

**RTK3-08**

# **The Fourth Assassin**

**A One-Round D&D v3.5 LIVING GREYHAWK®**

**Ratik Regional Adventure**

Version 1.0

**Round 1**

**by Matt Lau**

For the first time since her ascension to the throne, Lady Baroness Evaleigh has called into session the Noble Council of Lords to meet with the leaders of the most powerful and influential guilds in Ratik. But with so many important personalities all gathered together in Marner, when an assassination plot is discovered, the intended victim could be anyone. An adventure for APLs 2-10.

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

## **Preparation**

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide*

when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

## **Scoring**

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. It players fo not

have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Special thanks goes out to my editor and playtesters.

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratic. Characters native to Ratic pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## Adventure Summary and Background

Lady Evaleigh has returned to Marner after being a prisoner in the slave camps of Bonemarch for the

past seven years (from RTK3-07, *The Fate of Alain*). She has been regaining her health and taking counsel from some of her most trusted friends (Sir Ardent Bentner, Hayv the Tactful, and Sir Hengon Mogotten), she has been made aware of the current state of confusion that her country is in.

She has decided to call the Council of Lords into session, and also to invite the heads of the major guilds that are pushing for their own voice in the government. She intends to do what she can to unify the leaders in her realm, to quell the infighting so that Ratic can concentrate on fighting the enemies outside her borders.

Marnar becomes very active as hundreds of people arrive to see what events unfold. One of those is an assassin sent to murder Evaleigh, named Gryken. His plan is to hire local assassins (four of them), providing them with special crossbow bolts to use against Evaleigh during her speech at the close of the council session in three days. Meanwhile, he will disguise himself as a cleric of Trithereon and wait near the dais. If even one of his snipers manages to at least wound her, that will allow him to get close enough (feigning an attempt to heal her) to finish her off.

Marnar security agents captured one of the locals hired for the assassination, and have determined that the man who provided the crossbow bolt had at least three more. With their resources stretched thin offering protection to so many visiting nobles, Sir Ardent once again seeks outside help to see if the remaining three crossbow bolts can be tracked down.

Encounter One:

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## Introduction

***The capital city of Marnar has become crowded beyond the capacity of its walls. It was a full week ago that the announcement was made. Archbaroness Evaleigh has called for the Council of Lords to assemble. This is the first time that the Council has been gathered since Baron Lexnol was in power, before Prince Alain fell in the Bone March campaign. In addition to the leaders and representatives from the noble houses, she has also summoned the heads of the most influential guilds in Ratic. Also attending will be Sir General Gatoril of the Ratic army and Sir Hengon Mogotten of the Academy of Wizardry and Sorcery.***

Determine why each PC is in Marnar. If they participated in *The Fate of Alain*, then they are here at the invitation of Evaleigh herself. If they played either *Sparkling Gem of the North* or *A*

*Many Faceted Gem*, then they have been invited by Sir Ardent Bentner. If they have an influence point with the Ratikhill Academy, then they were invited by Hengon Mogotten. In the event that they've not participated in any Ratic adventures, then it's possible that another PC or trusted NPC vouches for their character to Ardent.

***You received a missive, delivered by a gray rider, urgently requesting a meeting with Sir Ardent Bentner, head of Marnar Security. You stand outside of the Pregnant Mule Inn looking for him, curious about the details of this meeting.***

The PCs have not necessarily met prior to this point. Once Encounter One occurs, they will have a chance to meet each other in action.

## Encounter One

There are three possible encounters for the beginning of this adventure. Randomly select one of them for this encounter.

### 1A: Devonmeek Trial

A small contingent from House Devonmeek arrives in Marnar for the council session. A party of Frost Barbarians of Clan Ghostbear come across them and attacks, blaming him for the battles in the Timberway (the events in *Skirmish* and *Warpath*). The Fruztii quickly overcome the noble guards and their leader begins beating Ridderick Devonmeek with his fists (apparently to death unless stopped).

- The Fruztii do not respond well to threats, so any opposed level checks versus Intimidate checks receive a +4 bonus.
- A Bluff or Diplomacy check (DC 20, +4 circumstance bonus if the PC has an influence point with Clan Ghostbear) will cause the Fruztii to stop and listen long enough to begin some sort of parlay.
- If a PC intervenes without first beginning a parlay, then the Frost Barbarians attack unrelentingly.
- If a PC attempts negotiation, then the barbarians will agree to a trial by combat, although they demand to be allowed to execute Ridderick immediately once they win (in this event, the Marnar Constabulary will intervene and arrest the barbarians before they get the opportunity). The combat will be one PC versus the barbarian leader, and if agreed to, can be non-lethal.

**Creatures:**

APL2:

Fruztii Leader, male human War1: 9 hp.  
Fruztii Clansmen, male human War1(2): 6 hp ea.

APL4:

Fruztii Leader, male human Bbn1: 13 hp.  
Fruztii Clansmen, male human War1(3): 6 hp ea.

APL6-10:

Fruztii Leader, male human Bbn3: 32 hp.  
Fruztii Clansmen, male human War1(3): 6 hp ea.

#### **Development:**

If any PC kills a warrior of Clan Ghostbear (unless during the actual trial by combat) then they are stripped of any influence points of their clan. If they had none previously, then they gain the enmity of Clan Ghostbear.

If a PC defeats the leader in honorable combat (without killing him or embarrassing him), then they earn the grudging respect of this group and an Influence Point with Clan Ghostbear.

### **1B: Ukaloa Pickpocketed**

A young human thief snatches a coin pouch from Febal Ukaloa in the streets of Marner. Guessing that dwarves aren't fast enough to catch him, he will make a clean getaway unless a PC attempts to intervene.

- The thief has no desire to fight and will only try to flee.
- The dwarves do not want the lad killed, just turned over to the authorities.
- He will use cover/concealment and make use of Bluff, Hide and Move Silently skills to attempt escape.

#### **Creatures:**

APL2-4:  
Marner Pickpocket, male human Exp1: 5 hp.

APL6-10:  
Marner Pickpocket, male human Exp3: 15 hp.

#### **Development:**

Stopping the thief and returning Febal Ukaloa's coin purse will earn the rescuing PC an Influence Point with Clan Ukaloa.

### **1C: Burning Effigy**

A large crowd of citizens has a large straw dummy that they are loudly proclaiming as Archbaroness Evaleigh. They are being incited, by the local bard Bilsby Songweaver, to burn it "since Evaleigh herself is not here to receive the torches." A

squad of the Marner Constabulary stands watching but refuses to do anything.

- A Sense Motive check (DC 12) will recognize that the mob is on the verge of violence and (DC 18) that Bilsby wants them to strike out.
- A Spot check (DC 8) will reveal that the mob members are unarmored, and (DC 12) armed with only primitive clubs and torches.
- If the PCs attempt to disperse the crowd prior to the burning, then they must succeed at a Diplomacy check (DC 15) for them to continue listening (DC 25) to make them extinguish their torches and leave.
- If the PCs do not stop the burning, then the dummy will burn and the crowd will start a small-scale riot. Once this happens, PCs can only stop them with the use of area effect spells. All of these people are simply poorly armed commoners. If PCs begin slaughtering people, then Erythnul rejoices and they have committed an evil act.
- After a couple minutes a squad of Ratic soldiers stationed at Bastion will arrive and begin subduing the rioters with non-lethal force. They will exchange menacing looks with the Constables standing around before hauling off several people to prison.
- Bilsby Songweaver will turn invisible and escape into the crowd (DM Fiat).

#### **Development:**

If the PCs manage to successfully (peacefully) disperse the crowd and prevent the riot, without resorting to magical manipulation, then they receive an Influence Point with the People of Marner.

## **Encounter Two**

Shortly after Encounter One a courier wearing the heraldry of the archbaroness' household arrives outside the Pregnant Mule to escort the PCs to Bentner's office.

*Sir Ardent Bentner has always been a man of distinctly martial bearing and a figure of authority. The man you see before you is haggard and obviously fatigued. He is giving instructions to several of his security agents as well as sergeants in the Ratic army before you get the opportunity to speak with him. Once the others are dismissed he invites you into his office and greets you.*

*"As you have no doubt noticed, Marner is extremely busy these days. A thousand or so*

*people have arrived here since last week, and that's only counting those inside the walls. The tent city outside the gates is teeming with even more people, that are waiting expectantly to see what will happen in the council session."*

*"My security forces and the Constabulary are stretched to their limit, trying to maintain order, and also ensuring the safety of the nobles and guild leaders who are arriving. That's why I sought outside help for a matter that could be of extreme urgency."*

*Unfurling a long strip of leather on the top of his desk, Sir Ardent reveals a single crossbow bolt. "One of my agents recovered this from a man living here in the city, a former soldier in the Keth militia. Apparently during a drinking binge, he was bragging about the gold he received for becoming an assassin. A constable overheard and tried to apprehend him but killed him during the struggle. The body was brought to the temple of Trithereon so that the clerics could divine any additional information about this so-called assassin."*

*"They learned the following: this man received the crossbow bolt to slay a specific person in Marner. The man who provided him with the bolt also had three additional bolts that he intended to give to three other assassins here in the city. Unfortunately, the clerics could not determine who the target was, or if all four assassins were even targeting the same person. There are so many influential leaders in Marner right now, any one of them could be a target."*

*"We need any help we can get. Can we count on you?"*

Regarding the assassin's bolt:

- The crossbow bolt is adamantine-tipped and holds a reservoir of black lotus extract—an extremely deadly poison. Roughly three times the amount needed to kill a human.
- According to one of the wizards at the Ratikhill academy—Jeron Redwater—the bolt has an arcane enchantment that is designed to bypass magical protections.
- It also appears to be warded to prevent it from being the subject of detection magic. The clerics were unable to track the other bolts.
- Ardent will not release the bolt to the PCs.

