

GRM7-09

# The Lost and the Found

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

## Gran March Regional Adventure

Version 0.9.0

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Madness has been sweeping Gran March. Otherwise peaceful citizens are attacking their neighbors for no reason. Can you discover the cause before it is too late? A Gran March Regional adventure for APLs 2-8, and part seven of the Homefront series. This adventure is also related, though not directly a part of, the Outsiders In series..

**Resources:** *Complete Arcane* (Baker), *Complete Warrior* (Collins, Noonan, Stark), *Fiend Folio* (Cagle, Decker, Jacobs, Mona, Sernett, Thomasson, Wyatt), *Miniatures Handbook* (Donais, Elias, Heinsoo, Tweet), *Monster Manual III*, *Monster Manual IV*, *Players Handbook 2* (Noonan), *Spell Compendium*.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpqahq@wizards.com](mailto:rpqahq@wizards.com).

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

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

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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 (bowmaking). The player is allowed to Take 10 on this roll.

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

## ADVENTURE BACKGROUND

The *Outsiders In* series began with GRM5-01 *The Commandant's Parlor* in which heroes of Gran March discover yet another plot to assassinate the Commandant. This time the assassins attempted to capture the Commandant, not just kill him, a fate from which he had proven to be easily resurrected. The source of the plot was revealed by a githzerai prisoner as a shadowy figure known as Maimbua. PC's thwarted the plan to hold the Commandant prisoner on the Astral Plane with the assistance of elite members of the 1<sup>st</sup> Battle and the Commandant himself.

In the process, numerous citizens of Gran March took possession of githyanki silver swords, and in an effort to reclaim them, the githyanki Lich Queen launched a counter assault on Gran March, which was the battle interactive GRM5-IN04 *The Lich Queen's Vengeance*. Knight Colonel Thero'kay's 34<sup>th</sup> Provisional Battle drove off the incursion at Haradaragh with considerable assistance from the adventuring populace gathered there. Rumors surfaced that one of the

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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

commanding generals of the incursion was also the mysterious Maimbua.

A few months later, a wave of plagues swept across the northwestern portions of Gran March. The source of these plagues was identified eventually as an undead minion of this same Maimbua hidden deep within the ruins thought to be Haradaragh. Upon the creature's destruction, an image of Maimbua appeared to its killers, threatening even more dire retribution and punishment for Gran March and Magnus Vrianian personally.

Maimbua returned to Gran March to cause the Commandant and his Knight of the Watch allies personal pain, cause some chaos in the southern part of the country, and provide clues to the Commandant's transgression. He kidnaps the venerable and highly respected Knight of the Watch Corum Valstier. As part of his taunts, Maimbua distributed several cursed items. Some were to give hints as to the nature of the Commandant's crime; others were merely to sow fear and chaos.

Two groups are aware of the cursed items and strive to collect them. The groups are: Aliam Nestor seeks the items as evidence to prosecute Maimbua for his crimes against Gran March. The other group is the Brotherhood

## ADVENTURE SUMMARY

### Encounter one:

The adventure starts en media res. As the PC's are traveling down the road to Orlane (for whatever reason), a woman bursts out of the woods chased by a deranged man. The man has been corrupted by one of the cursed items he purchased from Maimbua.

### Encounter two:

The woman asks the PC's to go back to her house with her to check on the rest of her family. What awaits them is a gruesome scene of wanton slaughter - no one at the house is left alive. A little investigation reveals that the man started acting a little strangely ever since he purchased his lucky owl pendant from some guy in a curtained carriage some months ago.

### Encounter Three:

The PC's escort the woman to her sister in Orlane. They have another chance to ask questions and discover the information in encounter two.

### Encounter Four:

An agent of Magistrate Nestor enlists the aid of the PC's in recovering suspected cursed items distributed by Maimbua. He believes that these items are behind the strange behavior in Orlane. He knows of two people who purchased items from Maimbua that he has not yet contacted, Joffer Wills and Tyllen.

