

GRM7-04

The Threat Within

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.9

by Michael J Roderick, Sr.

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A serious crime took place just outside Shibolet, and you have been assigned to the case. A Gran March Regional investigative adventure for APLs 2-8, and Part Three of the Homefront series.

Note: This adventure will be of particular interest to Heironeans and Pathfinders.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clark Wilkes, Kolja Raven Liqueite], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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 the *Appendices*.

Along with this adventure you'll find a RPGA Table 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

	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

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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.

Gran March pay one Time Unit per round, all others pay two 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 who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bow making). 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

A spy for an unknown power broker has been traveling throughout Gran March gathering tactical and logistical information with the purpose of selling this information to foreigners unfriendly to the March. The spy was tracked and captured by pathfinders, and it was discovered that he had copies of documents that belonged to the Gran March military. The bulk of these plans had to do with the new Gran March river patrol and blue water navy to aid the troops in the Principality of Ulek.

One of the pathfinders was returning these documents to Shiboeth when Marist Serlyn, one of the leaders of this mercenary company, and some of his associates caught up with the pathfinder in Ghostgate. They killed him, stole the documents, and are surreptitiously trying to escape Gran March.

What is worse is that Serlyn and his associates have *dominated* Terlius Jill, a respectable Heironean in the town. Serlyn intends

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

to use Terlius to divert attention while he and his men flee the area.

Agents of Nolar Thotec have also learned of the spy ring and their control of the Heironean. They wish to embarrass the Church of Heironeous and are doing their best to expose Terlius Jill (although they do not wish to expose the magic effect he suffers from).

The Gran March military has an inkling that there may be a spy ring gathering information within Gran March. They have decided that it would appear best to hide their realization of this knowledge from the spies. To that end, they have asked Special Constable Ferrule Garde to begin an investigation into the pathfinder's death. He has turned to the PCs.

ADVENTURE SUMMARY

This adventure is meant to be an investigative adventure, so there are opportunities for players to draw the wrong conclusions and find dead ends. This is complicated by the fact that the villain is also trying to send the PCs on a wild goose chase. The summary that follows is the anticipated most likely path. However, each encounter gives suggestions on moving out of order or how to bring players back should they go completely off track.

It is also possible for the PCs to ask exactly the right questions at the right time and play through the scenario quickly. This is acceptable as cleverness is its own reward, at least this time. If they manage to skip any encounter, be sure to adjust XP and gold accordingly.

Introduction: The adventure begins with the characters summoned to meet Special Constable Ferrule Garde. He informs them that there has been a murder, and the investigation has been turned over to him. He is turning to the PCs for assistance, as he wants to make sure that everyone's interests are equally served. He will send the PCs out to start the investigation.

Encounter 1: Scene of the Crime – The PCs investigate the crime scene searching for clues as to the victim, killer, and motive.

Encounter 2: All Around the Town – The PCs follow up on the leads they have, speaking with people in the village, and trying to find out what happened in the small room in the Inn. Their search finds an ally named Carlo and leads them to two primary suspects: a barmaid who is really a

spy and a Heironean who was recently seen observing the victim.

Encounter 3: Spies Like Her – If the PCs try to speak to “Alisanda”, she will attempt to flee. The PCs must capture her and find out what she knows.

Encounter 4: Ready, Set, Drop! – The PCs go looking for Terlius Jill only to learn that he is not working alone.

Encounter 5: A Man Named Jill – The PCs finally meet with Terlius Jill and learn the “truth” from him. At the same time, they also have to deal with Carlo or Terlius Jill as a fight breaks out.

Encounter 6: Cold Reception– The PCs find Serlyn's camp and find some nasty surprises left behind for them.

Encounter 7: Hot Pursuit!– The PCs pursue Serlyn and his accomplices as they try to flee Gran March. If they arrive in time, there is a battle in which, hopefully, the PCs are able to stop Serlyn and preserve the plans of Gran March's army.

Conclusion: The PCs meet with Special Constable Ferrule Garde and Lt. Mortan Kulpak. Their success is measured and rewards are meted out.

PREPARATION FOR PLAY

Find out if any of the characters have played any scenarios involving Nolar Thotec (GRM4-01 Homecoming, GRM5-02 Enemy of my Enemy, GRM5-07 Justice Be Done) or Ferrule Garde (GRM5-03 Pruning At the Root), or any members of the Teliz family (GRM7-02 Gullet, GRM7-05 Currents). You may also wish to ask what regional meta-orgs PCs belong to (you are looking to see if there are any Corporation PCs at the table.)

Important: Is the entire party non-Gran March PCs who do **not** know Ferrule Garde? If so, use the **Alternate Introduction** Read aloud text.

Additionally, the DM should ask the PCs for one or more Sense Motive Checks. These can be used to sense the *Dominate Person* effect on Terlius Jill. (Only one check is needed, but asking for more than one is a good tactic for misdirection.)

INTRODUCTION

If ALL the PCs are NOT from Gran March and if none of them have played GRM5-03 Pruning at the Root, use the ALTERNATE boxed text introduction.

Additionally, PCs should take care of their introductions before the scenario starts. If any military PCs ask why they are in the area, they can be told that the Army of Security is nearby; they can determine how that has brought them here.

Your recent travels have brought you to the village of Ghostgate, an outlying village of Shibolet. It is a small town, and has seen better times. While still in good repair, many of the buildings throughout the town are vacant, creating the image of a town with more buildings than people. Still, the common room of the Shining Song, while not being crowded, is busy enough. Even better, the atmosphere is quite friendly. You hear friends bantering with each other in one corner, perhaps rehashing old jokes, while in another corner a large, pungent scythe-wielding soldier talks about his recent promotion. All in all, it makes a near perfect atmosphere for lunch. Thus, it is mildly annoying when you notice an eager young soldier trying to get your attention.

To PCs who know Ferrule Garde (from Pruning at the Root) he says, ***“Excuse me, sirs. The Special Constable sends his greetings and ordered me to deliver this letter to you. I was told to wait for your response. He snaps out a crisp salute.***

To Gran March PCs who do not know Ferrule Garde, he says, ***“Excuse me, sirs. I have orders to deliver this letter to some good folk resembling your description, and to wait upon your good pleasure for a response.” He snaps out a crisp salute.***

Give the players Player Handout #1. The young man, Contar (Male Human War1) if asked will tell anyone that he does not know the contents of the letter (true). He leaves when the PCs say they will meet with Ferrule Garde.

Alternate Introduction: For PCs who are not native to the Gran March and who do not know Ferrule Garde, use the following text.

Your recent travels have brought you to the village of Ghostgate, an outlying village of Shibolet. Traveling here was quite easy, with only one minor incident. As you entered the

town, there was a minor scuffle between some travelers who shared the road with you. It was just a minor incident – no real trouble – just a tense situation that could have gotten out of hand and anomalous to everything you have seen here.

Ghostgate, on the other hand, is no anomaly. Like many places in Gran March, it is a small town. However, this small town has seen better times. While still in good repair, many of the buildings throughout the town are vacant, creating the image of a town with more buildings than people. Still, the common room of the Shining Song, while not being crowded, is busy enough. Even better, the atmosphere is quite friendly. You hear friends bantering with each other in one corner, perhaps rehashing old jokes, while in another corner a large, pungent scythe-wielding soldier talks about his recent promotion. All in all, it makes a near perfect atmosphere for lunch. Thus, it is mildly annoying when you notice an eager young soldier trying to get your attention. He walks over and introduces himself. “Excuse me, gentle sirs. I have been sent by Special Constable Ferrule Garde. He asked me to present this letter to you and await your pleasure for a response.”

Give the players, Player Handout #2.

Once the PCs agree to the meeting, read the appropriate text below.

Ferrule Garde knows all the PCs:

The young man who gave you the letter leads the way upstairs, down a hall, and knocks on a door. A tall, brawny human male opens the door. His brown and grey hair sits messy and unkempt on his shoulders. He has large shadows under his eyes. He obviously appears quite tired. He invites you into his office. Ferrule’s “office” is really just a room at the inn. It is sparsely furnished, just a bed and small writing desk; and you see he is living and working out of a small open chest at the foot of the bed. You also see a non-descript human male in an Elven cloak standing in the corner of the room, his hood pulled up and his arms crossed. With a thin smile and a sigh, the Special Constable speaks, “Thank you for coming on such short notice. It is good to see that you are all doing well. I wish these were better circumstances, but unfortunately they are not. I contacted you as I need your assistance. As you can see, I do

not have an office in this town, and a crime has taken place. My resources here are limited and your help is needed. May I assume you are available and willing to help?

Ferrule Garde knows some the PCs:

The young man who gave you the letter leads the way upstairs, down a hall, and knocks on a door. A tall, brawny human male opens the door. His brown and grey hair sits messy and unkempt on his shoulders. He has large shadows under his eyes. He obviously appears quite tired. He invites you into his office. Ferrule's "office" is really just a room at the inn. It is sparsely furnished, just a bed and small writing desk; and you see he is living and working out of a small open chest at the foot of the bed. You also see a non-descript human male in an Elven cloak standing in the corner of the room, his hood pulled up and his arms crossed. With a thin smile and a sigh, the Special Constable speaks, "Thank you for coming on such short notice. Some of you I have met, and some I have not. Nevertheless, I am grateful to all of you for coming; I only wish we were speaking under better circumstances. I contacted you as I need your assistance. As you can see, I do not have an office in this town, and a crime has taken place. My resources here are limited and your help is needed. May I assume you are available and willing to help?"

Ferrule Garde knows none of the PCs:

The young man who gave you the letter leads the way upstairs, down a hall, and knocks on a door. A tall, brawny human male opens the door. His brown and grey hair sits messy and unkempt on his shoulders. He has large shadows under his eyes. He obviously appears quite tired. He invites you into his office. Ferrule's "office" is really just a room at the inn. It is sparsely furnished, just a bed and small writing desk; and you see he is living and working out of a small open chest at the foot of the bed. You also see a non-descript human male in an Elven cloak standing in the corner of the room, his hood pulled up and his arms crossed. With a thin smile and a sigh, the Special Constable speaks, "Thank you for coming on such short notice. I heard about your restraint in the incident outside of town, and thought we should speak. I only wish our first meeting was taking place under better circumstances. I

contacted you as I need your assistance. As you can see, I do not have an office in this town, and a crime has taken place. My resources here are limited and your help is needed. May I assume you are available and willing to help?

Once the PCs agree to help:

"Thank you. I thought that would be your answer. Let us get straight to the matter. Sometime in the past twenty four hours, a man was murdered at the Waterflower Bloom Inn. A crime of this type must be investigated immediately, but I have other urgent matters that I must attend to. I would like all of you to work together to find the killer and bring him to justice. Does this sound like a task you can accomplish?"

Once the PCs agree, the Special Constable will relate the following information (as Garde understands that investigators need good information, it is not necessary to make the PCs ask questions to get this info. However, if possible, role-play giving the information out rather than just giving a recitation of facts.):

- The victim's name: Trailblazer Artair Gazsi; he was a male human.
- The victim was found this morning by Larelus Springflower, the owner/operator of the Waterflower Bloom Inn. He has been told to expect investigators acting on behalf of the special constable.
- The victim was known to be a Pathfinder. According to the military, he was not on any assignment, therefore this matter was turned over to him.
- Garde is willing to make sure that any military characters are considered to be on duty. He turns to the man behind him who nods his head. (That man is Wayfinder Mortan Kulpak. He does not share his name, and if addressed, his terse response is, "Act as if I'm not here." A Profession (Soldier) check DC 12 will let PCs know this man has a military bearing, DC 15 indicates that he may be an officer or knight. Garde will see that the respective commands of any military PCs will be notified, and retired PCs will not be re-activated.
- Garde has the key to the victim's room and will give it to the PC. He will strongly

suggest that they begin their investigation with the body as priests need to dispose of the remains.

- The PCs have license to question anyone in the village, however, they must be sure to respect the rights of Gran March citizens and soldiers. They must also uphold the law themselves during their investigation.
- The PCs are not vigilantes. So far as it is possible, they are to capture not kill the killer. Anyone arrested should be turned over to the Special Constable.
- If asked, Garde has chosen the PCs as he has other pressing duties, and he considers this an important matter requiring immediate attention.
- If asked about compensation, Garde frowns and answers tersely, "If you solve the crime, you will be paid well."
- If asked how he knew about the PCs, he response, "I saw you enter town, and I saw you downstairs earlier."

ENCOUNTER 1: THE SCENE OF THE CRIME

This encounter deals with the room, the victim, and the Inn. While this scenario is a murder investigation and the PCs are looking for clues, this scenario is not a modern television crime drama series. As such, there are no forensics to speak of. If PCs try to take such a route in their investigation, they should be told that Forensics does not exist in the Living Greyhawk campaign.

This encounter assumes the PCs examine the room before speaking with the innkeeper. If they speak to Larelus first, there may be questions they do not know to ask. If this occurs, Larelus will be available to speak to them after they finish with the room.

Upon their arrival at the Inn, the text below should be read to the PCs.

The Waterflower Bloom Inn is a very nice establishment and appears to cater to the wealthy. It is not quite an opulent establishment, but the three-storey inn is still a cut above most inns you've seen. A middle-aged human woman greets you at the door. "Hello. Are you the people my husband said to expect?"

The woman is Serah Springflower. She can show the PCs to the room or introduce them to Larelus. If asked what happens, she will tell the PCs that she does not know as she was visiting family in Shibolet the past few days and only returned this morning. Her husband told her what happened. All other questions she answers with "I don't know."

Serah Springflower (LG Female Human Com 3)

The Victim's Room

Artair Gazsi's room is well-appointed; there is a large bed, a writing desk with wooden chair, an oaken wardrobe, and a large comfortable, plush chair. There is also a window. The luxurious setting is marred by the body in the center of the room. The first thing to catch your attention, apart from the corpse, is the dried pool of blood that covers most of the floor and the short sword in it.

Examining the room, PCs can learn some or all of the following:

- The door is locked when the PCs arrive. A Search DC 14 check will reveal that neither the door nor the lock have suffered any distress. The door is stout.
- The blood pool reaches almost to the door. Anyone examining the pool can tell that the door was opened after the blood had dried as the bottom of it scraped a small line in the dried blood. There are two of these small lines (one from the Innkeeper Larelus and one from Garde.)
- A Spot DC 16 or Search DC 13 will notice a partial heel mark in the blood over near the window.
- The window is closed but not latched. Searching the window reveals a bloody mark on the outside.
- Should the PCs climb out the window and onto the roof, they can find (Search DC 10) marks from a grappling hook on the roof. At this time, there is no hook or rope there.
- The body is not in a sleeping position. The position of the sword makes it appear that it was dropped from the victim's hand.
- A Heal check, DC 15, reveals that the victim was expertly stabbed twice: once in the kidney and once in the liver. He bled out quickly. Beating the DC by 5 will

reveal that the thickness of the blade versus how deep the blade penetrated is typical of a rapier.

- If they search the body, they find a small purse of 40 gold coins. Additionally, the room also has the gear typical of a pathfinder. It all appears to be military issue.
- PCs who search the desk, chest, chair, etc. can make an Intelligence check DC 10 to notice that the contents have been rifled through. While there is nothing missing, there is no way to tell this.
- The PCs can make one or more search checks in the room. Beating the DCs below gives them the appropriate information. It is possible for them to get more than one piece of information off a single roll. The room is small, so only three people can search at a single time (no more than 2 people may assist the primary searcher).

DC 13: The body was moved after it died. There is a smear of blood underneath it.

DC 15: It appears that the killer took something off the body. There is a bloody handprint on the inside of the victim's tunic.

DC 21: There is a strange crystal-like substance near the window. A Knowledge nature DC 12 reveals the item to be mica. A Spellcraft check DC 17 also reveals the material to be mica – a spell component for a Glitterdust spell.

DC 25: The PCs find a loose floorboard. Under the floorboard there is a note, player handout #3, as well as some notes on places the victim visited.

PCs who choose to "Speak with Dead" can learn that Artair was sleeping when he heard someone enter his room. He woke, grabbed for his sword, and was blinded. He was stabbed, twice. Then he blacked out. If asked why he was stabbed, he can say that the killer took his document case. If they ask what was in the case, he will say documents. He was not sure what they were or whom they belonged to, but a thief stole them from a high-ranking officer's office in Hookhill. Bear in mind that Artair's ghost is not trying to assist the PCs in their investigation. His answers will be as cryptic as is typical of this spell.

The Innkeeper

Larelus Springflower (LN Male Wood Elf Com 4)

Larelus Springflower looks like your typical wood elf, apart from being dressed in human fashion. What is more, for an elf, he is a bit portly. He wrings his hands as he notices you approach. "Terrible business, terrible business. Can you believe it? Here, in my inn! And what will I do if word gets out? The Special Constable said to be at your disposal, and I am; but I would be so grateful if you could also preserve my inn's reputation." He stands there, still wringing his hands.

Larelus will do his best to answer PCs questions. When answering, keep in mind the fact that he has not seen or discovered any evidence in the room. Additionally, if given the chance, he will ask about damage to the room, the floor, the bed, etc. He is not insensitive to the murder; his shock is just expressing itself in this odd fashion.

When did the victim arrive?

"Three days ago. He said he would be staying here for two days. I went to check on him this morning, and well... you know."

Did the victim meet with anyone?

"Not here, he didn't. I always keep track of guests. It wouldn't do to have people coming and going all the time, apart from paying guests that is."

When did you last see the victim alive?

"I saw him last night. He was out yesterday, in the town he said, and when he came back he had a small meal and went to his room. The next time I saw him was when I found him this morning. He had not come down, and I needed to wake him so that the help could clean his room."

Has anything like this ever occurred before?

"Of course not. I've never even had a break in. We may be a small town, but we still believe in law and order here."

Have you been in the room? / Has anyone disturbed the scene?

"No. I knew better than to go in. I locked the door to make sure no one could go in. I kept the key with me until the Special Constable arrived. I gave it to him."

Did you know the victim?

"Not before he stayed here, I didn't. He was a nice enough fellow though. Quiet, polite. A good guest."

Do you know anyone named Celia?

"That name is not familiar. But the town has been growing lately, what with the new shipyard and all. So, I don't know. But I don't think so."

What new shipyards?

"I know very little about them. I have heard that the army is building some boats to be used on the river."

Was anyone looking for the victim?

(This question should only be answered if the PCs specifically ask if anyone was looking for the victim. Do not volunteer this information as it does not occur to Larelus that this is related to the murder.) "Hmmm...no. Well, not really. I mean, a woman came by, and she asked if the man was staying here."

Who was she?

"I am not certain actually – she didn't give her name."

What did she look like?

"Well, she was a little less than average height, for a human. And her skin was quite tanned, and she had lovely eyes. She seemed to have a...well, worldly air to her. I couldn't let her in, of course. This is a proper establishment."

Did she have any weapons or armor?

"Well, I didn't see any."

When did she stop by?

"Yesterday, actually. Do you think she's got something to do with this?"

When she left, did you see which way she went?

"I am sorry, but I wasn't paying attention to that. It didn't seem important at the time."

Development: If the PCs try to leave the Inn without investigation the room or speaking to Larelus, he will stop them as they leave and will ask if he can clean the room (if they haven't looked it over) or he will stop them to see if they need anything from him (if they haven't questioned him). This should be a clue to them that they need to examine the room and speak to Larelus.

The PCs have two choices in front of them: to search for Celia / Alisanda or to see what Artair was investigating. Both of these possibilities are covered in Encounter 2: All Around the Town.

ENCOUNTER 2: ALL AROUND THE TOWN

This encounter assumes that the PCs will wish to visit the various places from the note under the victim's bed in the search for Celia / Alisanda. There is also the possibility that the note was not found and that the PCs will try to Gather Information instead.

