

Entrell: The Sign of the Jackal

Entrell: Drerah nili Annynumil

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Regional Mini-Adventure set in the Kingdom of Nyronnd

Version 1.0

by Rene Ayala

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Diac kept his weather-worn face covered deep behind scarred, trembling hands long after the screams died out. "Gray Son guide me, Gray Son guide me", Diac repeated through concealed sobs as he unconsciously rocked himself like a child being comforted. He impulsively stood when the door to the interviewing room opened. Director Heth emerged from within wiping his hands off on a dirty rag with wrenching indifference. "The spoils from Entrell. Are they ready?" Heth questioned with impious fervor. "Yes", he stuttered in reply. "Bring them, the elf is first". Diac retreated in predictable submission. "Three days. No more", Diac thought to himself. "Gray Son, guide me." A one-round regional mini-adventure scenario set in Nyronnd for character levels 1 – 11 (APL 2 – 8). Recommended for elf-friendly characters.

Previous scenarios in the series: *NYR6-M01 A Lament in Entrell*, *NYR6-09 The House of Entrell*.

Resources for this adventure [and the authors of those works] include Complete Divine [David Noonan], Complete Mage [Skip Williams, Penny Williams, et al.], Complete Warrior [Andy Collins, David Noonan, Ed Stark], Miniatures Handbook [Michael Donais, et al.], Players Handbook II [David Noonan], Races of the Wild [Skip Williams], Spell Compendium [Matthew Sernett, Jeff Grubb, Mike McArtor], WGR4 The Marklands [Carl Sargent], WoTC Map-a-Week, and the Nyronnd web site Gazetteer (nyronnd.org) [various].

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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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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. Sidebars contain

important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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	

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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:

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

TIME UNITS AND UPKEEP

This is a standard one-round regional mini-adventure, set in Nyronnd. Characters from Nyronnd pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

A character that 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 DC 20 Survival check, 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

"Generations before the Walk in the Light of Truth, ages before the Twin Cataclysms, when the multiverse was young to planar travel, Dark Crafters walked the Ocean Meadows of the West. With affection like Death, cold, deliberate he laid a keystone calling it The Bridge to Fate is Hope and raised Ritual is Law Above All Else..." – Translation from the Scrolls of History of High Arcane (Solist ili Narath)

History of the Region

A keystone was laid down several millennia ago in the region that was to become Old Aerdy West. The resulting structure's location, purpose, and civilization are lost from present knowledge. From the traces of old tread the footsteps of the first elven settlers building homes and farms across the forested hills and meadows of the South Central Lands.

In 586 CY the restructuring of the states of Nyronnd turned the South Central Lands into the Duchy of Korenfluss. The Duchy is geographically split into the Coast and the Northern Hills. The King added the northern region during the provincial reorganization, giving Korenfluss both the majority of the Anodan Hills and a large stretch of arable farmland beyond the hills.

The Northern Hills region is farm country like most of Nyronnd. The population is willing to extend a helping hand without regard for payment; they are generally down to earth, friendly, and easy to approach. The Entrell Estates is also located in the Northern Hills region. The Entrell Estates is unique because Lord Gelleflair Entrell, the only elven noble in the Nyronnd courts, rules there. Lord Entrell, a high elf, maintains a respected militia of rangers, light fighters and mages, most of whom are high elven, or half-elven.

NYR6-M01 A Lament in Entrell

Within the Anodan Hills, smugglers discovered a once hidden entrance to ancient tunnels. The location was ideal for smuggling operations between Oldred and Rel Mord. However, the steady supply of merchandise has dried up in the course of the region returning to a more lawful nature following King Lywerd's retaking of his throne. The most brazen operatives turned to raiding local villages while others left to establish new locales. Among these brazen smugglers turned raiders were jackal-folk. They recruited human members into raiding parties to both accumulate the wealth of the Anodan Hills and to cater to a much elevated ego after a recent discovery in the tunnels.

These jackal-folk raiders delved deeper into the tunnels uncovering a civilization long forgotten. They believed this discovery imparted a lost civilization into their ancestry. Taking up the "Sign of the Jackal," they spread destruction to the surrounding region with ever increasing recruits.

During the same time as the raids the descendants of the original creators, once known as Dark Crafters or Firana in elven, returned to the tunnels they named Ritual is Law Above All Else. They entered by another doorway to rededicate the keystone called The Bridge to Fate is Hope. The intrusion by the raiders' presence interrupted a ritual once conducted every 1,000 years.

Waiting for the ordered time to strike against the raiders the Children of the Dark Crafters, or Firanalyth in the elven tongue observed a group of adventurers entering the tunnels. These adventurers defeated the raiders and left the tunnels but not before copying the runes the Firana used in their ceremonies. According to the words of the Prophet they set their sights on these new intruders and those living in the region known to the Firanalyth as Ocean Meadows of the West.

Weeks later three raiders returned to the tunnels from Oldred with new recruits. The Firanalyth overwhelmed this group in an ambush. The Firanalyth's leader known as Mystic noticed a symbol worn on the wrist of these three raiders. A symbol used by his master, Prophet, to distinguish his clan apart from the others. The Mystic saw a new opportunity to defeat their enemy. He declared that only by pledging to the Sign of the Jackal will they be spared. With the pledge came submission to become new recruits as the Mystic's advance scouts. Many took the sign instead of death. These new recruits then fanned out under command of directors to seek out all who would submit to the Sign of the Jackal.

NYR6-09 The House of Entrell

Weeks passed once again while Eliqueavain Alelis, the Keeper of the Lore for Entrell Estates, researched his extensive library after the discovery of a jackal sign. In one very old manuscript named the Scrolls of History of High Arcane (Solist ili Narath) he discovered three entries. These three entries were the Sign of the Jackal, the Light of the Elves, and the Sword of Dawn, but in particular he searched for information into the appearance of the Sign of the Jackal. Regrettably the texts did not disclose answers and the Solist ili Narath was incomplete. He confided to Lord Gelleflair the knowledge could not be found with his limited resources and without assistance he feared the answers might come too late.

Gelleflair took council with the Houses of Entrell Estates. They convened with a plan to send envoys to the elven communities outside of Nyronnd. House Kethlanna would send an envoy to Highfolk, House Rumnes to Celene, House Azah'ali to Sunndi, and House Entrell committed three, one to Greyhawk City, one to Rel Mord, and the last to Breakrock Monastery.

Each envoy was tasked to seek consultation from a Keeper of the Lore or research the libraries of Greyhawk, Rel Mord, and Breakrock. All the envoys returned except one. Along the borderlands of Almor an envoy was intercepted by Sign of the Jackal recruits. They were bound and taken to Silverwat to await Director Heth's interrogation. Whatever information they may have discovered was lost. An immeasurable loss as considered by Alelis and the Houses of Entrell Estates.

In the gardened amphitheatre the envoys that did return shared their finding with the council. The envoy from Greyhawk discovered that in these last four millennia a particular ceremony did not occur because of the defeat suffered by the Dark Crafters. The Nyronnd-based envoys learned it was House Lam'avelnis with the help of a Suel named Nesur Joarena and his knights who battled against the Firana that drove them back to their plane. The Firana descendents known as Children of the Dark Crafters or Firanalyth in the elven tongue would have vengeance against the intruders.

The Nyronnd envoy consisting of adventurers presented Gelleflair with a sword named La'elimsha (The Eastern Sun) and told him of an image of an elf wearing an illuminated jewel. House Rumnes returned with a representative from Celene who spoke of a vision seen by Queen Yolande. The joy of Entrell's victory against the Sign of the Jackal the previous night did nothing more than contrast the heavy burden on

Gelleflair's shoulders in what lay ahead. Lord Gelleflair prayed to The Protector for answers but in the days that followed none came.

Moonday, Wealsun 10, 597 CY

In Silverwat, Director Heth delights in punishment and interrogation. One recruit at Director Heth's disposal is Diac. Diac never lived an honorable life, mostly eking out an existence through burglary. A meeting with a bandit in Oldred brought him to the Anodan Hills. He pledged himself to the Sign of the Jackal after the ambush at the tunnel entrance. His fear to die motivated him to take the pledge and submit to the Sign.

His assignment in Oldred took him to the worst parts of the city. He preyed on the desperate with false promises of a better life and the greedy with promises of riches. Throughout these weeks he has seen the wickedness of Director Heth as he disposed of those who would not take up the Sign. Each new recruit Diac deceived brought new loathing in what he has become, every soul slain came a repulsion of what he is a part of, and of these captives from Entrell came a wish that it is not too late to rescue them in hopes that he can redeem himself.

Starday, Wealsun 15, 597 CY

As prisoners of the Sign of the Jackal the lost envoy faces a grim future. The elf 'interrogated' during these days was not given the chance to speak. Heth knew he would never betray his kind so instead he deliberately took his time as this opportunity was unique. Diac begged in prayers to Zodal to show him the path to redemption but the Gray Son did not reveal answers.

Starday, Wealsun 18, 597 CY

Diac manages to escape from under the watchful eyes of Director Heth's sentries. Taking advantage of their ceremonial worship to Nerull during a new Luna moon he flees. He notifies the local guard who seem to take his words seriously. While speaking to them he notices the trailing sentries approach and he quickly disappears into the alleys. Eluding the sentries Diac runs into an old acquaintance who then contacts a former royal guard of Nyronnd dishonorably discharged for his actions during the coup against King Lynwerd. Diac believes this person has contacts that can get him out of Nyronnd to start a new life. What Diac does not realize is the contact is a member of the Grey Watch in good standing and the dishonorable discharge story is a cover. Overwhelmed by the sentries Agent Mercer retreats from Silverwat to Aldanad with Diac. Inadvertently Diac reveals to Agent Mercer the

location of the Entrell envoy and the nature of the Sign of the Jackal's operations. Agent Mercer dispatches an agent named Casphed to Entrell Estates to inform Lord Gelleflair and to send aid. Later that night Director Heth slew the elf.

Starday, Wealsun 16-19, 597 CY

Beaten many times to the point of death a half-orc reveals the true nature of his task. Three humans and a dwarf were still chained in their cell. What information they had would be sent to the Mystic in preparation for his battle against the elves of Ocean Meadows of the West.

Waterday, Wealsun 21, 597 CY (Today)

Agent Casphed arrives in Entrell Estates and takes council with Lord Gelleflair, Amalisyann and Alelise. The High Priest, Aldanad, casts a *Sending* to Aelise on a scouting mission to find the missing envoy. He is ordered to locate the PCs in Mithat and request their aid to secure Diac and recover the envoy.

ADVENTURE SUMMARY

The PCs are in a tavern in Mithat listening to stories of a ghost ship when an elf enters searching for them. He informs them the lost envoy was located and requests their aid to recover them. The PCs decide whether to travel to Aldanad to speak with Agent Mercer and Diac or travel to Silverwat and search for the envoy.

In Aldanad the PCs find the safe house compromised. All the agents are dead as are two humans wearing the Sign of the Jackal tattoo. Missing from the room is Diac. Two other Sign of the Jackal recruits have lingered behind to capture anyone who could lead them to Diac. The PCs can use mundane or magic means to find Diac.

The PCs relocate Diac and learn of the envoy's cell location. He also tells them about the operations in Oldred and Beetu. He does not know confidential details about the operations but such information can be obtained from Director Heth in Silverwat. Diac give the PCs directions to the 'den' where the envoy is being interrogated.

Sign of the Jackal recruits trail the PCs. They ambush the PCs at the entrance to the 'den'. Bypassing the guards and entering the den is an artificial success. Director Heth has knowledge of the PCs and has set a trap.

After Heth's defeat the PCs gain additional knowledge about the Sign of the Jackal's operations. The most beneficial clue is there are a series of tunnels in the structure where the raiders operated in the Anodan Hills.

The PCs return to Entrell Estates with the remainder of the envoy. They inform Lord Gelleflair of the tunnel structure and the location of other Sign of the Jackal operations. A funeral is held for those lost.

PREPARATION FOR PLAY

This adventure is written with only enough background information for the DM to run the scenario. The intent is to give the DM a chance to discover the story as a player in later scenarios and avoid having the entire adventure series background uncovered. Please keep this in mind when running the adventure. If a player asks questions not included in the adventure notes be cautious. Do not provide ad hoc information as it may take the players in the wrong direction.

Meta-Play Benefits:

If a PC is a member of the Entrell Militia (any rank) they will gain free standard upkeep. Additionally, they will gain a +1 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks versus residents of the Entrell Estates as an addition to any other circumstance modifiers they have. Plus the same access as below for PCs who have gained Gelleflair Entrell's favor.

Previous Scenarios:

NYR6-M01 A Lament in Entrell

- If the PC defeated the jackal creatures in the final encounter the PC receives +1 circumstance bonus to Diplomacy and Gather Information checks versus elves in Entrell Estates.

NYR6-09 The House of Entrell

- The favor Hired Scholar or Monk does not come into effect in this scenario.
- For continuity, if possible, characters that have the same Thronna (Knowledge) favors should sit at the same table. These favors are Thronna se Soliennuhar and Thronna se Tialian. These favors identify which path was chosen in the adventure. If the table is mixed use the majority or DM choice in a tie. Once the scenario starts all encounters must use that particular path event throughout the adventure.

