

URD5-I02 MM-A2

Home Again

A one-Round D&D Living Greyhawk® Duchy of Urnst Regional Adventure

Version 1

Round 1

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The Coriner Gala is over and everyone is headed home. There are several nobles that require additional guards to make their way home... Will you help them get to where they need to be? A mini-mission for APLS 2-12.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

This is a somewhat freeform adventure. Each party of PCs has a different noble to escort home. The nobles will be heading to different places depending on the APL and will require more protection. At lower APLs the noble needs to head somewhere close to Leukish, whereas at higher APLs the noble needs to head farther away.

The nobles are all too cheap to pay for teleports home, so if the party chooses to teleport the noble, they arrive safely and skip the random encounters, but still face the thug encounter.

In addition, a few of the nobles have been replaced by demons during the party. If the PCs determine that their noble has been replaced, they can attempt to attack the noble, get help with attacking their noble, report them to the DDC (or someone else), or leave them alone.

Adventure Summary

The PCs are assigned a noble to escort home based on their APL. On the way out of Leukish they're stopped by some proponents of either Meissel or Szabo to get their word that they back one side or the other. The noble will disagree and the PCs will be asked to protect them, but they may notice that the noble is not quite acting like a noble during this time (if the noble has been replaced). After defeating the thugs, they will continue on their way.

If the PCs confront the noble and the noble is a demon, the PCs can battle the noble or not. The PCs will likely be overmatched and depending on APL, the demon will attempt to use a *symbol of sleep* to carry the PCs back to 'home' and then pretend that nothing happened while keeping a lock of hair and a bit of flesh.

If the PC's noble is not a demon, they'll have an encounter with inimical Duchy wildlife.

Preparation for Play

Ask the Interactive coordinator if your table is escorting a demon and which noble house you've been assigned. If your players specifically request a particular noble, make sure the interactive coordinator assigns you that noble and does not assign the same noble to multiple parties.

The nobles available are:

Introduction

The Gala is over and the morning after brings the groans of those who have partaken of too much of the festivity and the preparations for the return home. You've been offered a job escorting one of the nobles home, though it isn't likely you'll see him or her before noon.

Allow the PCs to make whatever preparations they'd like to assuming that they get up before noon and want to.

Noon has come and the carriages of the nobility line the streets of Leukish as nobles who stayed in the inns or overcrowded the family estates prepare to return to their homes. You meet <insert noble's name> outside of their carriage. S/he greets you and gets into the carriage and the coachman begins to guide it out of town.

Encounter One: Whose side are you on anyway?

You've exited Leukish and entered the warehouse district that surrounds the capital when a group of young men step out in front of the carriage, forcing the coachman to stop.

"Hey there, we want to speak to <insert noble's name>!"

Assuming the PCs allow this, or if the noble is particularly active, they'll leap out to initiate conversation. If the noble is obviously aligned with one faction or the other, skip to the next section.

“Are you with the Bells or the Lanterns?”

Use the noble's personality from Judge Aid #1 to ad lib a response. Most of the nobles would not come out and say anything directly, but would hint around the answer. If the noble is really a demon type one in disguise, give the PCs a DC 36 Sense Motive check to determine that the noble is in a vicious rage and seems likely to kill these thugs. If the noble is really a demon type two in disguise, give the PCs a DC 32 Sense Motive check to determine the same. They will, however, control their blood rage and enter the carriage to allow the PCs to deal with the problem. If the PCs attack the noble after this fight or anytime during their travels, go to Encounter Three.

In any case, the thugs will correctly divine which faction they're allied with and if they're specifically aligned with a faction, these thugs will happen to be the other faction and will attack. If they're not allied with either, they'll attempt to persuade the noble to give their agreement, but most will retreat to the carriage and rely on the PCs for defense instead.

APL 2

Ardyn Ftr 3/Rog 1, hp 27. See *Appendix One*.

Ardyn's band (4): hp 7 each. See *Appendix One*.

APL 4

Ardyn, Ftr 4/Rog 2, hp 37. See *Appendix One*.

Ardyn's band (4): hp 11 each. See *Appendix One*.

APL 6

Torin: hp 21; see *Appendix One*.

Ilrys: hp 30; see *Appendix One*.

