnome Sorcerer 10
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
 (+2 dex, +6 armor, +1 size)

hp 87 (10 HD)
Fort +9, **Ref** +5, **Will** +8 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +4 (1d3-2)

Ranged Light Crossbow +8 (1d6)

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

Base Atk +5; **Grp** -1

Sorcerer Spells Known (CL 10th):

- 5th (4/day)— *Fly*, *Mass* †
- 4th (6/day)— *Bestow Curse* (DC21), *Enervation* (DC21)
- 3rd (7/day)— *Displacement*, *Haste*, *Vampiric Touch* (DC20)
- 2nd (7/day)— *Blindness/Deafness* (DC18), *Blur*, *False Life* †, *Scorching Ray*
- 1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *Speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC18), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 21

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell, Silent Spell

Skills Concentration +16, Spellcraft +11, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAT)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +1, Spot +1

Languages speak with Master

AC 19, touch 14, flat-footed 17
 (+2 size, +2 Dex, +5 natural)

hp 35 (10 HD)

Fort +3, **Ref** +5, **Will** +8

Speed 15 ft. (3 squares); Swim 15 ft. (3 squares); Climb 15 ft. (3 squares)

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

Base Atk +5; **Grp** -7

Abilities Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2

SQ improved evasion, share spells, empathic link, deliver touch spells, scent, speak with master, speak with animals of its own kind

Feats Alertness, Stealthy, Weapon Finesse

Skills Balance +10, Climb +12, Hide +14, Listen +1, Moves Silently +10, Spot +1

PIROSKA (GNOME)

CR 10

Female Gnome Sorcerer 10
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
 (+2 dex, +6 armor, +1 size)

hp 87 (10 HD)

Fort +7, **Ref** +5, **Will** +8 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +4 (1d3-2)

Ranged Light Crossbow +8 (1d6)

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

Base Atk +5; **Grp** -1

Sorcerer Spells Known (CL 10th):

- 5th (4/day)— *Waves of Fatigue* (DC22)
- 4th (6/day)— *Enervation* (DC20), *Invisibility*, *Greater*
- 3rd (7/day)— *Lightning Bolt*, *Mage Armor*, *Greater* †, *Ray of Exhaustion* (DC19)
- 2nd (7/day)— *Blindness/Deafness* (DC18), *Blur*, *False Life* †, *Scorching Ray*
- 1st (7/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *Speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC16), *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 21

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell

Skills Concentration +14, Spellcraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAVEN)

N Diminutive magical beast (augmented animal)

Init +2; **Senses** low-light vision; Listen +3, Spot +5

Languages speak with Master, common

AC 19, touch 14, flat-footed 17
 (+2 size, +2 Dex, +4 natural)

hp 35 (10 HD)

Fort +3, **Ref** +5, **Will** +9

Speed 10 ft. (2 squares); Fly 40 ft. (8 squares) average

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

Base Atk +5; **Grp** -8

Abilities Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 5

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind

Feats Alertness, Weapon Finesse

Skills Hide +10, Listen +3, Spot +5

Note no pre cast spells have been factored into the Familiar

MATILD (GNOME)**CR 10**

Female Gnome Sorcerer 10
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
 (+2 dex, +6 armor, +1 size)

hp 90 (10 HD)

Fort +7, **Ref** +5, **Will** +8 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +8 (1d3-2)

Ranged Light Crossbow +8 (1d6)

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

Base Atk +5; **Grp** -1

Sorcerer Spells Known (CL 10th):

5th (4/day)— *Summon Monster V*

4th (6/day)— *Globe of Invulnerability, Lesser, Summon Monster IV*

3rd (7/day)— *Lightning Bolt DC19, Sleet Storm, Summon Monster III*

2nd (7/day)— *Blur, Summon Monster II, False Life ½, Scorching Ray*

1st (7/day)— *Back Biter (DC17), Cause Fear (DC17), Mage Armor ½, Magic Missile, Orb of cold, lesser*

0 (6/day)— *Acid Splash, Detect Magic, Disrupt Undead, Ghost Sound (DC15), Mage Hand, Message, Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals(burrowing), dancing lights, ghost sound (DC16), prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 21

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Augmented Summoning, Combat Casting, Spell Focus (Conjuration), Heighten Spell.

Skills Concentration +14, Spellcraft +9, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (TOAD)

N Diminutive magical beast (augmented animal)
Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages speak with Master

AC 20, touch 15, flat-footed 19
 (+4 size, +1 Dex, +5 natural)

hp 37 (10HD)

Fort +3, **Ref** +4, **Will** +9

Speed 5 ft. (1squares)

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

Base Atk +5; **Grp** -12

Abilities Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 4

SQ amphibious, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

Note no pre cast spells have been factored into the Familiar

7: SENDING A MESSAGE**ALDO (HALFLING)****CR 11**

Male Halfling Rogue 2/ Fighter 2/ Swashbuckler 1/ Whisper knife 6

CN Small Humanoid (Halfling)

Init +10; **Senses** Listen +16, Spot +14

Languages Common, Halfling, Gnome.

AC 23, touch 17, flat-footed 23
 (+6 dex, +6 armor, +1 size)

hp 91 (11 HD)

Fort +11, **Ref** +15, **Will** +3

Speed 30 ft. (6 squares), base movement 20 ft.

Melee Dagger +18 (1d3+1), Full attack one handed Dagger +18 (1d3+1), Dagger +13 (1d3+1), TWF Full attack Dagger +16 (1d3+1), Dagger +16 (1d3+1), Dagger +11 (1d3+1), Dagger +11 (1d3+1)

Ranged Dagger +18 (1d3+1), Full attack one handed Dagger +18 (1d3+1), Dagger +13 (1d3+1), TWF Full attack Dagger +16 (1d3+1), Dagger +16 (1d3+1), Dagger +11 (1d3+1), Dagger +11 (1d3+1)

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

Base Atk +10; **Grp** +7

Abilities Str 12, Dex 22, Con 16, Int 12, Wis 10, Cha 8

SQ Halfling traits, Sneak attack +3D6, Trap Finding, Evasion, Uncanny Dodge, Defensive Throw, Improved Catch, Close Defense, Fast Movement 10', Poison Use

Feats Two weapon Fighting, Improved Initiative, Quick Draw, Point Blank Shot, Weapon Finesse, Improved Two Weapon Fighting

Skills Balance +13, Climb +8, Craft Weapon +1, Escape Artist +19, Intimidate + 6, Jump +11, Listen +16, Move Silently +8, Slight of Hand + 20, Spot +14, Tumble +21

Possessions 20 Master Work Daggers, Gauntlets of Dexterity +4, Amulet of Health +4, +2 Mithral Chain Shirt, 10 Doses Black Adder Venom, 10 Doses Drow Poison

Note: Aldo has prepared his daggers with the poison. Drow Poison DC13 Unconscious, Black Adder Venom DC 11 1d6 con

MISTRESS ERZI (HUMAN)**CR 11**

Female Human Bard 11

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Oeridian, Old Rhopon, Suloise, Ancient.