Ghostgate is a small town of approximately 1,500 people, but it could comfortably hold about 2,700 before needing to expand. Most of the buildings are abandoned, although more people are moving into the area. The racial mix is skewed a bit more human than is typical of a Gran March town. (Human 83%, Elf 5%, Dwarf 5%, Halfling 3%, Gnome 2%, Half-elf 1%, Other 1%) PCs asking why the town is half abandoned can learn the Legend of Old Rivergate at any tavern or either temple.

If PCs ask about the "Dead Ghost" can be told about the tavern on the poorer side of town.

The Legend of Old Rivergate

Several centuries ago, Ghostgate was called Rivergate. Tales differ but the generally accepted account is that a very powerful priest of the Whispered One made his home in the town. This man led a secret cult of Whisperers who tried to secretly control the town. Fortunately for the town and Gran March, Knights of the Watch found him out, and exterminated the cult.

The leader was so powerful, that he came back as a spirit and haunted the town. It is said that he would come out at night and terrorize the town, slaying whenever he could, and creating spirits subservient only to him. It was during this time that people started fleeing the town, referring to it as Ghostgate.

The town may have become a true ghost town were it not for several powerful masters of Syrloch and Knights of the Watch. While the Knights held the spirits at bay, the masters crafted a mighty spell that opened a gate to the outer planes. The spirits were all sucked through, all but one... the man who started it all. Together and not without high cost, the Knights and the Masters of Syrloch fought and destroyed the spirit. Yet, even though he was gone, the town would forever after be known as Ghostgate.

The PCs can visit various locations trying to glean information about Celia / Alisanda. After they have been to two locations, Carlo approaches them with some “answers”.

Locations: PCs may wish to visit any of the following locations:

- Refurbished dockside warehouse
- Shipyards
- Zilchus’ temple
- Dead Ghost Tavern
- Harvest Church
- Shining Song Tavern

PCs visiting the Shining Song tavern (where the adventure started) learn nothing new. The same is true of a visit to the Harvest Church. However, count these visits as locations for determining when Carlo approaches them.

Should the PCs wish to visit the Dead Ghost Tavern first, skip ahead to Encounter 3: Spies Like Her.

Refurbished Dockside Warehouse

Finding the dockside warehouses is fairly simple. You see several that are run down and even more than seem to be in such a state of ill-repair that you doubt they are being used at all. However, one of the warehouses appears to have been recently fixed up and painted. You see a few laborers working around the place, a dock man unloading the boat, a porter working in the warehouse, and a teamster arranging cargo on a wagon. You also see a man who is either the owner or foreman.

Rollock the Foreman: Male Human Warrior 1 / Expert 1.

Carlson the Teamster: Male Human Rogue 2.

If the PCs try to speak to anyone, Rollock comes over. His initial attitude is indifferent. He will respond to questions as below. The answers below are all true to his knowledge.

Did you know the victim?

“Sorry, can’t say as I did. Name’s not familiar.”
(If the PCs use Artair’s name, this is his response)

“Hmmm... sounds like this fella who came round the other day asking questions about if we had seen some girl.” (This is his response if they describe his appearance.)

Has anyone been here looking for a girl named Celia?

“Well, some fella came by a few days ago asking about a girl. That may’ve been her name. Its been a busy few days so I don’t rightly remember.”

Had you seen him before?

“Fraid not.”

What did he want to know?

“Well, he asked if I knew about some girl, or if we had seen anything funny going on lately. I told him no to both. I also told him I’d been pretty busy what with the new carting business so I haven’t had much time to notice much.”

Why would the victim have been asking you questions?

“Well, there ya got me. I figured he figured me being by the docks and all that I’d see what goes on. I see a bit, but its pretty quiet around here, although I hear that a bunch of other warehouses been bought recently and that the Army’s doing something at the shipyard.”

What are they doing?

He shrugs. “Got me.”

Why is this place look so new?

“Well, town’s started growing again, what with the trouble in Shibolet. I’ve heard that plenty of people are looking to get land around here.”

Are you the owner here?

“Nah. There’s a wealthy family in Shibolet owns this place. I just live here and run it.”

Any PC who is a member of the Corporation may make a Spot check DC 17 to notice that Carlson is making a hand sign while he works that IDs him as a member. If he thinks a PC has seen his sign, he tries to get to a private location, asking the foreman to go to the outhouse or get a quick bite of food or something. He will only speak with a Corporation PC.

When asked questions, his answers to the above are roughly the same as Rollock was being forthright. His attitude is indifferent, and he is slightly suspicious of the PCs until they let him know why they are asking questions. The answers below are all true to his knowledge.

Who are you?

“Name’s Carlson.”

What are you doing here?

"Moving goods." If his attitude has been improved to friendly, he will volunteer more, "Transporting various items to Shibolet.

Who is the foreman?

"No one really, some local yokel. Not associated at all, and without a clue to boot."

Without a clue as to what?

"Well, anything really. Don't notice much that one." If his attitude is improved to friendly, he will volunteer more, "Blind to what we're doing here."

Ever hear of Celia?

"Only time was when that other guy was here."

Why'd you signal me?

"Well, lots of people asking questions isn't good for business. So, I figured I'd see if I could find out what's going on. This seemed the best way."

What is going on at the warehouse here? (He will only answer this if friendly. If not friendly or better, he just says "working".)

"Well, with the problems in Shibolet, its getting harder to safely move things around in the city. So, we got an import business here."

Seen anything suspicious?

"You mean besides myself? No, there's nothing going on here."

The warehouse is a dead end for the investigation. It does serve to make the PCs work for clues as well as to let them know that the town is growing and that there may be a Corporation presence here.

The Shipyard

The shipyard is along the river, right off a wide bend giving carpenters easy access to both the town and the river. Around the shipyard, you see that the workers are busy at work constructing a new stone wall. The finished part of it appears to be five feet high. At the front of the shipyard, carpenters are building a gate. You see two guards standing there.

The guards have orders to admit no unauthorized people to the shipyard. If ordered to step aside, they will refuse but will offer to get the Petty Officer. The Senior Petty Officer will repeat the same: no one is to be admitted without orders in hand; he says his orders are from Knight Commodore Avasti. He will allow no one to pass.

All NPCs start as indifferent. If forced to get their immediate superior, the attitude of all NPCs

at this location shifts to Unfriendly. PCs may also make a Diplomacy check DC 15 to make an NPC friendly. Doing so means that that particular PC is willing to get their immediate superior as a favor.

NPCs will only answer questions if friendly or better or if they learn that the PCs are investigating the murder of a member of the Gran March military. They answer all questions truthfully.

Note: **Profession (Sailor) or Profession (Soldier) DC 10 or INT check DC 12**, determines that a Marine is equivalent to Corporal in rank; a Senior Petty Officer is equivalent to Senior Staff Sergeant in rank; a Knight Commodore is equivalent to a Knight Colonel in rank.

Some questions the PCs may ask are below:

What rank are you and from what battle?

"Marines. We're on detached temporary duty from Red Division. That's all we can say."

What is going on here / What is being built?

"Can't say exactly, excepting to say this is a military operation."

Why are the work gangs building a wall?

"They're Oarsmen, not work gangers, and they're building it to keep people out, of course."

Why can they be here and we cannot?

"They're authorized and ordered; you folks ain't. Sorry. Orders, you know."

Did you know the victim?

"I don't think so. His [name or description] doesn't sound familiar."

Has anyone been here looking for a girl named Celia?

"Not to my knowledge."

Have any soldiers been reported as missing or failed to report for duty?

"Are you serious? Of course not. This isn't the Yeoman militia, Greyhawk Mercenary Guild or Ketite cavalry, you know. We're the River Guard."

The marines have no information about the murder; before the PCs arrived they had not heard about the murder nor do any of them recall the victim. This is another dead end, although it hints as to the importance of the shipyards, something the PCs may learn about in the conclusion.

Zilchus' temple

If the PCs come here for healing & restoration after being wounded by the traps in encounter 6, they will be told by an acolyte that they have to

wait an hour or so to see the priestess as she has a meeting. Adjust the text below accordingly.

The temple of Zilchus, god of money and patron of business, is a large structure, although not as large and imposing as you typical Heironean temple. The place appears to be crafted of the finest stone and is surrounded by a three foot tall, wrought iron fence. Between the fence – some fifty feet from the doors – and the temple is a large garden. A pathway of fitted smooth stone runs from the road to the doors, splitting and going around a fountain that appears to be spraying gold colored water into the air.

Going in, you see that the temple has a solemn air to it. The walls are decorated with ornate carvings and statues, and the seats are all well appointed. The stained glass of the windows sheds many hues of colored light – gold, silver, platinum, ruby, and copper – onto the benches below. The centerpiece of the magnificent room is a huge white marble statue holding forth a full coin purse. You have the feeling of magnificence just short of wasteful ostentation.

A petite, Oeridian woman in bejeweled vestments approaches. “Welcome, entrepreneurs, to the House of Abundance. I am Coinpriestess Dorothea. What business brings you here today?”

Coinpriestess Dorothea, Initiate of the 2nd Circle: Female Human (Oeridian) Cleric 9.

PCs may find visiting her fairly useless as Artair never visited the temple, nor has the priestess heard anything about the murders. She is also ignorant about military matters. She is willing to provide healing and spellcasting at the usual rates. She also knows the Legend of Old Rivergate.

If asked why she is here, she simply responds that Zilchus has never abandoned the town, always planning to, in his great scheme, bring prosperity back to Ghostgate. She believes that prosperity will be returning soon.

Carlo

After visiting two locations, the PCs see Carlo. Read the text below as they are leaving the second location.

As you go to leave, you notice a laborer approaching. “Excuse me, but I could not help but overhear some of your questions, and I

thought I might be able to help. As you all looked quite serious, I felt the only good thing to do was see if I can help.” He stops, as if unsure what to say next, as if feeling awkward for approaching you at all.

Carlo drank a *Potion of Glibness* just before approaching the party. His answers below are marked as true / false. In this encounter, Carlo is a non-combatant. Additionally, he is chaotic neutral and will not detect as evil. Finally, feel free to embellish the answers below if necessary in order to convince doubtful PCs to accept what he says at face value.

APL 2

Carlo, CN Male Human Fighter 2 / Rogue 1
(Bluff +30).

APL 4

Carlo, CN Male Human Fighter 3 / Rogue 2
(Bluff +30).

APL 6

Carlo, CN Male Human Fighter 4 / Rogue 2
(Bluff +30).

APL 8

Carlo, CN Male Human Fighter 5 / Rogue 4
(Bluff +30).

Did you know the victim?

“Not personally. What did he look like?” (His response to the description follows.) “He sounds familiar. I think he came by here.” (First answer is true. Second answer is false; Carlo has never seen the victim.)

When did you see him last?

“When he was here asking questions.” (False)

What did he ask?

“I’m sorry; I couldn’t hear that.” (True)

Did you ever see him anywhere else?

“No. Sorry.” (True)

Could you tell what he was doing?

“He was asking questions, I think, but I didn’t hear too well.” (False as he is not sure, although in reality true as that’s all the victim was doing.)

What did you hear?

“Something about spies and girls.” (False)

Do you know anyone named Celia?

“No. Sorry.” (False)

Do you know what it means, “her eyes do not match her face”?

“What, like the barmaid at the Dead Ghost?”
(Neither as it’s a question, not a statement.)

You know a girl of this description?

“Yea, sure. Her name is Alisanda. She’s Oeridian but she’s got the prettiest violet eyes.” (A Knowledge Geography check DC 10 reveals that Oeridian do not have violet eyes; but Suel do.) (True about the description and the cover identity, False as he knows her real name.)

Carlo is willing to answer other questions as well, but once the PCs get the answers above, they are likely to say farewell to him.

If **and only if** the PCs have not found the documents or learned about Alisanda / Celia from Larelus Springflower, Carlo will give them the info below:

“Thinking about it, I did see him with a priest the other day. A Heironean I think. I don’t know if that helps.” (False.)

What did he look like?

“Well, he was mid to late thirties, tan, blue eyes, and some gray in this hair. Oh, and he was dressed in full plate mail.” (True)

Where can we find him?

“Probably at the chapel. (True, due to the qualifier ‘probably’.)

If the PCs go back and visit Larelus, the Shipyards, or the Temple of Zilchus with Carlo’s description of Terlius Jill, they can be told that the description matches the priest: Valiant Jill. Those people can answer the questions below.

Who is Valiant Jill?

“Jill... Terlius Jill. Well, Warrior Valiant Terlius Jill Teliz actually; he’s a Heironean priest. Most people here follow the Harvest Church, although there is also a temple of the Zilchus as well.” Knowledge Religion DC 8 to know that Warrior Valiant is the most common ranking priest of Heironeous.

Why is he called Terlius Jill?

“Well, he and his brother were both named after their father, Terlius Teliz. So, everyone in town has always called them Terlius Jill and Terlius Dasi. Easier to know who we’re talking about that way.”

Where can we find him?

“I believe he lives on the other side of town, near the road to Shiboeth.

Development: If the PCs wish to take Carlo’s tip, proceed to encounter 3: Spies Like Her. If they go to speak to Terlius Jill at his house, skip to encounter 4: Ready, Set, Drop! If they wish to speak to Terlius Jill at the chapel, skip ahead to encounter 5: A Man Named Jill.

ENCOUNTER 3: SPIES LIKE HER

Alisanda is the cover identity of Celia, a barmaid at the Dead Ghost Tavern. This scene has two elements the DM needs to be aware of. The first is the role-playing aspect of the encounter. The PCs are able to pick up some significant information before meeting Celia/Alisanda. The second part of the encounter is the chase. DMs should familiarize themselves with the chase rules in the DMG, page 20. The encounter ends with the PCs catching or tracking Celia/Alisanda and getting whatever info they can from her. Celia/Alisanda will not offer combat under any circumstances.

The Dead Ghost Tavern is your typical low-end tavern. The walls are crude boards, some of which appear to be badly seasoned, and most of the tables and chairs are mismatched. The room is thick with the scent of unwashed laborers, cheap ale, and other baser aromas. Several tables and places on the floor are bile-stained. The crowd here is fairly thin, maybe five people scattered in this dimly lit room. You see a large human standing behind the bar. He appears to be doing some kind of stock inventory as there are small casks, kegs, steins, crockery and cutlery on the bar. He looks up at you from behind this mess, and says, “Yea? What’ll it be?”

The bartender’s name is Jayzen. He is a bit surly, mostly because his business has not been doing well lately. He begins as unfriendly to the PCs. Anyone who purchases a drink or offers payment gains a +2 circumstance bonus per 5 gold (to a maximum of +8) to a Diplomacy check to improve his attitude. While unfriendly, he will answer questions with a shrug and surly, “I don’t know” or similar response.

Jayzen LN Male Human War 1 / Exp 2, Craft (brewing) +8.

Once the PCs get Jayzen to indifferent, he will answer questions and can provide any of the information below. The information given out

should be based upon the questions; he does not think to volunteer any information.

- He did not see the murder victim. In fact, he hadn't heard that a murder took place.
- He has seen several newcomers in town the past week.
- The newcomers came to his tavern quite a bit, and bought only the cheapest drink.
- He caught the name of one: Marist Serlyn.
- With one exception, he has not seen the newcomers since the day before yesterday. The exception was that the one called Marist Serlyn stopped in yesterday and bought a stein of Jayzen's home brew. He stayed less than five minutes and did not finish his drink.
- He has a barmaid named Alisanda who works for him when he needs someone. She is not in at the moment; she said she had an errand to run.

Should the PCs manage to improve his attitude to friendly or better, Jayzen will provide the information above as well as that below:

- The "face not matching" sounds like something a patron said a few weeks ago about Alisanda, his barmaid.
- She is nearly pureblooded Oeridian, but has Suel eyes.
- Every time the newcomers were here, Alisanda waited on them.
- Alisanda cleared Serlyn's table yesterday almost the moment Serlyn was out the door.

The PCs may try to Gather Info instead of talking to Jayzen (or if they fail to improve his attitude). If they beat a DC 8+APL, they can learn the same information from the tavern patrons as if they had improved Jayzen's attitude to indifferent. If they beat DC 13+APL, they can learn all of Jayzen's info from the patrons. (The DC is higher at higher APLs as the surly crowd tends to find more powerful people intimidating and are less likely to talk to them.)

In all cases, if they mention they are investigating a murder, people will ask where. If they mention the Waterflower Bloom Inn, they will not receive the favor from Larelus Springflower.

Celia, aka Alisanda: Female Human (Oeridian) Rogue 2 (Bluff +7).

Shortly after this, Celia/Alisanda arrives back at the inn.

A lovely looking young woman comes out of the back room. She is not exceptionally tall, but she does seem striking, what with her olive colored skin, reddish brown hair and violet eyes. She walks to a table, converses for a moment with an older man, heads for the bar and fetches the man a large bottle of some kind of swill. She then walks over to you, "You folks having anything?"

A Knowledge Geography check DC 10 reveals that she looks to be pure Oeridian with the exception of having eyes typical of the Suel. She will wait upon the PCs politely until they begin asking obvious questions related to the murder. Once they do, she will smile and ask them to wait a moment while she gets some food from the kitchen. She is actually going to flee out the back door. If they ask questions about Terlius Jill or Marist Serlyn, her reaction is the same.

The PCs can make a Sense Motive check versus her Bluff +7 to realize she is about to flee. If they fail, they can make a Listen check DC 20. This check includes modifiers for the door, background noise, and distance. Success indicates that a door slammed in the other room – the kitchen.

If they do not hear the noise, they do not get to pursue Celia/Alisanda. If they ask Jayzen about the kitchen or food, he tells them his cook isn't in until later. Or they can wait a few minutes to realize that she isn't coming back. If they try to find her, they can find the tracks outside the door and follow them out of town (Survival DC 10 as she is not trying to conceal her tracks).

If the PCs pursue Celia/Alisanda, read either of the texts below, modifying as necessary. Alisanda's speed is 30 feet per round. A PC with greater speed will automatically catch her after a few rounds. She will automatically escape a PC with less speed. PCs chasing her with a speed equal to hers should make opposed Dexterity checks with Alisanda receiving the following bonus (includes Dexterity and a circumstance bonus for having planned her escape route):

- APL 2: +3
- APL 4: +4
- APL 6: +4
- APL 8: +5

These bonuses account for her increased ability at higher APLs as well as her better knowledge of Ghostgate.

Both of the texts below assume the PCs give chase. Feel free to pause a moment and let them state that they are pursuing.

PCs who catch Celia/Alisanda:

As you open the door to look out, you see the barmaid disappear around a corner. You quickly sprint after her, and she leads you on a merry chase. She weaves in and out of townsfolk, who seem to stare incredulously at the scene. She ducks in and out of alleys. At one point, as she runs past a fruit cart, she bumps it just the right way to tip it, spilling fruit in your path. However, her efforts are not enough, and you eventually catch her. Seeing she is caught, she stops running, and shouts, "I give up; don't kill me!"

PCs who do not catch Celia/Alisanda:

As you open the door to look out, you see the barmaid disappear around a corner. You quickly sprint after her, and she leads you on a merry chase. She weaves in and out of townsfolk, who seem to stare incredulously at the scene. She ducks in and out of alleys. At one point, as she runs past a fruit cart, she bumps it just the right way to tip it, spilling fruit in your path. The fruit causes just enough of a distraction that as you round the next corner you realize she is gone. She has escaped.

PCs may search for Tracks against a DC 10. Assuming they find them and follow, they can find signs of her falling, running into things, etc. It should be obvious that she is quite exhausted. The tracks go out of town. If the PCs follow, they find Celia/Alisanda hiding in some bushes. She is breathing very heavy and anyone beating a Listen DC 5 or a Spot DC 10 can find her. She surrenders without a fight.

Regardless of how they catch her, Celia/Alisanda can be questioned. At this point, she does not mind selling out Marist Serlyn or anything else. She just wants to avoid getting killed first, and second, if possible, avoid the work gangs. Some anticipated questions are below, and you may use your best judgment for other questions. Bear in mind that she does not know that Terlius Jill has been dominated, nor does she know who Marist Serlyn is working for. All her answers are true, unless otherwise noted.