Maryl: hp 16; see *Appendix One*.

Rheynn: hp 32; see *Appendix One*.

APL 8

Torin: hp 30; see *Appendix One*.

Ilrys: hp 45; see *Appendix One*.

Maryl: hp 27; see *Appendix One*.

Rheynn: hp 46; see *Appendix One*.

APL 10

Torin: hp 39; see *Appendix One*.

Ilrys: hp 52; see *Appendix One*.

Maryl: hp 44; see *Appendix One*.

Rheynn: hp 58; see *Appendix One*.

APL 12

Torin: hp 52; see *Appendix One*.

Ilrys: hp 82; see *Appendix One*.

Maryl: hp 49; see *Appendix One*.

Rheynn: hp 58; see *Appendix One*.

Tactics: The thugs are trying to take care of the PCs so that they can ransom the noble for agreement to foster the side they're associated with. Each thug has a sign of whichever house they're associated with (determine randomly for neutral nobles).

Encounter Two: Duchy Countryside

You've been traveling for a couple of days now and it's passed mostly uneventfully, with good accommodations at night and no further interruptions. Today however, as you pass through a lightly wooded stretch of the road, something prompts you to look around more carefully.

Give the PCs Spot checks to determine the encounter distance. The higher the Spot check, the further the creature begins away from the PCs, up to a maximum of 120 feet.

APL 2

Orcs (6): hp 5 each. See *Monster Manual* page 203.

APL 4

Manticore: hp 57. See *Monster Manual* page 179.

APL 6

Bulette: hp 94. See *Monster Manual* page 30.

APL 8

Ogre, 4th level barbarian (2): hp 79 each; see *Monster Manual* page 199.

APL 10

Troll Hunter: hp 130. See *Monster Manual* page 247.

APL 12

Hill Giant Dire Wearboar (2): hp 185 each. See *Monster Manual* page 177.

Tactics: The monsters will use tactics appropriate to finding food. They will retreat if necessary.

Encounter Three: Are you really who you say you are?

This encounter should only be run if the PCs somehow decide to confront the noble that they are escorting. If the noble is not a demon or if the noble is a demon and the PCs cannot prove it, the noble will warn the PCs about their behavior and, if the PCs push the noble, they will have the PCs arrested and thrown in jail for 2 TUs. Easygoing nobles will take more harassment from the PCs than other nobles. If the PCs have a favor from the particular noble house of the noble they're escorting, they may spend that favor rather than endure the jail time.

IF the PCs seem likely to attack, the demon will take preventative action. At low APLs (2-8), the demon will use a scroll of *Symbol of Sleep* to put all of the PCs to sleep, then take them to the noble residence (keeping them drugged if necessary) and place them in barracks. Then they will allow the PCs to wake up and act as if nothing had happened. However, each PC is missing a lock of hair and has a small scar. Give each PC the 'Marked' Favor.

At higher APLs, ask the interactive coordinator for information on which demon is currently accompanying your PCs. If possible, the demon will thoroughly trounce the PCs using subdual damage for at least one hit to prevent them from dying. Then, it will take a lock of hair and a piece of flesh and leave, conjuring up illusionary guards. The PCs will be found before they die from exposure, but they will not be able to convince anyone they talk to that the noble is a demon, despite their best efforts. If they'd like to go to extreme efforts, write down the character's name, the favors they're spending, who they're trying to contact and how they go about it and send it to doutriad@yahoo.com

Conclusion

Having successfully delivered your charge to their home, you are thanked with your pay and a commendation from the noble.

All PCs that successfully delivered a noble to their home receive the favor of that noble house, no matter if the noble was real or a demon. If the PCs defeat the demon, they receive the Enmity of the Noble House for that noble since the real noble has disappeared and the PCs were the last seen with them.

If the PCs were defeated by the demon, or tricked by the demon, they receive the Marked AR entry.

The End

Experience Point Summary

In this interactive if the PCs participate in two mini-missions and the LARP portion of the interactive they gain full experience.

Treasure Summary

In this interactive, if the PCs participate in two mini-missions and the LARP portion of the interactive, they gain full gold.

Special

Favor of Noble House

Enmity of Noble House

_____. You've been named as responsible for the disappearance of a noble of this house and everywhere you go in the Duchy, people seem to be watching you and getting in your way. Pay double upkeep for the next Duchy of Urnst Regional module.