Hints for Searching:

- Since we don't know who the target is, I would not recommend trying to tail any of the nobles or guild leaders who could be potential targets.

- Just find what information you can, and anything that you think is immediately important, report back to me here.
- If you can't turn up any clues on your own, seek help at the Temple of Trithereon. Perhaps they can guide you with divine magic.

Once the PCs have asked all their questions, Sir Ardent concludes with:

*"The Council of Lords is scheduled to adjourn in three days time. The following morning, Lady Evaleigh will be making an address to the people of Marner regarding the resolutions of the council. During her speech, not only will she be an exposed target, each of the noble representatives will be seated near the front of the stage as well. If an assassin is going to attempt a strike, that's most likely where they would do it."*

*"Here, why don't you hold on to this." Sir Ardent places a silver insignia on his desk; The badge of a security agent of Marner. "You are acting on behalf of the Archbarony now. Good luck."*

## Encounter Three

The investigation portion of this adventure is rather open-ended. This section covers different methods of obtaining clues. In three days time, the Council of Lords will adjourn and Evaleigh will make a public address to the citizens of Ratik outside of her estate. At this time, Sir Ardent will summon the PCs to attend the speech (whether or not they have recovered all three of the crossbow bolts) and skip to Encounter Seven.

During the three day period, the PCs determine which leads to track, when to sleep, etc... If they push themselves without sleep then they may become subject to fatigue.

After the first 24 hours without sleep, each PC must make a Constitution check (DC 10, +2 per extra hour). If the check fails, the character becomes fatigued (-2 penalty to Strength and Dexterity, cannot run or charge). PCs must rest for a complete 8 hours to negate the effects of the fatigue (and can then continue for another 24 hours without the need for Constitution checks).

### Gather Information:

Each Gather Information skill check requires roughly four hours and the expenditure of 1d6 gp.

If they are not looking for specific information, then roll on the "General" chart. Once they begin developing leads, they can make skill checks for specific subjects found in the charts below.

If they are seeking specific information on a subject that is not listed below, then on a skill check of 15 or greater, the PC realizes that the information they are tracking is probably a dead end.

- **General**

10: Assassins?

20: A potential lead (roll 1d6, reroll duplicate results)

1: I overheard some soldiers from the Bredivan militia talking about an opportunity for revenge, but that could mean anything.

2: Tormund Ukakane was already targeted for assassination a couple years ago. I heard that there are still assassins trying to collect the price on his head (dead end).

3: A hunter from House Keth arrived in Marnar several days ago. He's been spending an awful lot of coin, but he hasn't sold the furs he brought with him yet. Maybe he's the assassin. I don't know his name, but the Hunting Guild would know him.

4: I heard that there's a new thieves guild operating in Marnar. They'd be your best bet for finding an assassin.

5: A few riders from Irwynn's Blackshields, renegade cavaliers, were seen coming into the city. They have no business being in Marnar since the guilds placed a price on their heads (dead end).

6: I heard that the guilds were planning to use the Marnar Constabulary in force against the Ratik nobility unless Evaleigh gives in to their demands for power. There is supposedly a group of Shadow Constables that execute enemies of the merchant guilds (dead end).

- **Subject: Bredivan Soldiers**

10: Some soldiers from House Bredivan came in as part of the noble escort. They're camped outside the city walls in the tent town.

15: Those soldiers are angry as hell with the archbaroness and the general, for not helping them defend their freehold. They're armed at all times it seems too. Why, yes, now that you mention it I think they all are armed with crossbows...

20: There is a redheaded lady soldier camped out with the Bredivan militia. I saw her in town yesterday, at three different times going into Lymon Gemsplitter's shop. How much business could a militia soldier do with a gnome jeweler?

20+APL: I just saw the lady you're looking for! She was crying and heading towards (wherever she is right now, see Encounter Four).

- **Subject: Hunting Guild**

10: A couple score of men who can drop a wolf in its tracks at a hundred paces. I suppose if you wanted to assassinate someone, anyone in the Hunter's Guild could do the job.

15: I saw a hunter waving around a lot of gold over at the guild hall. When one of his buddies asked him where he got it all, he answered "Let's just say there are more profitable things to shoot than a wolf in Ratik," while patting his crossbow.

20: Most hunters in the guild favor the longbow. If you're looking for a man who's an expert with a crossbow, then the man you're looking for is Adem Shadowlure.

20+APL: Adem Shadowlure! I just saw him over at (wherever he is right now, see Encounter Five).

- **Subject: Vermin/Thieves Guild**

10: There is no thieves guild in Marnar. The only organization of thieves in these parts is the Left Hand, and they aren't exactly a guild... or organized at all.

15: The only thieves guild I know of is the Vermin, but their main territory is down in Ratikhill in the Bresht freehold. \*A Knowledge (local) or Bardic Knowledge check (DC 15) will recall that the Vermin are rumored to be composed of lycanthropes.

20: I heard that the Vermin placed a splinter cell of thieves here in Marnar.

20+APL: Yes the Vermin are here, and one of their wererat leaders is in charge of the pack in Marnar. I saw the beast lurking around the docks near one of the storage warehouses (Encounter Six).

### **Divination:**

Either a PC may attempt a *divination* spell, or they may visit the temple of Trithereon where one of their clerics will cast it, provided they pay an offering of 25 gp (spell component cost). The temple may only cast a single *divination* per day.

*Divination* will give one of the following clues regarding one of the assassins. Select a clue that they need, not one for an assassin that they have already caught.

- The Hunter

**A hunter of wolves becomes a hunter of man.  
A trader of furs becomes a trader of souls;  
Losing both his and another for fifty crowns.**

***He rests in familiar surroundings, more at home with the animals.  
A faithful companion at his heels.  
The comforting flutter of wings.***

A Knowledge (local) check (DC 10) will recall that there is a Hunter's Guild here in Marner made up mostly of woodsmen living in the northernmost noble houses of the Timberway, and also (DC 20) if someone ponders the meaning of the dog and bird; that there is an inn in Marner called the Hound and Quail.

- The Soldier  
***Once a soldier defending her lord.  
Wracked with sorrow at each loss in battle.  
Friends, allies, a lover and a child.  
Invaders occupy the home and land she loves.  
Now she seeks to fill that loss with the death of another;  
And the three fiery gems that paid for that life.***

A Knowledge (local) check (DC 5) will recall that the only portion of Ratic to fall to invaders is the freehold of House Bredivan, so they should be able to reason out that this assassin is a woman from the Bredivan militia (and was paid with three gems).

- The Vermin  
***No stranger to the ways of the assassin this one.  
Surrounded by filth and disease and others of his ilk.  
Scurrying in the darkness.  
Born of a human man and woman.  
Now a child of the moon.***

If anyone can't come up with Lycanthrope out of that then they deserve to not find this assassin. Once the PCs piece together either a lycanthrope or wererat then allow a Knowledge (local) check (DC 15) to recall that the thieves guild known as the Vermin is rumored to be composed of a large number of were-beasts, and also (DC 20) they operate primarily out of Ratichill and are not known to have a presence in Marner.

### **Scrying:**

If attempting to scry for just "one of the assassins in Marner," then randomly select one of the four (including Gryken, the true assassin) and roll a Will saving throw at +10. If the target's save fails, then the PC can view that target at his/her current location.

If they know at least something about the identity of the assassin (a red-headed woman with three rubies), then the Will saving throw is only at +5.

If the scry spell is successful, then a Knowledge (local) check (DC 10) by the scrying PC will recognize the location that the target of the spell is currently at (DC 15, for a PC that has the scene described to them by the scryer) except for Gryken.

Gryken, for the duration of the three days, sits and meditates in a featureless room with no lights. If the PC can see him with darkvision, then his entire body and face is wrapped in loose bundles of cloth, but they get no clues as to his current location.

### **Other Methods:**

Allow creative uses of skills such as Bluff and Intimidate to work depending on the situation, and assuming that the PCs at least have some kind of starting point to work from. For example, intimidating some commoners over at the Hunting Guild could produce results similar to Gather Information checks on that topic, however, roughing up random strangers is a good way to get themselves hauled into jail themselves.