Celia / Alisanda will ask the PCs to release her if she cooperates. She will point out that she has committed no crime. Should the PCs wish to take her into custody, they can leave her with the Special Constable.

Who are you?

"I am Celia, of Furyondy. Here, I am known as Alisanda."

Why did you flee?

"Well, it seemed like a good idea at the time, what with you all asking about crimes and such. Running seemed better than getting pinched."

Who are you working for?

"A man named Marist Serlyn."

Who is Marist Serlyn?

"I don't know him well; he hired me in Furyondy and brought me here."

Who is he working for?

"I don't know; he made it a point to keep it secret. I knew better than to ask."

What kind of work does he have you doing?

"Mostly watching for odd goings on in the town. Lately, he's had me watching the work gangs, the army and the shipyards. I am to let him know what goes on where, and which files and battles pass through the town."

What can you tell us about him?

"I know he is a spellcaster as well as a somewhat able man in a fight. He seemed smart and skilled."

Did you kill Trailblazer Artair Gazsi?

"I'm a rumormonger not a killer. I think Serlyn did it, but I have no proof."

Why was the pathfinder killed?

"I'm not sure. I thought I heard Serlyn say something about some papers, but I don't know nothing about that."

Where is Serlyn now / When did you last see him?

"Well, he was at the house of Terlius Jill."

Who is Terlius Jill?

"He's the priest of Heironeous who is helping Serlyn."

Where is Terlius Jill?

"He's usually at his house down near the edge of town, or at his chapel on the Shiboeth road. This time of day, he's usually home." (Celia/Alisanda can provide adequate directions to either location.)

The PCs may get the feeling that Celia/Alisanda is holding back (successful Sense Motive check). If they Intimidate her successfully, they can get the information below. This Intimidate check is not a normal check. They have to convince her that they are worse than Serlyn; they have to beat his Intimidate check. The difficulty of the check is 1d20+2+APL. This check takes Serlyn's charisma and level into account.

What are you holding back?

"Serlyn trapped Terlius Jill's house."

What is the trap?

"There is a scythe attached to the front door. When you go in, it will drop down and slice into a prisoner who is tied up in the room."

Who is the prisoner?

"Don't know. Some poor sod who came to visit Terlius Jill."

How do we get past the trap?

"I don't know. I'm not good with those things."

Development: If the PCs go to find Terlius Jill at his house, advance to encounter 4: Ready, Set, Drop! If they go to the chapel, skip to encounter 5: A Man Named Jill.

It is conceivable that the PCs will start searching for Marist Serlyn instead of Terlius Jill. If they do, they can make a Gather info check DC 15. If they succeed, they will be told that a man of this description was seen knocking on Terlius Jill's door the other day.

ENCOUNTER 4: READY, SET, DROP!

This encounter is a diversion setup by Serlyn to waste the time of anyone on his tracks. The trap here is harmless. Serlyn did this on purpose, to cause anyone who finds his camp to underestimate his ability (and fall for his traps there.) The trap here appears to be a poisoned scythe. The trap does real damage, but not to the PCs.

There is a second entrance into the house that does not cause the scythe "trap" to go off. The PCs can go through the window which was not properly latched.

Warrior Valiant Jill's house is easy to find, and is just as was described to you, a small structure of perhaps two or three rooms, located thirty feet off the road. All the windows are shuttered, and the door is closed.

Allow the PCs to make a Spot check DC 20 to notice that one of the shutters is not properly latched. PCs CANNOT notice this from looking at the front of the building, only the side. A PC who examines all the windows will automatically notice the opening. If they peek in or try to open it, read the following:

While the shutter is not properly latched shut, it is still jammed a bit, and you cannot completely open it without tearing it from the hinges. Looking in, you see a man who appears to be blindfolded, gagged, and bound to a chair in the center of the room. He seems to be struggling with the ropes around his wrists in a futile effort to free himself.

If the PCs wish to enter through the window, they need to break the hinges.

Rusted Iron Window Hinge: ¼ in. thick; hardness 5; hp 8; Break DC 17; both hinges must be destroyed to gain entry to the room.

If the PCs wish to enter through the door, they risk setting off the trap. Bashing the door in, rather than opening it, still sets off the trap.

Good Wooden Door: 1.5 in. thick; hardness 5; hp 15; Break DC 18.

Trap: There is a fake trap here. It is attached to the door and goes off when the door is opened. The "trap" will also go off in the door is sufficiently disturbed, that is by attacking it or trying to break it down. Checking the door for traps does not affect the "trap" attached to the door.

ALL APLs

Dropping Scythe: Search DC 21, Disable DC 20; Mechanical; Touch Trigger (opening the door); repair reset; Attack +0 melee (2d4 /x4).

As soon as the PCs enter through the doorway, the DM should request initiative rolls and read the text below (adjust if necessary if the PCs fail to disarm by 5 or more or if they saw the man through the window.):

As the door opens, you see a man who appears to be blindfolded, gagged, and bound to a chair in the center of the room. He seems to be struggling with the ropes around his wrists in a futile effort to free himself. You also see a scythe attached to the ceiling that drops in a graceful arc from its position. It impales the man in the chair, entering through the back and poking out the chest. His head slumps

forward as his life's blood begins spurting out. If he is not dead, he will be shortly.

The PCs should make Spot checks, DC 14 to notice some greenish-black goo on the blade. The substance is the same that is inside a Tanglefoot bag, although it was poorly crafted and is ineffectual. A Craft (Alchemy) check DC 15 can identify the material, but impose a penalty of –1 per 10 feet of distance, as if the PC were making a Spot check. The PCs have a number of rounds to save the man based upon the APL. If they do not stabilize him in that number of rounds, he bleeds out and dies.

APL 2: 5 rounds

APL 4: 4 rounds

APL 6: 3 rounds

APL 8: 2 rounds

The PCs may search for traps if they wish, but they should be reminded that taking 20 when searching for traps takes approximately 2 minutes. You may assume that the victim's "initiative" is 1. This will give most PCs 2 full rounds or more to help him. Finally, a PC casting *Detect Poison* will know that the goo is not poisonous.

Assuming the PCs save the man and heal him to consciousness (or *Speak with Dead* if things go badly), he can tell them the following:

- His name is Heywood; he is an old friend of Terlius Jill's.
- He came to visit his friend and was surprised when he opened the door to see three people here.
- He can describe Alisanda / Celia and Marist Serlyn, but he doesn't know their names.
- When he came into the house, the man said or did something, and he passed out. When he awoke, he was bound and gagged in the chair.
- He overheard some of the conversation. Terlius Jill was silent. The woman said she was going back to the Dead Ghost Tavern. The man was going to meet his men outside town. The man told Terlius Jill to go wait at his chapel.
- He thought there was more, but he couldn't hear the man clearly. He said something about Pathfinders.

- The man told him about the trap; he has been terrified all day.
- If asked, he has no idea where Marist Serlyn went.
- He has no idea why they would setup a trap to kill him.

Treasure: At low APLs, if the PCs search the house, they find two scrolls *Cure Light Wounds* and one potion of *Aid*.

APL 2 and 4: L: 0 gp, C: 0 gp, M: *Potion of Aid*, 2 scrolls of *Cure Light Wounds*. (33 gp).

Development: If the PCs try to find Alisanda in town, go back to encounter 2: All Around the Town. If they head for the Dead Ghost Tavern, go back to encounter 3: Spies Like Her. If they go to the shrine, proceed to encounter 5: A Man Named Jill.

If they try to search for Marist Serlyn at this point, all they can learn (with a Gather Info DC 15 check) is that a man of his description was seen at the Dead Ghost Tavern and Terlius Jill's house.

ENCOUNTER 5: A MAN NAMED JILL

This is a complex encounter that can go in multiple directions and has the potential to prematurely end the scenario. In general, the encounter will flow as follows:

- 1) The PCs meet Terlius Jill and question him.
- 2) The PCs determine that Terlius Jill is lying / under the effect of an enchantment.
- 3) The PCs follow him (willingly or because he flees) in the opposite direction that Marist Serlyn is taking.
- 4) Carlo (one of Nolar Thotec's associates) intervenes to try to get the PCs headed in the right track.
- 5) The PCs fight either Carlo or Terlius Jill (possibly both if they cannot choose a side.)
- 6) The PCs head off after Serlyn or in the wrong direction. Heading in the wrong direction ends the scenario.

Conditions: Terlius Jill Teliz is a fighter/cleric of Heironeous who has been *dominated* as per the spell *Dominate Person* (caster level 9). His usual

personality is atypical for a Heironean in that he emphasizes Heironeous's aspects of chivalry, honor, daring and valor more than justice. As such, he is more approachable and less stern and austere than a typical priest of the Lord of Battles. Thus, he should be played as the type of person who wishes to lead by example and who wishes to inspire people to great deeds.

However, while under the influence of *Dominate Person* he will present a false front and seek to waste as much of the PCs time as possible. He will disavow any knowledge of the murder.

Some of his answers are true, to his knowledge. Because of this, his answers are marked as true/false. Additionally, if asked questions that are not included here, the DM should bear in mind the priorities below when answering.

- 1) Do not reveal where Marist Serlyn went.
- 2) Do not reveal the *Dominate Person* effect.
- 3) Lead any investigation in the opposite direction that Serlyn went.
- 4) Attack the PCs **if and only if** they have learned which direction Serlyn is heading and are following or attempting to follow him.

While the *Dominate Person* effect is in operation, Marist Serlyn has a good idea what is happening. The priorities above represent what Serlyn wants. *Because of this, it is not possible to change Terlius Jill's attitude with either Diplomacy or Intimidation.*

PCs can try to use Diplomacy or Intimidate when dealing with Carlo. Although he is presenting a friendly face, he should be considered Hostile for the encounter. If the PCs use these skills with Carlo, they need to do more than roll the dice; this is an important encounter and cannot be solved with a simple skill check.

SUGGESTION: Do not draw the chapel unless a battle starts there as most players will automatically tend to assume a battle will take place as soon as a map is drawn.

Finding the Chapel of Heironeous is simple. It is a small two-storey structure less than a mile outside town on the Shiboeth Road. It resembles a small guard tower as it is made of stone and has crenulations. The

normal-sized, iron-reinforced wooden door appears quite sturdy and stands open.

Once the PCs approach:

You see a small worship area ahead, just past a smaller foyer. A large statue of the Lord of Battles dominates the chapel. As you walk in, you see that the place is empty, apart from the one man sitting in the left front pew facing the altar. You notice that he is in his mid to late thirties, has a tan complexion, blue eyes, and salt and pepper brown hair. He is dressed in full plate mail, has a long sword strapped to his side and a shield leaning against the pew where he sits. A holy symbol of Heironeous hangs around his neck. He apparently hears you as he turns and smiles, "The Lord of Battles bless you, supplicants. What may I do for you?"

The man is Terlius Jill Teliz. If asked for his name, he introduces himself as Valiant Jill. While *dominated*, he will answer questions as below. Should the PCs detect the effect and cancel it, his answers will change. Marist Serlyn has limited the information Terlius Jill has just in case the enchantment is broken. This means that most of Terlius's answers will be truthful, so far as he knows; and since he is a Heironean, he tends to answer with authority. Additionally, he has already long since failed his second save to act against his nature; Marist Serlyn is firmly in control at this point.

Why are you called Valiant Jill?

"Well, I am a Warrior Valiant of Heironeous, and the common usage of the title is to be called Valiant. I am also one of the sons of Terlius Teliz. My brother is Terlius Dasi Teliz and I am Terlius Jill Teliz. People in town here grew up calling us Terlius Dasi and Terlius Jill. So, Warrior Valiant Terlius Jill Teliz has been shortened to just Valiant Jill. No one means any disrespect by it." (True)

What rank are you?

"In the Church, I am a Warrior Valiant. Before mustering out of the army, I was a Sergeant in the 19th. I entered the church as a man of the armor after mustering out." (True)

What do you know about the murder?

"I had not known that anyone was killed? Who was it?" (True; Serlyn did not tell him about the murder.)

Do you know a man named Artair Gazsi?

"I do not recall meeting anyone of that name." (True; they've never met.)

Do you know who Artair Gazsi is?

"No." (False.)

Have you been at the Waterflower Bloom Inn recently?

"Yes; I've been there before. It's a very nice place actually. Why?" (True.)

Why were you there?

"In the course of my duties, I visit various places to see if any of the faithful are there and need to speak to me. (True.)

Have you had any visitors recently?

"Of course. I am a priest." (True.)

Have you met a man named Marist Serlyn?

"The name is not familiar, but it is possible I did before I mustered out. I met many people." (False.)

When did you muster out?

"Just last year actually. I thought of staying in, but I felt the Lord of Battles call very strongly, and decided to clothe myself in his holy armor." (True.)

Did you know the trap was set?

"No." (False. If detected in the lie and asked about it, he will continue to prevaricate by saying, "Well, I knew an army friend was coming to put it in. I had not known he had also set it up when he put the trap in place. I thought I could set it to go off later." This is also false.)

Why was the trap set in your home?

"There has been increased crime in the town lately, and I did not want anyone stealing any holy items. I thought this trap would incapacitate a thief rather than killing him. I considered this to be very merciful." (Partially true. Crime has been increasing; the rest is false.)

Did you help set the trap?

"No. I know nothing about traps." (True. Serlyn had him watch. Also true as he said nothing 'about traps' as opposed to nothing about the trap. A clever PC can ferret out a lie here if they push.)

What is Serlyn's plan?

"I do not know." (True. Serlyn withheld his plans from Terlius Jill.)

Do you know a girl named Celia/Alisanda?

"No, that name is unfamiliar to me." (Partial lie. He heard Serlyn call her Celia. He does not know her as Alisanda. If caught in this lie, he will say he got the names mixed up.)

Do you know a man named Carlo?

"I do not think so, but again, I met many people in the Army and in service to the church." (True.)

Which way did Serlyn go?

"He took the road towards Shibolet." (False)

Can you help us?

"Yes, of course. I will get my gear and we can head out as soon as you wish." (Partially false. He is not helping, but he will head out with them as soon as they want him to.)

Why are you lying to us?

"Each of us must follow orders. I have mine. I can say no more." (True, although not the way the PCs may think. His orders are from Serlyn. He is also correct when he says he CAN say no more, as he is currently incapable of saying more. Additionally, this answer may lead to some of the questions below.)

At this point, if the PCs have not actually requested a Sense Motive check or if they cannot tell when he is lying, assess the results of the Sense Motive check that was made when the mod started. If the PCs beat the DC 15 Sense Motive check, they should be told that Terlius Jill appears to be under the influence of some enchantment. (**Important:** Do not announce the DC of the check as some players may realize that this is a *Dominate Person* spell.) Upon realizing there is something going on, PCs may wish to *Detect Magic*.

A *Detect Magic* spell will reveal the information below. Remember that the information is based upon the spellcaster concentrating and succeeding at Spellcraft checks. Additionally, *Detect Magic* reveals auras, magical items, and types of magic, not the effects themselves. If Terlius Jill notices the PC casting and concentrating, he will do his best to distract that PC (by talking, leaving, etc. He will not initiate combat.)

APL 2: Two auras: moderate enchantment effect (*Dominate Person*) Spellcraft DC 20, faint abjuration magical item (Potion Protection from Arrows) Spellcraft DC 17.

APL 4: Five Auras: moderate enchantment effect (*Dominate Person*) Spellcraft DC 20, faint abjuration magical item (Potion *Protection from Arrows*) Spellcraft DC 17, faint conjuration magical item (Potion *Cure Light Wounds*) Spellcraft DC 16, faint transmutation magical item (*Haste*) Spellcraft DC 18, faint abjuration magical item (Full Plate +1) Spellcraft DC 17.

APL 6: Seven Auras: moderate enchantment effect (*Dominate Person*) Spellcraft DC 20, faint abjuration magical item (*Potion Protection from Arrows*) Spellcraft DC 17, faint conjuration magical item (*Potion Cure Light Wounds*) Spellcraft DC 16, faint transmutation magical item (*Haste*) Spellcraft DC 18, faint abjuration magical item (*Full Plate +1*) Spellcraft DC 17, strong transmutation magical item (*Potion Barkskin +4*) Spellcraft DC 17, faint transmutation magical item (*Longsword +1*) Spellcraft DC 17.

APL 8: Eight Auras: moderate enchantment effect (*Dominate Person*) Spellcraft DC 20, faint abjuration magical item (*Potion Protection from Arrows*) Spellcraft DC 17, faint transmutation magical item (*Haste*) Spellcraft DC 18, faint abjuration magical item (*Full Plate +1*) Spellcraft DC 17, strong transmutation magical item (*Potion Barkskin +4*) Spellcraft DC 17, faint transmutation magical item (*Longsword +1*) Spellcraft DC 17, faint conjuration magical item (*Wand Cure Light Wounds*) Spellcraft DC 16, moderate transmutation magical item (*Gauntlets of Ogre Power*) Spellcraft DC 18.

Should the PCs discover these effects, they may attempt to *Dispel Magic*, *Break Enchantment*, etc., Caster Level check versus DC 20 to get rid of the *Dominate Person*. (A *Protection from Evil/Good/Law/Chaos* will also temporarily suppress the domination effect.) If Terlius Jill sees what the PCs are doing, he will ask them to stop and will explain that he has an extended *Heroism* effect on his person which he prefers to keep. As he knows this is a lie, it is a Sense Motive check versus his Bluff +0 if the PCs do not believe him. This may open up a new line of questions.

What effect are you under?

"I have an extended *Heroism* spell functioning." (False.)

Why did you lie about the enchantment effect?

"I cannot say." (True; he is not currently able to say.)

Who ordered you to lie?

"I cannot say." (True; he is not currently able to say.)

You cannot tell us or you do not wish to tell us who gave you these orders?

(There are two answers to this question. Allow the PCs to dig the answer out.)

"I cannot tell you." (True.)

"I do not wish to tell you." (False.)

Are you being coerced or magically forced not to tell us?

"No." (False.)

Is not lying against the tenets of Heironeous?

"There are times when a lie in service to the greater good is acceptable. This is one of those times." (False.)

The PCs may eventually get to a point where they know he is lying. If it appears they have hit this dead end, Terlius will, because of his orders, try to draw them out of town heading the wrong direction.

Suddenly, Valiant Jill stiffens and collapses. He appears to be unconscious for a brief moment, and then he wakes with a start. "What.. who.. what's going on here? Who are you?" Wait, you already introduced yourselves. Something happened... I was... By the Sword and Axe, I was ensorcelled. Quickly, we must pursue the blackguard responsible. TO ARMS!" he finishes with a shout.

Terlius Jill is still under the *Dominate Person* effect. The effect can still be magically detected and can still be determined with a Sense Motive DC 15. He is trying to convince the PCs that he is fine so that he can lead them out of town heading west. If asked questions, he responds, "**There is no time. The villain is escaping.**" (True.) If the PCs still do not believe him, he will try to flee in a westerly direction.

At this point, one of two things happens: the PCs pursue Terlius Jill when he attempts to flee or they follow him willingly. Read the text below based on the circumstance.

Should the PCs try to block him, he will go upstairs and jump off the ledge, taking damage normally (2d6).

If they follow willingly:

Valiant Jill leads you out of town at a brisk pace. You are about twenty minutes west of town when you see a man pursuing you, running quickly. "Stop", he calls out. "You're going the wrong way. Terlius Jill is a traitor and is leading you astray."

If they are pursuing:

Terlius Jill flees as fast as he can, but encumbered as he is by his full plate mail, he cannot go very quickly. You will need no help to catch him. So, it is surprising when a man steps out from behind some trees and blocks Terlius Jill's path. Valiant Jill runs into him,

and both men go flying. “Quick, seize the traitor”, the man shouts at you.

The man is Carlo, and if PCs spoke to him in Encounter 2: All Around the Town, they instantly recognize him. If they did not, he drank his potion of *Glibness* when he saw that the PCs were questioning Terlius Jill. If they question him about how he knows, all he will say is, **“I have my own resources, my own investigation methods, and my orders. That man is leading you astray. I found a campsite on the far side of town and tracks leading towards the Sheldomar River. You must hurry if you would catch those that flee.”** Carlo can also answer questions as in Encounter 2: All Around the Town.