INTRODUCTION

The PCs are in a tavern in Mithat listening to embellished stories of a ghost ship when an elf

enters searching for them. He informs them the lost envoy was located and requests their aid to recover them. They are to travel to Aldanad to speak with Agent Mercer and a former Sign of the Jackal recruit, Diac.

“’Twas midnight. Cold and dark. Two days out from port we were when it blew in. No, it was felt first. The evil touched us with its foulness before anyone saw it. The fog slowly closed in all around us.”

You are in Mithat. The tavern fire is warm, the ale overflowing and the stories entertaining. A bard enthalls the entire house this evening with stories of danger and bravery throughout the Kingdom of Nyronnd.

He continues, “In the waters near the County of Eventide we met the ghost ship. Frozen in fear we were, all of us. The sails glowed a sickly green and the deckhands were from the graves of The Reaper himself. But glory to the Sun Father the ship did not stop for our souls. Into the fog it disappeared and we were allowed to live another day.” Among the patrons are adventurers sitting at the table with you.

At this time have the players introduce their characters then continue.

At the conclusion of the ghost story a palpable relief falls among the gathering despite the sanctuary of the tavern. The house cheers until someone in the crowd yells, “what about the elves? I heard they were dying and leaving Nyronnd for deeper forests.”

“The elves?” the bard repeats. “No, I have heard some left for other regions in the Flanaess but have returned.” Addressing the crowd the bard asks, “Who has heard the plight of Entrell?”

At this point any PC that participated in any of the previous Entrell Estates scenarios can tell their story. If no one has participated continue with the box text below.

The door to the tavern opens revealing a high elf wearing a mithral chainshirt and carrying a longsword. He appears battered from hard riding. He scans the faces in the tavern and settles on you. Approaching he nods and greets you in elven. “Uvernî, I am Aelise of the Entrell Militia. I bring greetings.” There is hush as all attention is turned toward you. “Lord

Entrell requests your assistance in recovering the lost envoy.

It is 4 o'clock in the afternoon. Aelise asks for the PCs to follow him outside. In the street are other members of the militia. After a moment Aelise continues:

“During our patrol to locate the lost envoy I received a Sending by our High Priest. She said I must find you here and request your aid. Her words were, ‘Locate Friends in Mithat. Jackal betrayer Diac has information. Agent Mercer in Aldanad. Almor north road. Fire House. Rescue envoy in Silverwat. Learn more return.’”

Aelise is a ranking leader of the Entrell Militia. He has an insignia signifying he belongs to the rank of Olv'nachani. On his livery is a green circle, bordered in bronze with tree centered under a silver Elven glyph.

A PC who participated in *NYR6-M02 A Lament in Entrell* will recognize the patrol as those who escorted them into Entrell Estates on the first day of their arrival. The members are high elves and are present except for one.

Ariavain has the insignia belonging to the rank of Vol'tae, a green circle bordered in steel, tree centered under a silver Elven glyph.

Gaellas has an insignia belonging to the rank of T'alminyae, a green circle, bordered in red; tree centered under a silver Elven glyph.

Plyth has an insignia belonging to the rank of Sil'zaeth, a green circle, bordered in white; tree centered under a silver Elven glyph.

(Deceased)**Ruevaryn**, formerly the rank of Vol'tae, was previously part of this patrol. He fell under a blade in the attack by the Sign of the Jackal weeks ago.

Aelise has military contacts in Mithat. He can arrange light warhorses or light riding horses for the party to use for the adventure.

ENCOUNTER 1: SAFE HOUSE

In Aldanad the PCs find the safe house compromised. All the agents are dead as are two humans wearing the Sign of the Jackal tattoo. Missing from the room is Diac. Two Sign of the

Jackal recruits have lingered behind to capture anyone who could lead them to Diac.

The town of Aldanad is nothing more than an outlaying of mismatched one-story buildings. Pedestrians are sparse and line the only apparent main street in sporadic fashion. Perpendicular to the main street is unmaintained trails leading to farm houses.

The borderland town of Aldanad is similar to any other typical Almorian town, the construction is old, worn and in many places crumbling. Despite being near a trade route it does little to improve the aesthetics and maintenance of the buildings and infrastructure. Most trade currency goes through Newtown instead of Aldanad. Because of this the town stays small and off the map. This feature is both beneficial and detrimental.

The good points are there is plenty of open space and populace-related issues are not present. The bad news is residents keep to themselves. They care more about keeping themselves safe from undead and fiends coming out of Almor rather than the appearance of a new human face time and again. For those who deliberately want to stay away from public view Aldanad grants those benefits as well.

Nyron'd's army generally has a larger presence in Almor as opposed to the other regions. In and around Aldanad their presence is rare because of the scarcity of residents and the open layout created by many abandoned farms. The safe house is located at an old farmstead furthest away from the main road.

With the description given to the PCs by Aelise of a 'fire house' the PCs have no trouble locating the building.

At the periphery of Aldanad is a farmstead that contrasts all others you have seen. Instead of the customary patched boards, peeling paint, and mud brick you find a well-built house that was once painted red. The weather and rain has worn away the color from the top, down to middle of the house in large streaks. The effect from a distance gives it the appearance of a house on fire.

This house is in better repair than other structures in Aldanad. The most dominate features are a door of good quality and iron bars on the windows. From a layman's point of view this building may serve as a storehouse or residence with additional security. Neither would be considered out of place given the fiend and undead history of Almor. It is

apparent to you the house is not designed to keep occupants safe more so than keeping bystanders away.

Reinforced Wooden Door: 1 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Open Lock DC 20.

Windows, iron-bars: 1 in. thick; hardness 10; hp 30; AC 5; Bend DC 24. The windows are covered from the inside to prevent anyone from the outside looking in.

This safe house is used for Grey Watch operations for many reasons. One of those is to keep agent comings and goings secret and another is to watch the Almorian border. Agent Mercer was assigned to this area to collect information and report any movements that may threaten Nyronid security. His cover served him well to collect the names of many deserting soldiers of the Black Prince inside Almor planning nefarious schemes. Because of his success he was assigned to command a newly recruited junior agent and two low-key soldiers. Agent Mercer sent Agent Casphed ahead to Entrell Estates after hearing Diac's revelation of the envoy and Director Heth's operations.

While Agent Casphed was away Agent Mercer kept Diac hidden here. Mercer was not aware Heth's sentries tracked them to Aldanad. After intimidations and two murders later the sentries learned of five individuals occupying a house. One of them was new to Aldanand. In a clever ambush they overtook Mercer and the two soldiers. During the ensuing combat Diac managed to flee once again. The agents defeated Mercer and his command four hours ago. Knowing four individuals, plus Diac, occupied this house they remained inside waiting to overtake the missing agent upon his return.

The front door is locked. The sentries do not answer the door or answer any calls regardless of what the PCs say or do. They take defensive positions in the house. Upon the PCs entry they yell out to state their name and rank in an attempt to bluff them that they are friendly and taking a defensive stand inside the house. They retell or make up any story in an attempt to have the PCs let their guard down. Make opposed Sense Motive checks against the sentries' Bluff check. If the sentries win they engage the PCs in a discussion while maneuvering into the best tactical position.

Gaining entry to the house you notice five bodies lying on the floor. Two individuals are at the opposite end of the house. Each are

armored and holding weapons in a defensive fashion. One yells out, "What is your name and rank?"

The sentries know the following and do their best to use this information to bluff the PCs. If the judge is inclined it is acceptable to give them a +2 circumstance modifier because of what they know about Diac. Aubrey will let Hadran do all the talking.

- Diac was kept here while help arrived.
- Another some time ago to seek aid and has not been seen since.
- We survived the attack but Diac fled.
- We tried to find him but he was nowhere to be found.
- We remained here until further orders.
- The attack occurred about four hours ago.
- We didn't touch the bodies because sometime others want to examine them.

The sentries want to gain the following information from the PCs. They ask these questions in as casual manner as possible to not trigger suspicion.

- Would you be able to find Diac?
- Did you see others coming by chance?
- Who are you?
- What is your interest in finding Diac?

Those deceased are Mercer, two soldiers and two Sign of the Jackal sentry:

Junior Agent Mercer male human rogue 4/fighter 1

Danja female human warrior 1

Eanric male human warrior 1.

Sign of the Jackal Sentry (2) male human rogue 1

APL 2 (EL 4)

Hadran: male human rogue 2; hp 9; *Appendix 1.*

Aubray: male human fighter 2; hp 16; *Appendix 1.*

APL 4 (EL 6)

Hadran: male human rogue 3/cleric 1; hp 19; *Appendix 1.*

Aubray: male human fighter 4; hp 42; *Appendix 1.*

APL 6 (EL 8)

Hadran: male human rogue 4/cleric 1/assassin 1; hp 28; *Appendix 1.*

Aubray: male human fighter 6; hp 63; *Appendix 1.*

APL 8 (EL 10)

Hadran: male human rogue 4/cleric 1/assassin 3; hp 37; *Appendix 1.*

Aubray: male human fighter 8; hp 76; *Appendix 1.*

Tactics: The sentries try to maneuver in a flank position as much as possible. They attack one combatant until he or she is down before moving to another. At APL 6+ the assassin targets a wizard or rogue type with his death attack to paralyze the victim for later interrogation.

Treasure: The PCs are not expected to loot the bodies of Mercer or the soldiers. The loot gained from the sentries is included in the treasure section.

Development: Keep all actions, movements and conversation in initiative before and after the PCs gain access to the room. Hadran fabricates external danger and Aubray performs menial tasks in an attempt to keep the PCs off balance. If the PCs seem suspicious begin Bluff and Sense Motive checks. On the third round they strike from the best tactical advantage they can create. In higher APLs Hadran will exclusively speak with and give all attention to the target of his Death Attack. He needs three rounds to study his target and not have the PC consider him enemy. This is achieved if the PCs believe their story from the start or fail at Sense Motive check against Hadran's Bluff check. Hadran and Aubray hide their tattoo under their shirt sleeve or armor. They will not reveal their left inside wrist as this will expose their jackal tattoo that distinguishes them as Sign of the Jackal recruits. They will use Bluff or ask divergent questions to avoid showing the PCs their wrist.

ENCOUNTER 2: THE HUNT

The PCs reacquire Diac and learn of the envoy's cell location. He also tells them about the operations in Oldred and Beetu. He does not know confidential details about the operations but such information can be obtained from Director Heth in Silverwat. Diac give the PCs directions to the 'den' where the envoy is being interrogated. Finding Diac will require either speaking to the residents of Aldanad or tracking him.

Gather Information

The residents start as Unfriendly. The DC is lowered by 5 because of the recent intimidation conducted by the sentries during their discovery of the safe house. Asking the residents for information will require a DC 20 Gather Information check (1d4+1 hours per check). On a successful check the PCs learn an unknown person moved around the tall grasses and then ran to the north.

Track

Locating Diac by tracking him will require a DC 15 Survival check if the character has the Track feat. Diac fled the combat four (4) hours ago however hid in the tall grasses for two (2) hours while the sentries searched for him. He has been on the run for the last two hours heading north. He moves at a rate of 30-feet per round. His current distance from Aldanad is eight (8) miles. Without supplies he begins to take frequent rests effectively having a 15-foot movement rate for the next four (4) hours until he rests for 10 hours and searches for water.

Search

If the PCs did not succeed at either of the checks above they can locate Diac by choosing a direction from the town to ride. Diac stays in a northern direction by keeping the Flinty Hills in front of him. Depending on the initial cardinal direction chosen by the PCs they can locate him quickly, take days or abandon the search entirely. The following options are a guideline for the duration in finding Diac roaming through the Almorian wasteland.

Choosing North

The PCs searching for Diac by riding in the correct cardinal direction (north) from the start will locate him in eight (8) hours or the morning of the next day if the PCs do not travel at night.

Choosing East or West

PC riding east or west first then eventually turn in a northern direction will find Diac after 20 hours or two days whichever is longer.

Choosing South

PCs riding south then double-back to ride north will find Diac after four days. He is dehydrated and exhausted.

If the PCs located Diac he tells them the following information after being given water and food. He knows his information is valuable and does not succumb to "tell us first" tactics. He does this not

by being smug, arrogant or confrontational. He behaves as someone whose mind is broken and not intimidated easily. He provides the following information once he knows his life is not in danger from reprisals. This would involve the PCs guaranteeing him passage out of Nyron, out of Almor and in the custody of a major faith church, or taken to the western border and exiled.

I know of the envoy returning to Entrell Estates. It was captured and taken to Silverwat. They are being interrogated by my former master named Director Heth. Director Heth is a Sign of the Jackal commander who directs the movements of the recruits and deals out punishments. Another duty of his is to give his final approval on any new recruits. Those who don't pass are not seen again. Director Heth can be found in what is called the 'den'. It is located underneath a tavern named Sentiis. A concealed door in the storeroom is magically locked (arcane lock). To bypass it you need this." Diac hands you a 1-foot long mithral tube. "Strike this against the door to enter."