## **Encounter Four**

### **The Soldier**

Julik Ferrian, a soldier in the Bredivan militia. She served alongside her husband in the defensive battles against the orc and gnomish invaders. Her husband was killed during the invasion of the Ungoblin forces. Her home was overtaken and her daughter killed during the occupation movement. She blames Evaleigh's lack of support for the fall of her homelands. She agreed to the assassination, as a way to exact revenge. She is not evil, and has had second thoughts, but at the same time does not believe she has anything to live for. She carries the crossbow bolt with her at all times.

Where the PCs locate Julik depends on the time of day (see below). In a confrontation with Julik, the PCs could potentially capture her and the crossbow bolt peacefully. A Diplomacy check (DC 20) will cause her to lose her resolve and surrender herself. An Intimidate check (opposed by 1d20 + Level + Wisdom modifier) will also cow her into submission.



- Morning to Afternoon: She has been looking for a place to sell the three rubies given to her as payment for the assassination attempt. She has been to every jeweler, fence and antique shop in the city at least twice. But each time she has been offered a price in gold, she has refused to sell. If the PCs stake out any of a number of shops, then they will encounter Julik alone on the street.
- Afternoon to Evening: During these hours she wanders the streets of Marner. Most likely she will not be found during this time, unless the PCs score a high enough Gather Information check during these hours.
- Evening to Morning: she will be found outside the city walls within the encampment of Bredivan soldiers amidst a virtual village of tents. She will be asleep, although there will always be a soldier or two awake. If the PCs confront her at this time, then the Bredivan soldiers rise to her defense, loudly disclaiming any authority of the archbaroness' agents over them. Only a Diplomacy check (DC 30 + APL) will deter the soldiers from battling to protect her (any Influence Points with House Bredivan will grant a +4 circumstance bonus). If the PCs relent and try to follow her or capture her later, then there will always be a group of soldiers with her from that point on wherever she goes.

**Creatures:**

APL2 (EL 2)

Julik Ferrian, female human Ftr1: hp 12.

Militia Soldier, male human War1(2): hp 5 ea.

APL4 (EL 3)

Julik Ferrian, female human Ftr3: hp 28.

Militia Soldier, male human War1(3): hp 5 ea.

APL6 (EL 4)

Julik Ferrian, female human Ftr5: hp 44.

Militia Soldier, male human War1(4): hp 5 ea.

APL8 (EL 6)

Julik Ferrian, female human Ftr5: hp 44.

Militia Soldier, male human Ftr2 (6): hp 17 ea.

APL10 (EL 8)

Julik Ferrian, female human Ftr5: hp 44.

Militia Soldier, male human Ftr2 (6): hp 17 ea.

**Development:**

If captured peacefully she will tell the PCs that her target was Archbaroness Evaleigh. If forced into combat, she will revert to her soldier mentality and not relinquish any helpful information to the PCs by anything short of magical coercion.

## Encounter Five

### The Hunter

Adem Shadowlure, a Ranger and member of the Marner Hunting Guild. He arrived in Marner from the Keth freehold a few days before being approached by the assassin. He has a large supply of skins and furs that were poached illegally from the Abonhoth freehold. He was in the process of moving his goods through the guild hall when he was approached by the assassin. Having no qualms about killing humans (having killed a few who tried to interfere with his hunting in protected lands), he agreed to the assassination for a price of fifty gold. He has been squandering a good deal of his gains during the last few days, while still taking care of his business with the guild. The crossbow bolt is in his room at the Hound and Quail inn hidden atop a rafter (Search DC 20).

Where the PCs locate Adem depends on the time of day (see below). He is arrogant and any confrontation or show of force will cause him to attack immediately with lethal force.

- Morning to Afternoon: He will be sleeping off his drink in his private room at the Hound and Quail. The Hound is a two-story inn, with a kitchen, dining, and common room downstairs and private rooms upstairs. If encountered during these hours, he will be considerably hung over (-2 penalty to Strength and Dexterity). However his allies in the hunting guild are also in the inn and will come rushing to his aid during a fight. Half will be in the common room downstairs and the rest in rooms upstairs.
- Afternoon to Evening: He will be at the Hunting Guilds hall, overseeing the sales of his furs and skins. A number of guild members will always be in the hall with him, and they will defend him if a combat ensues here.
- Evening to Morning: he will be carousing at any of a number of taverns until daybreak. There will be a number of allies with him taking advantage of his exuberant spending and they will defend him.

**Creatures:**

APL2 (EL 2)

Adem Shadowlure, male human Rgr1: hp 10.

Hunters, male human Exp1 (2): hp 4 ea.

APL4 (EL 4)

Adem Shadowlure, male human Rgr4: hp 31.

Wolf Companion: hp 13.  
Hunters, male human Exp1 (3): hp 4 ea.

APL6 (EL 6)  
Adem Shadowlure, male human Rgr6: hp 51.  
Advanced Wolf Companion: hp 30.  
Hunters, male human Exp1 (4): hp 4 ea.

APL8 (EL 8)  
Adem Shadowlure, male human Rgr8: hp 65.  
Advanced Wolf Companion: hp 30.  
Hunters, male human Exp1 (6): hp 4 ea.

APL10 (EL 10)  
Adem Shadowlure, male human Rgr10: hp 79.  
Advanced Wolf Companion: hp 30.  
Hunters, male human Exp1 (4): hp 4 ea.

#### **Development:**

Adem will not cooperate or reveal any information willingly. A successful Intimidate check against him will force him to reveal that his target was Archbaroness Evaleigh.

## **Encounter Six**

### **The Vermin**

This cell of the Vermin recently arrived in Marner to test the efficacy of the security forces and determine if it would be profitable to operate here. When Grat, one of their members was approached by the assassin, he agreed to the job, but his superiors were upset by his accepting such a high-profile job before they had a chance to even establish a presence in Marner. Rather than renege on the contract though, the leaders of the Vermin sent word from Ratikhill for Grat to honor the contract, but to halt all other operations in order to keep as low a profile as possible. Because of this, the only place that the Vermin will be encountered prior to the actual assassination attempt, is in their makeshift headquarters (a warehouse near the docks that is vacant for the season). Grat carries the crossbow bolt with him, waiting for the time of the assassination.

The warehouse is roughly 30 ft. by 50 ft. and littered with debris and filth. There is a front entrance that is trapped (see below), and large, sliding, cargo doors in the rear facing the docks (opening these automatically alerts everyone inside to intruders).

**Trap:** any tampering with the doorknob causes a blade to scythe from beneath the door at the feet of anyone standing in front of it.

APL4

**Scything Blade Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

APL6/8

**Scything Blade Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +15 melee (1d12+8/x3); Search DC 21; Disable Device DC 20.

APL10

**Scything Blade Trap:** CR 4; mechanical; touch trigger; manual reset; Atk +20 melee (2d4+8/x4); Search DC 21; Disable Device DC 20.

#### **Creatures:**

APL2 (EL 2)  
Grat, male wererat Rog1: hp 14.

APL4 (EL 5)  
Grat, male wererat Rog3: hp 33.  
Vermin cutpurses, male human Rog1(3): hp 6 ea.

APL6 (EL 8)  
Grat, male wererat Rog6: hp 47.  
Vermin cutpurses, male human Rog1(6): hp 6 ea.

APL8 (EL 10)  
Grat, male wererat Rog8: hp 63.  
Vermin afflicted, male wererat Rog1(6): hp 11 ea.

APL10 (EL 12)  
Grat, male wererat Rog10: hp 74.  
Vermin afflicted, male wererat Rog1(11): hp 11 ea.

#### **Development:**

Grat will reveal that his target was Archbaroness Evaleigh only if they agree to let him go in exchange for this information. The remainder of the Vermin do not know the details of the assassination.

## **Encounter Seven**

Regardless of the progress the PCs have made, on the morning of the fourth day, Marner Security agents inform the PCs they should call off their search and come to the platform where Evaleigh is making her address.

***A large area of the grounds outside of the Archbaroness' estate has been cleared of street vendors and carts. A platform has been erected for Evaleigh to make her address, and people crowd their way into the square. Standing on the platform are a half-dozen Ratik***

**soldiers watching the crowd for any signs of violence. Standing aside the platform is a high priest of Trithereon.**

**Eventually the gates of the estate are opened and Evaleigh, dressed in regal finery, marches towards the platform, accompanied by four of her household guards. Many of the members of the crowd jeer and hurl insults at her approach. Evaleigh seems apprehensive as she ascends the platform, clutching her hands together nervously.**

If the PCs did not uncover all of the assassins, then they should be busily scanning the crowd for any snipers. Assume they have three rounds to act before Evaleigh takes the stage and presents herself as a target. Each round PCs roll a Spot check (see DC below) to locate an assassin. If there is more than one assassin in the crowd, then the first Spot check only detects the more obvious one. Additional Spot checks to keep looking count as a move equivalent action.

Moving through the crowd counts as hindering terrain and running or charging is impossible. Also any ranged or reach attacks that either originate from or target someone at street level, are considered to be behind cover (in the form of one or more panicked bystanders) and risks inadvertently harming an innocent.