If the PCs appear to believe him and go to head off to follow Serlyn, Terlius Jill will attack them. If they do not, Terlius attacks Carlo to silence him. The PCs must intervene. Once combat starts, Carlo will fight to kill Terlius Jill, and vice versa. Carlo is not willing to out and out murder the priest as he does not wish to be arrested himself. It is possible the PCs will have to fight both combatants in a three-way fight.

Finally, it is possible that the PCs break the enchantment on Terlius Jill. If they do, read the text below. They can break the enchantment themselves or pay a cleric of Zilchus at the temple there (Terlius Jill will not willingly go to the temple). She can cast *Dispel Magic* and *Break Enchantment* at the usual costs for such spells. (An influence point is required for *Break Enchantment*, regardless of success.) The PCs must pay for these from their own funds, if they choose this route. This same cleric can cast these for the PCs, but she is limited to one of each spell for the entire scenario (one of which may be used on Terlius Jill.) PCs using a spell for themselves must pay the cost before the spell is resolved and must have the funds to pay for the spellcasting. They cannot use funds they have not yet received in this scenario. Additionally, this casting cannot be saved as a favor or used after the scenario has ended. They can also temporarily suppress the spell with *Protection from Evil*.

Without fanfare, the spell is cast, and you see a hard look appear in Terlius Jill’s eyes. This is quickly followed by a haunted look. He turns to you and in a quiet voice, “Thank you for ridding me of that vile enchantment, and please do not hold me in dishonor.” He draws his sword and throws it at your feet. “Take this and use it against that blackguard, Marist

Serlyn. It would restore my honor to know my blade was the one used to slay him. I would go with you myself, but I must turn myself in to the authorities. Take these as well, they may be useful.” He hands you some potions. “May the Lord of Battles bless you as you go forth and fight. Marist Serlyn is heading southeast. I believe he intends to cross the Sheldomar river and leave Gran March. You must hurry if you are to catch him. He had a camp outside town. Hopefully, you can track him from there.” He gives you detailed directions to the camp, and turns, dejectedly, to leave.

Should the PCs break the enchantment, they have beaten this encounter and Carlo will not make an appearance. However, they may have implicated – possibly without meaning to – Terlius Jill in the murder. If the PCs have implicated Terlius Jill, they cannot receive the AR favor from the Church of Heironeous. If they do not implicate him, they do not receive the AR favor from Nolar Thotec. Please note: A PC can only receive one of these favors, not both. Additionally, if they assault Terlius Jill (doing lethal damage) even in self-defense, their AR is affected.

Finally, a map of the chapel is provided, although it is unlikely there will be a combat there, unless the PCs start one. The combat is most likely to ensue outside the chapel in the open. No map is provided of the area outside the town.

APL 2 (EL 3)

Terlius Jill, Male Human Fighter 2 / Cleric 1: hp 31; see *Appendix 1*.

Carlo, Male Human Fighter 2 / Rogue 1: hp 22; see *Appendix 1*.

APL 4 (EL 5)

Terlius Jill, Male Human Fighter 3 / Cleric 2: hp 50; see *Appendix 2*.

Carlo, Male Human Fighter 3 / Rogue 2: hp 35; see *Appendix 2*.

APL 6 (EL 7)

Terlius Jill, Male Human Fighter 4 / Cleric 2: hp 68; see *Appendix 3*.

Carlo, Male Human Fighter 4 / Rogue 2: hp 48; see *Appendix 3*.

APL 8 (EL 9)

Terlius Jill, Male Human Fighter 5 / Cleric 4: hp 90; see *Appendix 4*.

Carlo, Male Human Fighter 5 / Rogue 4: hp 62; see Appendix 4.

Tactics: At all APLs, Carlo's goal is to get the PCs to go after Serlyn without exposing the enchantment on Terlius Jill. He will concentrate his attacks on Terlius Jill, trying to do sneak attack damage wherever possible in order to put him out of the fight. If he feels his own life is threatened, he will drink his potion of invisibility and attack whomever he feels is the most danger to him if he feels he can put that person out of the fight. If not, he goes after a weak target and tries to flee after putting them out of the fight.

Terlius wishes to silence Carlo quickly. He will Power Attack full at every opportunity. Against PCs, he will battle tactically, using spells and potions to drag out the combat. His goal is to make it as difficult as possible for the PCs to follow Serlyn. At higher APLs, he is willing to coup de' grace a person affected by *Hold Person* if it appears that would prevent the PCs pursuit of the real mastermind.

Carlo will not coup de grace Terlius Jill unless he can do so without getting caught. He will volunteer to bring Terlius Jill to the Special Constable for the PCs. If the PCs agree, Carlo will kill Terlius Jill when the two of them are alone.

Treasure: There are two sets of treasure. The first is in case the PCs fight Terlius Jill and take his equipment. The second set is in case the PCs fight Carlo and take his items. It is possible for them to gain items from both.

Terlius Jill's Treasure:

APL 2: L: masterwork full plate mail, masterwork heavy steel shield, masterwork longsword 178 gp, C: 11 gp, M: *Potion Protection from Arrows* 10/magic. (25 gp).

APL 4: L: masterwork heavy steel shield, masterwork longsword 41 gp, C: 11 gp, M: *Full Plate Mail*+1, *Potion Protection from Arrows* 10/magic, *Potion Cure Light Wounds*, *Potion of Haste* (313 gp).

APL 6: L: Masterwork Heavy Steel Shield 15 gp, C: 11 gp, M: *Full Plate Mail*+1, *Longsword*+1, *Potion Protection from Arrows* 10/magic, *Potion Cure Light Wounds*, *Potion of Haste*, *Potion Barkskin*+4 (580 gp).

APL 8: L: Masterwork Heavy Steel Shield 15 gp, C: 28 gp, M: *Full Plate Mail*+1, *Longsword*+1, *Potion Protection from Arrows*

10/magic, *Potion of Haste*, *Potion Barkskin*+4, *Gauntlets Ogre Power*, *Wand of Cure Light Wounds* (972 gp).

Carlo's Treasure:

APL 2: L: Two Masterwork Longswords, Masterwork Scale Mail, Tanglefoot Bag 74 gp, C: 0 gp, M: *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Two Potions of Cure Light Wounds*, *Potion of Bull's Strength* (133 gp).

APL 4: L: Two Masterwork Longswords, Tanglefoot Bag 57 gp, C: 13 gp, M: *Breastplate* +1, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Potion of Cure Moderate Wounds* Caster Level 10, (295 gp).

APL 6: L: Tanglefoot Bag 4 gp, C: 5 gp, M: *Two Longswords* +1, *Breastplate* +1, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Potion of Cure Light Wounds* Caster Level 5 (606 gp).

APL 8: L: 0 gp, C: 0 gp, M: *Two Longswords* +1, *Mithril Breastplate* +1, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Potion of Cure Serious Wounds* Caster Level 9 (1019 gp).

Development: This encounter ends in one of two ways:

1) Terlius Jill convinces the PCs to head in the wrong direction. Read one of the texts below and then proceed to conclusion: The Threat Unanswered.

If Terlius Jill did not accompany the PCs:

You spend several hours pursuing the villain Terlius Jill told you about. The sun eventually sets as it begins to rain, and you have seen no one. The next day, you return to town to speak to Terlius only to learn that he was under the influence of a Dominate Person spell; now he has been freed. He tells you that Marist Serlyn and his men had a camp outside town. Going there, you find the camp cold and abandoned. Any tracks were washed away in the night's rain. Your investigation is over; the only thing left to do is report to Special Constable Ferrule Garde.

If Terlius Jill went with the PCs:

You spend several hours pursuing the villain Terlius Jill told you about. The sun eventually sets as it begins to rain, and you have seen no one. The next day, you are woken by Terlius Jill. He confesses to you that

he was under the influence of a Dominate Person spell; now he has been freed. He tells you that Marist Serlyn and his men had a camp outside town. Going there, you find the camp cold and abandoned. Any tracks were washed away in the night's rain. Your investigation is over; the only thing left to do is report to Special Constable Ferrule Garde.

2) The PCs pursue Serlyn. Proceed to encounter 6: Cold Reception.

ENCOUNTER 6: COLD RECEPTION

Serlyn's campsite was abandoned less than an hour ago. He suspects someone may be after him so he has trapped the campsite. There are two traps.

Following the directions you were given, you easily find the camp. It is not very large, perhaps thirty foot square. In the center there is a fire pit. The camp does not appear to be occupied.

Assuming PCs search the campsite, they can find the following:

Search DC 9: There are footprints all around the camp. The ground is soft, so the PCs can probably track the culprits. (The tracks exit the camp by passing through the area where the tripwire is. If the PCs wish to follow the tracks, ask for a marching order before they hit the Poisoned Darts Trap.)

Search DC 12: Evidence that three people (four at APLs 4-8) stayed at the campsite. A Survival check DC 10 reveals that the camp was abandoned about an hour ago.

Search DC 15: There is an empty document case strewn in some bushes nearby. There is a small rapier-like puncture in the document case and a bloodstain. (The trap goes off when anyone approaches within 5' feet of the case. Assume that the PCs do not set off the trap until they approach and pickup the case.)

ALL APLs

Mental Alarm; Proximity trigger (Alarm, 5 ft. area covering the case); spell effect (alerts Serlyn that someone is at the camp); no reset. As per a 3/22/2007 FAQ, Alarm is no longer a magical trap.

As the PCs leave the camp, unless they have searched for a trap, they hit the tripwire. Before they do, ask them for a marching order.

As you are leaving the camp, you feel the tension of a very thin tripwire against your ankle. You hear a thwhipping sound as something shoots at you.

Poisoned crossbow bolts shoot at each 5' square that touches the tripwire.

APL 2 (EL 4)

Poisoned Bolts (2 per 5' square): Search DC 25, Disable DC 25; Mechanical; Location trigger (tripwire attached to document case); repair reset; Attack +5 ranged, (1d4 + poison); poison (Small centipede poison, Injury DC 11, 1d2 Dex / 1d2 Dex), multiple targets (2 darts per square).

APL 4 (EL 6)

Poisoned Bolts (1 per 5' square): Search DC 27, Disable DC 27; Mechanical; Location trigger (tripwire attached to document case); repair reset; Attack +14 ranged, (1d4 + poison); poison (Large scorpion venom, Injury DC 18 1d6 Str / 1d6 Str).

APL 6 (EL 8)

Poisoned Bolts (2 per 5' square): Search DC 29, Disable DC 29; Mechanical; Location trigger (tripwire attached to document case); repair reset; Attack +18 ranged, (1d4 + poison); poison (Giant Wasp, Injury DC 18, 1d6 Dex / 2d6 Dex), multiple targets (2 darts per square).

APL 8 (EL 10)

Poisoned Bolts (2 per 5' square): Search DC 31, Disable DC 31; Mechanical; Location trigger (tripwire attached to document case); repair reset; Attack +22 ranged, (1d4 + poison); poison (Huge Spider poison, Injury DC 16, 1d8 Str / 1d8 Str), multiple targets (2 darts per square).

Development: If the PCs wish to follow Serlyn, proceed to encounter 7: Hot Pursuit. If they do not, the adventure is over.

ENCOUNTER 7: HOT PURSUIT

Before this encounter begins, the DM needs to decide if Marist Serlyn is with his men or if he has

already escaped. If the PCs spent an inordinate amount of time, he will have left his men behind to cover his escape. He will have gotten away. If the PCs did any of the following, then the party will only face Serlyn's men. Adjust gold and XP accordingly.

- 1) Waited at the temple to get healing after springing the trap;
- 2) Waited at the temple to get healing after fighting either/both Carlo and/or Terlius Jill.

Additionally, if the PCs set off the Alarm trap, then Serlyn and his men have prepared an ambush.

To track Serlyn and his men requires a Survival check DC 9 as the ground is near the river and soft and there are three or more people. If the PCs move at full speed, the check is at -5. PCs can move at double speed at a -20 to the check. PCs may take 10 on this check.

Assuming the PCs are able to make the check, ask them for a marching order. If they try to move stealthily, ask for a Hide check as they are traveling. If the lead PC is at least twenty feet ahead of the party, only he needs to make the check. Additionally, a PC ahead of the party has a chance to spring or foil the ambush. If their Hide check beats the Spot AND their Spot check beats the Hide DC of the villains, that person can surprise the ambushers. If a PC ahead of the party fails to make the Hide check, they will be attacked once they are within thirty feet. They can make a Spot check to avoid being surprised.

If the PCs set off the Alarm Trap in encounter 6, Serlyn and his men have prepared an Ambush. They are well hidden, but allow the PCs the chance to Spot them (opposed check.) If the Alarm Trap was not set off, give the PCs a chance to surprise Serlyn. This can be done with a successful Move Silently check.

If the battle begins as an Ambush, regardless of surprise, Serlyn and his men have moved into position. Additionally, they have drunk a number of potions (equal to the APL) in order to prepare themselves for the fight; these preparations always include the *invisibility* potion. Serlyn begins the fight having already cast *invisibility* on himself (or having drunk his potion of *Invisibility* at APL 2 or having cast *Greater Invisibility* at APL 8). If the PCs avoided the Alarm trap, Serlyn and his men are traveling together with the two casters up front and the thugs about twenty feet behind them.

Ambushed

The trail is easy to follow: the ground is soft, and you are following several people. Their path is closely mirroring the progress of the river. It appears you are about thirty minutes behind them. Thus, it is quite surprising when you hear the telltale twang of bowstrings. You have just walked into an ambush.

Not Ambushed

The trail is easy to follow: the ground is soft, and you are following several people. Their path is closely mirroring the progress of the river. It appears you are about thirty minutes behind them. Ahead, you see several people traveling. They seem to be constantly scanning the horizon as if watching for pursuit. One of them seems to be urging the others on to greater speed.

(Read this section if the PCs do NOT surprise Serlyn and his men.) ***One of them men turns and happens to spot you. "Marist!" he calls out. The man who had been urging them on turns, curses, and draws a rapier. "Well, seems we've been found after all, lads. Let's get to work." With a nod, the others ready weapons and prepare for a fight.***

APL 2 (EL 5)

Marist Serlyn, Male Human Beguiler 3: hp 16; see *Appendix 1*.

Serlyn's Thugs, Male Human Rogue 1 (2): hp 5; see *Appendix 1*.

APL 4 (EL 7)

Marist Serlyn, Male Human Beguiler 5: hp 26; see *Appendix 2*.

Serlyn's Thugs, Male Human Rogue 1 / Ranger 1 (2): hp 12; see *Appendix 2*.

Korlar, Male Human Warmage 2: hp 10; see *Appendix 2*.

APL 6 (EL 9)

Marist Serlyn, Male Human Beguiler 6: hp 36; see *Appendix 3*.

Serlyn's Thugs, Male Human Rogue 2 / Ranger 2 (2): hp 24; see *Appendix 3*.

Korlar, Male Human Warmage 4: hp 21; see *Appendix 3*.

APL 8 (EL 11)

Marist Serlyn, Male Human Beguiler 9: hp 47; see *Appendix 4*.

Serlyn's Thugs, Male Human Rogue 4 / Ranger 2 (2): hp 34; see *Appendix 4*.

Korlar, Male Human Warmage 6 hp 31; see *Appendix 4*.

Tactics: Serlyn has schooled his men well on how to work together. His rogues are to concentrate their attacks on enemy spellcasters first. If that is not possible, they should try to work together to team up and flank opponents. While they do this, Serlyn casts his spells to try to remove the biggest physical threats. At higher APLs, the Thugs will try to get into positions to coup de grace their opponents.

Specific tactics are below. IMPORTANT: AT ALL APLS, IF MARIST SERLYN GOES DOWN, ONE OF HIS MEN WILL TRY TO GRAB THE STOLEN DOCUMENTS AND ESCAPE. IF TWO OF SERLYN'S MEN GO DOWN, HE WILL TRY TO CAST INVISIBILITY IN ORDER TO TRY TO ESCAPE. This tactic takes precedence over all others. Should it appear that the PCs will be successful in their pursuit, Serlyn will throw the documents away and cast *Silence* on himself. If he does this, the PCs can recover the documents, but have no chance to pursue Serlyn.

APL 2: The Thugs try to shoot at the PCs while they have surprise, then they take cover behind the boulder. They are trying to lure fighters away from any spellcasting types.

Serlyn will also try to remove strong fighter types with *Sleep* and *Color Spray*. The rogues will then try to take out spellcasters. They will move towards them in order to flank and sneak attack as much as possible. If forced into Melee combat, Serlyn will feint when possible, and then attack. He will cast *Distract Assailant* as a swift action when his allies are in a position to benefit from the PCs being flat-footed.

APL 4: The Thugs try to shoot at the PCs while they have surprise, then they take cover behind the boulder. They are trying to lure fighters away from any spellcasting types. They target humans first when possible.

Serlyn will also try to remove strong fighter types with *Glitterdust* and *Color Spray*. The rogues will then try to take out spellcasters. They will move towards them in order to flank and sneak attack as much as possible. If forced into Melee combat, Serlyn will feint when possible, and then attack. He will cast *Distract Assailant* as a swift

action when his allies are in a position to benefit from the PCs being flat-footed.

Korlar will focus his attacks on any active fighters. After that, he goes after the person dealing the most damage.

APL 6: The Thugs try to shoot at the PCs while they have surprise, then they take cover behind the boulder. They are trying to lure fighters away from any spellcasting types. They target humans first when possible.

Serlyn will also try to remove strong fighter types with *Glitterdust* and *Hold Person*. The rogues will then try to take out spellcasters. They will move towards them in order to flank and sneak attack as much as possible. If forced into Melee combat, Serlyn will feint when possible, and then attack. He will cast *Distract Assailant* as a swift action when his allies are in a position to benefit from the PCs being flat-footed.

Korlar will focus his attacks on any active fighters. After that, he goes after the person dealing the most damage.

APL 8: The Thugs try to shoot at the PCs while they have surprise, then they take cover behind the boulder. They are trying to lure fighters away from any spellcasting types. They target humans first when possible. If anyone gets close to them, they throw their Elemental gems. As they know the duration of the gem's spell, they do not throw both gems at the same time. The second thug will wait 5 rounds before tossing his gem.

Serlyn will also try to remove strong fighter types with *Glitterdust*, *Hold Person*, and *Confusion*. The rogues will then try to take out spellcasters. They will move towards them in order to flank and sneak attack as much as possible. If forced into Melee combat, Serlyn will feint when possible, and then attack. He will cast *Distract Assailant* as a swift action when his allies are in a position to benefit from the PCs being flat-footed.

Korlar will focus his attacks on any active fighters. After that, he goes after the person dealing the most damage. His preferred attacks are *Scorching Ray* and *Fireball* (including his Necklace).

Treasure:

APL 2: L: Mithral Chain shirt, two masterwork studded leather, three rapiers, three shortbows 133 gp, C: 33 gp, M: *Three Potions Cure Light Wounds*, two *Potions Invisibility*, two potions *Barkskin* +2, *Potion Fox's*

Cunning, Potion Protection from Arrows 10/magic, Potion Shield of Faith +2 (167 gp).

APL 4: L: Light Crossbow, Morningstar, masterwork rapier, masterwork short bow, two rapiers, Mithral Chainshirt, masterwork chain shirt, two masterwork studded leather armor, two shortbows 230 gp, C: 39 gp, M: *Four potions Cure Light Wounds, two Potions Invisibility, Scroll Mage Armor, two potions Barkskin +2, two potions Haste, two potions Shield of Faith +3, two potions Shield of Faith +2, Memento Magica 1, Potion Aid, Potion Cat's Grace, Potion Fox's Cunning, Potion Protection from Arrows 10/magic, Wand Lesser Orb of Acid, caster level 3 (5 charges)* (569 gp).