Diac: male human rogue 2 (Bluff +6, Sense Motive +5). Oeridian with brown hair and brown eyes.

Diac will not accompany the party back to Silverwat. If the PCs persist in taking him he will make it very difficult. Short of being bound and unconscious he will complain and yell during the entire trip. He will flee at his first opportunity. Binding him in the safe house is another option. Diac never led a noble life. His part to help locate the envoy stops here. This is as far as his morals reach.

ENCOUNTER 3: SILVERWAT

In Silverwat the PCs are spotted by Sign of the Jackal recruits before they enter the tavern. They ambush the PCs at the entrance to the 'den'. Bypassing the guards and entering the den is an artificial success. Director Heth has knowledge of the PCs and has set a trap.

The badlands of Almor conceal fiends, undead, desperate souls and the lost envoy of Entrell. Journeying across an eroded, somber landscape does not present any conflicts. Like Aldanad the town of Silverwat is in poor repair. Worn structures give way to newer construction. Unfortunately many of the

building projects are partially completed while others are abandoned entirely.

The PCs can go directly to Sentiis or explore Silverwat. Exploring Silverwat and/or making Gather Information checks will not yield any new information. Worst case is the lost time will perhaps cause them to not save an envoy member from death at the end of his interrogation.

Alarm Trap CR 1; magic device; proximity trigger (alarm); automatic reset; spell effect (alarm); Search DC 26; Disable Device DC 26. Cost: 500 gp.

The exterior of Sentiis gives every indication it is a disgusting dive. The walls are ready to fall, the floorboards making up the porch are loose or entirely missing in places, the door hinges are held together more by rust rather than nails, and the windows are filthy concealing anything or anyone that may be inside. A guard is posted at the front door while another stands at one corner of the tavern.

Wooden Door: 1 in. thick; hardness 2; hp 5; AC 5; Break DC 5.

When the PCs are at 30-feet they may notice Pirvu on the roof with a successful DC 14 (APL 2/4) or 16 (APL 4/6) Spot check. Pirvu spots anyone approaching the tavern at 30-feet.

APL 2 (EL 3)

Stenar: male half-orc ranger 2; hp 16; *Appendix 1.*

Pirvu: male human marshal 1; hp 8; *Appendix 1.*

Sign of the Jackal recruit: male human warrior; hp 6; *Appendix 1.*

APL 4 (EL 5)

Stenar: male half-orc ranger 2/ barbarian 2; hp 34; *Appendix 1.*

Pirvu: male human marshal 2; hp 16; *Appendix 1.*

Sign of the Jackal recruit (2): male human warrior; hp 6; *Appendix 1.*

APL 6 (EL 7)

Stenar: male half-orc ranger 2/ barbarian 2/fighter 2; hp 57; *Appendix 1.*

Pirvu: male human marshal 4; hp 24; *Appendix 1.*

Sign of the Jackal recruit (3): male human warrior; hp 6; *Appendix 1.*

ENCOUNTER 4: THE DEN

APL 8 (EL 9)

Stenar: male half-orc ranger 2/ barbarian 2/fighter 2/occult slayer 2; hp 73; *Appendix 1*.

Pirvu: male human marshal 6; hp 42; *Appendix 1*.

Sign of the Jackal recruit (4): male human warrior; hp 6; *Appendix 1*.

Tactics: The Sign of the Jackal guards are newly recruited. They are not wholly committed to the cause and will flee as noted in Development. On the roof of the Sentiis is Pirvu acting as a lookout. When he spots the PCs approaching he sounds an alarm to notify a guard inside. Stenar will exit to prevent the PCs from gaining access. Bypassing the guards and entering the den is an artificial success. The alarm will also notify Heth.

Pirvu will active two alarms when he is aware of the PCs approach or attack. The first is a stomping his foot on the roof (move action, DC 7+distance Listen check). This will notify Stenar to exit the tavern ready for combat. The second is triggering an *alarm* spell trap on the roof (standard action). This will notify Director Heth to make preparations. Pirvu will stay on the roof to gain cover from strategically placed boards (+4 cover, not included in stats). Stenar will stay within Pirvu's auras to gain their benefit unless it is foolhardy to do so. Stenar will target spell casters if it is tactically beneficial. Pirvu will use items or his bow to drop one PC at a time. Anyone who is able to target him will be his first targets.

Treasure: The loot gained from the lookouts is included in the treasure section.

Development: Pirvu is 'Taking 20' on his Hide check (DC 20+distance, includes -4 armor check and +4 cover). The warrior(s) will flee when half their number is down or any damaging area of effect spells is cast. Stenar and Pirvu will stay in combat until they are at 25% or less of their hit points. At that point they will retreat in different directions into the streets of Silverwat. The PCs can pursue for three (3) rounds. If they have not disabled or defeated them begin making Dexterity checks per DMG pg 30. If Stenar and/or Pirvu survived they will return to the 'den' after ten rounds hoping to surprise them from behind or in combat with Director Heth.

Director Heth has knowledge of the PCs and has set a trap. After Heth's defeat the PCs gain additional knowledge about the Sign of the Jackal's operations. The most beneficial clue is there are a series of tunnels in the structure where the raiders operated in the Anodan Hills.

The guests of the Sentiis tavern are empty barrels and broken furniture. Instead of music creating the ambiance it is the smell of rotting leftovers. A long table stands at the center of the floor. On the opposite wall, to the right, is a broken fireplace. To the left is a door that appears to be recently installed and in good condition.

Good Wooden Door: 1-½ in. thick; hardness 5; hp 15; AC 5; Break DC 18; Open Lock DC 20.

Concealed Door (arcane lock): 1 in. thick; Break DC 28.

The storeroom shelves contain dust covered jars filled with indistinguishable items floating in a murky liquid. The dust on the wood floor is disturbed in many areas, in particular at the far end of the storeroom.

A concealed door on the floor is found on a DC 20. If the PCs spoke with Diac they do not have any problems finding it. The PCs can use the *Chime of Opening* provided by Diac. Otherwise they will need to bypass it using their own devices. The trapdoor leads to a locked door.

Wooden Door: 1 in. thick; hardness 5; hp10; AC 5; Break DC 18; Open Lock DC 20.

In the center of the 20'x20' room is a stone table stained dark red. Across the room is a corridor that leads to another door. Streaks of similar dark stains are seen on the floor between the table and the door.

Envoy room

The number of prisoners alive depends on the length of time it takes for the PCs to arrive. Refer to DM Aid 1 to compare this time against Heth's interrogation schedule. Generally it is not possible to save the elf and half-orc. Any remaining prisoners are dehydrated, malnourished and have infected injuries. A DC 15 Heal check will clean

the injuries. At least one point of magical healing and rations will allow them to travel.

A converted wine cellar functions as a prison for the lost envoy of Entrell Estates. Lying on the ground or leaning on the walls are (appropriate number) individuals in varying states of injury. Some appear unconscious or dead.

On Heth's person is a map of a tunnel structure. Characters that participated in *NYR6-M02 A Lament in Entrell* will recognize the tunnels as the same they found when confronting the raiders. A different feature is the appearance of a new 5'x5' area. This feature is news to take to Entrell Estates. (Give PCs Player Handout #2.)

APL 2 (EL 5)

Wymar male human (Touv) ranger 2; hp 14; *Appendix 1*.

Sirida the Necromancer female human (Flan) wizard 1; hp 4; *Appendix 1*.

Tuold Elf-Slayer female half-orc barbarian 2; hp 22; *Appendix 1*.

Director Heth male human (Oeridian) cleric 1; hp 8; *Appendix 1*.

APL 4 (EL 7)

Wymar male human (Touv) ranger 2/scout 2; hp 28; *Appendix 1*.

Sirida the Necromancer Female human (Flan) wizard 2; hp 8; *Appendix 1*.

Tuold Elf-Slayer female half-orc barbarian 4; hp 44; *Appendix 1*.

Director Heth male human (Oeridian) cleric 2; hp 16; *Appendix 1*.

APL 6 (EL 9)

Wymar male human (Touv) ranger 2/scout 4; hp 42; *Appendix 1*.

Sirida the Necromancer Female human (Flan) wizard 4; hp 16; *Appendix 1*.

Tuold Elf-Slayer female half-orc barbarian 6; hp 22; *Appendix 1*.

Director Heth male human (Oeridian) cleric 3/rogue 1; hp 30; *Appendix 1*.

APL 8 (EL 11)

Wymar male human (Touv) ranger 2/scout 4/OtBI 2; hp 64; *Appendix 1*.

Sirida the Necromancer female human (Flan) wizard 6; hp 24; *Appendix 1*.

Tuold Elf-Slayer female half-orc barbarian 6; hp 80; *Appendix 1*.

Director Heth male human (Oeridian) cleric 3/rogue 1; hp 43; *Appendix 1*.

Tactics:

APL 2: Sirida has pre-cast *mage armor*. She will cast *color spray* in the first round and follow up with *ray of enfeeblement*. After that she retreats into the corridor and casts any spell that will deal damage. Tuold will rage and attack the closest elf. Wyamar will stand in front of Heth at the corridor and target elves or defend himself in melee. Director Heth casts *bane* in the first round. He will enter combat only by staying in the corridor to avoid flanks.

APL 4: (Same as APL 2) except Sirida will not hesitate to cast area effect spells with Tuold in the effect area because of the *Spellguard Ring* he is wearing.

APL 6: (Same as APL 4) except Sirida will also pre-cast *mirror image* and *spectral hand*. She will also cast *glitterdust* instead of color spray on the first round.

APL 8: (Same as APL 6) except Sirida will also pre-cast *mirror image* and *spectral hand*. She will also cast *glitterdust* instead of color spray on the first round. Heth will use the at every opportunity.

Treasure: The loot gained from the lookouts is included in the treasure section.

Development: At the sound of the alarm all combatants begin to prepare or cast spells. Director Heth will use his Death Attack for the day on the envoy individual he is currently interrogating. Tuold will render another prisoner unconscious. Heth keeps the unconscious prisoner near his feet to prevent area of effect spells. If the fight goes ill for Heth he will attempt to retreat by casting *sanctuary* and *invisibility* (at higher APLs). He will also take advantage of his Domain spells in his retreat.

CONCLUSION

Determining Diac's fate is open ended to the series of events and the PCs actions. If Diac was left at Aldanad Agent Casphed has returned and takes custody. If he was left at any other location on his own for more than three (3) hours he has escaped. Taking Diac to any major faith temple as amends for two weeks then leaves in the middle of the night. If Diac is escorted to Entrell Estates he is interrogated before being remanded to Nyronese authority and put in prison. In Entrell he reveals the locations of other 'dens' in Oldred and Beetu. He also tells them he overheard

Director Heth speak of the runes in the tunnels as a means to access a new area in the tunnels.

End

The PCs return to Entrell Estates with the remaining envoy. They inform Lord Gelleflair of the tunnel structure and the location of other Sign of the Jackal operations. A funeral is held for the elf lost to them. Any others who perished are given a ceremony and sent to relatives for burial. Read or paraphrase the following:

Amalisyann, the Guardian of Nature for Entrell Estates, is speaking with you in his home. He wears silk robes designed in colors of green and sunlight. Completing his attire is a platinum necklace dedicated to The Protector and matching bracelets stylized in complex vine patterns. "We have lost much but gained much as well. Your continued presence here signifies our troubles have not ended but also comforts us to know we have friends."

"I would like you to meet someone." Entering the room is another high elf. "May I introduce to you Her Grace and High Priest Selavain?" Selavain greets you with a deep bow. "Good evening, I have prayed to The Protector for guidance. He has replied. Please follow me."

Selavain leads you to the Gardens of Radiance. The scores of flowers, trees and vines in the gardens are blossoming creating an overwhelming fragrance. "This is where the Protector and Preserver of Life answered me. Please bow your head while I pray." Selavain begins prayers to Correlon Larethian. As she does she touches each of you on your shoulder in turn. With the touch comes a whisper in your mind speaking of blessing and protection from the Creator of the Elves. Satisfied Selavain concludes her prayers. "We are grateful for your assistance. The blessing received is to protect you in the days ahead."

At this point Ruessa enters the gardens. "I heard you returned. I was hoping to greet you and thank you for bringing me here. I have been asked to sing at a performance tonight. I would like you to attend as my guests."

If this is run prior to the interactive NYR7-I04 *Entrell: The Light of the Elves and the Sword of Dawn* continue with the following:

Amalisyann continues, "On behalf of Lord Entrell we hope that you remain to assist us in the investigation of the new tunnel feature."

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.

Encounter 1: Safe House

Defeating the sentries	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 2: The Hunt

Locating Diac	
APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Encounter 3: Silverwat

Defeating the lookout	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 4: The Den

Defeating Director Heth and Jackal members	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Recovering at least two envoy prisoners	
APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total possible experience:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP

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.

Introduction

ALL APL: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Encounter 1: Safe House

APL 2: Loot: 179 gp; Coin: 157 gp; Magic: 25 gp – *potion cure moderate wounds* (25 gp each).