AC 12, touch 12, flat-footed 10
 (+2 dex, +0 armor)

hp 68 (11 HD)

Fort +5, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Dagger +8 (1d4-1); Full Attack Dagger +8/+3 (1d4-1)

Ranged Dagger +11 (1d4-1); Full Attack Dagger +11/+6 (1d4-1)

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

Base Atk +8; **Grp** +7

Sorcerer Spells Known (CL 11th):

4th (2/day)— *Charm Person, Mass (DC20), Dimension Door, Dominate Person (DC20)*

3rd (4/day)— *Confusion (DC19), Crushing Despair (DC19), Dirge of Discord (DC19), Glibness*

2nd (4/day)— *Enthrall (DC18), Glitterdust (DC16), Hold Person (DC18), Suggestion (DC18)*

1st (4/day)— *Charm Person (DC17), Confusion, Lesser (DC17), Grease (DC15), Inspirational Boost*

0 (3/day)— *Dancing Lights, Detect Magic, Flare (DC14), Light, Message, Summon Instrument*

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 19

SQ Bardic Knowledge +14, Bardic Music 11, Counter Song, Fascinate, Inspire Courage (+2/+2), Inspire Competence, Suggestion

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Heighten Spell, Skill focus (Bluff), Combat Casting

Skills Bluff +21, Concentration +16, Diplomacy +22, Knowledge History +6, Knowledge Local (Core) +6, Perform Singing +18, Sense Motive +14, SpellCraft +16, Use Magic Device + 18

Possessions MW Dagger, Cloak of Charisma +2, Gloves of Dexterity +2

6: SURPRISE!

HELENA (GNOME)

CR 12

Female Gnome Sorcerer 12
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
 (+2 dex, +6 armor, +1 size)
hp 103 (12 HD)
Fort +10, **Ref** +6, **Will** +9 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.
Melee Dagger +5 (1d3-2)
Ranged Light Crossbow +9 (1d6)
Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +0

Sorcerer Spells Known (CL 12th):

- 6th (4/day)— *Eyebite* (DC23)
- 5th (6/day)— *Fly*, *Mass ¶*, *Teleport*
- 4th (7/day)— *Bestow Curse* (DC21), *Enervation* (DC21), *Invisibility*, *Greater ¶*
- 3rd (7/day)— *Displacement*, *Fire Ball* (DC19), *Haste*, *Vampiric Touch* (DC20)
- 2nd (8/day)— *Blindness/Deafness* (DC18), *Blur*, *False Life ¶*, *Glitterdust*, *Scorching Ray*
- 1st (8/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor ¶*, *Magic Missile*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

¶ Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *Speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC19), *prestidigitation*

¶ Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 22

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell, Silent Spell.

Skills Concentration +16, Spellcraft +13, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAT)

N Diminutive magical beast (augmented animal)
Init +2; **Senses** low-light vision; Listen +1, Spot +1
Languages speak with Master

AC 20, touch 14, flat-footed 18
 (+2 size, +2 Dex, +6 natural)
Hp 42 (12 HD)
Fort +4, **Ref** +6, **Will** +9

Speed 15 ft. (3 squares); Swim 15 ft. (3 squares); Climb 15 ft. (3 squares)
Space 1 ft; **Reach** 0 ft.
Base Atk +6; **Grp** -6

Abilities Str 2, Dex 15, Con 10, Int 11, Wis 12, Cha 2

SQ improved evasion, share spells, empathic link, deliver touch spells, scent, speak with master, speak with animals of its own kind, SR17

Feats Alertness, Stealthy, Weapon Finesse

Skills Balance +10, Climb +12, Hide +14, Listen +1, Moves Silently +10, Spot +1

Note no pre cast spells have been factored into the Familiar

PIROSKA (GNOME)

CR 12

Female Gnome Sorcerer 12
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 19, touch 13, flat-footed 17
 (+2 dex, +6 armor, +1 size)
hp 103 (12 HD)
Fort +8, **Ref** +6, **Will** +9 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.
Melee Dagger +5 (1d3-2)
Ranged Light Crossbow +9 (1d6)
Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +0

Sorcerer Spells Known (CL 12th):

- 6th (4/day)— *Circle of Death* (DC24)
- 5th (6/day)— *Fly*, *Mass ¶*, *Teleport*
- 4th (7/day)— *Bestow Curse* (DC21), *Enervation* (DC21), *Invisibility*, *Greater ¶*
- 3rd (7/day)— *Displacement*, *Fire Ball* (DC19), *Haste*, *Vampiric Touch* (DC20)
- 2nd (8/day)— *Blindness/Deafness* (DC18), *Blur*, *False Life ¶*, *Glitterdust*, *Scorching Ray*
- 1st (8/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor ¶*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

¶ Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *Speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC17), *prestidigitation*

¶ Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 22

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell, Silent Spell.

Skills Concentration +16, Spellcraft +11, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAVEN)

N Diminutive magical beast (augmented animal)
Init +2; **Senses** low-light vision; Listen +3, Spot +5
Languages speak with Master, common

AC 20, touch 14, flat-footed 18
 (+2 size, +2 Dex, +5 natural)
hp 42 (12 HD)
Fort +4, **Ref** +6, **Will** +10

Speed 10 ft. (2 squares); Fly 40 ft. (8 squares) average
Space 1 ft; **Reach** 0 ft.
Base Atk +6; **Grp** -7

Abilities Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 5

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind, SR17

Feats Alertness, Weapon Finesse

Skills Hide +10, Listen +3, Spot +5

Note no pre cast spells have been factored into the Familiar

MATILD (GNOME)

CR 12

Female Gnome Sorcerer 12

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 19, touch 13, flat-footed 17

(+2 dex, +6 armor, +1 size)

hp 106 (12 HD)

Fort +8, **Ref** +6, **Will** +9 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +9 (1d3-2)

Ranged Light Crossbow +10 (1d6)

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

Base Atk +6; **Grp** +0

Sorcerer Spells Known (CL 12th):

6th (4/day)— *Summon Monster VI*

5th (6/day)— *Summon Monster V*, *Teleport*

4th (7/day)— *Globe of Invulnerability, Lesser*, *Solid Fog*, *Summon Monster IV*

3rd (7/day)— *Fireball (DC19)*, *Lightning Bolt (DC19)*, *Sleet Storm*, *Summon Monster III*

2nd (8/day)— *Blur*, *Glitterdust (DC19)*, *False Life* †
Summon Monster II, *Scorching Ray*

1st (8/day)— *Back Biter (DC17)*, *Cause Fear (DC17)*, *Mage Armor* †, *Magic Missile*, *Orb of cold, lesser*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound (DC15)*, *Mage Hand*, *Message*, *Prestidigitation*

0 (6/day)— *Acid Splash*, *Dancing Lights*, *Detect Magic*, *Ghost Sound (DC17)*, *Light*, *Mage Hand*, *Message*, *Prestigitate*, *Read Magic*

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals*(burrowing), *dancing lights*, *ghost sound (DC17)*, *prestidigitation*

† Already cast

Abilities Str 6, Dex 15, Con 18, Int 10, Wis 12, Cha 22

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Augmented Summoning, Combat Casting, Heighten Spell, Spell Focus (Conjuration), Spell Penetration.