APL 6: L: Light Crossbow, Morningstar, masterwork rapiers, masterwork short bow, two shortbows, two rapiers 66 gp, C: 13 gp, M: *three Chain Shirt+1, Mithral Chain Shirt +1, four potions Cure Light Wounds, three Potions Invisibility, Memento Magica 1, two potions Barkskin +2, two potions Haste, two potions Shield of Faith +3, two potions Shield of Faith +2, two Potions Aid, two Potions Cat's Grace, Potion Fox's Cunning, three Potions Protection from Arrows 10/magic, Potion Heroism, Wand Lesser Orb of Acid, caster level 3 (5 charges)* (1219 gp).

APL 8: L: Light Crossbow, Morningstar, masterwork rapiers, masterwork short bow, two shortbows, two rapiers 66 gp, C: 100 gp, M: *three Chain Shirt+1, Mithral Chain Shirt +1, three Potions Invisibility, two potions Barkskin +2, two potions Haste, two potions Shield of Faith +3, two potions Shield of Faith +2, two Potions Aid, two Potions Cat's Grace, Potion Fox's Cunning, three Potions Protection from Arrows 10/magic, Potion Heroism, two Elemental gems (Air), Memento Magica 1, Memento Magica 2, Necklace of Fireballs type 1, Wand Lesser Orb of Acid, caster level 3 (5 charges), Wand Scorching Ray (7 charges)* (2284 gp)

CONCLUSION

There are four possible conclusions:

- 1) The PCs solved the murder, defeated Serlyn, and recovered the stolen documents: read The Threat Exposed.
- 2) The PCs solved the murder and recovered the documents, but Serlyn escaped: read The Threat Escaped.

- 3) The PCs solved the murder and captured or defeated Serlyn's men, but the documents were not recovered: read The Threat Uncovered.
- 4) The PCs failed to capture Marist Serlyn or retrieve the documents: read The Threat Unanswered.

The DM should ask the PCs if they report everything that occurred during their investigation, including Terlius Jill's behavior. If not, adjust the text below as necessary, leaving out any references to suspicious Heironeous.

Additionally, most of the information that Wayfinder Kulpak shares, he shares only with active duty Gran March PCs. Adjust the texts below as necessary to indicate that he pulls active duty PCs aside and gives confidential information only to them.

Finally, if the PCs read the documents, read the following text:

You open and peruse the documents, learning that the Gran March army is expanding the River Guard to include a blue-water capability: ten longboats capable of river and coastal operations; a few of these longships are due to arrive in Ghostgate within a couple weeks. The entire 2nd Flotilla of Longships will base out of Ghostgate once the Jewel River operations are completed.

Players can be given Player Handout #4 if they wish to see some of the details for these plans summarized.

CONCLUSION: THE THREAT EXPOSED

If the PCs solved the murder, defeated Serlyn and recovered the stolen documents, read this text:

Ferrule Garde invites you once again into his room. Standing with him, again, is the practically non-descript human wearing an elven cloak. Ferrule, looking much less tired now, stands and clasps each of your hands. "Friends, please come in. We have been following your investigation, and you did quite well. Allow me to introduce Wayfinder Mortan Kulpak of the Pathfinders. I am sure you have questions. I think it would be best if Wayfinder Kulpak explained what was truly at stake here." He pauses and allows the Pathfinder to speak. Kulpak, in a quiet voice addresses you all, "The Special Constable is correct – in

stopping Marist Serlyn and recovering the documents he stole, you have done well. In fact, you may have foiled a serious threat to the security of Gran March. What I am about to tell you, I tell you in strictest confidence. You should not discuss these details with anyone. We believe that Marist Serlyn and his associates were here spying for Turrosh Mok. We believe they stole the documents at his behest. I cannot delve too deeply into our plans, obviously, but I can say that your accomplishment here was vital, vital, for the safety of Gran March. Turrosh Mok seeks to disrupt our work against him in the Principality of Ulek. This was an attempt to do that; I can say no more than that. In the weeks and months ahead, I may be contacting some of you to assist us further. We can discuss that at a later date, however. I will be in touch.” With that, he stands, salutes and leaves. Ferrule Garde also expresses his gratitude, letting you know that he will also be in contact in the future, although he does ask one other thing of you: to keep an eye on any suspicious Heironeans in the next few weeks, as there have been other reports of strange behavior, and no apparent enchantments.

CONCLUSION: THE THREAT ESCAPED

If the PCs solved the murder and recovered the documents but Serlyn escaped, read this text:

Ferrule Garde invites you once again into his room. Standing with him, again, is the practically non-descript human wearing an elven cloak. Ferrule, looking much less tired now, stands and clasps each of your hands. “Friends, please come in. We have been following your investigation, and you successfully solved the crime. Allow me to introduce Wayfinder Mortan Kulpak of the Pathfinders. I am sure you have questions. I think it would be best if Wayfinder Kulpak explained what was truly at stake here.” He pauses and allows the Pathfinder to speak. Kulpak, in a quiet voice addresses you all, “Thank you, Special Constable, and you are correct, the murder was solved. Unfortunately, they failed to foil a serious threat to the security of Gran March. What I am about to tell you, I tell you in strictest confidence. You should not discuss these details with anyone. We believe that Marist Serlyn and his associates were here spying for Turrosh Mok. We believe they stole the documents at his

behest. I cannot delve too deeply into our plans, obviously, but I can say that your accomplishment here was vital, vital, for the safety of Gran March. Turrosh Mok seeks to disrupt our work against him in the Principality of Ulek. This was an attempt to do that; I can say no more than that. In the weeks and months ahead, I may be contacting some of you to assist us further. We can discuss that at a later date, however. I will be in touch.” With that, he stands, salutes and leaves. Ferrule Garde also expresses his gratitude, letting you know that he will also be in contact in the future although he does ask one other thing of you: to keep an eye on any suspicious Heironeans in the next few weeks, as there have been other reports of strange behavior, and no apparent enchantments.

CONCLUSION: THE THREAT UNCOVERED

If the PCs solved the murder, defeated Serlyn’s men, but failed to recover the stolen documents, read this text:

Ferrule Garde invites you once again into his room. Standing with him, again, is the practically non-descript human wearing an elven cloak. Ferrule, looking much less tired now, stands and greets each of you. “Friends, please come in. We have been following your investigation, and wish to thank you for your help. Allow me to introduce Wayfinder Mortan Kulpak of the Pathfinders. I am sure you have questions. I think it would be best if Wayfinder Kulpak explained what was truly at stake here.” He pauses and allows the Pathfinder to speak. Kulpak, in a quiet voice addresses you all, “Thank you, Special Constable, and you are correct, the murder was solved. Unfortunately, they failed to foil a serious threat to the security of Gran March. We believe that Marist Serlyn and his men were here spying; unfortunately, you were not able to discover whom they were working for. Additionally, we are not certain which documents they escaped with. This investigation will take a great deal of time. In the weeks and months ahead, I may be contacting some of you to assist us further. We can discuss that at a later date, however. I will be in touch.” With that, he stands, salutes and leaves. Ferrule Garde looks grim and mentions he has much work to do. He says he may also contact you in the future although he

does ask one other thing of you: to keep an eye on any suspicious Heironeans in the next few weeks, as there have been other reports of strange behavior, and no apparent enchantments.

CONCLUSION: THE THREAT UNANSWERED

If the PCs did not stop Serlyn or keep the documents from being stolen, read this text:

Ferrule Garde invites you once again into his room. Standing with him, again, is the practically non-descript human wearing an elven cloak. Ferrule looks even more exhausted than last time. He greets you perfunctorily, and thanks you for your assistance, although you get the feeling he says it only to be polite. He takes your report, asking only a few questions. Finally, he lets you know that he may be in touch should he have questions during his own investigation. He looks at the other man who simply looks at all of you and says in a low, hard voice, "That will be all. Dismissed."

CAMPAIGN CONSEQUENCES

DMs for ConCarolinas 2007 (or for games played in June 2007), should send a completed Critical Event Summary to the convention coordinator or to the Triad Directly.

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 5

Defeat Terlius Jill or Carlo. (The PCs can only earn XP for fighting both if they do not pursue Marist Serlyn.)

APL 2: 75 xp.

APL 4: 115 xp.

APL 6: 150 xp.

APL 8: 190 xp.

Encounter 6

Defeat or Survive the Traps.

APL 2: 125 xp.

APL 4: 185 xp.

APL 6: 250 xp.

APL 8: 310 xp.

Encounter 7

Defeat Marist Serlyn's troops.

APL 2: 190 xp.

APL 4: 285 xp.

APL 6: 380 xp.

APL 8: 475 xp.

Story Award

Prevent Marist Serlyn from escaping.

APL 2: 40 xp.

APL 4: 60 xp.

APL 6: 80 xp.

APL 8: 100 xp.

Discretionary Roleplaying Award

APL 2: 20 xp.

APL 4: 30 xp.

APL 6: 40 xp.

APL 8: 50 xp..

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 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 adventure, 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 1:

All APLs: L: 0 gp, C: 7 gp, M: -(0 gp).

Encounter 4:

APL 2: L: 0 gp, C: 0 gp, M: *Potion of Aid*, 2 scrolls of *Cure Light Wounds*. (33 gp).

APL 4: L: 0 gp, C: 0 gp, M: *Potion of Aid*, 2 scrolls of *Cure Light Wounds*. (33 gp).

Encounter 5:

Terlius Jill's Treasure:

APL 2: L: masterwork full plate mail, masterwork heavy steel shield, masterwork longsword 178 gp, C: 11 gp, M: *Potion Protection from Arrows 10/magic*. (25 gp).

APL 4: L: masterwork heavy steel shield, masterwork longsword 41 gp, C: 11 gp, M: *Full Plate Mail+1*, *Potion Protection from Arrows 10/magic*, *Potion Cure Light Wounds*, *Potion of Heroism* (313 gp).

APL 6: L: Masterwork Heavy Steel Shield 15 gp, C: 11 gp, M: *Full Plate Mail+1*, *Longsword+1*, *Potion Protection from Arrows 10/magic*, *Potion Cure Light Wounds*, *Potion of Heroism*, *Potion Barkskin+4* (580 gp).

APL 8: L: Masterwork Heavy Steel Shield 15 gp, C: 28 gp, M: *Full Plate Mail+1*, *Longsword+1*, *Potion Protection from Arrows 10/magic*, *Potion of Heroism*, *Potion Barkskin+4*, *Gauntlets Ogre Power*, *Wand of Cure Light Wounds* (972 gp).

Carlo's Treasure:

APL 2: L: Two Masterwork Longswords, Masterwork Scale Mail, Tanglefoot Bag 74 gp, C: 5 gp, M: *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Two Potions of Cure Light Wounds*, *Potion of Bull's Strength* (133 gp).

APL 4: L: Two Masterwork Longswords, Tanglefoot Bag 57 gp, C: 29 gp, M: *Breastplate +1*, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Two Potions of Cure Moderate Wounds*, *Potion of Bull's Strength* (287 gp).

APL 6: L: Tanglefoot Bag 4 gp, C: 5 gp, M: *Two Longswords +1*, *Breastplate +1*, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, 2x *Potion of Cure Light Wounds* (594 gp).

APL 8: L: Tanglefoot Bag 4 gp, C: 77 gp, M: *Two Longswords +1*, *Mithril Breastplate +1*, *Brooch of Shielding* (60 points left), *Potion of Invisibility*, *Potion of Cure Serious Wounds*, *Potion Bull's Strength* (969 gp).

Encounter 7:

APL 2: L: Mithral Chain shirt, two masterwork studded leather, three rapiers, three shortbows 133 gp, C: 33 gp, M: *Three Potions Cure Light Wounds*, two *Potions Invisibility*, two potions Barkskin +2, Potion Fox's Cunning, Potion Protection from Arrows 10/magic, Potion Shield of Faith +2 (167 gp).

APL 4: L: Light Crossbow, Morningstar, masterwork rapier, masterwork short bow, two rapiers, Mithral Chainshirt, masterwork chain shirt, two masterwork studded leather armor, two shortbows 230 gp, C: 39 gp, M: *Four potions Cure Light Wounds*, two *Potions Invisibility*, *Scroll Mage Armor*, two *potions Barkskin* +2, two *potions Haste*, two *potions Shield of Faith* +3, two *potions Shield of Faith* +2, *Memento Magica 1*, *Potion Aid*, *Potion Cat's Grace*, *Potion Fox's Cunning*, *Potion Protection from Arrows 10/magic*, *Wand Lesser Orb of Acid*, *caster level 3 (5 charges)* (569 gp).

APL 6: L: Light Crossbow, Morningstar, masterwork rapiers, masterwork short bow, two shortbows, two rapiers 66 gp, C: 13 gp, M: *three Chain Shirt*+1, *Mithral Chain Shirt* +1, *four potions Cure Light Wounds*, *three Potions Invisibility*, *Memento Magica 1*, two *potions Barkskin* +2, two *potions Haste*, two *potions Shield of Faith* +3, two *potions Shield of Faith* +2, two *Potions Aid*, two *Potions Cat's Grace*, *Potion Fox's Cunning*, *three Potions Protection from Arrows 10/magic*, *Potion Heroism*, *Wand Lesser Orb of Acid*, *caster level 3 (5 charges)* (1219 gp).

APL 8: L: Light Crossbow, Morningstar, masterwork rapiers, masterwork short bow, two shortbows, two rapiers 66 gp, C: 100 gp, M: *three Chain Shirt*+1, *Mithral Chain Shirt* +1, *three Potions Invisibility*, two *potions Barkskin* +2, two *potions Haste*, two *potions Shield of Faith* +3, two *potions Shield of Faith* +2, two *Potions Aid*, two *Potions Cat's Grace*, *Potion Fox's Cunning*, *three Potions Protection from Arrows 10/magic*, *Potion Heroism*, two *Elemental gems (Air)*, *Memento Magica 1*, *Memento Magica 2*, *Necklace of Fireballs type 1*, *Wand Lesser Orb of Acid*, *caster level 3 (5 charges)*, *Wand Scorching Ray (7 charges)* (2284 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 311 gp, C: 84 gp, M: 333 gp – Total: 721 gp (450 gp).

APL 4: L: 287 gp, C: 59 gp, M: 915 gp – Total: 1254 gp (650 gp).

APL 6: L: 81 gp, C: 32 gp, M: 1825 gp – Total: 1931 gp (900 gp).

APL 8: L: 81 gp, C: 135 gp, M: 3303 gp – Total: 3512 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Gratitude of the Church of Heironeous: For revealing the enchantment effect on Terlius Jill and keeping him alive, you have received an influence point with the Church of Heironeous.

Favor of Nolar Thotec: For implicating Terlius Jill in the murder and in the theft of Gran March property, this PC has gained the favor of Nolar Thotec. If you have previously gained the **Enmity of Nolar Thotec**, this favor cancels that (mark both as used).

Espionage Duty: Active duty Pathfinders may use military TUs for any scenario taking place in the Pomarj, Celene, Wild Coast, Welkwood or Gnarly Forest, though the end of Y598.

Gratitude of Larelus Springflower: For preserving his inn's reputation, Larelus Springflower will give you free Rich lifestyle in scenarios starting or ending in Ghostgate.

Thanks of the Special Constables: This favor can be used for one of two things: it can be used as an influence point with the Special Constables, or to gain access to the Spymaster prestige class.

Military Commendation: For recovering the documents belonging to the Gran March Military, this Active Duty or veteran PC has received a commendation.

Pathfinder Gratitude: For assisting the Pathfinders in gaining justice for one of their own, they have offered to provide you special training or special access. This PC now has access to the alternate class feature from PH2: Distracting

Attack (Ranger) or Access (Regional) to Goggles of Night (cross off choice not selected).

Disfavor of the Teliz Family: For killing Terlius Jill Teliz, this PC has earned the disfavor of the Teliz family. This favor cancels any previously earned favors of the Teliz family and may have other future effects. This includes favors from Captain Teliz.

Favor of the Knight Commodore Avanti: The character may transfer to the River Guard even if they lack the profession (sailor) ranks needed. They must resolve such lack before they can be promoted. Characters that are already members of the River Guard receive an additional commendation instead.

Item Access

APL 2:

- *Mithral Chain Shirt* (Adventure; DMG)
- *Brooch of Shielding* (Adventure; DMG)
- *Potion of Urchin's Spines* (Adventure; Stormwrack)

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

- *Mithral Chain Shirt +1* (Adventure; DMG)
- *Wand Lesser Orb of Acid, Caster Level 3* (Adventure; Spell Compendium, 2250 gp)
- *Memento Magica, 1st level spell* (Adventure, Races of the Dragon)

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

- *Potion of Barkskin +4* (Adventure, DMG)
- *Mithral Breastplate +1* (Adventure, DMG)
- *Necklace of Fireballs, Type 1* (Adventure, DMG)

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

- *Pearl of Power, 3rd level* (Adventure, DMG)
- *Memento Magica, 2nd level spell* (Adventure, Races of the Dragon)
- *Wand of Scorching Ray* (Adventure; DMG)



APPENDIX 1 – APL 2

ENCOUNTER 5

TERLIUS JILL **CR 3**
Male Human Fighter 2 / Cleric 1
LG Medium Humanoid
Init +1; **Senses** Listen +1, Spot +1
Aura Good
Languages Common

AC 21, touch 11, flat-footed 20
(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +0 deflection, +0 insight, +0 natural)
hp 26 (3 HD)
Fort +5, **Ref** +1; **Will** +3

Speed 20 ft. in MW Full Plate (4 squares), base movement 30 ft.,
Melee masterwork longsword +6 (1d8+2 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Power Attack, Cleave
Combat Gear Masterwork Full Plate, Masterwork Heavy Steel Shield, Masterwork Longsword, Potion Protection from Arrows 10/magic
Cleric Spells Prepared (CL 1st):
1st—Doom, Divine Favor, Magic Weapon^D
0—Guidance, Resistance, Virtue
D: Domain spell. Deity: Heironeous; Domains: War, Law

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
SQ Turn Undead
Feats Power Attack, Toughness, Cleave, Improved Toughness, Weapon Focus (Longsword)
Skills Concentration +3, Climb +0, Diplomacy +0, Handle Animal +0, Heal +2, Intimidate +4, Jump –3, Ride +5

Possessions combat gear plus 65 gp
Sources Improved Toughness (Complete Warrior)

CARLO **CR 3**
Male Human Fighter 2 / Rogue 1
CN Medium Humanoid
Init +6; **Senses** Listen +1, Spot +1
Aura
Languages Common

AC 17, touch 14, flat-footed 14
(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)
hp 22 (3 HD)
Fort +4, **Ref** +4, **Will** +1

Speed 20 ft. in masterwork scale mail (4 squares), base movement 30 ft.;
Melee masterwork longsword +6 (1d8+2 19-20/x2) or two masterwork longswords +4 (1d8+2 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Quick Draw, Sneak attack +1d6
Combat Gear 2x Masterwork Longsword, Masterwork scale mail, Tanglefoot bag,

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8
SQ Sneak Attack +1d6, Trapfinding
Feats Quick Draw, Two Weapon Fighting, Two Weapon Defense, Improved Initiative, Oversized Two Weapon Fighting
Skills Climb+2, Intimidate +2, Jump +2, Ride +5, Sleight of Hand +4, Swim -1, Tumble +3
Possessions combat gear plus Brooch of shielding (60 points of damage left), potion of Invisibility, 2x potion Cure Light Wounds, Potion of Bull's Strength, 29 gp

Description
Sources Oversized Two weapon Fighting (Complete Adventurer)

ENCOUNTER 7

MARIST SERLYN **CR 3**
Male Human Beguiler 3
NE Medium Human
Init +1; **Senses** Listen +0, Spot +0
Aura
Languages Common, Suloise, Ur-Flan

AC 15, touch 12 flat-footed 13
(+0 size, +1 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
Miss Chance
hp 16 (3 HD)
Fort +2, **Ref** +2, **Will** +3
Weakness