Marked: There is a small pock mark on your left arm that you don't remember being there before and you can't remember getting.

Items for the Adventure Record

Item Access

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)

APL 4 (all of APL 2 plus the following):

- Slippers of Spider Climbing (Adventure; DMG; 4,800 gp)

APL 6 (all of APLs 2-4 plus the following):

- +2 Greatsword (Adventure; DMG; 8,350 gp)

Appendix One – APL 2

Encounter One

Korvin: male human Ftr 3/Rog 1; CR 4; HD 3d10 + 1d6 + 4; hp 27; Init +7; Spd 30 ft; AC 17, touch 13, flat-footed 14; BAB/Grp: +3/+5; Atk: +8 +1 dagger (1d4+3, melee) or +8 +1 dagger (1d4+3/19-20x2, ranged); Full Atk: +8 +1 dagger (1d4+3/19-20,x2, melee) or +8 +1 dagger (1d4+3/19-20x2, ranged); SA Sneak Attack +1d6; SQ ; AL NE; SV Fort +4 Ref +6 Will +1; Str 14, Dex 17, Con 12, Int 10, Wis 10, Chr 12.

Skills and Feats: Climb +9, Jump +9, Ride +9, Sense Motive +8; Weapon Focus (dagger), Dodge, Mobility, Spring Attack, Improved Initiative, Weapon Finesse (dagger).

Possessions: +1 dagger, +1 studded leather armor, assorted personal possessions

Member of Korvin's band, Rog 1: CR 1; HD 1d6 + 1; hp 7; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 13; BAB/Grp: +0/+1; Atk: +4 shortsword (1d6+1, 19-20/x2) melee; Full Atk: +4 shortsword (1d6+1, 19-20/x2) melee; SA Sneak Attack +1d6; SQ ; AL N; SV Fort +1 Ref +6 Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 12, Chr 10.

Skills and Feats: Climb +5, Hide +7, Intimidate +4, Listen +5, Move Silently +7, Search +4, Sense Motive +4, Spot +5, Tumble +7; Weapon Finesse (shortsword), Improved Initiative.

Possessions: studded leather armor, shortsword, dagger, assorted personal possessions.

Appendix One – APL 4

Encounter One

Korvin: male human Ftr 4/Rog 2; CR 6; HD 4d10 + 2d6 + 6; hp 37; Init +8; Spd 30 ft; AC 18, touch 14, flat-footed 14; BAB/Grp: +4/+6; Atk: +12 +2 dagger (1d4+6/19-20x2, melee) or +12 +2 dagger (1d4+4, ranged); Full Atk: +12 +2 dagger (1d4+4/19-20,x2, melee) or +12 +2 dagger (1d4+4/19-20x2, ranged); SA Sneak Attack +1d6; SQ ; AL NE; SV Fort +5 Ref +7 Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 10, Chr 12.

Skills and Feats: Climb +10, Jump +10, Ride +10, Sense Motive +10. Spot +7; Weapon Focus (dagger), Dodge, Mobility, Spring Attack, Improved Initiative, Weapon Finesse (dagger), Weapon Specialization (dagger).

Possessions: +2 dagger, +1 studded leather armor, assorted personal possessions

Member of Korvin's band, Rog 2: CR 2; HD 2d6 + 2; hp 11; Init +7; Spd 30 ft; AC 16, touch 13, flat-footed 13; BAB/Grp: +1/+2; Atk: +5 shortsword (1d6+2, 19-20/x2) melee; Full Atk: +5 shortsword (1d6+2, 19-20/x2) melee; SA Sneak Attack +1d6; SQ ; AL N; SV Fort +1 Ref +7 Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 12, Chr 10.

Skills and Feats: Climb +6, Hide +8, Intimidate +5, Listen +6, Move Silently +8, Search +5, Sense Motive +5, Spot +6, Tumble +8; Weapon Finesse (shortsword), Improved Initiative.

Possessions: studded leather armor, shortsword, dagger, assorted personal possessions.