Skills Concentration +18, Spellcraft +11, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (TOAD)

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages speak with Master

AC 21, touch 15, flat-footed 19

(+4 size, +1 Dex, +5 natural)

hp 44 (12HD)

Fort +4, **Ref** +5, **Will** +10

Speed 5 ft. (1squares)

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

Base Atk +6; **Grp** -11

Abilities Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4

SQ amphibious, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind, SR17

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

Note no pre cast spells have been factored into the Familiar

7: SENDING A MESSAGE

ALDO (HALFLING)

CR 13

Male Halfling Rogue 2/ Fighter 2/ Swashbuckler 1/ Whisper knife 8

CN Small Humanoid (Halfling)

Init +11; **Senses** Listen +18, Spot +16

Languages Common, Halfling, Gnome.

AC 23, touch 17, flat-footed 23

(+6 dex, +6 armor, +1 size)

hp 120 (13 HD)

Fort +14, **Ref** +19, **Will** +5

Speed 30 ft. (6 squares), base movement 20 ft.

Melee Dagger +21 (1d3), Full attack one handed Dagger +21 (1d3), Dagger +16 (1d3), Dagger +11 (1d3), TWF Full attack Dagger +19 (1d3), Dagger +19 (1d3), Dagger +14 (1d3), Dagger +14 (1d3), Dagger +9 (1d3)

Ranged Dagger +21 (1d3), Full attack one handed Dagger +21 (1d3), Dagger +16 (1d3), Dagger +11 (1d3), TWF Full attack Dagger +19 (1d3), Dagger +19 (1d3), Dagger +14 (1d3), Dagger +14 (1d3), Dagger +9 (1d3)

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

Base Atk +12; **Grp** +8

Abilities Str 11, Dex 24, Con 18, Int 12, Wis 10, Cha 8

SQ Halfling traits, Sneak attack +4D6, Trap Finding, Evasion, Uncanny Dodge, Defensive Throw, Improved Catch, Close Defense, Fast Movement 10', Poison Use, Vengeful Strike, Superior Catch

Feats Two weapon Fighting, Improved Initiative, Quick Draw, Point Blank Shot, Weapon Finesse, Improved Two Weapon Fighting, Telling Blow

Skills Balance +14, Climb +7, Craft Weapon +1, Escape Artist +22, Intimidate + 8, Jump +10, Listen +18, Move Silently +9, Slight of Hand + 23, Spot +16, Tumble +24

Possessions 20 Master Work Daggers, Gauntlets of Dexterity +4, Amulet of Health +4, +2 Mithral Chain Shirt, Cloak of Resistance +2, 10 Large Scorpion Venom, 10 Doses Drow Poison

Note: Aldo has prepared his daggers with the poison, Large Scorpion Poison DC18 1d6 Str, Black Adder Venom DC 11 1d6 con

MISTRESS ERZI (HUMAN)

CR 13

Female Human Bard 13

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Dwarven, Elven, Flan, Oeridian, Old Rhopan, Suloise, Ancient.

AC 12, touch 12, flat-footed 10

(+2 dex, +0 armor)

hp 80 (13 HD)

Fort +6, **Ref** +10, **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Dagger +9 (1d4-1); Full Attack Dagger +9/+4 (1d4-1)

Ranged Dagger +12 (1d4-1); Full Attack Dagger +12/+7 (1d4-1)

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

Base Atk +9; **Grp** +8

Sorcerer Spells Known (CL 13th):

5th (1/day)— *Song of Discord* (DC23), *Suggestion*, *Mass* (DC23)

4th (3/day)— *Charm Person*, *Mass* (DC22), *Dimension Door*, *Dominate Person* (DC22), *Freedom of Movement*

3rd (4/day)— *Confusion* (DC21), *Crushing Despair* (DC21), *Dirge of Discord* (DC21), *Glibness*

2nd (5/day)— *Enthrall* (DC20), *Glitterdust* (DC18), *Hold Person* (DC20), *Suggestion* (DC20)

1st (5/day)— *Charm Person* (DC19), *Confusion*, *Lesser* (DC19), *Grease* (DC17), *Inspirational Boost*

0 (3/day)— *Dancing Lights*, *Detect Magic*, *Flare* (DC16), *Light*, *Message*, *Summon Instrument*

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 22

SQ Bardic Knowledge +16, Bardic Music 13, Counter Song, Fascinate, Inspire Courage (+2/+2), Inspire Competence, Suggestion, Song of Freedom

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Heighten Spell, Skill focus (Bluff), Combat Casting, Deceitful

Skills Bluff +25, Concentration +18, Diplomacy +26, Knowledge History +6, Knowledge Local (Core) +6, Perform Singing +22, Sense Motive +16, SpellCraft +17, Use Magic Device +22

Possessions MW Dagger, Cloak of Charisma +4, Gloves of Dexterity +2

6: SURPRISE!

HELENA (GNOME)

CR 14

Female Gnome Sorcerer 14
 CN Small Humanoid (Gnome)
Init +3; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 20, touch 14, flat-footed 17
 (+3 dex, +6 armor, +1 size)
hp 119 (14 HD)
Fort +10, **Ref** +7, **Will** +10 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.
Melee Dagger +6 (1d3-2)

Ranged Light Crossbow +10 (1d6)

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

Base Atk +7; **Grp** +1

Sorcerer Spells Known (CL 14th):

- 7th (3/day)— *Finger of Death* (DC24)
- 6th (6/day)— *Eyebite* (DC23), *True Seeing*
- 5th (7/day)— *Fly*, *Mass* †, *Teleport*, *Wall of Force*
- 4th (7/day)— *Bestow Curse* (DC21), *Confusion* (DC20), *Enervation* (DC21), *Invisibility*, *Greater* †
- 3rd (7/day)— *Displacement*, *Fire Ball* (DC19), *Haste*, *Vampiric Touch* (DC20)
- 2nd (8/day)— *Blindness/Deafness* (DC18), *Blur*, *Deep Slumber* (DC17), *False Life* †, *Scorching Ray*
- 1st (8/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *speak with animals* (burrowing), *dancing lights*, *ghost sound* (DC19), *prestidigitation*

† Already cast

Abilities Str 6, Dex 16, Con 18, Int 10, Wis 12, Cha 22
SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell, Silent Spell.

Skills Concentration +18, Spellcraft +13, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +4, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAT)

N Diminutive magical beast (augmented animal)
Init +2; **Senses** low-light vision; Listen +1, Spot +1
Languages speak with Master

AC 21, touch 14, flat-footed 19
 (+2 size, +2 Dex, +7 natural)
Hp 49 (14 HD)
Fort +4, **Ref** +6, **Will** +10

Speed 15 ft. (3 squares); Swim 15 ft. (3 squares); Climb 15 ft. (3 squares)

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

Base Atk +7; **Grp** -5

Abilities Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 2
SQ improved evasion, share spells, empathic link, deliver touch spells, scent, speak with master, speak with animals of its own kind, SR19, scry on familiar.