The Soldier (Spot DC 15) is pushing her way through the crowd towards the stage. She intends to fire her bolt at point blank range (30 feet) then allow herself to be killed by Evaleigh's guards.

The Vermin (Spot DC 20 + APL) is in hybrid form in an alleyway between two shops facing the stage. On round three he will climb on top of some barrels for a clear shot. He is roughly 80 feet from the stage.

The Hunter (Spot DC 25 + APL) is on the roof of Lymon Gemsplitter's jewelry shop. The shop is off to the right of the stage about fifty feet, and the roof is about ten feet high (Climb DC 15).

- If one of the snipers manages to shoot Evaleigh, then Gryken (disguised as the cleric of Trithereon) will rush to the top of the stage and give her a vial to drink—supposedly anti-toxin, but actually an additional dose of black lotus extract. He will then cast his *obscuring mist* then flee.
- If a combat breaks out with a sniper, but Evaleigh is not hit, then Gryken will cast his *obscuring mist*, leap onto stage while commanding the guards to force the crowd

away from the stage, then perform a death attack against Evaleigh.

- If there are no assassins left, then Gryken will call for a blessing to Trithereon before Evaleigh's speech begins then cast *obscuring mist*, leap onto stage, and attempt a death attack with his poisoned dagger.

#### **Creatures:**

**Evaleigh's Double, female, human Com1: AC 10, hp 3.**

**Guards, male human War1: AC 15, hp 5.** Chainmail and spears.

APL2 (EL 5)

Gryken, male human Exp5/Asn1: hp 38.

APL4 (EL 7)

Gryken, male human Mnk6/Asn1: hp 51.

APL6 (EL 9)

Gryken, male human Mnk8/Asn1: hp 74.

APL8 (EL 11)

Gryken, male human Mnk10/Asn1: hp 90.

APL10 (EL 13)

Gryken, male human Mnk12/Asn1: 106.

## **Conclusion**

**As the confusion subsides, a murmur spreads throughout the crowd. Whispered voices say over and over again, "Evaleigh." Ascending the platform is Archbaroness Evaleigh. She is identical in appearance to the woman that first stood on stage, but this Evaleigh holds her head high, walking with grace and dignity.**

If her double was killed during the combat:

**She kneels beside her slain double, a touch of sadness tainting her noble demeanor. She raises a hand and summons several of her guards to carry the body to the Temple of Trithereon. She then stands and turns to address the crowd.**

**The formerly hostile crowd seems unsure how to respond. Evaleigh speaks in a clear, majestic voice and begins her speech. One voice in the crowd yells out loudly in derision and many others respond in kind. The soldiers grip their spears with both hands prepared for the worst, but Evaleigh continues on, undaunted.**

*For tense minutes she expresses the sorrow and regret of her actions. She apologizes to the people of Ratic and to the noble lords who have suffered because of her decisions. Evaleigh's sincerity silences some of the voices in the crowd, but others continue their verbal barrage.*

*Evaleigh's voice takes on a much more grim tone as she reveals the secret behind her apparent inactivity. With anguish she relates the horrors she suffered in the slave camps of Spinecastle. The crowd falls silent during her narrative, their anger seemingly giving way to shame.*

*Strength then returns to her voice as she addresses the merchant guilds and berates them for their demands. For their own failure to act in defense of the archbarony. She promises to take immediate action to reclaim the Bredivan freehold. To restore relations with Ratic's allies to the north. To renew the glory of the archbarony and to ensure that its citizens will have the opportunity to live in prosperity and security. With her last words, "Our greatest strength lies not in our numbers, but in our unity!" her subjects begin to cheer.*

The full text of Evaleigh's speech is in Appendix 1.

*As Evaleigh leaves the stage, many of the nobles appear satisfied by her words. Many of the merchant and guild leaders slink away sullenly with their retinues following behind them. The citizens of Marner continue to cheer, apparently excited about the prospects for the future of their country.*

**The End**

## Experience Point Summary

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

### Encounter Four

Defeat/Capture the Soldier  
APL2 60 xp; APL4 90 xp; APL6 120 xp; APL8 180 xp; APL10 240 xp

### Encounter Five

Defeat/Capture the Hunter  
APL2 60 xp; APL4 120 xp; APL6 180 xp; APL8 240 xp; APL10 300 xp.

### Encounter Six

Survive the Trap  
APL4 30 xp; APL6 90 xp; APL8 90 xp; APL10 120 xp.  
Defeat/Capture the Vermin  
APL2 60 xp; APL4 150 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp.

### Encounter Seven

Defeat/Capture the Assassin  
APL2 150 xp; APL4 210 xp; APL6 270 xp;  
APL8 330 xp; APL10 390 xp.

### Story Award

Quell the random disturbance (in Encounter 1)  
APL2 30 xp; APL4 30 xp; APL6 30 xp;  
APL8 30xp; APL10 30 xp.  
Evaleigh's Double Survives (in Encounter 7)  
APL2 30 xp; APL4 30 xp; APL6 30 xp;  
APL8 30xp; APL10 30 xp..

### Discretionary roleplaying award

APL2 60 xp; APL4 60 xp; APL6 60 xp;  
APL8 60 xp; APL10 60 xp.

### Total possible experience:

APL2 450 xp; APL4 720 (675) xp; APL6 1020 (900) xp; APL8 1260 (1025)xp; APL10 1530 (1350) 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter Four—Soldier

APL 2: L: 26 gp; C: 30 gp; M: 0 gp  
APL 4: L: 26 gp; C: 30 gp; M: 0 gp  
APL 6: L: 56 gp; C: 30 gp; M: 0 gp  
APL 8: L: 56 gp; C: 30 gp; M: 0 gp  
APL 10: L: 56 gp; C: 30 gp; M: 0 gp

#### Encounter Five—Hunter

APL 2: L: 59 gp; C: 5 gp; M: 20 gp; darkwood buckler  
APL 4: L: 59 gp; C: 5 gp; M: 20 gp  
APL 6: L: 59 gp; C: 5 gp; M: 20 gp  
APL 8: L: 59 gp; C: 5 gp; M: 20 gp  
APL 10: L: 59 gp; C: 5 gp; M: 20 gp

#### Encounter Six—Vermin

APL 2: L: 3 gp; C: 20 gp; M: 0 gp  
APL 4: L: 34 gp; C: 20 gp; M: 0 gp  
APL 6: L: 56 gp; C: 20 gp; M: 0 gp  
APL 8: L: 86 gp; C: 20 gp; M: 0 gp  
APL 10: L: 111 gp; C: 20 gp; M: 0 gp

#### Encounter Seven—Assassin

APL 2: L: 38 gp; C: 0 gp; M: 0 gp  
APL 4: L: 38 gp; C: 0 gp; M: 100 gp; +1 bracers of armor  
APL 6: L: 38 gp; C: 0 gp; M: 400 gp; +2 bracers of armor  
APL 8: L: 8 gp; C: 0 gp; M: 630 gp; +1 dagger, +2 bracers of armor  
APL 10: L: 8 gp; C: 0 gp; M: 1530 gp; +1 dagger, +2 blinding bracers of armor, ring of counterspells.

#### Reward from the Archbarony

APL2: C: 200 gp  
APL4: C: 300 gp  
APL6: C: 300 gp  
APL8: C: 300 gp  
APL10: C: 300 gp

#### Total Possible Treasure

APL 2: 401 gp (400)  
APL 4: 632 gp (600)  
APL 6: 974 gp (800)  
APL 8: 1214 gp (1250)  
APL 10: 2139 gp (2100)

#### Special

Influence Point with Clan Ghostbear

Enmity of Clan Ghostbear: this PC has a permanent -4 circumstance bonus on any Diplomacy or related skill check with any of the Fruztii of Clan Ghostbear.

Influence Point with Clan Ukakane

Influence Point with the People of Marner: this PC gains a +2 circumstance bonus on any public Diplomacy or Perform checks in the city of Marner. This bonus can be applied to a Perform check to earn additional income following a regional adventure that takes place in the City of Marner.

#### Items to Appear on the AR:

APL2: darkwood buckler

APL6: +2 bracers of armor

APL 10: +2 blinding bracers of armor (these function as normal +2 bracers of armor that also have the blinding ability. The bracers flash with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds). Moderate evocation; CL 7<sup>th</sup>; Craft Magic Arms and Armor, searing light; Price 9000 gp.

Ring of counterspells

## Appendix 1—Evaleigh's Speech

Citizens of Ratic I beg your forgiveness. For years I have failed to hear your voices. I have failed to act in the name of our country. I have failed to serve you in the way that you deserve. I have failed to wear the power and resources of the crown I was given.

To the noble leaders of the fourteen freeholds of Ratic, I seek forgiveness from you as well. I have failed to aid you in the development and defense of your lands and homes. I have failed to properly use the armies under my command in a wise manner. I have failed to wield the might of the sword I was given.