### Encounter Five:

The pendant belongs to the deranged farmer that they killed. If the PC's took the item they can skip this encounter, if not they have to go back and get it. The pendant is still where ever the PC's left it.

### Encounter Six:

The dagger belongs to Norri the smith. He is willing to give up the item with a little persuasion.

### Encounter Seven:

When the PC's speak to Tyllen they find the brooch that he purchased from Maimbua was taken by a Sgt Jarrik. He then tells the PC's that Karetha has an item purchased from the black coach.

### Encounter Eight:

The Fifth Ring of Hell belongs to a priestess of Zilchus who will not give it up willingly. This ring was not sold by Maimbua - it is a red herring that happens to be an evil item of some power. She is under the very first stage of its curse. It is possible to steal the item from her, but no amount of talk will convince her to give it up. If attacked at home there are innocent family members to get in the way.

### Encounter Nine:

Late the second day a man approaches the PC's and tells them that he knows of someone else who has an item from the man in the black coach. When the PC's go to investigate this claim they find that the owner of the item is dead along with his whole family, his neighbors, and even their pets. Inside the cottage awaits a Yugoloth that was summoned by consuming the life force of the sacrifices. The tip was a setup.

### Encounter Ten:

On the path back to Orlane the other group that has been collecting cursed items intercepts the PC's. They demand all cursed items that the PC's have recovered and in exchange will let them go.

**Conclusion:** The PC's turn over the items and decide if anyone wants to keep the ring.

## PREPARATION FOR PLAY

Prior to beginning play the GM will want to familiarize himself with the following:

- Determine if any of the characters have played GRM6-04 *Curtains Drawn Around*. Such characters receive a +2 circumstance bonus to Gather Information checks to find information about the cursed items and the people who own them (they know who to ask).
- There is a particularly important item in the game that might attach itself to a character. Have each character roll three Will and Fort saves at the start of the game. Use the Will saves for whoever carries Hell's Fifth Ring.
- Determine if any of the characters have the Hellbreaker AR and if they have Hellbreaker itself. The AR covers what happens when there is more than one sword at the table (only one can be real).

**DM Note:** The cursed items (except for Hell's Fifth Ring) are not cursed in the normal way. They take time with the characters being having the items on their person. In time, with NPCs, fiendish qualities begin to come out.

## INTRODUCTION

*The journey from Paletree to Orlane has been an easy one. The residents had had a problem with dire \_\_\_\_\_*

**APL 2: rats**

**APL 4: badgers**

**APL 6: wolves**

**APL 8: lions**

*Yesterday you were successful in dealing with the issue. You have a 100 gold pieces each in your pockets and the delights of Orlane to spend them in. Your fellow adventures in this mission are with you on this road....*

Character introductions are in order. Please have the players also describe what the others might have seen them do when fighting dire animals.

When character introduction and talk is completed, and the players have chosen all of their spells (for those who must) continue on into Encounter 1.

### Treasure:

ALL APLs L: 0 gp, C: 100 gp, M (0 gp).

## ENCOUNTER 1: A CHANCE ENCOUNTER

*You are only a couple of hours from Orlane, coming from the west, when sounds of something wrong interrupt your planning of your evening. You hear the shriek of a woman followed by an incoherent bellow of rage. The sounds of creatures crashing through the underbrush and the sobbing of a woman are getting closer.*

Joffer Wills has finally been overcome by the cursed pendant that he purchased from Maimbua. He is now a fiendish creature who has gone berserk and slaughtered his entire family, except for his wife. He is now chasing her down to finish the job.

The exact situation depends on the PC actions. The tree line starts 60 ft. from the road and the thick underbrush between the trees counts as rough terrain (half-movement). Visibility is limited within the woods. Anything with more than 25 ft. of intervening woods has concealment and anything with more than 50 ft. of intervening woods has total concealment. Joffer starts 90 ft. into the woods; it takes 3 rounds for Joffer and his wife to emerge from the woods if the PC's simply wait.