Feats Alertness, Stealthy, Weapon Finesse
Skills Balance +10, Climb +12, Hide +14, Listen +1, Moves Silently +10, Spot +1

Note no pre cast spells have been factored into the Familiar

PIROSKA (GNOME)

CR 14

Female Gnome Sorcerer 14
 CN Small Humanoid (Gnome)
Init +2; **Senses** Listen +5, Spot +3; Low light vision
Languages Common, Gnome.

AC 20, touch 14, flat-footed 17
 (+3 dex, +6 armor, +1 size)

hp 119 (14 HD)

Fort +8, **Ref** +7, **Will** +10 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +6 (1d3-2)

Ranged Light Crossbow +10 (1d6)

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

Base Atk +6; **Grp** +1

Sorcerer Spells Known (CL 14th):

- 7th (3/day)— *Finger of Death* (DC24)
- 6th (6/day)— *Eyebite* (DC23), *True Seeing*
- 5th (7/day)— *Fly*, *Mass* †, *Teleport*, *Wall of Force*
- 4th (7/day)— *Bestow Curse* (DC21), *Confusion* (DC20), *Enervation* (DC21), *Invisibility*, *Greater* †
- 3rd (7/day)— *Displacement*, *Fire Ball* (DC19), *Haste*, *Vampiric Touch* (DC20)
- 2nd (8/day)— *Blindness/Deafness* (DC18), *Blur*, *Deep Slumber* (DC17), *False Life* †, *Scorching Ray*
- 1st (8/day)— *Back Biter* (DC17), *Cause Fear* (DC17), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement*
- 0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

- 1/day— *speak with animals*(burrowing), *dancing lights*, *ghost sound* (DC17), *prestidigitation*

† Already cast

Abilities Str 6, Dex 17, Con 18, Int 10, Wis 12, Cha 22
SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Heighten Spell, Silent Spell.

Skills Concentration +18, Spellcraft +13, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +2, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (RAVEN)

N Diminutive magical beast (augmented animal)
Init +2; **Senses** low-light vision; Listen +3, Spot +5
Languages speak with Master, common

AC 21, touch 14, flat-footed 19
 (+2 size, +3 Dex, +5 natural)
hp 49 (14 HD)
Fort +4, **Ref** +6, **Will** +10

Speed 10 ft. (2 squares); Fly 40 ft. (8 squares) average
Space 1 ft; **Reach** 0 ft.

Base Atk +7; **Grp** -6

Abilities Str 1, Dex 15, Con 10, Int 12, Wis 14, Cha 5

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind, SR19, scry on familiar.

Feats Alertness, Weapon Finesse

Skills Hide +10, Listen +3, Spot +5

Note no pre cast spells have been factored into the Familiar

MATILD (GNOME)

CR 14

Female Gnome Sorcerer 14

CN Small Humanoid (Gnome)

Init +3; **Senses** Listen +5, Spot +3; Low light vision

Languages Common, Gnome.

AC 20, touch 14, flat-footed 17

(+3 dex, +6 armor, +1 size)

hp 122 (14 HD)

Fort +8, **Ref** +7, **Will** +10 (+2 against illusions)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee Dagger +10 (1d3-2)

Ranged Light Crossbow +11 (1d6)

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

Base Atk +7; **Grp** +1

Sorcerer Spells Known (CL 14th):

7th (3/day)— *Summon Monster VII*

6th (6/day)— *Disintegrate (DC22)*, *Summon Monster VI*

5th (7/day)— *Feeblemind (DC21)*, *Summon Monster V*, *Teleport*

4th (7/day)— *Globe of Invulnerability, Lesser*, *Solid Fog*, *Summon Monster IV*

3rd (7/day)— *Fireball (DC19)*, *Lightning Bolt (DC19)*, *Sleet Storm*, *Summon Monster III*

2nd (8/day)— *Blur*, *Glitterdust (DC19)*, *Summon Monster II*, *False Life* †, *Scorching Ray*

1st (8/day)— *Back Biter (DC17)*, *Cause Fear (DC17)*, *Mage Armor* †, *Magic Missile*, *Orb of cold, lesser*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Ghost Sound (DC15)*, *Mage Hand*, *Message*, *Prestidigitation*

† Already cast

Spell-Like Abilities (CL 1st):

1/day— *speak with animals(burrowing)*, *dancing lights*, *ghost sound (DC17)*, *prestidigitation*

† Already cast

Abilities Str 6, Dex 17, Con 18, Int 10, Wis 12, Cha 22

SQ familiar (link, improved evasion, share spells), Gnome traits

Feats Alertness, Augmented Summoning, Combat Casting, Heighten Spell, Spell Focus (Conjuration), Spell Penetration.

Skills Concentration +18, Spellcraft +11, Spot +3

Possessions Dagger, Light Crossbow, Gauntlets of Dexterity +4, Cloak of Charisma +4, Amulet of Health +2

Note: Alertness has been included in the stat block due to the familiar being in arms reach.

FAMILIAR (TOAD)

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages speak with Master

AC 22, touch 15, flat-footed 20

(+4 size, +1 Dex, +6 natural)

hp 51 (14HD)

Fort +4, **Ref** +5, **Will** +11

Speed 5 ft. (1squares)

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

Base Atk +7; **Grp** -10

Abilities Str 1, Dex 12, Con 11, Int 12, Wis 14, Cha 4

SQ amphibious, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind, SR19, scry on familiar.

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

Note no pre cast spells have been factored into the Familiar

7: SENDING A MESSAGE

ALDO (HALFLING)

CR 15

Male Halfling Rogue 2/ Fighter 2/ Swashbuckler 1/ Whisper knife 10

CN Small Humanoid (Halfling)

Init +12; **Senses** Listen +20, Spot +18

Languages Common, Halfling, Gnome.

AC 23, touch 17, flat-footed 23

(+6 dex, +6 armor, +1 size)

hp 153 (15 HD)

Fort +16, **Ref** +21, **Will** +6

Speed 30 ft. (6 squares), base movement 20 ft.

Melee Dagger +24 (1d3), Full attack one handed Dagger +24 (1d3), Dagger +19 (1d3), Dagger +14 (1d3), TWF Full attack Dagger +22 (1d3), Dagger +22 (1d3), Dagger +17 (1d3), Dagger +17 (1d3), Dagger +12 (1d3)

Ranged Dagger +24 (1d3), Full attack one handed Dagger +24 (1d3), Dagger +19 (1d3), Dagger +14 (1d3), TWF Full attack Dagger +22 (1d3), Dagger +22 (1d3), Dagger +17 (1d3), Dagger +17 (1d3), Dagger +12 (1d3)

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

Base Atk +14; **Grp** +10

Abilities Str 11, Dex 26, Con 20, Int 12, Wis 10, Cha 8

SQ Halfling traits, Sneak attack +4D6, Trap Finding, Evasion, Uncanny Dodge, Defensive Throw, Improved Catch, Close Defense, Fast Movement 10', Poison Use, Vengeful Strike, Superior Catch

Feats Two Weapon Fighting, Improved Initiative, Quick Draw, Point Blank Shot, Weapon Finesse, Improved Two Weapon Fighting, Telling Blow, Staggering Strike, Ranged Flank

Skills Balance +15, Climb +7, Craft Weapon +1, Escape Artist +25, Intimidate +10, Jump +10, Listen +20, Move Silently +10, Slight of Hand +26, Spot +18, Tumble +27

Possessions 20 Master Work Daggers, Gauntlets of Dexterity +6, Amulet of Health +6, +2 Mithral Chain Shirt, Cloak of Resistance +2, 10 Large Scorpion Venom, 10 Doses Drow Poison.