I understand how alone, and isolated, and perhaps helpless, all of you must have felt at times. The Rakers to the west. The massive Timberway and Loftwood forests to the north and south. The Solnor Coast to our east. These great barriers surround us like the palisade of a great fortress. In Ratic's past they have often served as ample protection. Ratic has always been a nation of proud folk, who were strong in will as well as arms. Did not your great grandparents and ancestors value their independence and liberty from the rest of the world? They had nothing to fear from crumbling kingdoms or invading armies because they were united in their love of freedom and nothing could ever strip that from them. That has always been the history of this land.

So why in the past seven years have those massive walls around us become a barrier that now imprisons rather than protects? To the hunters and woodsmen of the northern houses I ask: Is not the vast pine forest a reminder of how distant our closest allies are? To the sailors and shipwrights along the coast: Do the seas comfort or horrify you each time you spot a distant sail that you do not recognize? To the dwarves and gnomes dwelling in the foothills of the Rakers: Is the approach of an army of orcs and giants a chance for glorious victory in battle? Or is it a chance that a friend or loved one will be slain? How have we changed? Why have we lost our spirit and resolve?

I have an answer. It was because of me. It was my fault. Without the support of the Archbarony, each of the noble houses was left on their own. While I commend each of them on continuing to lead their people in the best way that they could, we became a nation divided. Each freehold was no longer working towards the greater good of the country but towards its own interests. And even if one freehold were to thrive and strengthen and prosper, the suffering of his neighbor still weakened the country as a whole. You have sensed it for years. And it became painfully obvious when the goblin forces from Loftwood managed for the first time in the history of our country to capture and occupy a portion of our land—and they did it while the entire grand and glorious army of Ratic was somewhere else, on a front that did not need it's attention.

For the first time, there was no unified force of stout Ratic warriors to meet the invaders. There was no combined force of humans, dwarves, gnomes and elves to repel the invaders. A single brave nobleman and his handful of militia soldiers fought valiantly to defend their homeland. But they fought alone. And they lost.

I blame myself for the downward spiral that began seven years ago. I blame myself because I made a decision that was selfish. It was not the decision of a leader that is responsible for the safety and well-being of thousands of loyal subjects. It was the decision of a woman—and a wife—who had just lost her husband.

Just as Alain my prince led an army across Kalmar Pass to conquer Spinecastle. I led my own expedition to the city of Spinecastle seven years ago, to finally determine what had happened to him there. Why is it that none of you have heard of this before? Because the mission was a grand failure and none of the adventurers returned. All of the men were killed. The two women in the party were considered a valuable enough commodity to be held in the Spinecastle slave camps. They were beaten, tortured, and worse... and when one of them tried... when I tried to escape, my keepers crippled me.

The brave and loyal woman who stood atop this platform in my place has been standing in my place ever since the day I made that decision. I ordered her to act the part of the grieving widow until my return. But neither of us knew that her term would be a matter of years, not weeks. She should never have been placed in such a position; and she never will again. And never again will I ask another to stand in my place.

I stand before you now. The true Evaleigh. You now know of my shame; The reason for my apparent inaction. That I made a decision in my own self-interest. A decision that I did not have the liberty to make for myself. My mistake was a great betrayal to the Archbarony, and has allowed us to turn from being individuals, to simply being alone.

I would like to recognize and express my gratitude to those who have continued to faithfully serve in the interests of the Archbarony. First to Lord Krevik Bredivan, whose military forces and subjects have endured such terrible suffering. Who with his own personal family fortune has been both supporting his people and financing a war against the orc and goblin denizens of Loftwood. My promise to you, Lord Bredivan, is that you will no longer be forced to fight alone.

To Hayv the Tactful, a diplomat from the court of Marner. At great personal expense and risk he has traveled from one end of our land to the other, trying to resolve conflicts as they arose. With the Fruztii, with the dwarves of Clan Ukakane, with the heads of the merchant guilds, even with the previously unknown goblin armies of Loftwood. My promise to you, Sir Hayv, is that the full might of the Ratic crown will support your words.

To Armat Ukakane of Clan Ukakane. For coming to the aid of our forces in Kalmar Pass, even though you disagreed often with the commander of the army. For leading forces of your own, in an action that you knew was right. I thank you, Sir Armat.

To the heads of the merchant and trade guilds who have been crying for their voice to be heard. Who have loudly and frequently condemned myself and those loyal to the crown. Who have suffered much in the way of lost silver, and lost trade. Who have spent much of their wealth to hire conscripts and mercenaries to defend their possessions. Who have used their constabulary forces to restrict the activities of those craftsmen not affiliated with their guilds. Who have used bribes and coercion to undermine any who stand against them. Who have been discreetly amassing a small army of conscripts. What have you done to serve the people of Ratic? The current number of mercenaries in the employ of the shipbuilding and farriers guilds combine to roughly the same number of troops in the Bredivan militia. When Fort Bredivan was captured where were those troops? They were assembled here, outside of Marner, to be displayed as a passive threat to any who would defy you, while your leaders demanded for new laws that would increase their profits. How have you sacrificed personally to help in the defense of this country? My promise to you, is that you will be granted the rights that you deserve.

I cannot undo the mistakes of the past. All I can do is help shape our future. Now that the Council of Lords has adjourned, and each of the ruling nobles—as well as the invited guild factions—have had a chance to be heard, here are my decrees.

My first act as Lady Archbaroness of Ratic is to deploy our armies to halt the encroaching goblin forces and to retake our territory. A portion of the militia of the three dwarven clans will maintain the current position of the Ratic army at Kalmar Pass under the command of Armat Ukakane. General Gatoril will command the Ratic army in the battle to retake our southern freehold, seconded by Lord Bredivan.

My second act as Lady Archbaroness of Ratic will be to strengthen relations with our allies and potential allies. Hayv the Tactful will function as Chief Diplomat of the Marner Court and will focus on fortifying the Northern Alliance with the Frost Barbarians, and opening talks with the Snow and Ice Barbarians, Nyron, the dwarven clans of the Griff Mountains, the Sea Barons, and others.

My third act as Lady Archbaroness of Ratic, is to order the merchant and trade guilds to disarm and disband their mercenary units. They have the right to hire security personnel and bodyguards, but not armed forces prepared to take arms against the Ratic Crown. The Marner Constabulary will be allowed to continue to operate as a policing force in Marner, but they will be under the direct command of Sir Ardent Bentner henceforth.

We have endured the trials of these past years, and we will now overcome them. We are individuals, but we need not be alone. My promise to you, loyal citizens of Ratic, is that together we will restore the glory of our country! Our greatest strength lies not in our numbers, but in our unity!

# NPC Appendix

## Encounter One:

### Devonmeek Trial

All APLs:

**Fruztii Clansmen, male human War1:** CR ½; Medium humanoid; HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 12 (+2 armor); Base Atk +1; Grp +2; Atk +2 melee (1d10+1, greatclub); AL CN; SV Fort +2, Ref +0, Will -1; Str 13, Dex 11, Con 10, Int 9, Wis 8, Cha 11

*Skills and Feats:* Climb +3, Jump +3, Ride +2, Swim +3; Endurance, Power Attack.

*Possessions:* greatclub, leather.

APL2:

**Fruztii Leader, male human War1:** CR ½; Medium humanoid; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 13 (+3 armor); Base Atk +1; Grp +4; Atk +5 melee (1d3+3, unarmed strike) or +4 melee (1d12+4/x3, greataxe); AL CN; SV Fort +3, Ref +0, Will -1; Str 17, Dex 11, Con 13, Int 9, Wis 8, Cha 14.

*Skills and Feats:* Handle Animal +6, Intimidate +6; Improved Unarmed Strike, Weapon Focus (unarmed strike).

*Possessions:* studded leather, greataxe.

APL4:

**Fruztii Leader, male human Bbn1:** CR 1; Medium humanoid; HD 1d12+1; hp 13; Init +0; Spd 40 ft.; AC 13 (+3 armor); Base Atk +1; Grp +4; Atk +5 melee (1d3+3, unarmed strike) or +4 melee (1d12+4/x3, greataxe); SQ Bbn Rage; AL CN; SV Fort +3, Ref +0, Will -1; Str 17, Dex 11, Con 13, Int 9, Wis 8, Cha 14.

*Skills and Feats:* Handle Animal +6, Intimidate +6, Listen +3, Survival +3; Improved Unarmed Strike, Weapon Focus (unarmed strike).

*Possessions:* studded leather, greataxe.

APL6+:

**Fruztii Leader, male human Bbn3:** CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 armor); Base Atk +3; Grp +11; Atk +8 melee (1d3+4, unarmed strike) or +7 melee (1d12+6/x3, greataxe); SQ Bbn Rage; Uncanny Dodge; AL CN; SV Fort +5, Ref +2, Will +0; Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 14.

*Skills and Feats:* Handle Animal +8, Intimidate +8, Listen +5, Survival +5; Improved Grapple, Improved Unarmed Strike, Weapon Focus (unarmed strike).

*Possessions:* chain shirt, greataxe.

### Ukaloa Pickpocket

APL2-4:

**Marner Pickpocket, male human Exp1:** CR ½; Medium humanoid; HD 1d6; hp 4; Init +7; Spd 30 ft.; AC 13 (+3 Dex); Base Atk +0; Grp -1; Atk -1 melee (1d3-1 non-lethal, unarmed strike); AL N; SV Fort +0, Ref +3, Will +4; Str 8, Dex 16, Con 11, Int 13, Wis 14, Cha 9.