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;
Melee Rapier +0 (1d6-1 18-20/x2) and
Ranged Short bow +2 (1d6 /x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1 **Grp** +1
Atk Options Combat Expertise, Improved Feint
Special Actions
Combat Gear Mithral Chain shirt, Rapier, Short bow, Potion Cure Light Wounds, Potion Shield of Faith +2, Potion Fox's Cunning
Beguiler Spells Known (CL 3rd):
1st (6/day)—Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Distract Assailant, Expeditious Retreat, Hypnotism, Mage Armor, Obscuring Mist, Rouse, Silent Image, Sleep, Undetectable Alignment, Whelm
0 (5/day)—Dancing Lights, Daze, Detect Magic, Ghost Sound, Message, Open/Close, Read Magic
‡ Already cast

Abilities Str 8, Dex 13, Con 12, Int 15, Wis 10, Cha 14
SQ Trapfinding, Armored Mage, Cloaked Casting +1, Surprise Casting, Advanced Learning (Distract Assailant)
Feats Combat Expertise, Improved Feint, Enlarge Spell

Skills Balance +4, Bluff +8, Concentration +5, Craft (Trapmaking) +3, Decipher Script +3, Diplomacy +6, Disable Device +3, Disguise +5, Forgery +5, Gather Info +4, Hide +6, Intimidate +3, Jump +1, Knowledge (Local-Sheldomar) +6, Listen +0, Move Silently +2, Open Lock +2, Search +2, Sense Motive +4, Sleight of Hand +2, Spellcraft +4, Spot +0, Tumble +3, Use Magic Device +3,
possessions combat gear plus 150 gp, ~~Scroll Dominate Person, Scroll Alarm, Potion Invisibility~~

SERLYN'S THUGS

CR 1

Male Human Rogue 1

NE Medium Human

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

Aura

Languages Common

AC 14, touch 11, flat-footed 13

(+0 size, +1 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 5 (1 HD)

Fort +0, **Ref** +3, **Will** -1

Speed 30 ft. in masterwork studded leather armor (6 squares), base movement 30 ft.,

Melee rapier +1 (1d6+1 18-20/x2) and

Ranged short bow +1 (1d6 /x3

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

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

Atk Options Sneak Attack +1d6

Special Actions

Combat Gear Rapier, Short bow, masterwork studded leather, potion invisibility, potion cure light wounds, Potion Barkskin +2

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

SQ Trapfinding

Feats Improved Initiative, Dodge ,

Skills Balance +4, Disable Device +3, Escape Artist +4, Hide +5, Jump +5, Listen +2, Move Silently +4, Open Lock +3, Sense Motive +1, Sleight of Hand +3, Spot +2, Tumble +5,

Possessions combat gear plus 25 gp

Description

APPENDIX 2 – APL 4

ENCOUNTER 5

TERLIUS JILL CR 5

Male Human Fighter 3 / Cleric 2

LG Medium Human

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

Aura Good

Languages Common

AC 22, touch 11, flat-footed 21

(+0 size, +1 Dex, +0 class, +9 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 42 (6 HD)

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

Weakness

Speed 20 ft. in Full Plate Mail +1 (6 squares), base movement 30 ft.;

Melee masterwork longsword +9 (1d8+3 19-20/x2)

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

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

Atk Options Power Attack, Cleave

Combat Gear Full Plate +1, Masterwork Heavy Steel Shield, Masterwork Longsword, Potion Protection from Arrows 10/magic, Potion Cure Light Wounds, Potion Heroism

Cleric Spells Prepared (CL 2nd):

1st—Command, Doom, Divine Favor, Magic Weapon^D

0—Guidance, Virtue, Resistance, Read Magic

D: Domain spell. Deity: Heironeous. Domains: Law, War
† Already cast

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

SQ Turn Undead

Feats Power Attack, Toughness, Cleave Improved Toughness, Weapon Focus (Longsword)

Skills Concentration +5, Climb +2, Diplomacy +0, Handle Animal +0, Heal +3, Intimidate +4, Jump -2, Ride +7

Possessions combat gear plus 65 gp

Sources Improved Toughness (Complete Warrior)

CARLO CR 5

Male Human Fighter 3 / Rogue 2

CN Medium Human

Init +7; **Senses** Listen +3, Spot +2

Aura

Languages Common

AC 20, touch 14, flat-footed 17

(+0 size, +3 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 35 (5 HD);

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

Weakness

Speed 20 ft. in Breastplate +1 (6 squares), base movement 30 ft.;

Melee Longsword +7 (1d8+2 19-20/x2) or two Longswords +5/+5 (1d8+2 19-20/x2)

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

Base Atk +4; **Grp** +6

Atk Options Quick Draw, Two weapon Fighting

Combat Gear Two masterwork longswords, Breastplate +1, Brooch of Shielding (60 points), Potion Invisibility, Tanglefoot Bag

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

SQ Sneak Attack +1d6, Trapfinding, Evasion

Feats Quick Draw, Two Weapon Fighting, Two Weapon Defense, Improved Initiative, Oversized Two Weapon Fighting

Skills Balance +2, Climb +2, Handle Animal +1, Intimidate +2, Jump +6, Listen +3, Ride +6, Sleight of Hand +5, Swim -1, Tumble +10

Possessions combat gear plus Potion Cure Moderate Wounds (Caster Level 10)

Sources Oversized Two weapon Fighting (Complete Adventurer)

ENCOUNTER 7

MARIST SERLYN CR 5

Male Human Beguiler 5

NE Medium Human

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

Aura

Languages Common, Suloise, Ur-Flan

AC 16, touch 12 flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 26 (5 HD)

Fort +2, **Ref** +3, **Will** +4

Weakness

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Rapier +2 (1d6-1 18-20/x2) and

Ranged Short bow +5 (1d6 /x3)

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

Base Atk +2 **Grp** +2

Atk Options Combat Expertise, Improved Feint

Special Actions

Combat Gear Mithral Chain shirt, masterwork Rapier, masterwork Short bow, Potion Cure Light Wounds, Potion Shield of Faith +2, Potion Fox's Cunning, Potion Cat's Grace

Beguiler Spells Known (CL 5th):

2nd (5/day)—Blinding Color Surge, Blur, Daze Monster, Detect Thoughts, Fog Cloud, Glitterdust, Hypnotic Pattern, Invisibility, Knock, Minor Image,

Mirror Image, Misdirection, See Invisibility, Silence, Spider Climb, Stay the Hand, Touch of Idiocy, Vertigo, Whelming Burst

1st (7/day)—Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Distract Assailant, Expeditious Retreat, Hypnotism, Mage Armor, Obscuring Mist, Rouse, Silent Image, Sleep, Undetectable Alignment, Whelm

0 (6/day)—Dancing Lights, Daze, Detect Magic, Ghost Sound, Message, Open/Close, Read Magic

‡ Already cast

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

SQ Trapfinding, Armored Mage, Cloaked Casting +1, Surprise Casting, Advanced Learning (Distract Assailant), Silent Spell

Feats Combat Expertise, Improved Feint, Enlarge Spell

Skills Balance +5, Bluff +10, Concentration +9, Craft (Trapmaking) +3, Decipher Script +3, Diplomacy +8, Disable Device +3, Disguise +8, Forgery +5, Gather Info +4, Hide +10, Intimidate +3, Jump +1, Knowledge (Local-Sheldomar) +6, Listen +0, Move Silently +3, Open Lock +3, Search +2, Sense Motive +6, Sleight of Hand +3, Spellcraft +6, Spot +0, Tumble +4, Use Magic Device +3,

possessions combat gear plus 50 gp, Memento Magica 1, ~~Scroll Dominate Person, Scroll Alarm~~

SERLYN'S THUGS

CR 2

Male Human Rogue 1 / Ranger 1

NE Medium Human

Init +5 **Senses** Listen +3 Spot +3

Aura

Languages Common

AC 14, touch 11, flat-footed 13

(+0 size, +1 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 11 (2 HD)

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

Speed 30 ft. in masterwork studded leather armor (6 squares), base movement 30 ft.,

Melee rapier +2 (1d6+1 18-20/x2) and

Ranged short bow +2 (1d6 /x3

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

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

Atk Options Sneak Attack +1d6, Favored Enemy (Human)

Special Actions

Combat Gear Rapier, Short bow, masterwork studded leather, potion invisibility, potion cure light wounds, Potion Barkskin+2, Potion Haste, Potion Shield of Faith +3

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

SQ Trapfinding, Favored Enemy (Human), Track, Wild Empathy,

Feats Improved Initiative, Dodge,

Skills Balance +4, Disable Device +3, Escape Artist +4, Hide +6, Jump +5, Listen +3, Move Silently +5, Open Lock +4, Sense Motive +1, Sleight of Hand +3, Spot +3, Survival +2, Tumble +5,

Possessions combat gear plus 75 gp

KORLAR

CR 2

Male Human Warmage 2

NE Medium Human

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

Aura

Languages Common, Suloise

AC 15, touch 11, flat-footed 14

(+0 size, +1 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 10 (2 HD);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee morningstar +0 (1d8-1 /x2);

Ranged Light Crossbow +2 (1d8 19-20/x2);

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

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear Morningstar, Light crossbow, Wand Lesser Orb of Acid (Caster Level 3) 5 charges, masterwork chain shirt, Potion Invisibility, Potion Shield of Faith+2, Potion Heroism, Potion Aid, Potion Cure Light Wounds

Warmage Spells Known (CL 2nd):

1st (5/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike

0 (6/day)—Acid Splash, Disrupt Undead, Light, Ray of Frost

‡ Already cast

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

SQ Armored Mage (light), Warmage Edge

Feats Point Blank Shot, Precise Shot

Skills Concentration +6, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +9, Spot +2,

Possessions combat gear plus 32 gp

Description

APPENDIX 3 – APL 6

ENCOUNTER 5

TERLIUS JILL **CR 7**
Male Human Fighter 4 / Cleric 3
LG Medium Human
Init +1; **Senses** Listen +1, Spot +1
Aura Good
Languages Common

AC 22, touch 11, flat-footed 21
(+0 size, +1 Dex, +0 class, +9 armor, +2 shield, +0 deflection, +0 insight, +0 natural)
hp 59 (7 HD)
Fort +7, **Ref** +3; **Will** +5
Weakness

Speed 20 ft. in Full Plate Mail +1 (6 squares), base movement 30 ft.;
Melee longsword +11 (1d8+6 19-20/x2) and Longsword +6 (1d8+6 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options Power Attack, Cleave, Weapon Specialization (Longsword), Power Critical (Longsword)
Combat Gear Full Plate +1, Masterwork Heavy Steel Shield, Longsword +1, Potion Protection from Arrows 10/magic, Potion Cure Light Wounds, Potion Heroism, Potion Barkskin +4
Clerical Spells Prepared (CL 3rd):
2nd—Hold Person, Spiritual Weapon^D
1st—Command, Doom, Divine Favor, Magic Weapon^D
0—Guidance, Virtue, Resistance, Read Magic
D: Domain spell. Deity: Heironeous. Domains: Law, War
† Already cast

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
SQ Turn Undead
Feats Power Attack, Toughness, Cleave Improved Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Critical (Longsword)
Skills Concentration +8, Climb +2, Diplomacy +0, Handle Animal +0, Heal +3, Intimidate +4, Jump +1, Ride +7
Possessions combat gear plus 65g

Sources Improved Toughness (Complete Warrior), Power Critical (Complete Warrior)

CARLO **CR 7**
Male Human Fighter 4 / Rogue 3
CN Medium Human
Init +7; **Senses** Listen +3, Spot +2
Aura
Languages Common

AC 20, touch 14, flat-footed 17

(+0 size, +3 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)
hp 48 (7 HD);
Fort +6, **Ref** +7, **Will** +3
Weakness

Speed 20 ft. in Breastplate +1 (6 squares), base movement 30 ft.;
Melee Longsword +10 (1d8+3 19-20/x2) or Full Attack Longsword +8 / +8 / +3 (1d8+3 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Quick Draw, Two weapon Fighting, Flick of the Wrist
Combat Gear Two longswords +1, Breastplate +1, Brooch of Shielding (60 points), Potion Invisibility, Tanglefoot Bag, Potion Cure Light Wounds (caster level 5)

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8
SQ Sneak Attack +2d6, Trapfinding, Evasion
Feats Quick Draw, Two Weapon Fighting, Two Weapon Defense, Improved Initiative, Oversized Two Weapon Fighting, Flick of the Wrist, Weapon Focus (Longsword)
Skills Balance +2, Climb +3, Escape Artist +4, Handle Animal +1, Intimidate +3, Jump +6, Listen +3, Ride +6, Sleight of Hand +5, Search +2, Spot +2, Swim -1, Tumble +12
Possessions combat gear plus
Sources Flick of the Wrist (Complete Warrior)

ENCOUNTER 7

MARIST SERLYN **CR 7**
Male Human Beguiler 7
NE Medium Human
Init +2; **Senses** Listen +0, Spot +0
Aura
Languages Common, Suloise, Ur-Flan

AC 17, touch 12 flat-footed 15
(+0 size, +2 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
Miss Chance
hp 36 (7 HD)
Fort +2, **Ref** +3, **Will** +4
Weakness

Speed 30 ft. in mithral chain shirt +1 (6 squares), base movement 30 ft.;
Melee Rapier +3 (1d6-1 18-20/x2) and
Ranged Short bow +6 (1d6 /x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3 **Grp** +3
Atk Options Combat Expertise, Improved Feint
Special Actions

Combat Gear Mithral Chain shirt +1, masterwork Rapier, masterwork Short bow, Potion Cure Light Wounds, Potion Shield of Faith +2, Potion Fox's Cunning, Potion Cat's Grace, Potion Protection from Arrows 10/Magic, Potion Aid

Beguiler Spells Known (CL 7th):

3rd (4/day)—Arcane Sight, Clairaudience/Clairvoyance, Cone of Dimness, crown of veils, deep slumber, dispel magic, displacement, glibness, halt, haste, hesitate, hold person, inevitable defeat, invisibility sphere, legion of sentinels, major image, nondetection, slow, suggestion, vertigo field, zone of silence

2nd (7/day)—Blinding Color Surge, Blur, Daze Monster, Detect Thoughts, Fog Cloud, Glitterdust, Hypnotic Pattern, Invisibility, Knock, Minor Image, Mirror Image, misdirection, See Invisibility, Silence, Spider Climb, Stay the Hand, Touch of Idiocy, Vertigo, Whelming Burst

1st (7/day)—Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Distract Assailant, Expeditious Retreat, Hypnotism, Mage Armor, Obscuring Mist, Rouse, Silent Image, Sleep, Undetectable Alignment, Whelm

0 (6/day)—Dancing Lights, Daze, Detect Magic, Ghost Sound, Message, Open/Close, Read Magic

‡ Already cast

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

SQ Trapfinding, Armored Mage, Cloaked Casting +1, Surprise Casting, Advanced Learning (Distract Assailant), Silent Spell, Surprise Casting (Move Action), Advanced Learning (Cone of Dimness)

Feats Combat Expertise, Improved Feint, Enlarge Spell, Spell Focus (Enchantment)

Skills Balance +5, Bluff +12, Concentration +11, Craft (Trapmaking) +3, Decipher Script +3, Diplomacy +11, Disable Device +3, Disguise +11, Forgery +5, Gather Info +4, Hide +12, Intimidate +3, Jump +1, Knowledge (Local-Sheldomar) +6, Listen +0, Move Silently +3, Open Lock +3, Search +2, Sense Motive +9, Sleight of Hand +3, Spellcraft +9, Spot +0, Tumble +4, Use Magic Device +3,

possessions combat gear plus 50 gp, Memento Magica 1, ~~Scroll Dominate Person, Scroll Alarm~~

SERLYN'S THUGS

CR 4

Male Human Rogue 2 / Ranger 2

NE Medium Human

Init +6 **Senses** Listen +4 Spot +4

Aura

Languages Common

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 22 (4 HD)

Fort +3, **Ref** +8, **Will** -1

Speed 30 ft. in Chain shirt +1 (6 squares), base movement 30 ft.,

Melee rapier +4 (1d6+1 18-20/x2) and

Ranged short bow +5 (1d6 /x3) or

Full Attack Ranged short bow +3 and short bow +3 (1d6 /x3)

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

Base Atk +3; **Grp** +4

Atk Options Sneak Attack +1d6, Rapid Shot, Favored Enemy (Human), Point Blank Shot

Special Actions

Combat Gear Rapier, Short bow, Chainshirt +1, potion invisibility, potion cure light wounds, Potion Barkskin+2, Potion Haste, Potion Shield of Faith +3, Potion Protection Arrows 10/Magic

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 8, Cha 9

SQ Trapfinding, Favored Enemy (Human), Track, Wild Empathy, Evasion, Combat Style: Archery

Feats Improved Initiative, Dodge, Point Blank Shot

Skills Balance +8, Disable Device +3, Escape Artist +5, Hide +9, Jump +7, Listen +4, Move Silently +9, Open Lock +5, Sense Motive +1, Sleight of Hand +4, Spot +4, Survival +6, Tumble +11,

Possessions combat gear

KORLAR

CR 4

Male Human Warmage 4

NE Medium Human

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

Aura

Languages Common, Suloise

AC 16, touch 11, flat-footed 15

(+0 size, +1 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 21 (4 HD);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee morningstar +1 (1d8-1 /x2);

Ranged Light Crossbow +3 (1d8 19-20/x2);

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

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

Atk Options Point Blank Shot, Precise Shot, Weapon Focus (Ranged Spell)

Combat Gear Morningstar, Light crossbow, Wand Lesser Orb of Acid (Caster Level 3) 5 charges, chain shirt +1, Potion Invisibility, Potion Shield of Faith+2, Potion Heroism, Potion Aid, Potion Cure Light Wounds, Potion Cat's Grace

Warmage Spells Known (CL 4th):

2nd (4/day)—Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Sonic Blast, True Strike

0 (6/day)—Acid Splash, Disrupt Undead, Light, Ray of Frost

‡ Already cast

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16
SQ Armored Mage (light), Warmage Edge, Advanced Learning (Sonic Blast)
Feats Point Blank Shot, Precise Shot, Weapon Focus (Ranged Spell)
Skills Concentration +8, Intimidate +7, Knowledge (Arcana) +7, Listen +3, Spellcraft +11, Spot +3,
Possessions combat gear plus 32 gp

Description

APPENDIX 4 – APL 8

ENCOUNTER 5

TERLIUS JILL

CR 9

Male Human Fighter 5 / Cleric 4
LG Medium Human

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

Aura Good

Languages Common

AC 22, touch 11, flat-footed 21

(+0 size, +1 Dex, +0 class, +9 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 80 (9 HD)

Fort +7, **Ref** +3; **Will** +6

Weakness

Speed 20 ft. in Full Plate Mail +1 (6 squares), base movement 30 ft.;

Melee longsword +14 (1d8+7 17-20/x2) and Longsword +9 (1d8+7 17-20/x2)

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

Base Atk +8; **Grp** +13

Atk Options Power Attack, Cleave, Weapon Specialization (Longsword), Power Critical (Longsword), Improved Critical (Longsword)

Combat Gear Full Plate +1, Masterwork Heavy Steel Shield, Longsword +1, Potion Protection from Arrows 10/magic, Potion Heroism, Potion Barkskin +4, Gauntlets of Ogre Power;

Clerical Spells Prepared (CL 4th):

2nd—Aid, Hold Person, Spiritual Weapon^D

1st—Bless, Command, Doom, Divine Favor, Magic Weapon^D

0—Guidance, Virtue, Resistance, Read Magic

D: Domain spell. Deity: Heinroneous. Domains: Law, War

† Already cast

Abilities Str 18*, Dex 13, Con 15, Int 10, Wis 12, Cha 8 (*Includes Gauntlets)

SQ Turn Undead

Feats Power Attack, Toughness, Cleave Improved Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Critical (Longsword) Improved Critical (Longsword)

Skills Concentration +11, Climb +3, Diplomacy +0, Handle Animal +0, Heal +3, Intimidate +4, Jump +5, Ride +7