Note: point blank add +1 to hit and DMG, Aldo has prepared his daggers with the poison, Large Scorpion Poison DC18 1d6 Str, Black Adder Venom DC 11 1d6 con, Death Blade DC20 1d6 Con

MISTRESS ERZI (HUMAN)

CR 15

Female Human Bard 15

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Dwarven, Elven, Flan, Gnome, Halfling, Oeridian, Old Rhopan, Suloise, Ancient.

AC 13, touch 13, flat-footed 10

(+3 dex, +0 armor)

hp 92 (15 HD)

Fort +7, **Ref** +12, **Will** +9

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Dagger +11 (1d4-1); Full Attack Dagger +11/+6/+1 (1d4-1)

Ranged Dagger +15 (1d4-1); Full Attack Dagger +15/+10/+5 (1d4-1)

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

Base Atk +11; **Grp** +9

Sorcerer Spells Known (CL 15th):

5th (3/day)— *Bolts of Bedevilment* (DC24), *Song of Discord* (DC24), *Suggestion*, *Mass* (DC24)

4th (4/day)— *Charm Person*, *Mass* (DC23), *Dimension Door*, *Dominate Person* (DC23), *Freedom of Movement*

3rd (5/day)— *Confusion* (DC22), *Crushing Despair* (DC22), *Dirge of Discord* (DC22), *Glibness*

2nd (5/day)— *Enthrall* (DC21), *Glitterdust* (DC19), *Hold Person* (DC21), *Suggestion* (DC21)

1st (6/day)— *Charm Person* (DC20), *Confusion*, *Lesser* (DC20), *Grease* (DC18), *Inspirational Boost*

0 (3/day)— *Dancing Lights*, *Detect Magic*, *Flare* (DC17), *Light*, *Message*, *Summon Instrument*

Abilities Str 8, Dex 17, Con 14, Int 12, Wis 10, Cha 24

SQ Bardic Knowledge +18, Bardic Music 15, Counter Song, Fascinate, Inspire Courage (+3/+3), Inspire Competence, Suggestion, Song of Freedom, Inspire Heroics

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Heighten Spell, Skill focus (Bluff), Combat Casting, Deceitful, Negotiator

Skills Bluff +28, Concentration +20, Diplomacy +31, Knowledge History +6, Knowledge Local (Core) +6, Perform Singing +25, Sense Motive +20, SpellCraft +19, Use Magic Device + 25

Possessions MW Dagger, Cloak of Charisma +6, Gloves of Dexterity +4

ITEMS**WHALE GREASE**

Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foulsmelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

Cost: 2 gp.

Craft DC: 25.

Weight: 2 lb.

Source: *Frostburn* 79.

SPELLS**BACKBITER****Necromancy**

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 Standard Action

Range: Close (25ft +5ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink.

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically; and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (although damage reduction applies) or changed to nonlethal damage. Once the weapon attacks it wielder (weather successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A Dagger

BOLTS OF BEDEVILMENT**Enchantment**

Level: Bard 5, Madness 5

Components: V, S

Casting Time: 1 Standard Action

Range: Medium (100ft +10ft./levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a strangled peal of laughter to complete the spell, you point your hand at your enemy and fire a black beam from your finger.

This spell grants you the ability to make one ray attack per round. You must succeed on a ranged touch attack with the ray to strike the target. A living creature struck by the ray is dazed for 1d3 rounds if it fails its save.

DIRGE OF DISCORD**Enchantment (Compulsion) [Evil],
Mind-Affecting]**

Level: Bard 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: Close (25ft +5ft./2 levels)

Area: 20-ft radius spread

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an unholy, cacophonous dirge that fills the targets' minds with the screams of the dying, the wailing of the damned, and the howling of the mind.

Creatures affected by this spell take a -4 penalty of attack rolls and Dexterity, a 50% reduction to their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equals the spell's DC + the level of the spell being cast).

Material Component: A pinch of ashes from a destrachan.

INSPIRATIONAL BOOST**Enchantment (Compulsion),
Mind-Affecting, Sonic]**

Level: Bard 1

Components: V, S

Casting Time: 1 Swift Action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand chopping motion necessary to cast the spell. As you finish, the spells chant allows you to segue easily into the bolstering of your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

APPENDIX 3: DM AID AND MAPS: UNGRA BALAN

Small City: Nonconventional (tribal law (Rovers and Wegwuir) and military tribunal (Perrenders and other); AL LN; 15,000 gp limit; Assets 10,500,000 gp; Population 11,430; Integrated ((36% Perrender (human, flan), 14% Rovers of the Barrens (human, Flan), 35% Wegwuir (human, Baklunish), 6% Perrender dwarf, Khund), 3% Sepian gnome, 3% Sepian halfling, 1% elf, 1% half orc, 1% other)).

Ungra Balan rests within are arms of one of the few deep-water limestone harbors located on the northern shore of Lake Quag. Steep limestone cliffs perch the city above the lake and surrounding wetlands and plains and afford it a spectacular view in all directions. North, behind the town runs a river which the locals call the Veng (tooth). Over time the Veng has etched out a narrow gorge in the limestone this makes approaching the town from the north and west all but impossible, except via the newly constructed bridge. The Veng itself feeds from a large wetlands system that dominates the eastern side of the town for several miles. During the short summer the wetland explodes with life, but in winter it freezes into a shallow lake of hard ice.

All these factors contribute to make Ungra Balan a natural defensive position, during summer, the only period to travel or raid, it is basically an island joined to the mainland only by a narrow isthmus on its eastern side. Recently the rapid construction of earth works, wooden palisades and the laying down of stone towers and keeps by occupying Perrender forces, including a large number of skilled Khund Dwur from the western Yatils, has augmented this natural defensive advantage considerably.

Historically Ungra Balan has been a backwater of a place, where those seeking the frontier or anonymity came in the hope of etching out an existence. The town itself had little in the way of law, but the nearby Wegwuir clan of the Guchek would occasionally ride into town to restore order in the name of Istus and the Tarkhan if things got out of hand. Mostly the town was a convenient way for the boat wary Wegwuir to gain some trade from the south, and a location for its outcasts to flee to when tribal justice was pending against them. Perrenland with its own representative population of outcasts, merchant captains and adventurers has always maintained that the town was its trading outpost on the northern shore, and the wharf and port has always been maintained and controlled by Perrender merchant houses and Perrender currency is the dominant coin.