*Skills and Feats:* Bluff +3, Hide +7, Move Silently +7, Sleight of Hand +7, Spot +6, Tumble +7; Improved Initiative, Run.

*Possessions:* Febal Ukaloa's coin purse.

APL6-10:

**Marner Pickpocket, male human Exp3:** CR 2; Medium humanoid; HD 3d6; hp 12; Init +7; Spd 30 ft.; AC 14 (+4 Dex); Base Atk +2; Grp +1; Atk +1 melee (1d3-1 non-lethal, unarmed strike); AL N; SV Fort +1, Ref +4, Will +5; Str 8, Dex 18, Con 11, Int 13, Wis 14, Cha 9.

*Skills and Feats:* Bluff +5, Hide +9, Move Silently +9, Sleight of Hand +9, Spot +8, Tumble +9; Improved Initiative, Fleet of Foot, Run.

*Possessions:* Febal Ukaloa's coin purse.

## Encounter Four—The Soldier:



#### APL2

**Julik Ferrian, female human Ftr1:** CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 18 (+2 Dex, +5 armor, +1 shield); Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/19-20, crossbow); Full Atk +2/+1 melee (1d8+2/19-20, longsword and 1d6+1/19-20, short sword); AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 14, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +4 (+0), Handle Animal +3, Jump +4 (+0), Ride +6; Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword),

*Possessions:* longsword, short sword, 2 daggers, breastplate, light crossbow, 10 bolts, 3 rubies (value 50 gp each), 1 assassin's bolt.

**Militia Soldier, male human War1:** CR ½; Medium humanoid; HD 1d8; hp 5; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 armor, +2 shield); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/10-20, longsword) or +2 ranged (1d8/19-20, crossbow); AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Handle Animal +4, Ride +5; Combat Reflexes, Weapon Focus (longsword).

*Possessions:* longsword, light crossbow, chain mail, heavy wooden shield, 10 bolts.

#### APL4

**Julik Ferrian, female human Ftr3:** CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 19 (+3 Dex, +5 armor, +1 shield); Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword) or +6 ranged (1d8/19-20, crossbow); Full Atk +4/+3 melee (1d8+2/19-20, longsword and 1d6+1/19-20, short sword); AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +5 (+1), Handle Animal +4, Jump +5 (+1), Ride +9; Point Blank Shot, Quickdraw, Rapid Reload, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword),

*Possessions:* longsword, short sword, 2 daggers, breastplate, light crossbow, 10 bolts, 3 rubies (value 50 gp each), 1 assassin's bolt.

**Militia Soldier, male human War1:** same as APL 2 above.

#### APL6

**Julik Ferrian, female human Ftr5:** CR 5; Medium humanoid; HD 5d10+10; hp 44; Init +2; Spd 20 ft.; AC 19 (+3 Dex, +5 armor, +1 shield); Base Atk +5; Grp +8; Atk +10 melee (1d8+5/19-20, longsword) or +8 ranged (1d8/19-20, crossbow); Full Atk +8/+6 melee (1d8+5/19-20, longsword and 1d6+1/19-20, short sword); AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 16, Con 14, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +7 (+3), Handle Animal +6, Jump +7 (+3), Ride +11; Point Blank Shot, Quickdraw, Rapid Reload, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* masterwork longsword, short sword, 2 daggers, breastplate, light crossbow, 10 bolts, 3 rubies (value 50 gp each), 1 assassin's bolt.

**Militia Soldier, male human War1:** same as APL 2 above.

#### APL8-10

**Julik Ferrian, female human Ftr5:** same as APL 6 above.

**Militia Soldier, male human Ftr2 (3):** CR 2; Medium humanoid; HD 2d10+2; hp 17; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 armor, +2 shield); Base Atk +2; Grp +3; Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/19-20, crossbow); AL N; SV Fort +4, Ref +1, Will +1; Str 12, Dex 13, Con 12, Int 13, Wis 12, Cha 11.

*Skills and Feats:* Climb +6 (-1), Handle Animal +6, Jump +6 (-1), Ride +7; Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (longsword).

*Possessions:* longsword, light crossbow, chain mail, heavy wooden shield, 10 bolts.

### Encounter Five—The Hunter:

All APLs:

**Hunters, male human Exp1:** CR ½; Medium humanoid; HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 12 (+1 Dex, +1 armor); Base Atk +0; Grp +0; Atk +0 melee (1d8/x3, spear); AL CN; SV Fort +0, Ref +1, Will +3; Str 11, Dex 12, Con 10, Int 8, Wis 12, Cha 9.

*Skills and Feats:* Craft (trapmaking) +3, Hide +5, Listen +5, Profession (hunter) +5, Spot +5, Survival +5; Alertness, Track

*Possessions:* padded armor, spear, dagger.

APL2

**Adem Shadowlure, male human Rgr1:** CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +4 armor, +1 shield); Base Atk +1; Grp +1; Atk +6 ranged (1d8/19-20, crossbow) or +1 melee (1d6/x3, handaxe); SQ Rgr favored enemy +2 Vs animals, wild empathy; AL NE; SV Fort +4, Ref +6, Will +2; Str 11, Dex 18, Con 14, Int 12, Wis 15, Cha 8.

*Skills and Feats:* Climb +2 (+1), Handle Animal +3, Hide +8 (+1), Jump +2 (+1), Listen +6, Move Silently +8 (+7), Profession (hunter) +6, Spot +6, Survival +6; Alertness, Point Blank Shot, Track

*Possessions:* masterwork chain shirt, darkwood buckler, handaxe, masterwork light crossbow, 10 bolts, 25 gp, 1 *assassin's bolt*.

APL 4

**Adem Shadowlure, male human Rgr4:** CR 4; Medium humanoid; HD 4d8+8; hp 31; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +4 armor, +1 shield); Base Atk +4; Grp +5; Atk +9 ranged (1d8/19-20, crossbow) or +5 melee (1d6+1/x3, handaxe); Full Atk +7/+7 ranged (1d8/19-20, crossbow); SQ Rgr favored enemy +2 Vs animal, wild empathy; AL NE; SV Fort +6, Ref +8, Will +3; Str 12, Dex 19, Con 15, Int 12, Wis 16, Cha 8.

*Skills and Feats:* Climb +6 (+5), Handle Animal +6, Hide +11 (+10), Jump +3 (+2), Listen +10, Move Silently +11 (+10), Profession (hunter) +11, Spot +11, Survival +11; Alertness, Endurance, Point Blank Shot, Rapid Reload, Rapid Shot, Track.

*Possessions:* masterwork chain shirt, darkwood buckler, handaxe, masterwork light crossbow, 20 bolts, 25 gp, 1 *assassin's bolt*.

*Spells Prepared* (1, DC = 13 + spell level): 1<sup>st</sup>—*calm animals*.

**Wolf Companion:** hp 13, see Monster Manual.

APL 6

**Adem Shadowlure, male human Rgr6:** CR 6; Medium humanoid; HD 6d8+18; hp 51; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +4 armor, +1 shield); Base Atk +6; Grp +7; Atk +11 ranged (1d8/19-20, crossbow) or +7 melee (1d6+1/x3, handaxe); Full Atk +9/+9/+4 ranged (1d8/19-20, crossbow) or +7/+2 melee (1d6+1/x3, handaxe); SQ Rgr favored enemy +4 Vs human, +2 Vs animals, wild empathy; AL NE; SV Fort +8, Ref +9, Will +4; Str 12, Dex 19, Con 16, Int 12, Wis 16, Cha 8.

*Skills and Feats:* Climb +8 (+7), Handle Animal +7, Hide +13 (+12), Jump +3 (+2), Listen +12, Move Silently +13 (+12), Profession (hunter) +13, Spot +13, Survival +13; Alertness, Diehard, Endurance, Manyshot, Point Blank Shot, Rapid Reload, Rapid Shot, Track.

*Possessions:* masterwork chain shirt, darkwood buckler, handaxe, masterwork light crossbow, 30 bolts, 25 gp, 1 *assassin's bolt*.

*Spells Prepared* (2, DC = 13 + spell level): 1<sup>st</sup>—*calm animals, magic fang*.

**Advanced Wolf Companion:** Medium animal; HD 4d8+12; hp 30; Init +3; Spd 50 ft.; AC 17 (+3 Dex, +4 natural); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, bite); SA trip; SQ low-light vision, scent, link, share spells, evasion; Saves Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +4, Move Silently +3, Spot +4, Survival +1 (+5); Dodge, Track, Weapon Focus (bite).

*Tricks:* attack, defend, down, fetch, guard, heel, seek, track.