APL 4: Loot: 292 gp; Coin: 257 gp; Magic: 273 gp – *cloak of resistance +1* (83 gp), *+1 heavy steel*

shield (98 gp), *potion cure moderate wounds* (2) (25 gp each), *Qual's Feather Token (whip)* (42 gp).

APL 6: Loot: 139 gp; Coin: 325 gp; Magic: 791 gp – +1 *buckler* (97 gp each), *cloak of resistance +1* (83 gp), +1 *full plate armor* (221 gp each), +1 *mithral chainshirt* (175 gp each), +1 *heavy steel shield* (98 gp), *potion cure moderate wounds* (2) (25 gp each), *potion of invisibility* (25 gp), *Qual's Feather Token (whip)* (42 gp).

APL 8: Loot: 87 gp; Coin: 325 gp; Magic: 2,509 gp – +1 *buckler* (97 gp each), *cloak of resistance +1* (83 gp), +1 *full plate armor* (221 gp each), +1 *kukri* (192 gp each), +1 *mithral chainshirt* (175 gp each), +1 *heavy steel shield* (98 gp), *longsword +1* (193 gp each), *murderer's gloves* (1,333 gp each), *potion cure moderate wounds* (2) (25 gp each), *potion of invisibility* (25 gp), *Qual's Feather Token (whip)* (42 gp).

Encounter 2: The Hunt

ALL APL: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Encounter 3: Silverwat

APL 2: Loot: 78 gp; Coin: 50 gp; Magic: 46 gp – *dust of tracelessness* (21 gp), *potion cure moderate wounds* (2) (25 gp each).

APL 4: Loot: 58 gp; Coin: 50 gp; Magic: 200 gp – +1 *chainshirt* (104 gp), *dust of tracelessness* (211 gp), *potion cure moderate wounds* (25 gp each), *potion shield of faith +4* (50 gp).

APL 6: Loot: 3 gp; Coin: 50 gp; Magic: 708 gp – +1 *breastplate* (113 gp), +1 *chainshirt* (2) (104 gp each), *cloak of elemental protection* (83 gp each), *dust of tracelessness* (211 gp), +1 *falchion* (198 gp each), *longbow +1* (115 gp each), *potion cure moderate wounds* (25 gp each), *potion shield of faith +4* (50 gp).

APL 8: Loot: 3 gp; Coin: 50 gp; Magic: 1,542 gp – +1 *breastplate* (113 gp), +1 *chainshirt* (2) (104 gp each), *dust of tracelessness* (211 gp), +1 *bane (elf) falchion* (698 gp each), *longbow +1* (115 gp each), *potion cure moderate wounds* (25 gp each), *potion shield of faith +4* (50 gp), *ring of counterspells* (333 gp each).

Encounter 4: The Den

APL 2: Loot: 153 gp; Coin: 219 gp; Magic: 89 gp – *pearl of power (1st)* (83 gp), *scroll magic missile* (3) (2 gp each).

APL 4: Loot: 80 gp; Coin: 219 gp; Magic: 771 gp – +1 *breastplate* (113 gp), +1 *composite longbow (+2 Str)* (21 gp), *pearl of power (1st)* (83 gp), *potion of lesser restoration* (25 gp), *scroll*

magic missile (3) (2 gp each), *spellguard rings* (333 gp).

APL 6: Loot: 130 gp; Coin: 254 gp; Magic: 2,167 gp – *amulet of natural armor +1* (167 gp each), *bracers of armor +1* (83 gp each), +1 *breastplate* (113 gp), +1 *composite longbow (+2 Str)* (21 gp), *gloves of dexterity +2* (333 gp each), *metamagic wandgrip* (500 gp each), *pearl of power 1st* (83 gp each), *potion of lesser restoration* (25 gp), *scroll magic missile* (3) (2 gp each), *spellguard rings* (333 gp each), *wand of magic missile (5th)* (313 gp each).

APL 8: Loot: 130 gp; Coin: 254 gp; Magic: 2,979 gp – *amulet of natural armor +1* (167 gp each), *bracers of archery (lesser)* (417 gp each), *bracers of armor +1* (83 gp each), +1 *breastplate* (2) (113 gp), +1 *composite longbow (+2 Str)* (21 gp), *gloves of dexterity +2* (333 gp each), *headband of intellect +2* (333 gp each), *metamagic wandgrip* (500 gp each), *pearl of power 1st* (83 gp each), *potion of lesser restoration* (25 gp), *scroll of invisibility purge* (31 gp each), *scroll magic missile* (3) (2 gp each), *scroll of searing light* (31 gp each), *spellguard rings* (333 gp each), *wand of magic missile (5th)* (313 gp each).

Conclusion

ALL APL: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 411 gp; Coin: 426 gp; Magic: 160 gp; Total: 997 gp

APL 4: Loot: 429 gp; Coin: 526 gp; Magic: 1,244 gp; Total: 2,199 gp

APL 6: Loot: 272 gp; Coin: 629 gp; Magic: 3,666 gp; Total: 4,567 gp

APL 8: Loot: 220 gp; Coin: 629 gp; Magic: 7,030 gp; Total: 7,879 gp

Special

Favor of Gelleflair Entrell: For recovering the lost envoy you have performed a valuable service for the Entrell Estates and have earned the favor of Gelleflair Entrell. You are granted access to upgrade any one (1) armor, shield or weapon with a +1 bonus special ability from tables 7-5, 7-6, 7-14, and 7-15 in the DMG. If you gained Gelleflair's favor in *NYR6-09 The House of Entrell* this favor is upgraded to a +2 bonus.

(Cross off this favor once used.)

Sirida the Necromancer's Spellbook

Entrell Estates requests taking possession of the recovered spellbook. Before surrendering it Alelis

grants you access to scribe spells into your spellbook. On this AR you may scribe spells as permitted per the scribing guidelines. Afterward, you may spend one (1) TU to travel to Entrell Estates to copy additional spells per the scribing guidelines.

3rd: curse of impending blades (mass), fireball, haste, vampiric touch,

2nd: false life, glitter dust, mirror image, spectral hand;

1st: mage armor, ray of enfeeblement, chill touch, color spray, cause fear, shocking grasp

- *Ring of Counterspells* (Adventure; 4,000 gp; DMG)
- *Murderer's Gloves* (Adventure; 16,000 gp; Complete Mage)

Blessing of Corellon Larethian

You have received the blessing of Corellon Larethian while standing in the Gardens of Radiance. As an immediate action you can call upon this blessing to receive one (1) of the following benefits. For elves and half-elves the spell is Empowered as the feat.

APL 2: cure light wounds (1d8+5)

APL 4: cure moderate wounds (2d8+10)

APL 6: cure serious wounds (3d8+15)

APL 8: cure critical wounds (4d8+20)

(Cross off this favor once used.)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Chime of Opening* (2 charges) (Adventure; 600 gp; DMG)
- *Pearl of Power 1st* (Adventure; 1,000 gp; DMG)
- Sirida's Spellbook (Adventure; see above)

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

- *Spellguard Rings* (Adventure; 4,000; Complete Mage)

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

- *Cloak of Elemental Protection* (Adventure; 1,000 gp; Miniatures Handbook)
- *Metamagic Wandgrip* (Adventure; 6,000 gp; Complete Mage)
- *Wand of Magic Missile (5th)* (Adventure; 3,750 gp; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Bracers of Archery, lesser* (Adventure; 5,000 gp; DMG)

APPENDIX 1: ALL APL

ENCOUNTER 3: SILVERWAT

SIGN OF THE JACKAL RECRUITS CR
1/2

Male human warrior 1
NE Medium humanoid (human - Oeridian)

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

Languages Common

AC 16, touch 10, flat-footed 16
(+0 Dex, +4 armor, +2 shield)

hp 6 (1 HD);

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

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee longsword +x (1d8+1) or

Ranged spear +x (1d8+1)

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

Base Atk +1; **Grp** +x

Atk Options none

Combat Gear none

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

SQ none

Feats Iron Will, Lightning Reflexes

Skills Climb +3, Jump +3

Possessions combat gear plus chainshirt armor, longsword, large wooden shield, shortbow w/ 20 arrows.

APPENDIX 1: APL 2

ENCOUNTER 1: SAFEHOUSE

HADRAN CR 2

Male human rogue 2
NE Medium humanoid (human - Oeridian)
Init +1; **Senses** Listen +7, Spot +3
Languages Common, Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 buckler)

hp 9 (2 HD);

Fort +0, **Ref** +4, **Will** +4

Weakness

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork kukri +4 (1d4+2 plus 1d6 sneak attack) or

Ranged masterwork composite shortbow (+2 Str) +3 (1d6+2)

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

Base Atk +1; **Grp** +3

Atk Options +1d6 sneak attack

Combat Gear *potion cure moderate wounds*

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 14, Cha 8

SQ Evasion, trapfinding

Feats Iron Will, Martial Weapon Proficiency (kukri)

Skills Bluff +4, Concentration +2, Disable Device +6, Disguise +6, Hide +6, Listen +7, Move Silently +6, Open Lock +8, Search +5, Spot +3, Tumble +6,

Possessions combat gear plus masterwork studded leather armor, masterwork buckler, masterwork kukri (2), masterwork composite shortbow (+2 Str) w/ 20 arrows, masterwork thieves tools, silver holy symbol (Erythnul), 107 g.p.

AUBRAY CR 2

Male human fighter 2
NE Medium humanoid (human - Oeridian)
Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 18, touch 11, flat-footed 17
(+1 Dex, +5 armor, +2 shield)

hp 19 (2HD);

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

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee masterwork longsword +5 (1d8+2) or

Ranged dagger +3 (1d4+2)

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

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

Atk Options Power Attack

Combat Gear none

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Climb +3, Intimidate +4, Jump +3;

Possessions combat gear plus masterwork breastplate armor, masterwork heavy steel shield, longsword, daggers (3), 50 g.p.

ENCOUNTER 3: SILVERWAT

PIRVU CR 1

Male human marshal 1
CN Medium humanoid (human - Oeridian)
Init +5; **Senses** Listen -1, Spot +3

Languages Common, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 8 (1 HD);

Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee longsword +0 (1d8) or

Ranged longbow +1 (1d8)

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

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

Atk Options Point Blank Shot

Combat Gear none

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 8, Cha 15

SQ Minor Aura (Motivate Dexterity)

Feats Improved Initiative, Point Blank Shot, Skill focus (diplomacy),

Skills Bluff +6, Diplomacy +9, Intimidate +6, Knowledge (nobility) +5, Sense Motive +3, Spot +3;

Possessions combat gear plus breastplate armor, longsword, masterwork longbow w/20 arrows, *dust of tracelessness*

STENAR CR 2

Male half-orc ranger 2
NE Medium humanoid (half-orc)
Init +5; **Senses** Listen -1, Spot -1

Languages Common, Draconic, Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 16 (2 HD);

Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft., other movement mode XX ft.;

Melee falchion +6 (2d4+3) or

Melee scimitar and kukri +3/+3 (1d6+3/1d4+3) or

Ranged spear +3 (1d8+3)

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

Base Atk +2; **Grp** +5

Atk Options two-weapon fighting

Combat Gear *potion cure moderate wounds*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

SQ favored enemy (elf), track, wild empathy

Feats Improved Initiative,

Skills Knowledge (arcana) +1, Knowledge (geography) +4, Knowledge (nature) +4, Spellcraft +1, Survival +6

Possessions combat gear plus masterwork chainshirt, masterwork falchion, scimitar, kukri, spear, 50 g.p.

ENCOUNTER 4: THE DEN

WYMAR

CR 2

Male human ranger 2

CN Medium Humanoid (human - Touv)

Init +2; **Senses** Listen +4, Spot +4

Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 14 (2 HD);

Fort +4, **Ref** +5, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee longsword +4 (1d8+2 plus 2 against elves) or

Ranged longbow (+2 Str) +6 (1d8+2 plus 2 against elves)

Ranged longbow (+2 Str) +4/+4 (1d8+2 plus 2 against elves) with Rapid Shot

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

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

Atk Options Rapid Shot

Combat Gear anti-toxin (2), tanglefoot bag (2)

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ 1st favored enemy (elf), Track, wild empathy

Feats Point Blank Shot, Precise Shot,

Skills Craft (bowmaking) +5, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +2, Listen +4, Search +5, Spot +4, Survival +6,

Possessions combat gear plus chainshirt, longsword, masterwork longbow (+2 Str) w/ 20 arrows, 14 g.p.

SIRIDA THE NECROMANCER

CR 1

Female human wizard 1

NE Medium Humanoid (human - Flan)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Goblin

AC 16, touch 16, flat-footed 14
(+2 Dex, +0 armor, +4 mage armor)

hp 7 (1 HD);

Fort +1, **Ref** +2, **Will** +3

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger -1 (1d4-1) or

Ranged dagger +2 (1d4-1)

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

Base Atk +0; **Grp** -1

Combat Gear scroll magic missile (3), scroll-mage armor,

Wizard Spells Prepared (CL 1st):

1st—chill touch^B(DC 14), color spray(DC 13), ray of enfeeblement,

0— acid splash, prestidigitation, ray of frost

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10

SQ Summon Familiar (toad)

Feats Feat, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy),

Skills Concentration + 5, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (the planes) +6, Spellcraft +4,

Possessions combat gear plus dagger (2), pearl of power 1st, 150 g.p.