Appendix One – APL 6

Encounter One

Torin: human male (Suel) Sor4; CR 4; male humanoid; HD 4d4+11; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +2/+3; Atk +3 ranged (1d8/19-20, light crossbow) or +3 melee (1d8+1, morningstar); Full Atk +3 ranged (1d8/19-20, light crossbow) or +3 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +3, Ref +3, Will +3; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Concentration +11, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +2, Spellcraft +7; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Toughness.

Spells Known (6/7/4; spells remaining 6/6/4; base DC = 13 + spell level; 15 + spell level for Evocation): 0—*acid splash, daze, detect magic, disrupt undead, flare, ray of frost*; 1st—*burning hands, mage armor, magic missile*; 2nd—*flaming sphere*.

Possessions: Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Ilrys: human male (Flan) Ftr4; CR 4; male humanoid; HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk/Grp +4/+7; Atk +8 melee (1d8+5/19-20, longsword) or +5 ranged (1d6+3, javelin); Full Atk +8 melee (1d8+5/19-20, longsword) or +5 ranged (1d6+3, javelin); AL N; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +8; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork cold iron bastard sword, 2 cold iron javelins, banded mail, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

Marylís: human female (Suel) Rog3; CR 3; female humanoid; HD 3d6+6; hp 16; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp +2/+3; Atk +6 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow);

Full Atk +6 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL N; SV Fort +3, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Disguise +0 (+2 to act in character), Disable Device +9, Gather Information +5, Hide +8, Intimidate +2, Knowledge (Local) +4, Listen +4, Move Silently +8, Open Lock +10, Search +7, Spot +4, Sleight of Hand +10, Tumble +8; Combat Expertise, Improved Initiative, Weapon Finesse.

Evasion (Ex): Marylís takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

Trap Sense (Ex): Marylís gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

Rheynn: human female (mixed) Clr5; CR 5; female humanoid; HD 5d8+10; hp 32; Init +1; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk/Grp +3/+4; Atk +5 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +6, Ref +3, Will +6; Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Knowledge (Religion) +4, Spellcraft +2; Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

Turn Undead (Su): Rheynn can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rheynn can turn undead 8/day as a 6th level cleric.

Spells Prepared (5/5/5/3; base DC = 12 + spell level, channels positive energy): 0—*create water, detect magic, guidance, mending, resistance*; 1st—*burning hands**, *bane, bless, divine favor, shield of faith, magic weapon*; 2nd—*[shatter*, augury, sound burst, spiritual*

weapon]; 3rd—*resist energy**, ~~*magic vestment*~~
(2). *Domain spell.

Deity: Joramy; **Domains:** Destruction
(smite, +4 to hit and +5 damage 1/day); Fire
(turn water creatures, rebuke fire creatures).

Possessions: Masterwork cold iron
morningstar, light crossbow with 20 cold iron
bolts, banded mail, heavy steel shield, potion of
cure light wounds, scroll of *align weapon* scribed
at caster level 3, backpack, silver holy symbol of
Joramy, wooden holy symbol of Joramy, bedroll,
spell component pouch, 4 days trail rations,
traveller's clothes, waterskin.

Appendix One – APL 8

Encounter One

Torin: human male (Suel) Sor6; CR 6; male humanoid; HD 6d4+15; hp 30; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +4; Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d8+1, morningstar); Full Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Concentration +13, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +4, Spellcraft +9; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

Spells Known (6/7/6/4; spells remaining 6/6/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—*acid splash, daze, detect magic, disrupt undead, flare, ray of frost*; 1st—*burning hands, mage armor, magic missile, shocking grasp*; 2nd—*flaming sphere, scorching ray*; 3rd—*fireball*.

Possessions: Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Ilrys: human male (Flan) Ftr6; CR 6; male humanoid; HD 6d10+12; hp 45; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/19-20, longsword) [with *greater magic weapon* +11 melee (1d8+6/19-20)], or +7 ranged (1d6+3, javelin); Full Atk +10/+5 melee (1d8+5/19-20, longsword) [with *greater magic weapon* +11/+6 melee (1d8+6/19-20)], or +7/+1 ranged (1d6+3, javelin); AL N; SV Fort +7, Ref +5, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +10; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light*

wounds, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

Marylly: human female (Suel) Rog5; CR 5; female humanoid; HD 5d6+10; hp 27; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp +4; Atk +7 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +3, Ref +6, Will 0; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +9, Gather Information +7, Hide +11, Intimidate +2, Knowledge (Local) +6, Listen +4, Move Silently +11, Open Lock +13, Search +7, Spot +4, Sleight of Hand +13, Tumble +9; Combat Expertise, Improved Initiative, Weapon Finesse.