APL 8:

**Adem Shadowlure, male human Rgr8:** CR 8; Medium humanoid; HD 8d8+24; hp 65; Init +5; Spd 30 ft.; AC 20 (+5 Dex, +4 armor, +1 shield); Base Atk +8; Grp +9; Atk +14 ranged (1d8/19-20, crossbow) or +9 melee (1d6+1/x3, handaxe); Full Atk +12/+12/+7 ranged (1d8/19-20, crossbow) or +9/+4 melee (1d6+1/x3, melee); SQ Rgr favored enemy +4 Vs human, +2 Vs animals, wild empathy; AL NE; SV Fort +9, Ref +10, Will +4; Str 12, Dex 20, Con 16, Int 12, Wis 16, Cha 8.

*Skills and Feats:* Climb +8 (+7), Handle Animal +9, Hide +16 (+15), Jump +5 (+4), Listen +14, Move Silently +16 (+15), Profession (hunter) +15, Spot +15, Survival +15; Alertness, Diehard, Endurance, Manyshot, Point Blank Shot, Rapid Reload, Rapid Shot, Track.

*Possessions:* masterwork chain shirt, darkwood buckler, handaxe, masterwork light crossbow, 25 gp, 40 bolts, 1 *assassin's bolt*.

*Spells Prepared* (2/1, DC = 13 + spell level): 1<sup>st</sup>—*calm animals, magic fang*; 2<sup>nd</sup>—*cat's grace*.

**Advanced Wolf:** same as APL 6, see above.

APL 10

**Adem Shadowlure, male human Rgr10:** CR 10; Medium humanoid; HD 10d8+30; hp 79; Init +5; Spd 30 ft.; AC 20 (+5 Dex, +4 armor, +1 shield); Base Atk +10; Grp +11; Atk +16 ranged (1d8/19-20, crossbow) or +11 melee (1d6+1/x3, handaxe); Full Atk +14/+14/+9 ranged (1d8/19-20, crossbow) or +11/+6 melee (1d6+1/x3, handaxe); SQ Rgr favored enemy +6 Vs human, +2 Vs animals, +2 Vs beast, wild empathy, evasion; AL NE; SV Fort +10, Ref +11, Will +5; Str 12, Dex 20, Con 16, Int 12, Wis 16, Cha 8.

*Skills and Feats:* Climb +9 (+8), Handle Animal +11, Hide +18 (+17), Jump +6 (+5), Listen +16, Move Silently +18 (+17), Profession (hunter) +17, Spot +17, Survival +17; Alertness, Diehard, Endurance, Manyshot, Point Blank Shot, Power Critical, Rapid Reload, Rapid Shot, Track.

*Possessions:* masterwork chain shirt, darkwood buckler, handaxe, masterwork light crossbow, 25 gp, 40 bolts, 1 *assassin's bolt*.

*Spells Prepared* (2/2, DC = 13 + spell level): 1<sup>st</sup>—*calm animals, magic fang*; 2<sup>nd</sup>—*barkskin, cat's grace*.

**Advanced Wolf:** same as APL 6, see above

## Encounter Six—The Vermin

APL2 (EL 2)

**Grat, male wererat Rog1:** CR 2; Medium humanoid (shapechanger); HD 1d8+1 plus 1d6+2; hp 14; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +2 armor, +2 natural); Base Atk +0; Grp +1; Atk +4 melee (1d6+1/18-20, rapier) or +4 melee (1d6+1, claw) or +4 ranged (1d4+1/19-20, dagger); Full Atk +4/+4/-1 melee (1d6+1, 2 claws and 1d4, bite); SA Rog sneak attack +1d6, *curse of lycanthropy*; SQ *alternate form*, DR 10/silver; *rat empathy*, low-light vision, scent; AL CE; SV Fort +4, Ref +8, Will +7; Str 12, Dex 13 (19), Con 13 (15), Int 8, Wis 16, Cha 11.

*Skills and Feats:* Bluff +4, Climb +3, Gather Information +4, Hide +8, Intimidate +4, Listen +9, Move Silently +8, Sleight of Hand +8, Spot +9; Alertness, Iron Will, Point Blank Shot, Quickdraw, Weapon Finesse.

*Possessions:* leather, rapier, 6 daggers, light crossbow, 1 *assassin's arrow*, 100 gp.

APL4 (EL 5)

**Grat, male wererat Rog3:** CR 5; Medium humanoid (shapechanger); HD 1d8+1 plus 3d6+8; hp 33; Init +5; Spd 30 ft.; AC 20 (+5 Dex, +3 armor, +2 natural); Base Atk +2; Grp +3; Atk +7 melee (1d6+1/18-20, rapier) or +7 melee (1d6+1, claw) or +7 ranged (1d4+1/19-20, dagger); Full Atk +7/+7/+2 melee (1d6+1, 2 claws and 1d4, bite); SA Rog sneak attack +2d6, *curse of lycanthropy*; SQ Rog evasion, trap sense +1, *alternate form*, DR 10/silver; *rat empathy*, low-light vision, scent; AL CE; SV Fort +5, Ref +10, Will +8; Str 12, Dex 14 (20), Con 13 (15), Int 8, Wis 16, Cha 11.

*Skills and Feats:* Bluff +6, Climb +3, Gather Information +6, Hide +10, Intimidate +6, Listen +11, Move Silently +10, Sleight of Hand +10, Spot +11; Alertness, Iron Will, Point Blank Shot, Quickdraw, Rapid Shot, Weapon Finesse.

*Possessions:* masterwork studded leather, rapier, 6 daggers, light crossbow, 1 *assassin's arrow*, 100 gp.

**Vermin cutpurses, male human Rog1:** CR 1; Medium humanoid; HD 1d6; hp 6; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 armor); Base Atk +0; Grp +0; Atk +0 melee (1d6/19-20, short sword) or +1 ranged (1d4/19-20, dagger); SA Rog sneak attack +1d6; AL LE; SV Fort +0, Ref +3, Will +0; Str 11, Dex 12, Con 10, Int 8, Wis 11, Cha 9.

*Skills and Feats:* Bluff +3, Climb +2 (+1), Disable Device +3, Gather Information +3, Hide +5 (+4), Move Silently +5 (+4), Open Locks +5, Search +3, Use Rope +3; Improved Initiative, Quickdraw.  
*Possessions:* studded leather, 2 short swords, 2 daggers.

#### APL6

**Grat, male wererat Rog6:** CR 7; Medium humanoid (shapechanger); HD 1d8+1 plus 6d6+12; hp 47; Init +5; Spd 30 ft.; AC 21 (+5 Dex, +4 armor, +2 natural); Base Atk +4; Grp +5; Atk +9 melee (1d6+1/18-20, rapier) or +9 melee (1d6+1, claw) or +9 ranged (1d4+1/19-20, dagger); Full Atk +9/+9/+4 melee (1d6+1, 2 claws and 1d4, bite); SA Rog sneak attack +3d6, *curse of lycanthropy*; SQ Rog evasion, trap sense +2, uncanny dodge, *alternate form*, DR 10/silver; *rat empathy*, low-light vision, scent; AL CE; SV Fort +6, Ref +12, Will +9; Str 12, Dex 14 (20), Con 13 (15), Int 8, Wis 16, Cha 11.

*Skills and Feats:* Bluff +9, Climb +3 (+2), Gather Information +9, Hide +13 (+12), Intimidate +9, Listen +14, Move Silently +13 (+12), Sleight of Hand +13 (+12), Spot +14; Alertness, Arterial Strike, Iron Will, Point Blank Shot, Quickdraw, Rapid Shot, Weapon Finesse.

*Possessions:* masterwork chain shirt, rapier, 6 daggers, light crossbow, 1 assassin's arrow, 100 gp.

**Vermin cutpurses, male human Rog1:** same as APL 4, see above.

#### APL8 (EL 10)

**Grat, male wererat Rog8:** CR 9; Medium humanoid (shapechanger); HD 1d8+1 plus 8d6+24; hp 63; Init +5; Spd 30 ft.; AC 21 (+5 Dex, +4 armor, +2 natural); Base Atk +6; Grp +7; Atk +12 melee (1d6+1/18-20, rapier) or +11 melee (1d6+1, claw) or +11 ranged (1d4+1/19-20, dagger); Full Atk +12/+7 melee (1d6+1/18-20, rapier) or +11/+11/+6 melee (1d6+1, 2 claws and 1d4, bite); SA Rog sneak attack +4d6, *curse of lycanthropy*; SQ Rog evasion, trap sense +2, uncanny dodge, improved uncanny dodge, *alternate form*, DR 10/silver; *rat empathy*, low-light vision, scent; AL CE; SV Fort +9, Ref +13, Will +9; Str 12, Dex 14 (20), Con 14 (16), Int 8, Wis 16, Cha 11.

*Skills and Feats:* Bluff +11, Climb +3 (+2), Gather Information +11, Hide +15 (+12), Intimidate +11, Listen +16, Move Silently +15 (+14), Sleight of Hand +15 (+14), Spot +16; Alertness, Arterial Strike, Great Fortitude, Iron Will, Point Blank Shot, Quickdraw, Rapid Shot, Weapon Finesse.

*Possessions:* masterwork chain shirt, masterwork rapier, 6 daggers, light crossbow, 1 assassin's arrow, 100 gp.