Spellbook spells prepared plus 0— mage armor, ray of enfeeblement, chill touch, color spray,

TUROLDF ELF-SLAYER

CR 2

Female half-orc barbarian 2

NE Medium humanoid (orc)

Init +1; **Senses** Listen +6, Spot +1

Languages Common, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 22 (2 HD);

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

Speed 40 ft. in medium armor (6 squares), base movement 30 ft., fast movement 10 ft.;

Melee masterwork orc double axe +6 (1d8+3) or

Ranged light crossbow +3 (1d8)

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

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

Atk Options Rage (1/day)

Combat Gear none

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

SQ fast movement, illiteracy, rage 1/day, uncanny dodge

Feats Exotic Weapon Proficiency (orc double axe),

Skills Intimidate +3, Listen +6, Survival +6:

Possessions combat gear plus masterwork breastplate, masterwork orc double axe, crossbow w/ 10 bolts, sap, 55 g.p.

POWER-UP SUITE (RAGE)

TUROLDF ELF-SLAYER

AC 14, touch 9, flat-footed 13
(+1 Dex, +5 armor, -2 rage)

hp 30 (2 HD);

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

Melee masterwork orc double axe +8 (1d8+5)

Atk Options Rage (1/day)

Abilities Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 6

DIRECTOR HETH

CR 1

Male human cleric 1

NE Medium humanoid (human - Oeridian)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 11, flat-footed 14
(+0 size, +1 Dex, +4 armor)

hp 8 (1 HD);

Fort +4, **Ref** +1, **Will** +6

Speed 40 ft. in light armor (6 squares), base movement 30 ft., Celerity Domain 10 ft.;

Melee kukri +0 (1d4) or

Ranged light crossbow +1 (1d8)

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

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

Atk Options none

Combat Gear none

Class Spells Prepared (CL 1st):

1st (DC 13)— Bane, Burning Hands, D, Sanctuary,

0— Virture (3)

‡ Already cast

D: Domain spell. Deity: Huheteotl. Domains: Celerity, Fire

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 8

SQ Rebuke Undead

Feats Iron Will, Martial Weapon Proficiency (kukri)

Skills Concentration +6, Hide +1, Knowledge (religion) +5, Move Silently +1,

Possessions combat gear plus chain shirt armor, kukri, light crossbow w/ 10 bolts

APL 4

ENCOUNTER 1: SAFEHOUSE

HADRAN

CR 4

Male human rogue 3/cleric 1
NE Medium humanoid (human - Oeridian)

Init +1; **Senses** Listen +8, Spot +3

Languages Common, Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 buckler)

hp 19 (4 HD);

Fort +4, **Ref** +5, **Will** +8

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork kukri +6 (1d4+3 plus 2d6 sneak attack) or

Ranged masterwork composite shortbow (+3 Str) +4 (1d6+3)

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

Base Atk +2; **Grp** +5

Atk Options +2d6 sneak attack, smite +4 atk/+1 dmg

Combat Gear *potion cure moderate wounds*

Class Spells Prepared (CL 1st):

1st— Disguise Self \dagger , Doom

0— Guidance, Inflict Minor Wounds, Resistance

\dagger Already cast

D: Domain spell. Deity: Erythnul. Domains: Destruction, Trickery

Abilities Str 16, Dex 13, Con 10, Int 12, Wis 14, Cha 8

SQ evasion, rebuke undead, trapfinding, trapsense +1

Feats Iron Will, Martial Weapon Proficiency (kukri), Telling Blow

Skills Bluff +5, Concentration +3, Disable Device +7, Disguise +7, Hide +8, Listen +8, Move Silently +7, Open Lock +9, Search +6, Spot +3, Tumble +7.

Possessions combat gear plus masterwork studded leather armor, masterwork buckler, masterwork kukri (2), masterwork composite shortbow (+3 Str) w/ 20 arrows, *cloak of resistance* +1, masterwork thieves tools, silver holy symbol (Erythnul), 107 g.p.

AUBRAY

CR 4

Male human fighter 4
NE Medium humanoid (human - Oeridian)

Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +8 armor, +3 shield)

hp 42 (4HD);

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

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee masterwork longsword +9 (1d8+3) or

Ranged dagger +5 (1d4+3)

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

Base Atk +4; **Grp** +7

Atk Options Power Attack, Cleave

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (longsword),

Skills Climb +2, Intimidate +6, Jump +2;

Possessions combat gear plus Full plate armor, +1 *heavy steel shield*, masterwork longsword, daggers (3), *Qual's Feather Token (whip)*, 150 g.p.

ENCOUNTER 3: SILVERWAT

PIRVU

CR 2

Male human marshal 2

CN Medium humanoid (human - Oeridian)

Init +5; **Senses** Listen -1, Spot +4

Languages Common, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 16 (2 HD);

Fort +5, **Ref** +1, **Will** +2

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee longsword +1 (1d8) or

Ranged masterwork longbow +3 (1d8)

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

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

Atk Options Point Blank Shot

Combat Gear none

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 8, Cha 15

SQ Minor Aura (Motivate Dexterity)

Feats Improved Initiative, Point Blank Shot, Skill focus (diplomacy)

Skills Bluff +7, Diplomacy +10, Intimidate +7, Knowledge (nobility) +6, Sense Motive +4, Spot +4;

Possessions combat gear plus breastplate armor, longsword, masterwork longbow w/20 arrows, *dust of tracelessness*

STENAR

CR 4

Male half-orc ranger 2/ barbarian 2

NE Medium humanoid (half-orc)

Init +5; **Senses** Listen -1, Spot -1

Languages Common, Draconic, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 38 (4 HD);

Fort +8, **Ref** +4, **Will** +1

Speed 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.;

Melee masterwork falchion +9 (2d4+3) or

Melee scimitar and kukri +5/+5 (1d6+3/1d4+3) or

Ranged spear +5 (1d8+3)

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

Base Atk +4; **Grp** +7

Atk Options two-weapon fighting

Combat Gear *potion cure moderate wounds, potion shield of faith +4*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6
SQ favored enemy (elf), track, wild empathy
Feats Improved Initiative, Weapon Focus (falchion)
Skills Knowledge (arcana) +2, Knowledge (geography) +4, Knowledge (nature) +4, Spellcraft +2, Survival +8
Possessions combat gear plus +1 *chainshirt*, masterwork falchion, scimitar, kukri, spear, 50 g.p.

POWER-UP SUITE (RAGE)

STENAR

AC 14, touch 9, flat-footed 13
(+1 Dex, +5 armor, -2 rage)
hp 46 (4 HD);
Fort +8, **Ref** +4, **Will** +1
Melee masterwork falchion +11 (2d4+5) or
Melee scimitar and kukri +7/+7 (1d6+5/1d4+5) or
Ranged spear +7 (1d8+5)
Atk Options Rage (2/day)
Abilities Str 19, Dex 13, Con 16, Int 8, Wis 12, Cha 6

ENCOUNTER 4: THE DEN

WYMAR

CR 4

Male Human ranger 2/scout 2
CN Medium Humanoid (human - Touv)
Init +4; **Senses** Listen +6, Spot +6
Languages Common, Elf
AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 28 (4 HD);
Fort +5, **Ref** +9, **Will** +1
Speed 30 ft. in light armor (6 squares), base movement 30 ft., other movement mode XX ft.;
Melee longsword +5 (1d8+2 plus 2 against elves) or
Ranged longbow (+2 Str) +10 (1d8+2 plus 2 against elves)
Ranged longbow (+2 Str) +8/+8 (1d8+2 plus 2 against elves) with Rapid Shot
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Atk Options Rapid Shot, skirmish (+1d6)
Combat Gear anti-toxin (2), tanglefoot bag (2)
Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8
SQ 1st favored enemy (elf), battle fortitude +1, Track, trapfinding, uncanny dodge, wild empathy
Feats Point Blank Shot, Precise Shot, Weapon Focus (composite longbow)
Skills Balance +4, Craft (bowmaking) +5, Knowledge (geography) +7, Knowledge (nature) +7, Knowledge (religion) +2, Listen +6, Search +7, Speak Language +1, Spot +6, Survival +8, Tumble +6,
Possessions combat gear plus masterwork chainshirt, longsword, +1 *composite longbow* (+2 Str) w/ 20 arrows, 14 g.p.

SIRIDA THE NECROMANCER

CR 2

Female human wizard 2
NE Medium Humanoid (human – Flan)
Init +6; **Senses** Listen +3, Spot +3
Languages Common, Draconic, Goblin
AC 16, touch 16, flat-footed 14
(+2 Dex, +0 armor, +4 mage armor)
hp 11 (2 HD);
Fort +1, **Ref** +2, **Will** +4
Speed 30 ft. in no armor (6 squares), base movement 30 ft.;
Melee dagger +0 (1d4-1) or
Ranged dagger +3 (1d4-1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Combat Gear *scroll magic missile (3)*, ~~*scroll mage armor*~~ †,
Wizard Spells Prepared (CL 2nd):
1st—chill touch^B(DC 14), color spray(DC 13), shocking grasp
0— acid splash, prestidigitation, ray of frost, touch of fatigue
† Already cast

Abilities Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10
SQ Summon Familiar (toad)
Feats Feat, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy)
Skills Concentration +6, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (the planes) +7, Spellcraft +5,
Possessions combat gear plus dagger (2), *pearl of power 1st*, *Spellguard Ring*, 50 g.p.
Spellbook spells prepared plus 0— mage armor, ray of enfeeblement, chill touch, color spray, cause fear, shocking grasp

TUROLDF ELF-SLAYER

CR 4

Female half-orc barbarian 4
NE Medium humanoid (orc)
Init +1; **Senses** Listen +8, Spot +1
Languages Common, Orc
AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)
hp 44 (4 HD);
Fort +6, **Ref** +2, **Will** +2
Speed 40 ft. in medium armor (6 squares), base movement 30 ft., fast movement 10 ft.;
Melee masterwork orc double axe +10 (1d8+4) or
Ranged light crossbow +5 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Atk Options Rage (2/day)
Combat Gear *potion lesser restoration*
Abilities Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6
SQ fast movement, illiteracy, rage 1/day, trapsense +1, uncanny dodge

Feats Exotic Weapon Proficiency (orc double axe),
Weapon Focus (orc double axe)

Skills Intimidate +5, Listen +8, Survival +8:

Possessions combat gear plus +1 *breastplate*,
masterwork orc double axe, *Spellguard Ring*,
crossbow w/ 10 bolts, sap, 55 g.p.

POWER-UP SUITE (RAGE)

TUROLD ELF-SLAYER

AC 14, touch 9, flat-footed 13

(+1 Dex, +5 armor, -2 rage)

hp 50 (4 HD);

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

Melee masterwork orc double axe +12 (1d8+6)

Atk Options Rage (2/day)

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12,
Cha 6

DIRECTOR HETH

CR 2

Male human cleric 2

NE Medium humanoid (human - Oeridian)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 11, flat-footed 14

(+0 size, +1 Dex, +4 armor)

hp 16 (2 HD);

Fort +5, **Ref** +1, **Will** +7

Speed 40 ft. in light armor (6 squares), base
movement 30 ft., Celerity Domain 10 ft.;

Melee kukri +1 (1d4) or

Ranged light crossbow +2 (1d8)

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

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

Atk Options none

Combat Gear none

Class Spells Prepared (CL 2nd):

1st— Bane, Burning Hands, Deathwatch,
Sanctuary,

0— Virtue (4)

‡ Already cast

D: Domain spell. Deity: Huhueotl. Domains: Celerity,
Fire

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha
8

SQ Rebuke Undead

Feats Iron Will, Martial Weapon Proficiency (kukri),

Skills Concentration +7, Hide +1, Knowledge
(religion) +6, Move Silently +1,

Possessions combat gear plus chain shirt
armor, kukri, light crossbow w/ 10 bolts

ENCOUNTER 1: SAFEHOUSE

HADRAN CR 6

Male human rogue 4/cleric 1/Assassin 1
NE Medium humanoid (human - Oeridian)
Init +1; **Senses** Listen +10, Spot +5
Languages Common, Orc

AC 18, touch 11, flat-footed 17
(+1 Dex, +5 armor, +2 buckler)

hp 28 (6 HD);

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

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee kukri +7 (1d4+3 plus 3d6 sneak attack) or

Ranged masterwork composite shortbow (+3 Str) +5 (1d6+3)

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

Base Atk +3; **Grp** +6

Atk Options +3d6 sneak attack, smite +4 atk/+3 dmg

Combat Gear *potion cure moderate wounds, potion of invisibility*

Cleric Spells Prepared (CL 1st):

1st— Disguise Self \dagger , Doom

0— Guidance, Inflict Minor Wounds, Resistance

\dagger Already cast

D: Domain spell. Deity: Erythnul. Domains: Destruction, Trickery

Assassin Spells Known (CL 1st):

1st (1/day)— Blade of Blood, Critical Strike

Abilities Str 16, Dex 13, Con 10, Int 12, Wis 14, Cha 8

SQ evasion, death attack, poison use, rebuke undead, spells, trapfinding, trapsense +1, uncanny dodge

Feats Iron Will, Martial Weapon Proficiency (kukri), Telling Blow, Victor's Luck

Skills Bluff +7, Concentration +3, Disable Device +9, Disguise +9, Hide +10, Listen +10, Move Silently +10, Open Lock +9, Search +8, Spot +5, Tumble +10.