Evasion (Ex): Marylly takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

Trap Sense (Ex): Marylly gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Marylly retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

Possessions: Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

Rheynn: human female (mixed) Clr7; CR 7; female humanoid; HD 7d8+14; hp 46; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp +6; Atk +7 melee (1d8+1, morningstar) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+1, morningstar) or +5 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7, Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Knowledge (Religion) +4, Spellcraft +4; Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

Turn Undead (Su): Rheyinn can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rheyinn can turn undead 8/day as a 8th level cleric.

Spells Prepared (5/6/5/4/2; base DC = 12 + spell level, channels positive energy): 0—*create water, detect magic, guidance, mending, read magic, resistance*; 1st—*burning hands**, *bane, bless, comprehend languages, divine favor, shield of faith*; 2nd—*shatter**, ~~*augury*~~, *silence, sound burst, spiritual weapon*; 3rd—*resist energy**, *dispel magic, magic vestment (2)*, 4th—*wall of fire**, ~~*greater magic weapon*~~. *Domain spell.

Diety: Joramy; **Domains:** Destruction (smite, +4 to hit and +7 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

Possessions: Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, half plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Appendix One – APL 10

Encounter One

Torin: human male (Suel) Sor8; CR 8; male humanoid; HD 8d4+19; hp 39; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +5; Atk +6 ranged (1d8/19-20, light crossbow) or +5 melee (1d8+1, morningstar); Full Atk +6 ranged (1d8/19-20, light crossbow) or +5 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 17.

Skills and Feats: Bluff +8, Concentration +15, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +6, Spellcraft +11; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

Spells Known (6/7/7/6/3; spells remaining 6/6/7/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—*acid splash, arcane mark, daze, detect magic, disrupt undead, flare, ray of frost, read magic*; 1st—*burning hands, enlarge person, mage armor, magic missile, shocking grasp*; 2nd—*flaming sphere, mirror image, scorching ray*, 3rd—*displacement, fireball*, 4th—*ice storm*.

Possessions: Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Ilrys: human male (Flan) Ftr7; CR 7; male humanoid; HD 7d10+14; hp 52; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7; Grp +10; Atk +11 melee (1d8+5/19-20, longsword), or +8 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d8+5/19-20, longsword), or +8/+2 ranged (1d6+3, javelin); AL N; SV Fort +7, Ref +5, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +10, Intimidate +10, Ride +12; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope

(50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

Marylly: human female (Suel) Rog8; CR 8; female humanoid; HD 8d6+16; hp 44; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +6; Grp +7; Atk +10 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge, improved uncanny dodge; AL N; SV Fort +4, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +12, Gather Information +7, Hide +14, Intimidate +2, Knowledge (Local) +6, Listen +7, Move Silently +14, Open Lock +16, Search +10, Spot +7, Sleight of Hand +16, Tumble +15; Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse.

Evasion (Ex): Marylly takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

Trap Sense (Ex): Marylly gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Marylly can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Marylly.

Uncanny Dodge (Ex): Marylly retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

Possessions: Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

Rheynn: human female (mixed) Clr9; CR 9; female humanoid; HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7,

Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 17, Cha 12.

Skills and Feats: Concentration +16, Knowledge (Religion) +5, Spellcraft +5; Craft Arms and Armor, Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

Turn Undead (Su): Rheyinn can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rheyinn can turn undead 8/day as a 10th level cleric.

Spells Prepared (6/6/6/5/3/2; base DC = 12 + spell level, channels positive energy): 0—*create water, detect magic, guidance, mending, read magic, resistance*; 1st—*burning hands**, *bane, bless, comprehend languages, divine favor, shield of faith*; 2nd—*shatter**, *augury, lesser restoration, silence, sound burst, spiritual weapon*; 3rd—*resist energy**, *dispel magic, magic vestment (3)*, 4th—*wall of fire**, *greater magic weapon (2)*, 5th—*fire shield**, *righteous might*. *Domain spell.