**Vermin afflicted, male human Rog1:** CR 2; Medium humanoid (shapechanger); HD 1d8+1 plus 1d6; hp 11; Init +8; Spd 30 ft.; AC 17 (+4 Dex, +3 armor); Base Atk +0; Grp +0; Atk +4 melee (1d6/19-20, short sword) or +4 ranged (1d4/19-20, dagger); SA Rog sneak attack +1d6; SQ *alternate form*, DR 5/silver, *rat empathy*, low-light vision, scent; AL CE; SV Fort +2, Ref +8, Will +5; Str 11, Dex 12 (18), Con 10 (12), Int 8, Wis 13, Cha 9.

*Skills and Feats:* Bluff +3, Climb +3 (+2), Disable Device +3, Gather Information +3, Hide +8 (+7), Move Silently +8 (+7), Open Locks +8, Search +3, Use Rope +6; Alertness, Improved Initiative, Iron Will, Quickdraw, Weapon Finesse.

*Possessions:* studded leather, 2 short swords, 2 daggers.

#### APL10 (EL 12)

**Grat, male wererat Rog10:** CR 11; Medium humanoid (shapechanger); HD 1d8+1 plus 10d6+30; hp 74; Init +5; Spd 30 ft.; AC 21 (+5 Dex, +4 armor, +2 natural); Base Atk +7; Grp +8; Atk +13 melee (1d6+1/18-20, rapier) or +12 melee (1d6+1, claw) or +12 ranged (1d4+1/19-20, dagger); Full Atk +13/+8 melee (1d6+1/18-20, rapier) or +12/+12/+7 melee (1d6+1, 2 claws and 1d4, bite); SA Rog sneak attack +5d6, crippling strike, *curse of lycanthropy*; SQ Rog evasion, trap sense +3, uncanny dodge, improved uncanny dodge, *alternate form*, DR 10/silver; *rat empathy*, low-light vision, scent; AL CE; SV Fort +10, Ref +14, Will +10; Str 12, Dex 14 (20), Con 14 (16), Int 8, Wis 16, Cha 11.

*Skills and Feats:* Bluff +13, Climb +5 (+4), Gather Information +11, Hide +17 (+16), Intimidate +13, Listen +18, Move Silently +17 (+16), Sleight of Hand +17 (+16), Spot +18; Alertness, Arterial Strike, Great Fortitude, Iron Will, Point Blank Shot, Quickdraw, Rapid Shot, Weapon Finesse.

*Possessions:* masterwork chain shirt, masterwork rapier, 6 daggers, light crossbow, 1 assassin's arrow, 100 gp.

**Vermin afflicted, male human Rog1:** same as APL 8, see above.

## Encounter Seven—The Assassination

APL2 (EL 5)

**Gryken, male human Exp5/Assassin1:** CR 5; Medium humanoid; HD 6d6+12; hp 38; Init +3; Spd 30 ft. AC 15 (+3 Dex, +2 armor); Base Atk +3; Grp +5; Atk +7 melee (1d4+2/19-20, dagger); SA Asn sneak attack +1d6, death attack, spells; SQ Asn poison use; AL LE; SV Fort +3, Ref +6, Will +6; Str 14, Dex 16, Con 15, Int 12, Wis 15, Cha 12.

*Skills and Feats:* Bluff +9, Decipher Script +6, Disable Device +5, Disguise +11, Forgery +11, Gather Information +11, Hide +11, Move Silently +11, Open Locks +7, Search +11; Deceitful, Investigator, Quickdraw, Weapon Focus (dagger).

*Possessions:* masterwork dagger (poison@), clerical vestments, silver holy symbol of Trithereon, disguise kit.

*Spells Known (1):* feather fall, obscuring mist.

APL4 (EL 7)

**Gryken, male human Mnk6/Assassin1:** CR 7; Medium humanoid; HD 6d8+1d6+14; hp 51; Init +3; Spd 50 ft.; AC 18 (+3 Dex, +1 armor, +4 Mnk); Base Atk +4; Grp +6; Atk +7 melee (1d4+2/19-20, dagger) or +7 melee (1d8+2, unarmed); Full Atk +6/+6 melee (1d8+2, unarmed); SA Mnk ki strike (magic), Asn sneak attack +1d6, death attack; SQ Mnk evasion, still mind, slow fall 30 ft., purity of body, Asn poison use; AL LE; SV Fort +7, Ref +10, Will +8; Str 14, Dex 16, Con 15, Int 13, Wis 16, Cha 12.

*Skills and Feats:* Balance +8, Bluff +7, Climb +6, Disguise +5, Hide +14, Jump +9, Move Silently +14, Swim +7, Tumble +14; Acrobatic, Combat Expertise, Deflect Arrows, Improved Trip, Stealthy, Stunning Fist, Weapon Focus (unarmed strike).

*Possessions:* masterwork dagger (poison@), +1 bracers of armor, clerical vestments, silver holy symbol of Trithereon, disguise kit.

*Spells Known (1):* feather fall, obscuring mist.

APL6 (EL 9)

**Gryken, male human Mnk8/Assassin1:** CR 9; Medium humanoid; HD 8d8+1d6+27; hp 74; Init +3; Spd 50 ft.; AC 19 (+3 Dex, +2 armor, +4 Mnk); Base Atk +6; Grp +8; Atk +9 melee (1d4+2/19-20, dagger) or +9 melee (1d10+2, unarmed); Full Atk +8/+8/+3 melee (1d10+2, unarmed); SA Mnk ki strike (magic), Asn sneak attack +1d6, death attack; SQ Mnk evasion, still mind, slow fall 40 ft., purity of body, wholeness of body, Asn poison use; AL LE; SV Fort +9, Ref +11, Will +9; Str 14, Dex 16, Con 16, Int 13, Wis 17, Cha 12.

*Skills and Feats:* Balance +9, Bluff +7, Climb +7, Disguise +5, Hide +15, Jump +10, Move Silently +15, Swim +7, Tumble +15; Acrobatic, Combat Expertise, Deflect Arrows, Hold the Line@, Improved Trip, Stealthy, Stunning Fist, Weapon Focus (unarmed strike).

*Possessions:* masterwork dagger (poison@), +2 bracers of armor, clerical vestments, silver holy symbol of Trithereon, disguise kit.

*Spells Known (1):* feather fall, obscuring mist.

APL8 (EL 11)

**Gryken, male human Mnk10/Assassin1:** CR 11; Medium humanoid; HD 10d8+1d6+33; hp 90; Init +3; Spd 60 ft.; AC 21 (+3 Dex, +2 armor, +6 Mnk); Base Atk +7; Grp +9; Atk +10 melee (1d4+3/19-20, dagger) or +10 melee (1d10+2, unarmed); Full Atk +10/+10/+5 melee (1d10+2, unarmed); SA Mnk ki strike (magic/lawful), Asn sneak attack +1d6, death attack; SQ Mnk evasion, improved evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, Asn poison use; AL LE; SV Fort +10, Ref +12, Will +11; Str 14, Dex 16, Con 16, Int 13, Wis 18, Cha 12.

*Skills and Feats:* Balance +10, Bluff +7, Climb +10, Disguise +5, Hide +15, Jump +10, Move Silently +15, Swim +9, Tumble +15; Acrobatic, Combat Expertise, Deflect Arrows, Hold the Line@, Improved Trip, Stealthy, Stunning Fist, Weapon Focus (unarmed strike).

*Possessions:* +1 dagger (poison@), +2 bracers of armor, clerical vestments, silver holy symbol of Trithereon, disguise kit.

*Spells Known (1):* feather fall, obscuring mist.

APL10 (EL 13)

**Gryken, male human Mnk12/Assassin1:** CR 13; Medium humanoid; HD 12d8+1d6+39; hp 106; Init +4; Spd 70 ft.; AC 22 (+4 Dex, +2 armor, +6 Mnk); Base Atk +9; Grp +12; Atk +13 melee (1d4+4/19-20, dagger) or +13 melee (2d6+3, unarmed); Full Atk +13/+13/+13/+8 melee (2d6+3, unarmed); SA Mnk ki strike (magic/lawful), Asn sneak attack +1d6, death attack; SQ Mnk evasion, improved evasion, still mind, slow fall 60 ft., purity of body, wholeness of body, diamond body, abundant step, Asn poison use; AL LE; SV Fort +11, Ref +14, Will +12; Str 16, Dex 18, Con 16, Int 13, Wis 18, Cha 12.

*Skills and Feats:* Balance +12, Bluff +7, Climb +12, Disguise +5, Hide +16, Jump +15, Move Silently +16, Swim +10, Tumble +16; Acrobatic, Combat Expertise, Deflect Arrows, Fists of Iron@, Hold the Line@, Improved Trip, Stealthy, Stunning Fist, Weapon Focus (unarmed strike).

*Possessions:* +1 dagger (poison@), +2 blinding bracers of armor, clerical vestments, silver holy symbol of Trithereon, disguise kit, ring of counterspells (magic missile).

*Spells Known (1):* feather fall, obscuring mist.