Possessions combat gear plus +1 *mithral chain shirt*, +1 *buckler*, masterwork kukri, masterwork composite shortbow (+3 Str) w/ 20 arrows, *cloak of resistance* +1, masterwork thieves tools, silver holy symbol (Erythnul), 175 g.p.

AUBRAY CR 6

Male human fighter 6
NE Medium humanoid (human - Oeridian)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +8 armor, +3 shield)

hp 63 (6HD);

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

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee masterwork longsword +11/+6 (1d8+3) or

Ranged dagger +7+2 (1d4+3)

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

Base Atk +6; **Grp** +9

Atk Options Power Attack, Cleave

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Adaptable Flanker, Cleave, Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Vexing Flanker, Weapon Focus (longsword)

Skills Climb +5, Intimidate +8, Jump +5;

Possessions combat gear plus +1 *Full plate armor*, +1 *heavy steel shield*, masterwork longsword, daggers (3), *Qual's Feather Token (whip)*, 150 g.p.

ENCOUNTER 3: SILVERWAT

PIRVU CR 4

Male human marshal 4
CN Medium humanoid (human - Oeridian)
Init +5; **Senses** Listen -1, Spot +6
Languages Common, Orc

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

hp 24 (4 HD); DR 1/- (major aura)

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

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;

Melee longsword +3 (1d8) or

Ranged masterwork longbow +6 (1d8)

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

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

Atk Options Grant Move Action (1/day), Point Blank Shot, Precise Shot

Special Actions *cloak of elemental protection*

Combat Gear *potion cure of moderate wounds*

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

SQ Minor Auras (Motivate Dexterity) and (Accurate Strike); Major Aura (Motivate Care)

Feats Improved Initiative, Point Blank Shot, Precise Shot, Skill focus (diplomacy)

Skills Bluff +9, Diplomacy +12, Intimidate +9, Knowledge (nobility) +8, Sense Motive +6, Spot +6;

Possessions combat gear plus +1 *breastplate armor*, longsword, +1 *longbow* w/20 arrows, *dust of tracelessness*, *cloak of elemental protection*

WYMAR CR 6

Male half-orc ranger 2/ barbarian 2/fighter 2
NE Medium humanoid (half-orc)
Init +5; **Senses** Listen -1, Spot -1
Languages Common, Draconic, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 57 (6 HD);

Fort +8, **Ref** +4, **Will** +1

Speed 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.;

Melee +1 *falchion* +9/+4 (2d4+4) or

Melee scimitar and kukri +6/+6/+1
(1d6+3/1d4+3/1d6+3) or

Ranged spear +7/+2 (1d8+3)

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

Base Atk +6; **Grp** +9

Atk Options rage (1/day), two-weapon fighting

Combat Gear *potion cure moderate wounds*, *potion shield of faith* +4

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

SQ fast movement, favored enemy (elf), illiteracy, track, uncanny dodge, wild empathy

Feats Favored Power Attack, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (falchion),

Skills Knowledge (arcana) +3, Knowledge (geography) +4, Knowledge (nature) +4, Spellcraft +3, Survival +8

Possessions combat gear plus +1 *chainshirt*, +1 *falchion*, scimitar, kukri, spear, 50 g.p.

POWER-UP SUITE (RAGE)

WYMAR

AC 14, touch 9, flat-footed 13
(+1 Dex, +5 armor, -2 rage)

hp 69 (6 HD);

Fort +10, **Ref** +4, **Will** +3

Melee +1 *falchion* +11/+6 (2d4+6) or

Melee scimitar and kukri +6/+6/+1
(1d6+5/1d4+5/1d6+5)

Ranged spear +9/+4 (1d8+5)

Atk Options Rage (2/day)

Abilities Str 19, Dex 13, Con 64, Int 8, Wis 12, Cha 6

ENCOUNTER 4: THE DEN

STENAR

CR 6

Male Human ranger 2/scout 4

CN Medium Humanoid (human - Touv)

Init +4; **Senses** Listen +8, Spot +8

Languages Common, Elf

AC 17, touch 13, flat-footed 15
(+3 Dex, +4 armor, +1 natural)

hp 42 (6 HD);

Fort +6, **Ref** +10, **Will** +2

Speed 40 ft. in light armor (6 squares), base movement 30 ft., fast movement 10 ft.;

Melee longsword +7 (1d8+2 plus 4 against elves or 2 against animals) or

Ranged longbow (+2 Str) +12 (1d8+2 plus 4 against elves or 2 against animals)

Ranged longbow (+2 Str) +10/+10 (1d8+2 plus 4 against elves or 2 against animals) with Rapid Shot

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

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

Atk Options Rapid Shot, skirmish (+2d6. AC +1)

Combat Gear anti-toxin (2), tanglefoot bag (2)

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8

SQ 1st favored enemy (elf), 2nd favored enemy (animal), battle fortitude +1, Track, trackless step, trapfinding, uncanny dodge, wild empathy

Feats Point Blank Shot, Precise Shot, Quick Draw, Swift Hunter Weapon Focus (composite longbow)

Skills Balance +8, Craft (bowmaking) +5, Knowledge (geography) +9, Knowledge (nature) +9, Knowledge (religion) +2, Listen +8, Search +9, Speak Language +1, Spot +8, Survival +10, Tumble +8,

Possessions combat gear plus masterwork chainshirt, longsword, +1 *composite longbow* (+2 Str) w/ 20 arrows, *amulet of natural armor* +1, 74 g.p.

SIRIDA THE NECROMANCER

CR 4

Female human wizard 4

NE Medium Humanoid (human – Flan)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Goblin

AC 17, touch 16, flat-footed 15

(+2 Dex, +1 armor, +4 mage armor)

hp 28 (4 HD);

Fort +2, **Ref** +3, **Will** +5

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +2 (1d4-1) or

Ranged dagger +5 (1d4-1)

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

Base Atk +2; **Grp** +1

Attack Options *Metamagic Wandgrip* (wand of magic missile)

Combat Gear *scroll magic missile* (3), ~~*scroll magic armor*~~ †, *wand of magic missile* (5th)

Wizard Spells Prepared (CL 4th):

2nd—false life(9hp) †, glitter dust(DC 15), mirror image †, spectral hand^B,

1st—chill touch^B(DC 15), color spray(DC 14), ray of enfeeblement, shocking grasp (2),

0— acid splash, prestidigitation, ray of frost, touch of fatigue

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 16, Wis 12, Cha 10

SQ Summon Familiar (toad)

Feats Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy)

Skills Concentration + 8, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (the planes) +10, Spellcraft +10,

Possessions combat gear plus masterwork dagger (2), *bracers of armor* +1, *Spellguard Ring*, *pearl of power* 1st, 125 g.p.

Spellbook spells prepared plus 0— 2nd: false life, glitter dust, mirror image, spectral hand; 1st: mage armor, ray of enfeeblement, chill touch, color spray, cause fear, shocking grasp

TUROLDF ELF-SLAYER

CR 6

Female half-orc barbarian 6

NE Medium humanoid (orc)

Init +1; **Senses** Listen +10, Spot +1

Languages Common, Orc

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 armor)

hp 66 (6 HD);

Fort +6, **Ref** +3, **Will** +2

Speed 40 ft. in medium armor (6 squares), base movement 30 ft., fast movement 10 ft.;

Melee masterwork orc double axe +12 (1d8+4) or

Melee masterwork orc double axe +12/+7 (1d8+4) or

Melee masterwork orc double axe +10/+10/+5 (1d8+4) or

Ranged light crossbow +8 (1d8)

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

Base Atk +6; **Grp** +10

Atk Options Rage (2/day)

Combat Gear *potion of lesser restoration*

Abilities Str 18, Dex 15, Con 14, Int 8, Wis 12, Cha 6

SQ fast movement, illiteracy, rage 2/day, trapsense +1, uncanny dodge

Feats Exotic Weapon Proficiency (orc double axe), Two-weapon fighting, Weapon Focus (orc double axe),

Skills Intimidate +7, Listen +10, Survival +10:

Possessions combat gear plus +1 *breastplate*, masterwork orc double axe, *gloves of dexterity* +2, *Spellguard Ring*, crossbow w/ 10 bolts, sap, 55 g.p.

POWER-UP SUITE (RAGE)

TUROLDF ELF-SLAYER

AC 16, touch 10, flat-footed 14

(+2 Dex, +6 armor, -2 rage)

hp 90 (6 HD);

Fort +8, **Ref** +4, **Will** +5

Melee masterwork orc double axe +14 (1d8+6) or

Melee masterwork orc double axe +14/+9 (1d8+6) or

Melee masterwork orc double axe +12/+12/+7 (1d8+6)

Atk Options Rage (2/day)

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 6

DIRECTOR HETH

CR 4

Male human cleric 3/rogue 1

NE Medium humanoid (human - Oeridian)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 11, flat-footed 14

(+0 size, +1 Dex, +4 armor)

hp 30 (4 HD);

Fort +6, **Ref** +4, **Will** +9

Speed 40 ft. in light armor (6 squares), base movement 30 ft., Celerity Domain 10 ft.;

Melee kukri +1 (1d4 plus sneak attack) or

Ranged light crossbow +2 (1d8)

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

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

Atk Options +1d6 sneak attack

Combat Gear none

Class Spells Prepared (CL 3rd):

2nd— Produce Flame^D, Zone of Truth

1st— Bane, Burning Hands^D, Sanctuary,

0— Virtue (4)

† Already cast

D: Domain spell. Deity: Huhuetotl. Domains: Celerity, Fire

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 8

SQ Rebuke Undead, trapfinding

Feats Feat, Iron Will, Martial Weapon Proficiency (kukri), Spontaneous Wounder

Skills Concentration +8, Hide +6, Knowledge (religion) +8, Move Silently +6,

Possessions combat gear plus chain shirt armor, kukri, light crossbow w/ 10 bolts,

ENCOUNTER 1: SAFEHOUSE

HADRAN **CR 8**

Male human rogue 4/cleric 1/Assassin 3
NE Medium humanoid (human - Oeridian)
Init +1; **Senses** Listen +10, Spot +7
Languages Common, Orc

AC 19, touch 12, flat-footed 17
(+2 Dex, +5 armor, +2 buckler)
hp 37 (6 HD);
Fort +5 (+1 save vs. poison), **Ref** +9, **Will** +9
Speed 30 ft. in light armor (6 squares), base movement 30 ft.;
Melee +1 *kukri* +9 (1d4+4 plus 4d6 sneak attack) or
Ranged masterwork composite shortbow (+3 Str) +8 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Atk Options +4d6 sneak attack, smite +4 atk/+3 dmg
Combat Gear *murderer's gloves, potion cure moderate wounds, potion of invisibility*
Cleric Spells Prepared (CL 1st):
1st— Disguise Self **D** †, Doom
0— Guidance, Inflict Minor Wounds, Resistance
† Already cast

D: Domain spell. Deity: Erythnul. Domains: Destruction, Trickery
Assassin Spells Prepared (CL 3rd):
2nd (1/day) — Absorb Weapon †
1st (2/day) — Blade of Blood, Critical Strike, True Strike

Abilities Str 16, Dex 14, Con 10, Int 12, Wis 14, Cha 8
SQ evasion, death attack, poison use, rebuke undead, spells, trapfinding, trapsense +1, uncanny dodge
Feats Iron Will, Martial Weapon Proficiency (*kukri*), Telling Blow, Victor's Luck
Skills Bluff +9, Concentration +3, Disable Device +9, Disguise +11, Hide +13, Listen +10, Move Silently +11, Open Lock +10, Search +10, Spot +7, Tumble +13.
Possessions combat gear plus +1 *mithral chain shirt, +1 buckler, +1 kukri, masterwork kukri, masterwork composite shortbow (+3 Str) w/ 20 arrows, cloak of resistance +1, murderer's gloves, masterwork thieves tools, silver holy symbol (Erythnul), 175 g.p.*

AUBRAY **CR 8**

Male human fighter 8
NE Medium humanoid (human - Oeridian)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +8 armor, +3 shield)
hp 76 (8HD);

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

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;
Melee +1 *longsword* +14/+9 (1d8+7) or
Ranged dagger +9/+5 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +12
Atk Options Power Attack, Cleave
Combat Gear *potion cure moderate wounds*

Abilities Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8
Feats Adaptable Flanker, Cleave, Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Vexing Flanker, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)
Skills Climb +5, Intimidate +10, Jump +7;
Possessions combat gear plus +1 *Full plate armor, +1 heavy steel shield, +1 longsword, daggers (3), Qual's Feather Token (whip), gauntlets of ogre power, 150 g.p.*