Possessions combat gear plus Wand Cure Light Wounds, 165 gp

Sources Improved Toughness (Complete Warrior), Power Critical (Complete Warrior)

CARLO

CR 9

Male Human Fighter 5 / Rogue 4
CN Medium Human

Init +8; **Senses** Listen +3, Spot +2

Aura

Languages Common

AC 22, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 62 (7 HD);

Fort +6, **Ref** +9, **Will** +3

Weakness

Speed 30 ft. in Mithral Breastplate +1 (6 squares), base movement 30 ft.;

Melee Longsword +12 (1d8+3 19-20/x2) or Full Attack Longsword +10 / +10 / +5 (1d8+3 19-20/x2)

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

Base Atk +8; **Grp** +10

Atk Options Quick Draw, Two weapon Fighting, Flick of the Wrist

Combat Gear Two longswords +1, Mithral Breastplate +1, Brooch of Shielding (60 points), Potion Invisibility, Tanglefoot Bag, Potion Cure Light Wounds

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8

SQ Sneak Attack +2d6, Trapfinding, Evasion

Feats Quick Draw, Two Weapon Fighting, Two Weapon Defense, Improved Initiative, Oversized Two Weapon Fighting, Flick of the Wrist, Weapon Focus (Longsword)

Skills Balance +5Climb+7, Decipher Script +1, Disable Device +1, Escape Artist +14, Handle Animal +1Intimidate +3, Jump +10, Listen +3 Ride +6, Sleight of Hand +8, Search +2, Spot +2, Swim +5, Tumble +17

Possessions combat gear plus

Description

Sources Flick of the Wrist (Complete Warrior), Improved Two Weapon Defense (Complete Warrior)

ENCOUNTER 7

MARIST SERLYN

CR 9

Male Human Beguiler 9
NE Medium Human

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

Aura

Languages Common, Suloise, Ur-Flan

AC 17, touch 12 flat-footed 15

(+0 size, +2 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 47 (9 HD)

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

Weakness

Speed 30 ft. in mithral chain shirt +1 (6 squares), base movement 30 ft.;

Melee Rapier +4 (1d6-1 18-20/x2) and

Ranged Short bow +7 (1d6 /x3)

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

Base Atk +4 Grp +4

Atk Options Combat Expertise, Improved Feint

Special Actions

Combat Gear Mithral Chain shirt +1, masterwork Rapier, masterwork Short bow, Potion Cure Light Wounds, Potion Shield of Faith +2, Potion Fox's Cunning, Potion Cat's Grace, Potion Protection from Arrows 10/Magic, Potion Aid

Beguiler Spells Known (CL 9th):

4th (4/day)—Charm Monster, confusion, crushing despair, freedom of movement, greater invisibility, greater mirror image, locate creature, mass whelm, phantom battle, rainbow pattern, solid fog

3rd (6/day)—Arcane Sight, Clairaudience/Clairvoyance, Cone of Dimness, crown of veils, deep slumber, dispel magic, displacement, glibness, halt, haste, hesitate, hold person, inevitable defeat, invisibility sphere, legion of sentinels, major image, nondetection, slow, suggestion, vertigo field, zone of silence

2nd (7/day)—Blinding Color Surge, Blur, Daze Monster, Detect Thoughts, Fog Cloud, Glitterdust, Hypnotic Pattern, Invisibility, Knock, Minor Image, Mirror Image, misdirection, See Invisibility, Silence, Spider Climb, Stay the Hand, Touch of Idiocy, Vertigo, Whelming Burst

1st (7/day)—Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Distract Assailant, Expeditious Retreat, Hypnotism, Mage Armor, Obscuring Mist, Rouse, Silent Image, Sleep, Undetectable Alignment, Whelm

0 (6/day)—Dancing Lights, Daze, Detect Magic, Ghost Sound, Message, Open/Close, Read Magic

† Already cast

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

SQ Trapfinding, Armored Mage, Cloaked Casting +1, Surprise Casting, Advanced Learning (Distract Assailant), Silent Spell, Surprise Casting (Move Action), Advanced Learning (Cone of Dimness), Cloaked Casting (+2 to overcome SR)

Feats Combat Expertise, Improved Feint, Enlarge Spell, Spell Focus (Enchantment), Persuasive

Skills Balance +5, Bluff +16, Concentration +13, Craft (Trapmaking) +4, Decipher Script +4, Diplomacy +14, Disable Device +4, Disguise +14, Forgery +6, Gather Info +4, Hide +14, Intimidate +5, Jump +1, Knowledge (Local-Sheldomar) +7, Listen +0, Move Silently +3, Open Lock +3, Search +3, Sense Motive +12, Sleight of Hand +3, Spellcraft +15, Spot +0, Tumble +4, Use Magic Device +3,

possessions combat gear plus 450 gp, Memento Magica 1, Memento Magica 2, ~~Scroll Dominate Person, Scroll Alarm~~

SERLYN'S THUGS

Male Human Rogue 4 / Ranger 2

NE Medium Human

Init +6 Senses Listen +5 Spot +5

Aura

Languages Common

CR 6

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 32 (6 HD)

Fort +4, Ref +9, Will +0

Speed 30 ft. in chain shirt +1 (6 squares), base movement 30 ft.,

Melee rapier +6 (1d6+1 18-20/x2) and

Ranged short bow +7 (1d6 /x3) or

Full Attack Ranged short bow +5 and short bow +5 (1d6 /x3)

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

Base Atk +5; Grp +6

Atk Options Sneak Attack +2d6, Rapid Shot, Favored Enemy (Human), Point Blank Shot, Precise Shot, Uncanny Dodge

Special Actions

Combat Gear Rapier, Short bow, Chainshirt +1, potion invisibility, potion cure light wounds, Potion Barkskin+2, Potion Haste, Potion Shield of Faith +3, Potion Protection Arrows 10/Magic, Elemental Gem (Air)

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 8, Cha 9

SQ Trapfinding, Favored Enemy (Human), Track, Wild Empathy, Evasion, Combat Style (Archery), Trap Sense +1, Uncanny Dodge

Feats Improved Initiative, Dodge, Point Blank Shot, Precise Shot

Skills Balance +8, Disable Device +5, Escape Artist +10, Hide +10, Jump +7, Listen +5, Move Silently +10, Open Lock +5, Sense Motive +1, Sleight of Hand +3, Spot +5, Survival +6, Tumble +12,

Possessions combat gear plus 50 gp

KORLAR

CR 6

Male Human Warmage 6

NE Medium Human

Init +1; Senses Listen +4, Spot +4

Aura

Languages Common, Suloise

AC 16, touch 11, flat-footed 15

(+0 size, +1 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 31 (6 HD);

Fort +3, Ref +3, Will +5

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee morningstar +2 (1d8-1 /x2);

Ranged Light Crossbow +4 (1d8 19-20/x2);

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

Base Atk +3; Grp -2

Atk Options Point Blank Shot, Precise Shot, Weapon Focus (Ranged Spell), Ranged Spell Specialization

Combat Gear Morningstar, Light crossbow, Wand Lesser Orb of Acid (Caster Level 3) 5 charges, chain shirt +1, Potion Invisibility, Potion Shield of Faith+2, Potion Heroism, Potion Aid, Potion Cure Light

Wounds, Potion Cat's Grace, Necklace of Fireballs,
Type 1, Wand Scorching Ray (7 charges)

Warmage Spells Known (CL 6th):

3rd (4/day)—Fire Shield, Fireball, Flame Arrow, Gust
of Wind, Ice Storm, Lightning Bolt, Poison, Ring of
Blades, Sleet Storm, Stinking Cloud

2nd (6/day)—Blades of Fire, Continual Flame, Fire
Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's
Acid Arrow, Pyrotechnics, Scorching Ray, Shatter,
Whirling Blade

1st (7/day)—Accuracy, Burning Hands, Chill Touch,
Fist of Stone, Hail of Stone, Magic Missile, Orb of
Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity,
Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser,
Shocking Grasp, Sonic Blast, True Strike

0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray
of Frost

† Already cast

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

SQ Armored Mage (light), Warmage Edge, Advanced
Learning (Sonic Blast), Advanced Learning (Rainbow
Blast)

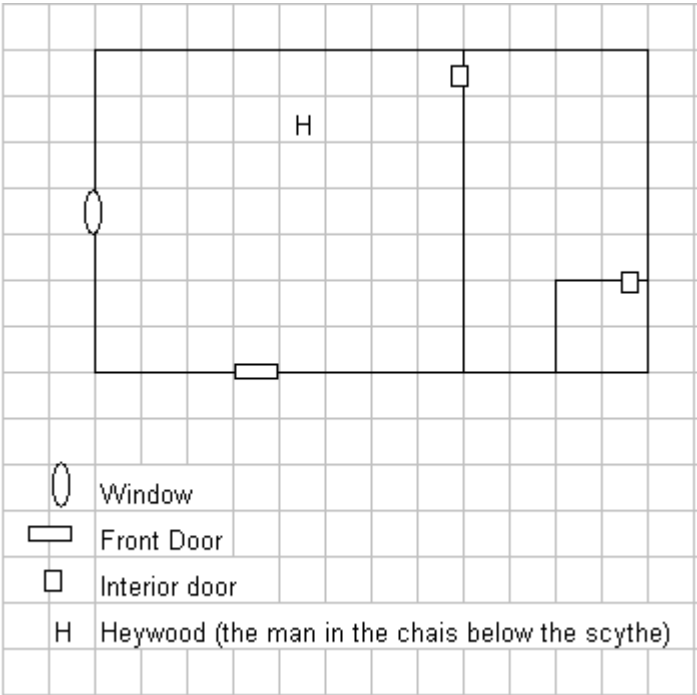
Feats Point Blank Shot, Precise Shot, Weapon Focus
(Ranged Spell), Ranged Spell Specialization

Skills Concentration +10, Intimidate +9, Knowledge
(Arcana) +7, Listen +4, Spellcraft +13, Spot +4,

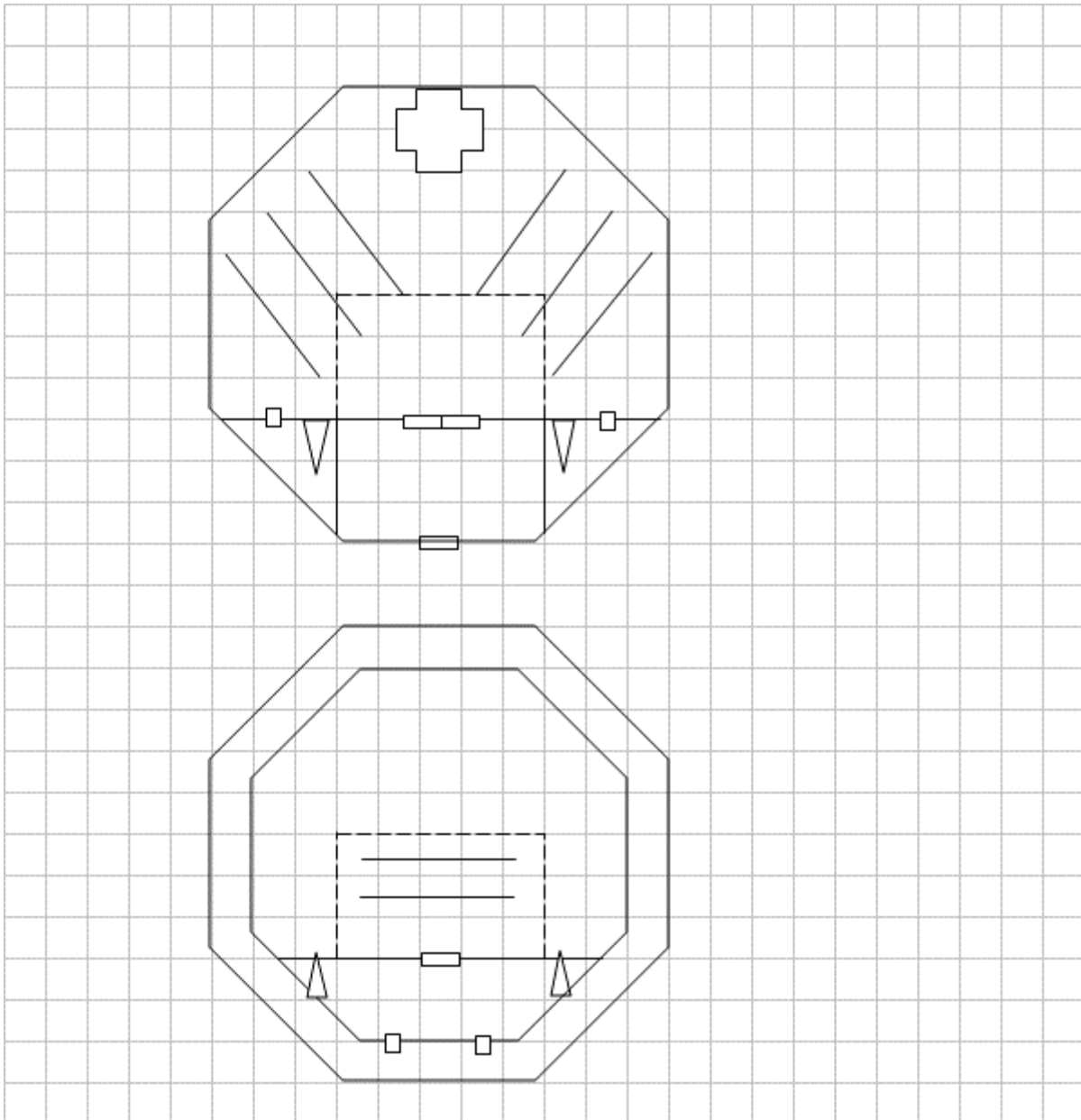
Possessions combat gear plus 52 gp

Description

DM AID: MAP #1 – TERLIUS JILL’S HOUSE

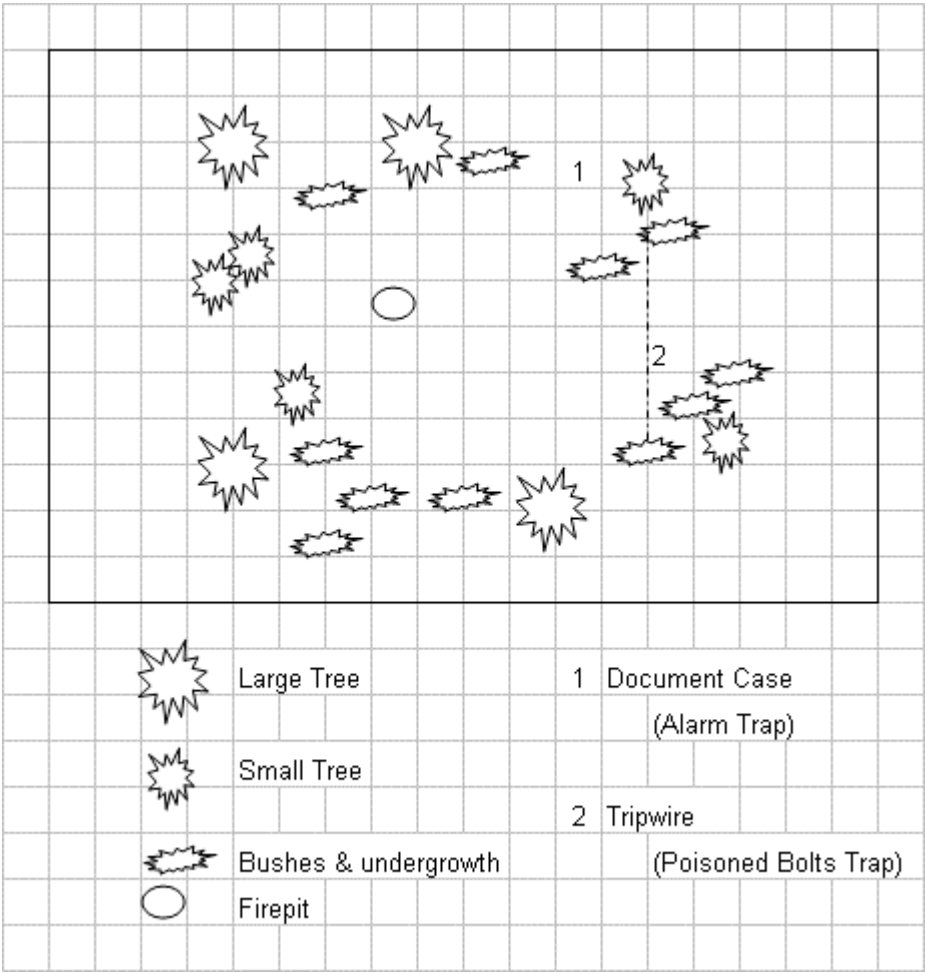


DM AID: MAP #2 – CHAPEL TO HEIRONEOUS

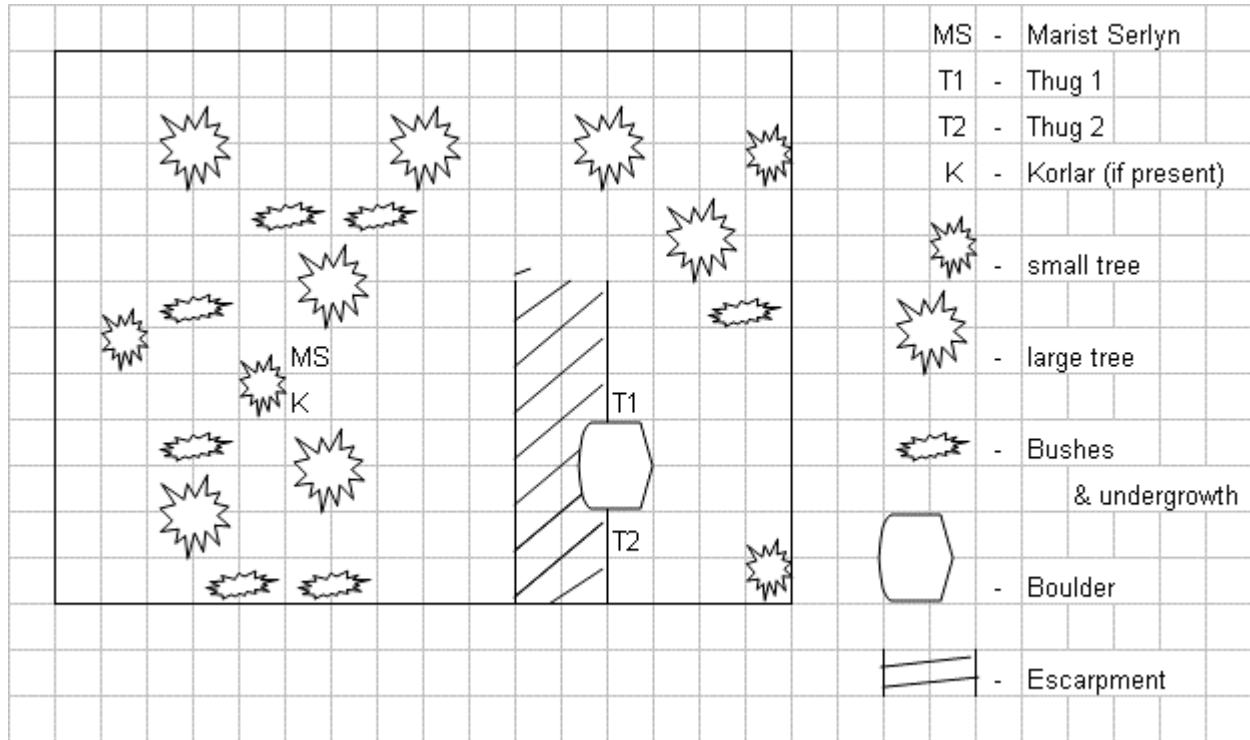


The bottom level of the chapel has three pews on each side all facing the front, where the statue of Heironeous dominates the room. To the left and right are doors leading to the second floor. The second floor is really just a small room and a balcony overlooking the chapel. There are two pews here as well. The rest of the second floor is a crenellated battlement.