Deity: Jascar; **Domains:** Destruction (smite, +4 to hit and +9 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

Possessions: Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, full plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Appendix One – APL 12

Encounter One

Torin: human male (Suel) Sor11; CR 11; male humanoid; HD 11d4+25; hp 52; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +6; Atk +7 ranged (1d8/19-20, light crossbow) or +6 melee (1d8+1, morningstar); Full Atk +7 ranged (1d8/19-20, light crossbow) or +6 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +5, Ref +5, Will +5; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 17.

Skills and Feats: Bluff +8, Concentration +18, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +9, Spellcraft +14; Greater Spell Focus (evocation), Greater Spell Penetration, Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

Spells Known: (6/7/7/7/6/4; remaining 6/6/7/7/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—*acid splash, arcane mark, daze, detect magic, disrupt undead, flare, message, ray of frost, read magic*; 1st—*burning hands, enlarge person, mage armor, magic missile, shocking grasp*; 2nd—*flaming sphere, glitterdust, invisibility, mirror image, scorching ray*; 3rd—*dispel magic, displacement, fireball, haste*, 4th—*dimension door, ice storm, shout*, 5th—*cloudkill, cone of cold*.

Possessions: Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Ilrys: human male (Flan) Ftr11; CR 11; male humanoid; HD 11d10+22; hp 82; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +11; Grp +14; Atk +16 melee (1d8+5, longsword), or +12 ranged (1d6+3, javelin); Full Atk +16/+11/+6 melee (1d8+5, longsword), or +12/+7/+2 ranged (1d6+3, javelin); AL N; SV Fort +9, Ref +6, Will +6; Str 17, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +15, Handle Animal +10, Intimidate +10, Ride +12; Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Great Cleave, Improved Overrun, Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus

(bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bleed weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

Marylly: human female (Suel) Rog9; CR 9; female humanoid; HD 9d6+18; hp 49; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +6; Grp +7; Atk +10 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); SA sneak attack +5d6; SQ evasion, trapfinding, trap sense +3, uncanny dodge, improved uncanny dodge; AL N; SV Fort +5, Ref +7, Will +4; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +13, Gather Information +10, Hide +15, Intimidate +2, Knowledge (Local) +6, Listen +7, Move Silently +15, Open Lock +17, Search +11, Spot +7, Sleight of Hand +17, Tumble +16; Dodge, Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse.

Evasion (Ex): Marylly takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

Trap Sense (Ex): Marylly gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Marylly can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Marylly.

Uncanny Dodge (Ex): Marylly retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

Possessions: Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

Rheynn: human female (mixed) Clr9; CR 9; female humanoid; HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7, Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 17, Cha 12.

Skills and Feats: Concentration +16, Knowledge (Religion) +5, Spellcraft +5; Craft Arms and Armor, Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

Turn Undead (Su): Rheynn can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rheynn can turn undead 8/day as a 10th level cleric.

Spells Prepared (6/6/6/5/3/2; base DC = 12 + spell level, channels positive energy): 0—*create water, detect magic, guidance, mending, read magic, resistance*; 1st—*burning hands**, *bane, bless, comprehend languages, divine favor, shield of faith*; 2nd—*shatter**, ~~*augury*~~, *lesser restoration, silence, sound burst, spiritual weapon*; 3rd—*resist energy**, *dispel magic, magic vestment (3)*, 4th—*wall of fire**, ~~*greater magic weapon (2)*~~, 5th—*fire shield**, *righteous might*. *Domain spell.

Deity: Jascar; **Domains:** Destruction (smite, +4 to hit and +9 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

Possessions: Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, full plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

Appendix or Judge Aid

[Appendices, Judge Aids, and Maps all go in this section. A section break is inserted before this section begins. Please use page breaks in this section unless you are changing the column widths and know what you are doing in your word processing programs. Extra section breaks make editing more difficult. If you don't have any of these items, remove from the title to the end of the section. Remove this paragraph.]

Judge Aid #1 – Noble NPCs

Amikyne Kressel

Amikyne has very dark honey blonde hair and a constant mischievous expression. Her laugh is ready and she talks quite fast and exuberantly. She generally wears very well tailored breeches, which causes some talk amongst the courtiers, but she seems to pay little attention. She will chat animatedly with any of the PCs and generally be friendly. She is allied with House Meissel.