No matter what, when the PC's catch sight of Joffer he is 10 ft. behind his wife. She acts immediately before him in initiative order. She runs to hide behind the nearest PC. He mindlessly hacks anything between him and her.

**Griselda Wills**, Female Oeridian Commoner  
1: hp 3

**Creatures:** Joffer Wills is a man who has been horribly twisted by his 'lucky charm'. He is drenched with the blood of his family and is irrevocably mad.

#### APL 2 (EL 4)

**Joffer Wills, Male Fiendish Human Warrior**  
4: hp 30 see *Appendix 1*

#### APL 4 (EL 6)

**Joffer Wills, Male Fiendish Human Warrior**  
6: hp 50 see *Appendix 2*

#### APL 6 (EL 8)

**Joffer Wills, Male Fiendish Human Warrior**  
8: hp 66 see *Appendix 3*

#### APL 8 (EL 10)

**Joffer Wills, Male Fiendish Human Warrior**  
10: hp 84 see *Appendix 4*

**DM Note:** The *charm person* spell has no effect on Joffer. He has just killed most of his family, being his new best friend only makes you a priority target. Should a calm emotions be used on him he may not be as angry but he is still completely crazy and it is likely to make him less loud in his actions.

**Development:** Should Joffer be captured he will attempt to escape his bonds and attack anyone nearby. He will go for a weapon if possible, but will use his hands and teeth if necessary. Nothing short of a *miracle* or *wish* spell can reverse the curse at this point.

**DM Note:** Joffer has Elite Array and less than normal equipment. This is a +1 and -1 to CR that is counted into the ELs above. At APL's 6 and 8 he has an additional -1 to his CR due to even more deficient equipment and lack of tactical flexibility.

**Tactics:** Joffer mindlessly attacks the closest target in melee. He charges when possible, and the only concession he makes to sound tactics is adjusting his Power Attack feat as appropriate.

Immediately after the fight Griselda begs the PC's to return to her home and see if any of her family can be saved. She does not want to wait for everyone to heal up and catch their breath. She is terrified and frantic with worry that one of her children may be alive but badly hurt. She will wait no more than 5 rounds before heading back herself, alone if necessary.

**Treasure:**

APL 2 L: 2 gp, C: 0 gp, M: *cursed pendant* (0 gp).

APL 4 L: 27 gp, C: 0 gp, M: +1 *vest of resistance* (83 gp), *cursed pendant* (0 gp).

APL 6 L: 1 gp, C: 0 gp, M: +1 *vest of resistance* (83 gp), *cursed pendant* (0 gp), +1 *battleaxe* (192 gp)

APL 8 L: 1 gp, C: 0 gp, M: +1 *vest of resistance* (83 gp), *cursed pendant* (0 gp), +1 *battleaxe* (192 gp)

The pendant is a small silver disk with the Gran March emblem on one side and a stylized owl on the other. Describe this only if the PC's take any interest in the pendant specifically or in the body beyond just looting it. If appraised the pendant has a value of 50 gp as jewelry.

Technically all of Joffer's stuff belongs to Griselda. If asked, she wants nothing that is on his body. Otherwise she doesn't even notice what happens to him unless the PC's make a point of drawing her attention.

**Development:** If the PC's don't want to help out a woman in obvious distress all is not lost as long as they continue to Orlane. Have the innkeeper relate the troubles that the town is having and suggest that the PC's speak to the town magistrate.

## ENCOUNTER 2: AFTERMATH

***The Wills family homestead would be a pastoral ideal if not for the eviscerated body lying in the field and the body of a small child pinned to the barn door by a pitchfork.***

There are nine dead bodies scattered about farm, three in the house, four in the barn including the one pinned to the door, and two outside including the one seen in the field. Joffer started in the house killing his daughter-in-law, infant grand daughter, and infant son. He then called the rest of the family into the barn and started killing them there. He killed his eldest son (husband to the woman killed in the house), his eldest daughter, his field hand, and his youngest son (pinned to the door). Griselda and the middle two children made a break for it and got outside. The daughter is the body seen in the field. The middle son, Jarrath, is not readily visible, but was killed just inside the wood line (DC 10 Search check and 1 hour to find, reduce by 2 minutes for every point DC is exceeded).