Recently with the growth of the Empire of Luz and the declaration of war between it and Perrenland the town has gained strategic significance. Perched as it is on the northern shore of the Quag and with a good natural harbor, ship-building facilities and a nearby forest it was feared that it could serve as a launch point for luzian forces into the Quag. In 595 in agreement with the Tarkhan of the Wegwuir an alliance was struck between the nomads and Perrenland, into this alliance has also been brought the surviving Rovers of the Barrens with whom the Perrenders claim kinship.

In late 595 strong ground forces of Luz assaulted westwards from the Deepstil River and Howling Hills and moved along the eastern shoreline of Lake Quag, burning and pillaging smaller settlement and raiding onto the Wegwuir territories adjacent to the lake. In response Perrenland dispatched a strong naval flotilla and a legion of its veteran Pax Mercuri (The Nor Pax) to assist in the defense of the area and Ungra Balan. With their cavalry forces assisting the forces of the Tarkhan to keep the luzian forces at bay the town has been rapidly fortified and garrisoned by several thousand troops and a local militia recruited and trained.

Currently the town is administered by council of three, the Tarkhan's seventh son Lekkol Khan, Ingolt Weisspeer the leader of the Pax Mercuri legion and an old Wardog of the Rovers, Ynges Ros. Each of these three strong personalities has combined to form a surprisingly effective government, possibly because each is allowed to deal with any difficulties arising within their own spheres of influence according to their own customs.

A great boom is currently in play in the town and buildings are going up at a tremendous pace. Perrenland, desperately short of food in the face of a prolonged unnatural winter, has established facilities to process and transport large quantities of caribou. The Wegwuir warrior herdsman, offered prices to good to turn down are cashing in their surplus herds for Perrender goods, mostly masterwork weapons and armor. This has established a flourishing economy of bartered good, building projects and the crafts and professions needed to sustain it all within the town. Hotel, bars, inns and taverns and brothels are all cashing in on the activity.

ARCHITECTURE

Ungra Balan is constructed from a mixture of ready to hand materials. The larger more established building as built along Perrender lines, with a limestone brick-block or adobe brick lower story with lighter

timber upper stories, wooden flooring and slate tile, high pitch roofs. The walls are generally plastered and painted with white-wash. Smaller homes and buildings are more reminiscent of the stadts style traditional home of the Quagland Flan. These stadts are generally one long common room with accommodation niches dug off each side, some smaller rooms off either end are often found. The whole structure is dug several feet into the earth and lined with timber or stone. The low wall above ground is a mixture of timber supports filled with adobe brick. The ceiling is timber covered in slate or shale and then earthen sods. This makes the whole structure only three feet high above ground and extremely insulated against the rugged winters of the northern climates. It is also extremely defensible generally with shuttered firing slits and restricted defendable doorways. Most have a deeper cellar for stores and many have a well. The weakest part of the structure is the large central chimney, which although difficult for anything larger than a small creature to get down can provide an entry point. Most chimneys are protected by a bolted steel grate. A few stadts reach great size and add additional stories of a more conventional nature, often this is a result of the Flan extended family style of living.

The fortifications of Ungra Balan are not yet completed but a working shell of earthworks, timber palisades and timber and stone towers do provide a complete defensive system. Currently public works are concentrating on completing the towers and walls in stone. Several of the larger fortification structures, like the Pax keeps and gate-houses have been completed more rapidly using magic. The stone walls are being constructed of two parallel walls of interlocking limestone blocks 25ft high filled with rubble and mud, to provide a 20ft thick wall with a 15ft wide catwalk and thick five-foot high crenellations. Most of the tower and wall sections have light timber roofs to provide weather and light missile protection.

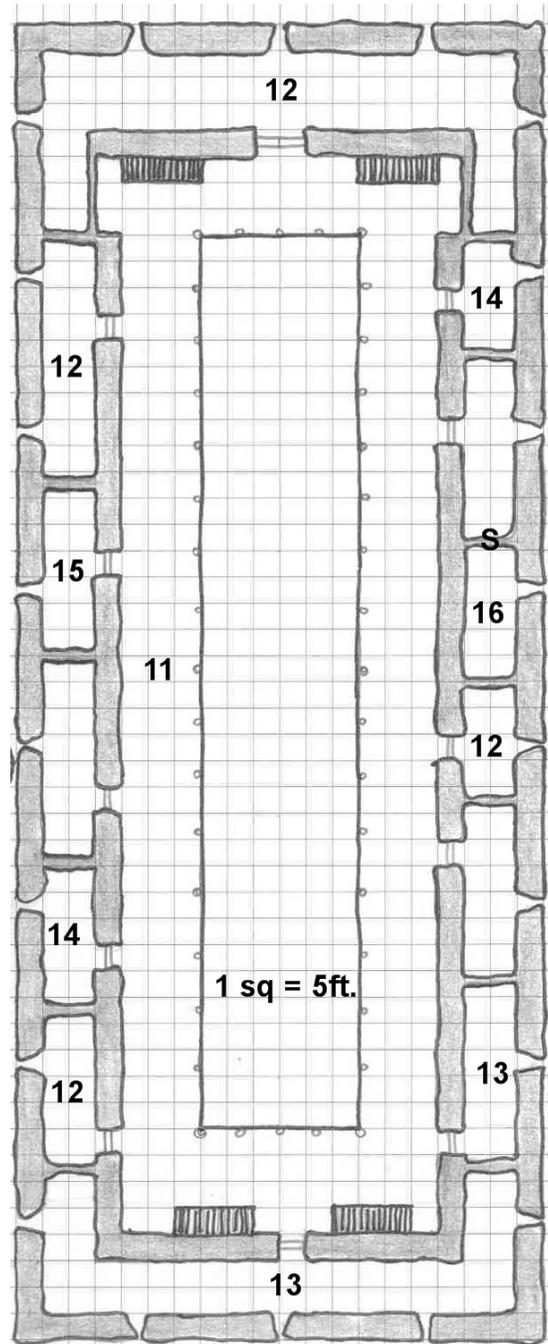
Aesthetically Ungra Balan presents an eclectic mix of white-washed multi-story buildings, stadts, tents, pavilions linked with unplanned streets and alleys.