DM AID: MAP #3 – CAMPSITE



DM AID: MAP #4 – AMBUSH SITE



DM AID: MAP #4 – HOT PURSUIT

Marist Serlyn and his associates are traveling in non “fireball formation”. A fireball should not be able to catch more than two NPC combatants at the same time, unless a metamagic feat has been applied to it.

DM AID: NEW RULES

NEW CLASSES

BEGUILER (PLAYER'S HANDBOOK TWO)

Class Skills

Skill points: 6 + Int modifier per level, x4 at 1st level

Appraise, Balance, Bluff, Climb, Concentration, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Swim, Tumble, Use Magic Device.

Class Features

Weapon and Armor Proficiency: Beguilers are proficient with all simple weapons plus the hand crossbow, rapier, short bow, and short sword. Beguilers are proficient with light armor, but not with shields.

Spells: A beguiler casts arcane spells, which are drawn from the beguiler spell list. When you gain access to a new level of spells, you automatically know all the spells for that level on the beguiler's spell list. You can cast any spell you know without preparing it ahead of time. Essentially your spell list is the same as your spells known list. You also have the option of adding to your existing spell list through your advanced learning class feature as you increase in level.

To cast a beguiler spell, you must have an Intelligence score of 10 + the spell's level (Int 10 for 0-level spells, Int 11 for 1st-level spells and so forth). The Difficulty Class for a saving throw against a beguiler's spell is 10 + the spell's level + the beguiler's Int modifier. Like other spellcasters, a beguiler can cast only a certain number of spells of each spell level per day. The base daily allotment is given on Table 1-1. In addition, you receive bonus spells for a high Intelligence score.

A beguiler need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Armored Mage: Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

Trapfinding: Beguilers can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Beguilers can use the Disable Device skill to disarm magic traps. A magic trap typically has a DC of 25 + the level of the spell used to create it.

A beguiler who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his allies) without disarming it.

Cloaked Casting (Ex): Starting at 2nd level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

At 8th level, you gain a +2 bonus on rolls made to overcome the spell resistance of any affected target.

At 14th level, the bonus to your spell's save DC increases to +2.

At 20th level, you become able to automatically overcome the spell resistance of any affected target.

Surprise Casting (Ex): Starting at 2nd level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6th level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

Advanced Learning (Ex): At 3rd level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

You gain another new spell at 7th, 11th, 15th, and 19th level.

Silent Spell: At 5th level, you gain Silent Spell as a bonus feat.

Still Spell: At 10th level, you gain Still Spell as a bonus feat.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage, trapfinding	5	3	–	–	–	–	–	–	–	–
2nd	+1	+0	+0	+3	Cloaked casting (+1 DC), surprise casting	6	4	–	–	–	–	–	–	–	–
3rd	+1	+1	+1	+3	Advanced learning	6	5	–	–	–	–	–	–	–	–
4th	+2	+1	+1	+4	-	6	6	3	–	–	–	–	–	–	–
5th	+2	+1	+1	+4	Silent Spell	6	6	4	–	–	–	–	–	–	–
6th	+3	+2	+2	+5	Surprise casting (move action)	6	6	5	3	–	–	–	–	–	–
7th	+3	+2	+2	+5	Advanced learning	6	6	6	4	–	–	–	–	–	–
8th	+4	+2	+2	+6	Cloaked casting (+2 to overcome SR)	6	6	6	5	3	–	–	–	–	–
9th	+4	+3	+3	+6	-	6	6	6	6	4	–	–	–	–	–
10th	+5	+3	+3	+7	Still Spell	6	6	6	6	5	3	–	–	–	–
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	–	–	–	–
12th	+6/+1	+4	+4	+8	-	6	6	6	6	6	5	3	–	–	–
13th	+6/+1	+4	+4	+8	-	6	6	6	6	6	6	4	–	–	–
14th	+7/+2	+4	+4	+9	Cloaked casting (+2 DC)	6	6	6	6	6	6	5	3	–	–
15th	+7/+2	+5	+5	+9	Advanced learning	6	6	6	6	6	6	6	4	–	–
16th	+8/+3	+5	+5	+10	-	6	6	6	6	6	6	6	5	3	–
17th	+8/+3	+5	+5	+10	-	6	6	6	6	6	6	6	6	4	–
18th	+9/+4	+6	+6	+11	-	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Advanced learning	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Cloaked casting (overcomes SR)	6	6	6	6	6	6	6	6	6	5

Beguiler Spell List

0 Level: *dancing lights, daze, detect magic, ghost sound, message, open/close, read magic.*

1st Level: *charm person, color spray, comprehend languages, detect secret doors, disguise self, expeditious retreat, hypnotism, mage armor, obscuring mist, rouse, silent image, sleep, undetectable alignment, whirl.*

2nd Level: *blinding color surge, blur, daze monster, detect thoughts, fog cloud, glitterdust, hypnotic pattern, invisibility, knock, minor image, mirror image, misdirection, see invisibility, silence spider climb, stay the hand, touch of idiocy, vertigo, whelming burst.*

3rd Level: *arcane sight, clairsentience/clairvoyance, crown of veils, deep slumber, dispel magic, displacement, glibness, halt, haste, hesitate, hold person, inevitable defeat, invisibility sphere, legion of sentinels, major image, nondetection, slow, suggestion, vertigo field, zone of silence.*

4th Level: *charm monster, confusion, crushing despair, freedom of movement, greater invisibility, greater mirror image, locate creature, mass whelm, phantom battle, rainbow pattern, solid fog.*

5th Level: *break enchantment, dominate person, feeblemind, friend to foe, hold monster, incite riot, mind fog, Rary's telepathic bond, seeming, sending, swift etherealness.*

6th Level: *greater dispel magic, mass suggestion, mislead, overwhelm, repulsion, shadow walk, true seeing, veil.*

7th Level: *ethereal jaunt, greater arcane sight, mass hold person, mass invisibility, phase door, power word blind, project image, spell turning.*

WARMAGE (CA P10-14)

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmages instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced.

Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camp sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power. Later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other classes: Warmages and they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be 'more comfortable with the regimented classes-those that appreciate military training - such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

Game Rule Information

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Cha), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + 1m modifier) X 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the Warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spell casting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain in any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3d, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Maximize: At 20th level a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Warmage Spells

0-level (cantrips): Acid Splash, Disrupt Undead, Light, Ray of Frost.

1st: *Accuracy, Chill Touch, Fist of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike.*

2nd: *Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.*

3rd: *Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,*

4th: *Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.*

5th: *Arc of Lightning, Cloudkill, Cone of Cold, Fire Shield, Mass, Fireburst, Greater, Flame Strike, Prismatic Ray.*

6th: *Acid Fog, Blade Barrier, Circle of Death, Disintegrate, Fire Seeds, Otiluke's Freezing Sphere, Tenser's Transformation.*

7th: *Delayed Blast Fireball, Earthquake, Finger of Death, Fire Storm, Mordenkainen's Sword, Prismatic Spray, Sunbeam, Waves of Exhaustion.*

8th: *Horrid Wilting, Incendiary Cloud, Polar Ray, Prismatic wall, Scintillating Pattern, Shout, Greater, Sunburst.*

9th: *Elemental Swarm, Implosion, Meteor Swarm, Prismatic Sphere, Wail of the Banshee, Weird.*

Table 1-2: The Warmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage (light), warmage edge	5	3	—	—	—	—	—	—	—	—

2nd	+1	+0	+0	+3		6	4	–	–	–	–	–	–	–	–
3rd	+1	+1	+1	+3	Advanced learning	6	5	–	–	–	–	–	–	–	–
4th	+2	+1	+1	+4		6	6	3	–	–	–	–	–	–	–
5th	+2	+1	+1	+4		6	6	4	–	–	–	–	–	–	–
6th	+3	+2	+2	+5	Advanced learning	6	6	5	3	–	–	–	–	–	–
7th	+3	+2	+2	+5	Sudden Empower	6	6	6	4	–	–	–	–	–	–
8th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3	–	–	–	–	–
9th	+4	+3	+3	+6		6	6	6	6	4	–	–	–	–	–
10th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3	–	–	–	–
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	–	–	–	–
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	–	–	–
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	–	–	–
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	–	–
15th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	–	–
16th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	5	3	–
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	–
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Sudden Maximize	6	6	6	6	6	6	6	6	6	5

NEW FEATS

Flick of the Wrist (*Complete Warrior*)

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefits: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Improved Two Weapon Defense (*Complete Warrior*)

You gain a significant defensive advantage while fighting with two weapons.

Prerequisite: Dex 17, Two Weapon Defense, Two Weapon Fighting, base attack bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Special: A fighter may select Improved Two Weapon Defense as one of his bonus fighter feats.

Oversized Two Weapon Fighting (*Complete Adventurer*)

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Improved Two Weapon Defense as one of his bonus fighter feats.

Power Critical (*Complete Warrior*)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Ranged Spell Specialization (*Complete Arcane*)

You deal more damage with ranged touch attack spells.

Prerequisite: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's Acid Arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30'. Only spells that deal hit point damage can be affected by this feat.

NEW ITEMS

Memento Magica (Races of the Dragon)

Sorcerers, bards and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bard, and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Strong Transmutation; CL 17th; Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; *Price* 1,500 gp (1st), 6,000 gp (2nd), 13,500 gp (3rd), 24,000 gp (4th), 37,500 gp (5th), 54,000 gp (6th), 73,500 gp (6th), 73,500 gp (7th), 96,000 gp (8th), 121,500 gp (9th); Weight -.

NEW SPELLS

Accuracy (CA p96)

Transmutation

Level: Warmage 1, wu jen 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Blades of Fire (Spell Compendium p31)

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Blinding Color Surge (Players Handbook Two)

Illusion (Glamour)

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Targets: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target. When you cast this spell you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

Focus: A small prism.

Cone of Dimness (Spell Compendium p50)

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Creatures in the cone must succeed on a Will save or believe darkness has engulfed them, rendering them blinded. A creature that makes its initial Will save suffers no ill effects.

A creature that fails its initial save can attempt a new saving throw each round until it succeeds or the spell expires. Failing the subsequent saving throws results in continued blindness. Success on a later save means the creature feels its vision beginning to clear, although its vision remains dim and hazy for the remainder of the spell. This results in a 20% miss chance for any attack the creature makes.

Crown of Veils (Players Handbook Two)

Illusion (Figment)

Level: Bard 2, beguiler 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a magic crown infused with illusion magic. The spell's recipient gains a +2 bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A brass hoop 6 inches in diameter.

Distract Assailant (Spell Compendium p69)

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Fireburst (Spell Compendium p93)

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fist of Stone (Spell Compendium p94)

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; See page 304 of the *Monster Manual*) as part of a full attack action. However, you

cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Hail of Stone (Spell Compendium p108)

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

Halt (Players Handbook Two)

Transmutation

Level: Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving, and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

Hesitate (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

You fill a subject with doubts and misgivings, making it believe it is inferior to you. On a failed save, the subject can take no action other than a move action on its current turn. *Hesitate* confers no special bonuses for attackers attempting to hit the subject; the subject still defends itself. If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw to end the effect. If the save succeeds, the subject can then act normally.

You can cast this spell even when it's not your turn; however, you must cast it at the start of your opponent's turn to gain the benefit.

Ice Knife (Spell Compendium p119)

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2**Components:** S, M**Casting Time:** 1 standard action**Range:** Long (400 ft. + 40 ft./level)**Effect:** One icy missile**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Inevitable Defeat (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 3, sorcerer/wizard 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** One creature**Duration:** 1 round/level**Saving Throw:** None and Will negates; see text**Spell Resistance:** Yes

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage. No saving throw is allowed against this effect. Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage. If the saving throw is successful, the damage for that round is negated and the spell ends.

Legion of Sentinels (Players Handbook Two)

Illusion (Shadow)

Level: Beguiler 3, sorcerer/wizard 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** 10-ft.-radius emanation centered on a point in space**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

A ghostly, incorporeal swordfighter appears in each square covered by this spell's area. A swordfighter can share a space with another creature or object. Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25. It makes saving throws or checks with a bonus equal to your caster level.

Material Component: A pewter swordfighter miniature figure.

Mirror Image, Greater (Players Handbook Two)

Illusion (Figment)

Level: Bard 4, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal; see text for *mirror image* (PH 254)

Target: You

Duration: 1 minute/level (D)

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

Orb of Acid, Lesser (Spell Compendium p150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser (Spell Compendium p151)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like lesser orb of acid, except that it deals cold damage.

Orb of Electricity, Lesser (Spell Compendium p151)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

Orb of Fire, Lesser (Spell Compendium p151)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

Orb of Sound, Lesser (Spell Compendium p151)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Phantom Battle (Players Handbook Two)

Illusion (Figment)

Level: Bard 3, beguiler 4, sorcerer/wizard 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Area:** 20-ft.-radius spread**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell creates the illusion of a fierce battle. Your enemies move cautiously and pass up the opportunity to strike their foes, since the roar and confusion of the battle distracts them.

All creatures within the area of the spell that fail their saving throws cannot make attacks of opportunity. In addition, all creatures within the area are considered flanked. A creature ignores these effects when it leaves the spell's area. If a creature reenters the spell's area after leaving it, the creature can attempt another save to resist the spell if its initial save failed. A creature that enters the area for the first time after the spell is cast must also make a saving throw to resist the effect.

A *phantom battle* spell produces noise appropriate to a mob of creatures locked in battle. Anyone in the battle can plainly see that the conjured fighters are no threat, since they strike solely at other phantom warriors, but the din, tumult, and confusion make it difficult to focus on the true foes at hand. A creature that succeeds on its save can still see the spectral outline of the illusion, but is able to block out the distraction and fight as normal.

When you cast this spell, you can choose for it not to affect a number of allies you designate as less than or equal to your caster level.

Rainbow Blast (Spell Compendium p165)

Evocation [Light]

Level: Sorcerer / Wizard 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** 120 ft.**Area:** 120-ft. line**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

From your splayed fingers shoots a beam of mixed energy and multihued lights. The beam burns and freezes, sizzles and screams.

This spell is a wide-spectrum blast of radiant energy composed of all five energy types. *Rainbow Blast* deals 1d6 points of damage from each of the five energy types (acid, cold, electricity, fire and sonic), for a total of 5d6 points of damage. Creatures apply resistance to energy separately for each type of damage.

As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th level it deals 5d12 points of damage – one die for each of the five energy types.

Focus: A small clear gem or crystal prism worth at least 50 gp.

Ring of Blades (Spell Compendium p177)

Conjuration (Creation)

Level: Cleric 3, warmage 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Rouse (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a loud snap of your fingers, you cause any sleeping creatures in the spell's area to awaken.

This spell has no effect on creatures that are unconscious due to being reduced to negative hit points or that have taken nonlethal damage in excess of their current hit points.

Stay the Hand (Players Handbook Two)

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, beguiler 2, cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

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

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

If the target creature fails its save against *stay the hand*, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise, the subject of the spell can redirect a spell that had been targeted on you, but must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

Vertigo (Players Handbook Two)

Illusion (Phantasm) [Fear, Mind-Affecting]

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

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

The subject of this spell becomes dizzy as the ground seems to drop away beneath its feet. The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action.

If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While affected, the subject also takes a -2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

Vertigo Field (Players Handbook Two)

Illusion (Pattern)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell creates a field of illusory magic that hampers the movement and sense of any creature that enters it. The area within the field counts as difficult terrain. Attacks made through or from inside the field have a 20% miss chance. A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round. Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for this nauseating effect not to apply to a number of allies you designate less than or equal to your caster level. Those allies still treat the *vertigo field* as difficult terrain and have the 20% miss chance on attacks.

Whelm (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1st, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

Whelm, Mass (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *whelm*, except that it affects multiple targets and it deals 1d6 points of nonlethal damage per caster level to each subject, to a maximum of 10d6 at 10th level.

Whelming Blast (Players Handbook Two)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You assail the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10th level) to each creature that fails its save.

Whirling Blade (Spell Compendium p238)

Transmutation

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

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

PLAYER HANDOUT #1 – LETTER FROM FERRULE GARDE

Friends,

Please see me immediately about an urgent matter. I am lodging upstairs at the Shining Song. Come up as soon as you are able.

Special Constable,

Ferrule Garde

PLAYER HANDOUT #2 – LETTER FROM FERRULE GARDE

Good folk,

Your presence at last night's incident was commendable and has been noticed. Please see me immediately about an urgent matter. I am lodging upstairs at the Shining Song. Come up as soon as you are able.

Special Constable,

Ferrule Garde

PLAYER HANDOUT #3 – NOTES FOUND HIDDEN IN THE FLOOR

Artair,

Be careful in Ghostgate. We believe there is another spy there; her name is Celia. All our informant could tell us is that "her eyes do not match her face". We do not know what this means. You may take a day or two in town to see if she reveals her presence at all, if you feel it prudent. Do not spend too much time there as getting the documents back to Shibolet is of crucial importance.

- Wayfinder Mortan Kulpak

[Underneath the letter, in a different hand, you see the following:]

Shipyards in danger?

—~~Shipyards~~ Increased activity, but all in order.

Zilchan Temple

~~Refurbished dockside warehouse~~ Dead End.

Dead Ghost

PLAYER HANDOUT #4 – STOLEN DOCUMENTS FOUND ON SERLYN

[The following is a summary of the stolen documents.]

Two of the 2nd Flotilla's ships will arrive in Ghostgate by the end of this month. The remaining 2nd flotilla ships and 3rd flotilla will be in position after the Jewel River campaign.

1 st Fleet -Flagship	GMS Sheldomar
2nd Flotilla – Command Ship	GMS Gwelchen
	GMS Hookhill
	GMS Shibolet
	GMS Proman
	GMS Orlane
3rd Flotilla – Command Ship	GMS Berlikyn
	GMS Ander's Falls
	GMS Cragmor
	GMS Buxton's Crossing
	GMS Traziada

The home port for the 2nd Flotilla and Fleet HQ will be Ghostgate. The 3rd Flotilla will be stationed at a port designated by the Principality of Ulek. Facilities for repair, maintenance and bivouacking of troops would be needed in Ghostgate and PoU.

Each longship has following complement:

- Eight files of marines (40 Marines and 8 NCOs, six of whom are Marine Sergeants and two who are Marine Staff Sergeants)
- Four files of mariners (20 Mariners and 4 NCOs, three of whom are Senior Mariners and one Petty Officer)
- Four files of oarsmen (20 Oarsmen and 4 Senior Oarsmen)
- A Marine Lieutenant commands the marine contingent
- A Mariner Lieutenant commands the mariner and oarsmen contingents
- A Captain commands the ship with a Petty Officer as staff.

All present GRM Keelboats will be organized into the 1st flotilla.

Home port for Blue Division will be located at Ghost Gate.

Home port for 1st Flotilla HQ, Red and Green Division will be located at port constructed near Lortenford.

Yellow Division represents scattered keelboats. One of the division located at Traziada. One of the division is located near Fort Tribulation. Two of the division are on Realstream.

Each 1st Flotilla Keelboat will be updated to the following complement as forces become trained in the following order: Green, Yellow, Red, Blue Division. Experienced keelboat personnel will be transferred to the longships.

One file of oarsmen	(five Oarsmen and a Senior Oarsman)
One file of mariners	(five Mariners and a Senior Mariner)
Two files of marines	(ten Marines and two Marine Sergeants)
A Lieutenant in command with a Petty Officer as staff.	

CRITICAL EVENT SUMMARY: GRM7-04 THE THREAT WITHIN

For use only at ConCarolinas2007 or before June 30, 2007

1. Was Marist Serlyn captured or killed?

Yes

No

2. Were the military documents recovered?

Yes

No

3. Did the PCs review the recovered military documents?

Yes

No

If so, list player names/PC names here:

Who else did they report the contents of the documents to?

4. Was Terlius Jill implicated in the murder?

Yes

No

5. Was Celia/Alisanda allowed to go free?

Yes

No

6. Did the PCs fail to protect the reputation of Larelus Springflower?

Yes

No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):