ENCOUNTER 3: SILVERWAT

PIRVU **CR 6**

Male human marshal 6
CN Medium humanoid (human - Oeridian)
Init +5; **Senses** Listen -1, Spot +3
Languages Common, Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)
hp 42 (6 HD); DR 1/- (major aura)
Fort +7, **Ref** +3, **Will** +4
Speed 20 ft. in medium armor (4 squares), base movement 30 ft.;
Melee *longsword* +4 (1d8) or
Ranged +1 *longbow* +8 (1d8) or
Ranged +1 *longbow* +6/+6 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +4
Atk Options Grant Move Action (1/day), Point Blank Shot, Precise Shot
Special Actions *cloak of elemental protection*
Combat Gear *potion cure of moderate wounds*

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 8, Cha 15
SQ Minor: (Accurate Strike), (Motivate Dexterity), (Force of Will) Major: (Motivate Care), (Steady Hand)
Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot Skill focus (diplomacy),
Skills Bluff +11, Diplomacy +14, Intimidate +11, Knowledge (nobility) +10, Sense Motive +8, Spot +8;
Possessions combat gear plus +1 *breastplate armor, longsword, +1 longbow w/20 arrows, dust of tracelessness, cloak of elemental protection*

WYMAR**CR 8**

Male half-orc ranger 2/ barbarian 2/fighter 2/occult slayer 2

NE Medium humanoid (half-orc)

Init +5; **Senses** Listen -1, Spot -1**Languages** Common, Draconic, Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 73 (8 HD);**Fort** +8, **Ref** +4, **Will** +1 (+1 against spells and spell-like abilities)**Speed** 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.;**Melee** +1 *bane (elf) falchion* +14 (2d4+5 plus 1d6 against spellcasters and creatures with spell-like abilities plus 2d6 against elves) or**Melee** scimitar and kukri +10/+10 (2d4+4) or**Ranged** spear +9 (1d8+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +12**Atk Options** favored power attack, rage (1/day), two-weapon fighting, vicious strike**Special Actions** mind over magic 1/day**Combat Gear** *potion cure moderate wounds***Abilities** Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6**SQ** fast movement, favored enemy (elf), illiteracy, track, uncanny dodge, weapon bond, wild empathy**Feats** Favored Power Attack, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (falchion),**Skills** Knowledge (arcana) +3, Knowledge (geography) +4, Knowledge (nature) +4, Spellcraft +5, Survival +8**Possessions** combat gear plus +1 *chainshirt*, +1 *bane (elf) falchion*, scimitar, kukri, spear, 50 g.p., *ring of counterspells (ray of enfeeblement)***POWER-UP SUITE (RAGE)****WYMAR****AC** 14, touch 9, flat-footed 13

(+1 Dex, +5 armor, -2 rage)

hp 69 (6 HD);**Fort** +10, **Ref** +4, **Will** +3 (+1 against spells and spell-like abilities)**Melee** +1 *bane (elf) falchion* +14 (2d4+5 plus 1d6 against spellcasters and creatures with spell-like abilities plus 2d6 against elves) or**Melee** scimitar and kukri +10/+10 (2d4+4) or**Ranged** spear +9 (1d8+3)**Atk Options** Rage (2/day)**Abilities** Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6**ENCOUNTER 4: THE DEN****STENAR****CR 8**

Male Human ranger 2/scout 4/order of the bow initiate 2

CN Medium Humanoid (human - Touv)

Init +4; **Senses** Listen +8, Spot +10**Languages** Common, Elf**AC** 17, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 natural)

hp 64 (8 HD);**Fort** +7, **Ref** +12, **Will** +4**Speed** 40 ft. in light armor (6 squares), base movement 30 ft., fast movement 10 ft.;**Melee** longsword +9 (1d8+2 plus 4 against elves or 2 against animals) or**Ranged** longbow (+2 Str) +15 (1d8+2 plus 4 against elves or 2 against animals)**Ranged** longbow (+2 Str) +13/+13 (1d8+2 plus 4 against elves or 2 against animals) with Rapid Shot**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +9**Atk Options** Close combat shot, Range precision +1d8, Rapid Shot, skirmish (+2d6. AC +1)**Combat Gear** anti-toxin (2), tanglefoot bag (2)**Abilities** Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8**SQ** 1st favored enemy (elf), 2nd favored enemy (animal), battle fortitude +1, Track, trackless step, trapfinding, uncanny dodge, wild empathy**Feats** Point Blank Shot, Precise Shot, Quick Draw, Swift Hunter Weapon Focus (composite longbow)**Skills** Balance +8, Craft (bowmaking) +5, Knowledge (geography) +9, Knowledge (nature) +9, Knowledge (religion) +2, Listen +8, Search +9, Speak Language +1, Spot +10, Survival +10, Tumble +9,**Possessions** combat gear plus masterwork chainshirt, longsword, +1 *composite longbow* (+2 Str) w/ 20 arrows, *amulet of natural armor* +1, *bracers of archery (lesser)*, 74 g.p.**SIRIDA THE NECROMANCER****CR 6**

Female human wizard 6

NE Medium Humanoid (human – Flan)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common, Draconic, Goblin**AC** 17, touch 16, flat-footed 15

(+2 Dex, +1 armor, +4 mage armor)

hp 38 (6 HD);**Fort** +3, **Ref** +4, **Will** +6**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;**Melee** dagger +3 (1d4-1) or**Ranged** dagger +5 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +2**Attack Options** *Metamagic Wandgrip* (wand of magic missile 5th), Sudden Maximize**Combat Gear** scroll magic missile (3), scroll mage armor (2), wand of magic missiles (5th) (30 charges)

Wizard Spells Prepared (CL 6th):

3rd— curse of impending blades (mass), fireball (DC 17), haste, vampiric touch^B

2nd—false life(11hp) †, glitter dust(2)(DC 16), mirror image †, spectral hand^B

1st—chill touch^B(DC 17), color spray(DC 15), ray of enfeeblement, shocking grasp (2),

0— acid splash, prestidigitation, ray of frost, touch of fatigue

† Already cast

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

SQ Summon Familiar (toad)

Feats Empower Spell, Greater Spell Focus (necromancy), Improved Initiative, Scribe Scroll, Spell Focus (Necromancy), Sudden Maximize

Skills Concentration + 8, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Spellcraft +11,

Possessions combat gear plus masterwork dagger (2), *bracers of armor* +1, *headband of intellect* +2, *pearl of power* 1st, *Metamagic Wandgrip*, 125 g.p.

Spellbook spells prepared plus 0— 3rd: curse of impending blades (mass), fireball, haste, vampiric touch, 2nd: false life, glitter dust, mirror image, spectral hand; 1st: mage armor, ray of enfeeblement, chill touch, color spray, cause fear, shocking grasp

TUROLDF-ELF-SLAYER **CR 8**

Female half-orc barbarian 6/Eye of Gruumsh 2
NE Medium humanoid (orc)

Init +1; **Senses** Listen +10, Spot +1

Languages Common, Orc

AC 19, touch 13, flat-footed 16
(+3 Dex, +6 armor)

hp 88 (8 HD); DR 1/-

Fort +9, **Ref** +4, **Will** +2

Speed 40 ft. in medium armor (6 squares), base movement 30 ft., fast movement 10 ft.;

Melee masterwork orc double axe +14 (1d8+4) or

Melee masterwork orc double axe +14/+9 (1d8+4) or

Melee masterwork orc double axe +12/+12/+7 (1d8+4) or

Ranged light crossbow +11 (1d8)

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

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

Atk Options Rage (3/day); Swing Blindly

Special Actions Command the Horde

Combat Gear none

Abilities Str 18, Dex 16, Con 14, Int 8, Wis 12, Cha 6

SQ fast movement, illiteracy, rage 2/day, trapsense +1, uncanny dodge

Feats Blind-Fight, Exotic Weapon Proficiency (orc double axe), Two-weapon fighting, Weapon Focus (orc double axe),

Skills Intimidate +7, Listen +10, Survival +12:

Possessions combat gear plus +1 *breastplate*, masterwork orc double axe, *gloves of dexterity* +2, *Spellguard Ring*, crossbow w/ 10 bolts, sap, 55 g.p.

POWER-UP SUITE (RAGE)

TUROLDF-ELF-SLAYER

AC 14, touch 13, flat-footed 11
(+3 Dex, +5 armor, -4 rage)

hp 120 (8 HD);

Atk Options Rage (3/day); Swing Blindly

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

Melee masterwork orc double axe +24 (1d8+8) or

Melee masterwork orc double axe +24/+17 (1d8+8) or

Melee masterwork orc double axe +22/+22/+17 (1d8+8)

Atk Options Rage (3/day)

Abilities Str 26, Dex 16, Con 18, Int 8, Wis 12, Cha 6

DIRECTOR HETH

CR 6

Male human cleric 3/rogue 2/black flame zealot 1

NE Medium humanoid (human - Oeridian)

Init +5; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 11, flat-footed 14
(+0 size, +1 Dex, +4 armor)

hp 43 (6 HD);

Fort +6, **Ref** +7, **Will** +11

Speed 40 ft. in light armor (6 squares), base movement 30 ft., Celerity Domain 10 ft.;

Melee kukri +4 (1d4 plus sneak attack) or

Ranged light crossbow +5 (1d8)

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

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

Atk Options +1d6 sneak attack

Combat Gear *scroll of invisibility purge*, *scroll of searing light*,

Class Spells Prepared (CL 3rd):

2nd— Produce Flame^D, Zone of Truth

1st— Bane, Burning Hands^D, Sanctuary,

0— Virtue (4)

† Already cast

D: Domain spell. Deity: Huhuetotl. Domains: Celerity, Fire

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 8

SQ evasion, death attack, rebuke undead, trapfinding, zealous heart

Feats Improved Initiative, Iron Will, Martial Weapon Proficiency (kukri), Spontaneous Wounder

Skills Concentration +9, Hide +8, Knowledge (religion) +10, Move Silently +8, Use Magic Device +6,

Possessions combat gear plus chain shirt armor, kukri, light crossbow w/ 10 bolts, 33 g.p.

APPENDIX 2: NEW RULES

FEATS

ADAPTABLE FLANKER [PLAYERS HANDBOOK II PG 71]

When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defenses.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4.

Benefit: As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

Special: A fighter can select Adaptable Flanker as one of his fighter bonus feats.

FAVORED POWER ATTACK [COMPLETE WARRIOR PG 98]

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

SWIFT HUNTER [COMPLETE SCOUNDREL PG 81]

You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.

Prerequisites: Favored enemy, skirmish +1d6/+1 AC.

Benefit: Your ranger and scout levels stack for the purposes of determining the extra damage and bonus to Armor Class granted when skirmishing. For example, a 4th-level scout/1st-level ranger would deal an extra 2d6 points of damage and gain and +1 competence bonus to AC when skirmishing, as if she were a 5th-level scout.

Your ranger and scout levels also stack for the purposes of determining when you select additional favored enemies, as well as the total bonus granted against your favored enemies. For example, a 4th-level scout/1st-level ranger would have two favored enemies and could allocate an extra +2 bonus against one of those favored enemies, as if she were a 5th-level ranger.

In addition, your skirmish extra damage applies against any creature you have selected as a favored enemy, even if it is normally immune to extra damage from critical hits or skirmish attacks.

Special: A scout can select Swift Hunter as one of her bonus feats (*Complete Adventurer* 13).

TELLING BLOW [PLAYERS HANDBOOK II PG 83]

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

Prerequisite: Skirmish or sneak attack ability

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

VEXING FLANKER [PLAYERS HANDBOOK II PG 85]

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisites: Combat Reflexes

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

VICTOR'S LUCK [COMPLETE SCOUNDREL PG 82]

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.
You gain one luck reroll per day.

SPELLS

ABSORB WEAPON [SPELL COMPENDIUM PG 6]

Transmutation

Level: Assassin 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched weapon not in another creature's possession

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can harmlessly absorb a weapon you are touching (even a poisoned one) into your arm, as long as it is not in another creature's possession. The weapon must be a light weapon for you at the time you cast the spell. The absorbed weapon cannot be felt under the skin and doesn't restrict your range of motion in any way. An absorbed weapon cannot be detected with even a careful search, although *detect magic* reveals the presence of a magical aura. The only evidence of its presence is a faint blotch on your skin shaped vaguely like the weapon. When you touch the spot (an action equivalent to drawing a weapon), or when the spell duration expires, the weapon appears in your hand and the spell ends. If you attack with the weapon in the same round that you retrieve it from its hiding place, you can attempt a Bluff check to feint in combat as a free action, and you gain a +4 bonus on the Bluff check. An intelligent magic weapon gets a saving throw against this spell, but other weapons do not.

BLADE OF BLOOD [PLAYERS HANDBOOK II]

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon Touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage). The weapon loses this property if its wielder drops it or otherwise loses contact with it.

CRITICAL STRIKE [SPELL COMPENDIUM PG 56]

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

CURSE OF IMPENDING BLADES [SPELL COMPENDIUM PG 56]

Necromancy

Level: Bard 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

The target of this spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

CURSE OF IMPENDING BLADES, MASS [SPELL COMPENDIUM PG 57]

Necromancy

Level: Bard 3, ranger 3, sorcerer/wizard 3

Targets: Enemies in a 20-ft radius burst

This spell functions like *curse of impending blades*, expect that it affects multiple enemies.