LAYOUT

1. Defensive wall
2. Watch tower (20 Pax soldiers and 5 Local militia garrisoned in each)
3. Northern gatehouse (200 Pax soldiers)
4. Eastern gatehouse (200 Pax soldiers)
5. Pax keep (500 Pax soldiers)
6. Pax garrison (400 Pax soldiers, General Irina Vossier)
7. Lighthouse tower (50 Pax soldiers)
8. Militia garrison (100 Militia)
9. The sacred Isle, shrines of the Old Kerk (Ingolt Weisspeer)
10. Grand pavilion of Lekkol Khan (50 Wegwuir elite guards, Lekkol Khan)
11. Grand pavilion of Rejek Khan (20 Wegwuir elite guards, Rejek Khan)
12. Great Wigwam of the Rovers/Wigwam of the Wardogs (60 Wardogs, Ynges Ros)
13. Wigwam of the Old Way (Kesta Ros)
14. Wigwam of the Old Lore (Men-ni Ros)
15. Bay wharf (harbor master Tosh Vannan)
16. River wharf
17. Winter encampments (unoccupied in summer)
- 18. Great stadts of Gildor Arcanix**
19. The Slumbering Nomad (Inn) (Nedglat, Men-ni Ros)
20. The Painted Lady (Brothel) (Immogen, Rejek Khan and entourage)
21. Juniper's (Tavern) (Pasqu Yosh)
22. The Folly (Tavern, Casino) (Mergo Vannan)
23. The Opal (Hotel) (Griswald Gerammensten)
24. Tegbold the trader (Tegbold)
25. Bruinsmenn's Guild (Kara Bruin)
26. Tannery and abattoir (Lomax Karr)
27. Wetlands
28. Quagaloogal island (Quagaloogal lizard folk)
29. Pine forests
30. Veng river
31. The Bizarre (lots of little stalls, see new rules items)



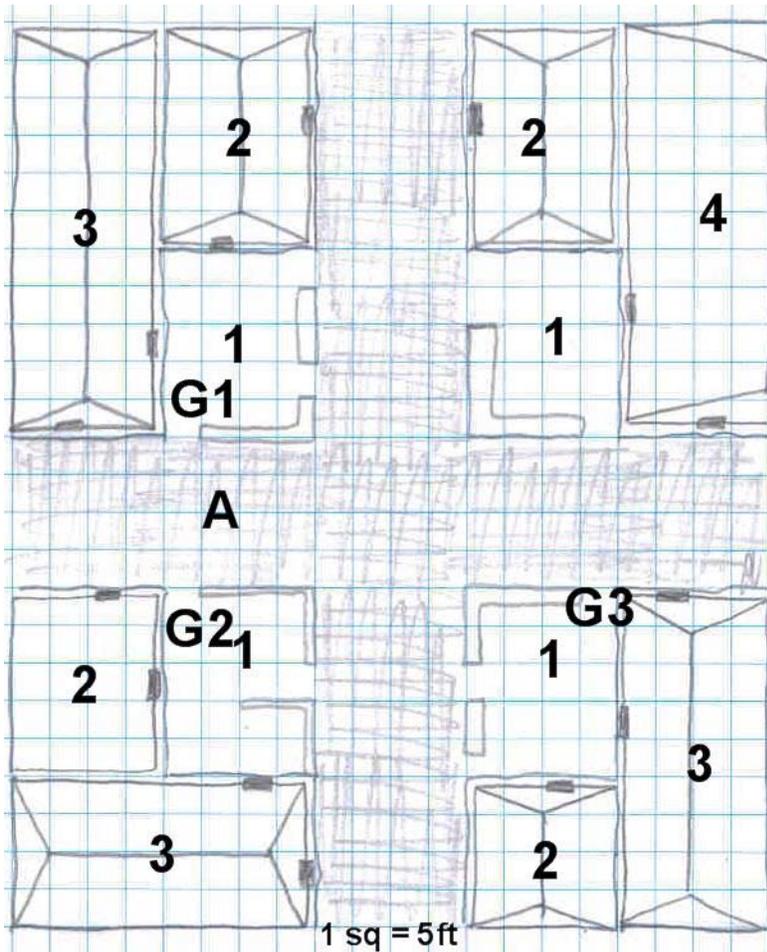
DM AID #2: TREASURE HUNT MAP



Key

12 = APL 6 item, 13 = APL 8 item, 14 = APL 10 item, 15 = APL 12 item, 16 = secret room and trap, one item from each APL.

DM AID #3: ENCOUNTER 6 MAP



G1 = Helena

G2 = Piroska

G3 = Matild

A = Lead Carriage

1 = Stalls, very crowded/congested, mvt $\frac{1}{2}$ each sq provides +4 cover for entire fight.

2 = Single story buildings (15ft to roof). When fight starts residents will lock the doors.

3 = Two story buildings (25ft to roof). When fight starts residents will lock the doors.

4 = Three story buildings (35ft to roof). When fight starts residents will lock the doors.

DMs Note: The area of the road will begin to clear rapidly of traffic once the fight begins as folk will flee for cover.

Rnd #1: Road is be crammed: $\frac{1}{2}$ mvt, +4 cover in every square.

Rnd #2: Road is be congested: $\frac{1}{2}$ mvt, +2 cover in every square.

Rnd #3: Road is clear.

Gildor Arcanix: Human male, but really a Gold Dragon who is the PC's patron in this and previous adventures. He is one of the leaders of the Oathsworn Slayers, an organization sworn to hunt down and destroy evil dragons and their cults.

Burneal Flan/Uirtag/Hursik: All names for a variety of Flan clans who inhabit the sprawling mass of the Burneal Forest. They are technically Arapahi, although they have a less nomadic life-style than the Arapahi known as the Rovers of the Barrens. They follow the Old Way and some consider them to be the closest living culture to the ancient Ur-Flan, although they themselves make no distinction between Ur-Flan and Flan.

Pax Mercuri Legion: The name of a portion of Perrenland's professional army that it contracts to other nations for good causes. A typical legion numbers around 4000 troops. It is comprised of predominantly Flan humans and recruits Flan from the nations it is deployed to fill its ranks. Many who return to Perrenland as they are granted citizenship once they serve their term.

Rejek Khan: Rejek Khan (CG) is the Khan of the local Guchek tribe and since the arrival of Lekkol Khan has decided to move into the town with some of his warriors. He has gathered several hundred of his riders and encamped them outside the city guarding his eldest son. He is no motive other than to see the honors of his tribe grow but bringing war to luz, he defers in all things to Lekkol Khan. Bluff 7, Intimidate 7, Sense Motive 6.