Noran Eisener

Noran has dark red hair typical of the Eisners and dark blue eyes that seem enormous due to the artificial Eyes he wears to help him see better. Noran wears a very dark clerklike suits and spends most of his time looking at papers. Noran doesn't care which house does what and prefers to stay neutral.

Daron Amelung

Daron appears to be a very polished man with quite the attention to detail. His courtier's outfit, generally silver and green, is immaculate and his cravat or other accessories are always elegantly folded. There is always a smile on his handsome face and a sparkle in his blue eyes. His hair is worn short and he is very animated and has a very expressive face. He is definitely allied with House Szabo.

Ivoe U'Moreal

Ivoe wears a plain black robe embroidered on one shoulder with the eye in pentagram and the other with the red and white tri cranial eagle of her house. She has a pinched look around her eyes as if she constantly squints and her hair is always in an elegantly twisted bun. She never smiles in any of the images and appears indifferent to the observer. She is indifferent to any of the squabbles of the petty houses and simply wants to return to Nellix to continue her studies.

Maelтана Grek

Maelтана is a tall elegant woman with strawberry blond hair and a narrow face. She is dressed in a rather plain green dress with unicorn embroidery. Her blue eyes are kindly and her mouth has a warm generous curve. She has three children: Erris 8, Mallana 10, and Lorenya 14, who are all well behaved. She strongly disapproves of the feuding and refuses to discuss it with anyone.

Sathara Reede

Sathara is a rather short Suel woman with red hair and a very matronly figure. She dresses conservatively always in her house colors in tasteful combinations of purple, blue, white and gold. Her warm smile seems to set you at ease and you'd imagine she'd be the sort to order you peppermint tea while listening to your problems. She travels with her son, Aleric, a small boy of about 8 with a wide grin and a mischievous twinkle in his eyes. She believes that both sides should stop fighting and tries to reason with both sides.

Doral Verle

Doral is a young very thin bookish looking man with perpetually uncombed red hair and sparkling blue eyes. His zest for life seems to exude from him and his enthusiasm as he lectures about his favorite topics, such as books, is charming. His wizardly robes are often mussed with ink and other stains. Doral believes that House Meissel is in the right and tries to convince anyone of this fact.

Ellic Pontirun

Ellic is a very dashing young man who wears a different outfit every day. The only thing each has in common is a tendency towards sea motifs, either in color or accent, and the finely crafted jeweled rapier that hangs at his side. A closer look at the rapier shows that the hilt is crafted in the form of a great scorpion with legs spread to protect the wielder's hand. Ellic believes that House Szabo is in the right and should be apologized to by House Meissel.

Kerin Meissel

Kerin is a fairly weathered looking Suel man with dark red hair and light crystal blue eyes. His face is lined with smile lines and his skin has a somewhat leathery look to it that can only come from being out in the elements quite often. He has a well traveled adventurer's outfit. He seems to have a ready smile and a shrewd gleam in his eye. He is, of course, allied with House Meissel.

Vaddan Kaste

Vaddan is a rather nondescript man. His features do not linger in the mind's eye, nor does his clothing or deportment cause any remembrance. He always dresses in the typical colors of house Kaste and his eyes seem to watch everything. The single accessory he wears is a pin in the form of a ship with the crest of the Duchy engraved upon it. He agrees with whomever talks to him about the feud, but it is obvious that he is merely agreeing for the other party's sake.

Tryvac Xiotha

Tryvac has slightly longer hair than most of the Suel males and usually wears it tied back in a tail. His courtier's outfits are slightly out of date with current fashion, but still show a keen sense of style. Tryvac is one of the only candidates who openly wears a rapier and displays the badge of the Leukish Fencing School. He has a shrewd expression and he believes that Szabo is in the right.

Orisa Gaebech

Orisa is a somewhat short and thin Suel woman with red hair and bright blue eyes. She dresses in bright blue and green and seems to be constantly chattering. There is a quiet air of confidence that leads one to believe that there is a core of steel in this small woman that shouldn't be underestimated. She tries to keep neutral in the feud, but seems to lead towards sympathy for House Meissel.