ITEMS

CLOAK OF ELEMENTAL PROTECTION (MINIATURES HANDBOOK PG 43)

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp.

METAMAGIC WANDGRIP

This copper wand-sized handgrip allows you to apply your metamagic feats to wands.

Description: A metamagic wandgrip is made of copper. It is unadorned except for a single magical rune carved out of the handgrip, so that the wielder's skin is exposed to the magic item through that rune.

The hallow rune glows whenever the item is used, through its position inside the closed hand makes this difficult to see (Spot DC 15).

Activation: Activating a *metamagic wandgrip* is subsumed in the activation of the wand. It functions only three times per day. Placing a wand into the *wandgrip* (or removing a wand from it) requires a move action.

Effect: You can apply any one metamagic feat you know to a wand placed within the *wandgrip*. Doing this drains an additional number of charges from the item equal to the normal cost of that feat in spell

slots. For instance, Extend Spell normal raises the cost of a spell by one level, so using Extend Spell on a wand or staff would drain one additional charge (on top of the cost of the spell being cast) from the item.

In all other ways, this item functions as if you had the Metamagic Spell Trigger feat (see page 45).

Aura/Caster Level: Moderate transmutation. CL 6th.

Construction: Craft Wonderous Item, Metamagic Spell Trigger (page 45), 3,000 gp, 240 XP, 6 days.

Price: 6,000 gp.

MURDERER'S GLOVES

These thin gloves allow a killer to escape undetected, causing him to disappear upon making a successful attack.

Description: These gloves, always found in pairs, appear to be made of very thin deer- or lambskin leather. They are dyed black and seem well worn, feeling soft and supple to the touch.

Prerequisite: *Murderer's Gloves* function only for wearers who have the sneak attack, skirmish, or sudden strike ability.

Activation: Activating *murderer's gloves* is a swift action. They can only be activated upon making a successful sneak attacks, skirmish attack, or sudden strike. The *gloves* function three times per day.

Effect: The instant the wearer had delivered his sneak attack, skirmish attack, or sudden strike, he turns invisible for 1 round (as the *invisibility* spell, PH 245).

Aura/Caster Level: Moderate illusion. CL7th.

Construction: Craft Wondrous Item, *unseen strike* (page 122), 8,000, 640 XP, 16 days.

Weight: 1 lb.

Price: 16,000 gp.

SPELLGAURD RINGS

This pair of rings allows a spellcaster to designate an ally temporarily immune to his magic.

Description: Both of a pair of *spellguard rings* are ornate bands; one is forged of gold, the other of bronze. Draconic writing around the interior of both rings translates roughly as "Let no friend of mine ever feel the sting of my magic."

Activation: A spellcaster activates the power of *spellguard rings* as a free action in conjunction with casting a spell. They function up to three times per day.

Effect: In order for them to function, both *spellguard rings* must be worn – the gold ring by a spellcaster, the bronze one by anyone else. When the rings are activated, the wearer of the bronze ring becomes immune to any spell castg by the wearer of the gold ring, as long as that spell is cast within one round. The rings can be useful for pulling off certain tactical maneuvers, such as letting the spellcaster lob a *fireball* into the midst of a horde of orcs, even though his paladin companion stands right in the center of them.

The construction costs and price below are for a pair of matched rings. If one ring of a pair is lost or destroyed, the other becomes useless.

Aura/Caster Level: Moderate abjuration. CL 7th.

Construction: Forge Ring, *Otiluke's suppressing field* (page 112), 2,000, 160 XP, 4 days.

Price: 4,000 gp.

NEW CLASS

MARSHAL [MINITURES HANDBOOK] PG 11

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Alignment: Marshals may be of any alignment. Good-aligned marshals are often crusading leaders who seek out and fight evil. Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors. Chaotic-aligned marshals lead mercenaries to wherever the pay is best. Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous (god of valor) or Kord (god of strength). Some worship St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

Game Rule Information

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any.

Hit Die: d8.

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str). Skill Points at 1st Level: (4 + Int modifier)x4. **Skill Points at Each Additional Level:** 4 + Int modifier.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura (relevant to scenario): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Force of Will: Bonus on Will saves.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Major Aura (relevant to scenario): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

Motivate Care: Bonus to Armor Class.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Level	BaseAttack	Fort	Ref	Will	Special	Auras Known	
	Bonus	Save	Save	Save		Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	-	2	1
4th	+3	+4	+1	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	-	3	2
6th	+4	+5	+2	+5	-	3	2

EYE OF GRUUMSH (COMPLETE WARRIOR P31-34)

Most people think they have seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop-until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision complements that of their deity. Thus, symbolically at least, eyes of Gruumsh can see what Gruumsh cannot. These living martyrs are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the orc double axe and has no moral code to stand in the way of his service, only the test remains – to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the rest. No consequences for failure exist, except that the candidate can never thereafter become an eye of Gruumsh- and he has lost an eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling. Some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

Requirements

To qualify to become an eye of Gruumsh, a character must fulfill all of the following criteria.

Race: Orc or half-orc

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if the character regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

All of the following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*). An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability. Add together the character's levels in the eye of Gruumsh and barbarian classes and refer to Table 3-3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day. For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus). This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Blind-Fight, command the horde, rage
2nd	+2	+3	+0	+0	Swing blindly
3rd	+3	+3	+1	+1	Ritual scarring +1

ORDER OF THE BOW INITIATE [COMPLETE WARRIOR P68-70]

When asked, "What is Truth?", an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer's progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being and the use of the bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged precision +1d8
2 nd	+2	+0	+3	+3	Close combat shot
3 rd	+3	+1	+3	+3	Ranged precision +2d8

Sequence of Events

Wealsun 5: Envoy is captured and taken to Silverwat

Wealsun 10: Director Heth and Diac leave Oldred for Silverwat

Wealsun (con't) – rest of calendar

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
15 Envoy is brought to Director Heth	16	17	18 ● Diac flees Silverwat Elf is slain	19 Diac arrives in Aldanad Half-orc interrogated	20	21 Agent Casphus arrives in Entrell. Aelise contacts PCs.
22 Half-orc slain	23 Human interrogated	24	25 ☽	26 Human slain	27 Dwarf interrogated*	28

Richfest (Midsummer)

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7

Reaping (High Summer)

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7

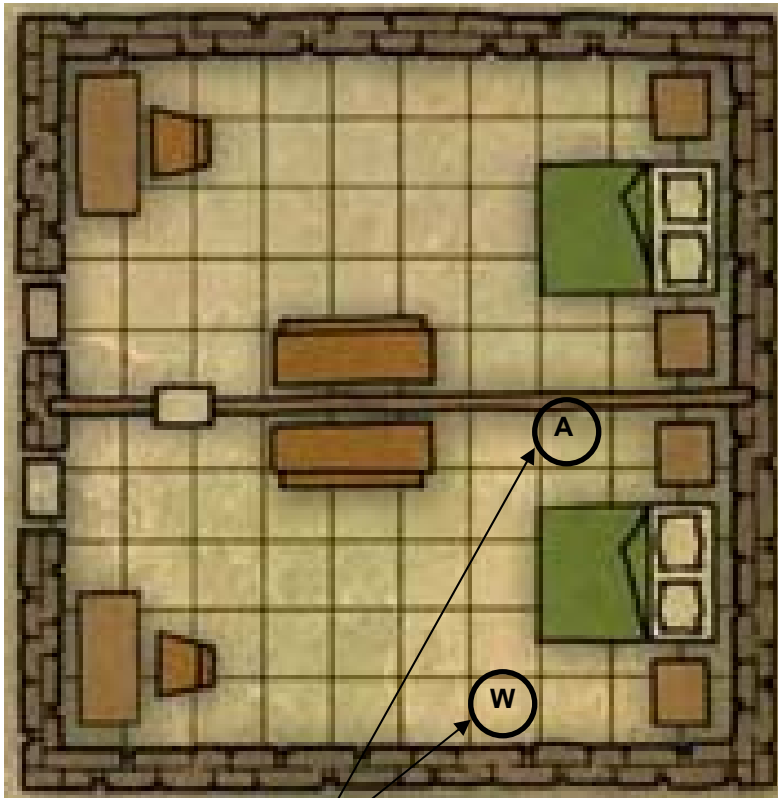
*The dwarf is interrogated and on the third day slain. Director Heth follows the same method for the last three members of the envoy, all human.

Distances (in miles)

	Silverwat	Aldanad	Entrell Estates	Mithat
Silverwat	0	58	130	94
Aldanad	58	0	80	55
Entrell Estates	130	80	0	40
Mithat	94	55	40	0

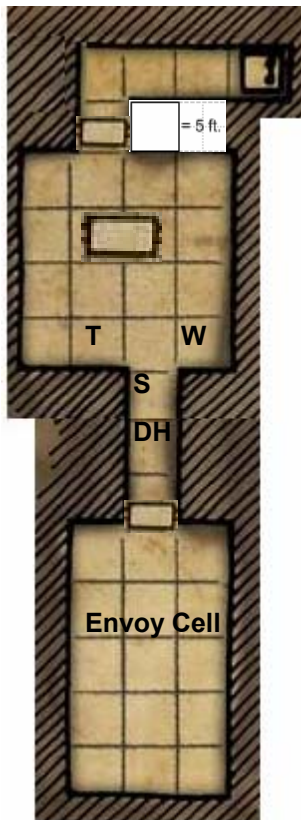
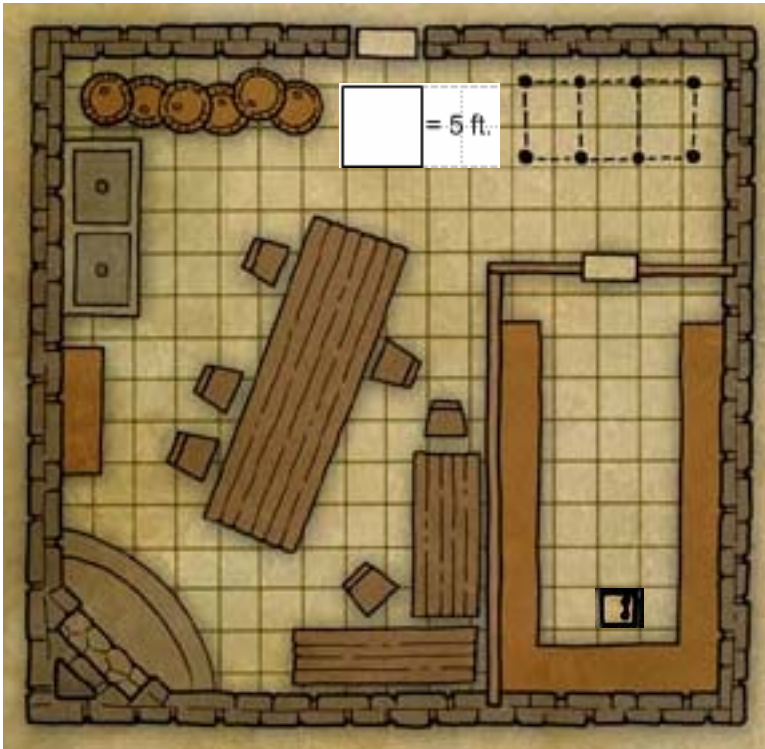
See page PHB pgs 162-164 for Movement and Overland Movement

Safe house in Aldanad



Location of sentries

Sentiis Tavern and the Den



PLAYER HANDOUT 1

Message from *Sending* spell sent to Aelise ordering him to locate the PCs and request their aid.

Locate Friends in Mithat. Jackal betrayer Diac has information. Agent Mercer in Aldanad. Almor north road. Fire House. Rescue envoy in Silverwat. Learn more return.

PLAYER HANDOUT 2

Map found on Director Heth of the tunnels in the Anodan Hills.



PLAYER HANDOUT 3

The following are the elven words used throughout the scenario and its Common translation.

Aesil'es: Whisper from the Lost Mountain

Ama'aith: Beautiful Home

Feranesti: Elf Champion

Ferani'ethar: Champion and Friend

FERIK, FERIK NILI ESTI!: Mighty Victory, Mighty Victory of the Elves!

Firana: Dark Crafters

Firanalyth: Children of the Dark Crafters

Fisanuhesti: The Light of the Elves

Hei-Corellon shar-shelevu: Corellon, may your grace grant us...

La'elimsha: The Eastern Sun

Lam'avelnis: The Eastern Sword of Dawn

Lam'emar: Honor from the East

Lam'imilemar: Sword of Honor in the East

Lymah: Wolf Mage

Soliennuhar: The History of Wisdom and Hope

Solist ili Feranisti: The History of an Elf Champion

Solist ili Firnetia: Ancient Scrolls of Dark Magic

Solist ili Narath: The Scrolls of History of High Arcane

Tahlnis: The Sword of Dawn

Thronna se Soliennuhar: Knowledge from the Histories of the Monastery

Thronna se Tialian: Knowledge from the Magical Scholars Guild

Thronna: Knowledge

Tialian: The Master of Magic

Uverni: May Peace Find You