Friends,

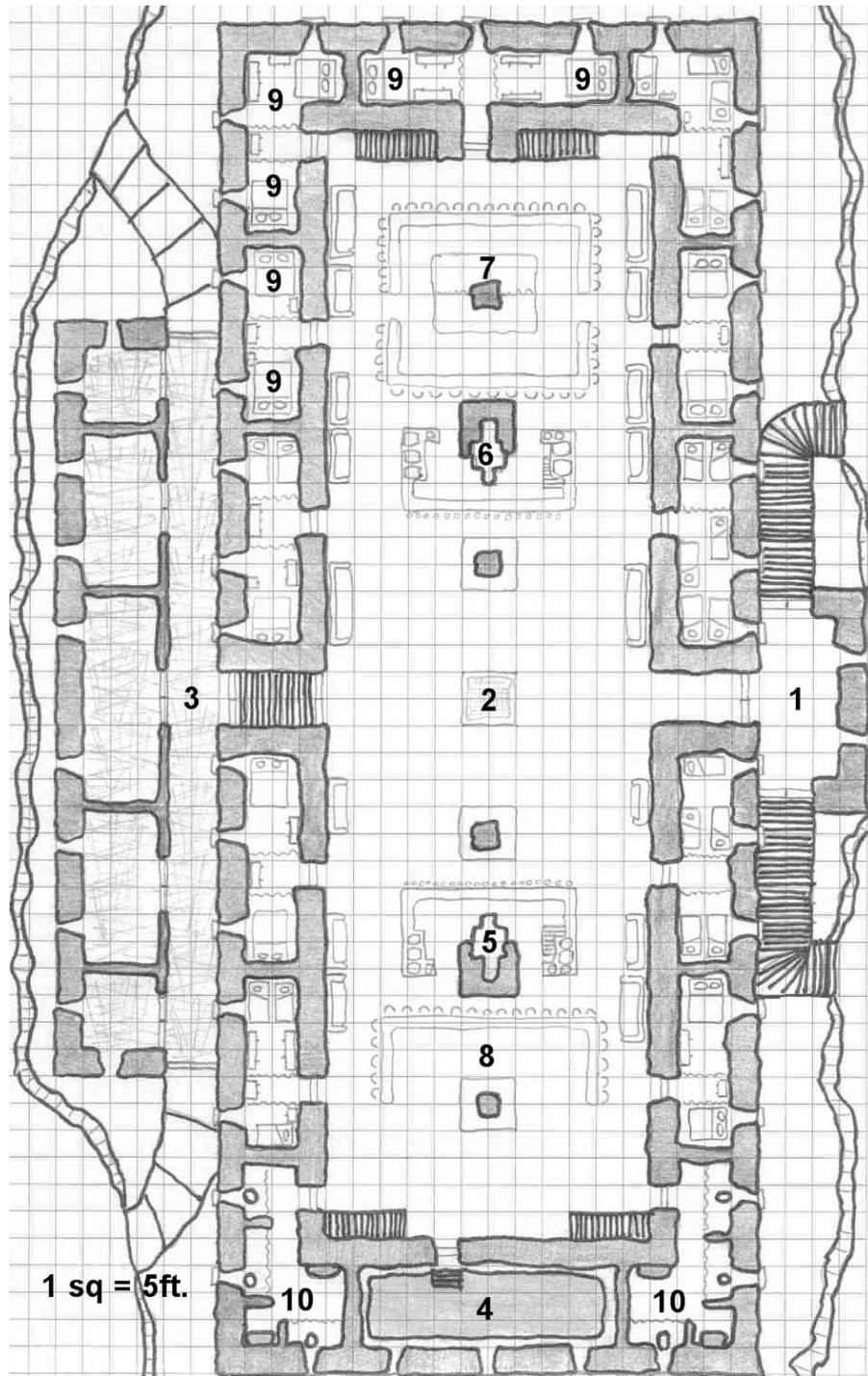
I recognize in these recent times, I have come to rely on your expertise in, shall we say, 'solving problems'. Never say I am an ungrateful man, for I cordially invite you to a week of luxury, enough to make Boccob himself turn green with envy!

My new ship, the Aurulent Wyrn, will sweep you to your destination, where you will be pampered and get to enjoy the finest entertainment, as only I know how.

I do look forward to seeing you, for once without desperate need.

Gildor Arcanix

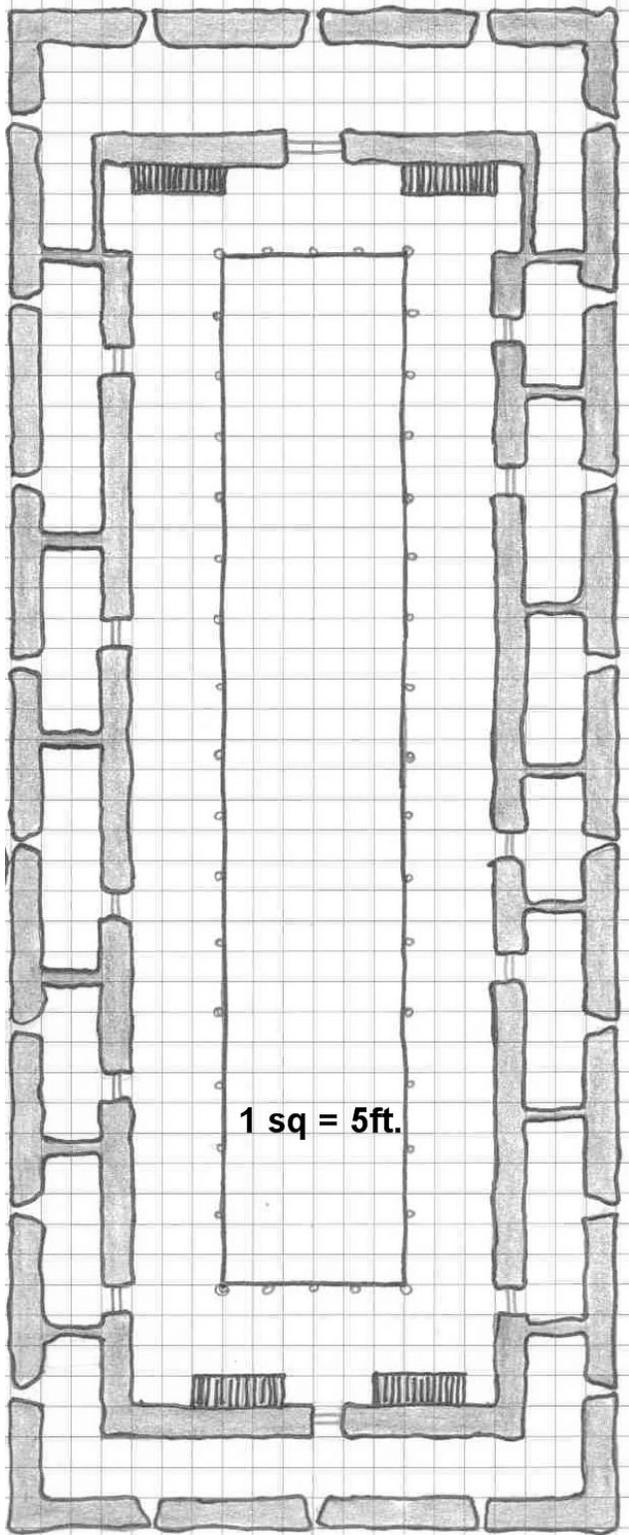
PLAYER HANDOUT 2: STADT MAP (LOWER LEVEL)



KEY

1 = Primary entry, 2 = Long Room (Statue of Platinum Dragon), 3 = Stable and back entry, 4 = Bathing Room, 5 = Low Table and Hearth/Bar (less important people), 6 High Tale and Hearth/Bar (for Gildor and the PCs), 7 = The High stage (where the gnomes perform ect), 8 = The Low stage (for the lesser acts), 9 = PC bedrooms, 10 = Female & Male Toilets.

PLAYER HANDOUT 3: STADT MAP (TOP LEVEL)



Starter

Relaxation

Main

Acrobats

Knife Throwing

Treasure Hunt!

Dessert

A Special Song

Erzi,

I have word that Arcanix, the preening fool, has invited our targets to his new playground in the Wegwiur capital. Not content to strut in his lair, he now fancies himself a landowner!

Your targets will be at ease and not expecting your special brand of entertainment. The gnomes, along with the halfling, present enough of a sideshow that the meddling adventurers will be impressed with the foreplay.

Watch them, know them, AND THEN kill them.