To piece together the sequence of events outlined above requires a DC 20 Heal or Survival (Track) check.

Griselda immediately rushes into the house to find the infant children. When she finds them she becomes even more frantic. She then goes to the barn and when she realizes that one of her children is unaccounted for she hysterically implores the PC's to help find her son Jarrath. Whether the PC's help or not she runs around screaming his name until his body is found.

After Jarrath's body has been found it is possible to talk with Griselda. She is still half mad with grief, so she is not as helpful as she could be. She will tell what she knows about the attack if asked:

***It, it, it was horrible (sob), I was working in the field when Joffer bellowed for everyone to get into the barn. When I got there I saw his axe. It was covered in blood (sob). When I asked what happened he just, just, he just started killing them (hysterical sob). He was killing our children (more sobbing). My oldest boy, Tarrak, grabbed him and told the rest of us to run. Heironeous forgive me, but I ran (hysterical sob), I ran and left my children to die!***

She will also mention that she has a sister in Orlane. She cannot bear the thought of staying in the house overnight. She asks if the PC's will escort her to her sister's house. If she can be calmed down and is asked about her husband she has the following information:

- His name was Joffer Wills.
- He was a corporal in the 15th battle and fought in the liberation of Geoff.
- He started acting strange shortly after he bought his lucky pendant. His temper grew shorter and shorter, and he became more and more violent. He also never took his pendant off.
- He purchased the pendant from a Knight of the Watch.

If asked if she knows anyone else who might have purchased a 'lucky charm' from a Knight of the Watch Griselda recalls that Norri the smith purchased a dagger.

Griselda can be calmed down with a DC 30 Diplomacy check or a *calm emotions* spell.

**Treasure:** None, unless the PC's loot the house. Should they be so callous here is what they find:

APL All L: 40 gp, C: 10 gp, M: 0 gp

**Development:** If the PC's do not escort Griselda to her sister's skip to encounter 4. Encounter 4, the Offer, will have to be modified slightly. Have the innkeeper relate that there has been a rash of neighbors attacking neighbors. He suggests that the PC's speak to the town magistrate.

## ENCOUNTER 3: REUNION

***As you finally reach Orlane something seems wrong. There are fewer people on the streets than there should be. And those that are out hurry from place to place. No one seems to be socializing.***

If any character has Hellbreaker he knows that the Hellsceptor is somewhere in town (DM Note: This is not the sword detecting Hell's Fifth Ring)

Griselda's sister, Breena, is horrified to learn of the tragedy that befell her sister. She quickly thanks the PC's and gets her sister settled in. Breena invites the PC's in for a bit, but explains that she has no room to accommodate so many people. She wants to know what happened so that she knows how to deal with her sister. When she hears the story she is appropriately aghast. She relates that Joffer has a patriotic citizen and good husband and father. She has no idea what could have caused him to go berserk like that, though he has been acting strange since he got his lucky pendant. There have been several people acting more violently than usual in the past couple of months. Since the PC's are already involved Breena asks them to report what they know to the North Orlane magistrate. And maybe the PC's can help get to the bottom of this.

If the PC's think to ask Griselda about her husband now that she is a little calmer, she relates all of the info from encounter 2.

**Development:** None.

## ENCOUNTER 4: THE OFFER

### THE NORTH MAGISTRATE

Orlane is big enough to have three city magistrates and the large neighboring areas would have magistrates as well (roughly 1000

people per magistrate). The North Magistrate covers north Orlane and the territory between Paletree and Orlane (and the farm). If the PCs go to a different Magistrate, then the staff at the others would send them to the North Magistrate. The farm is in his jurisdiction.

***The Magistrate's staff is attentive and understanding. They ask a series of detailed questions about the events at hand and record your answers. Given that the murderer is***

***dead***

or (depending on actual events)

***in custody***

***they indicate they will assign a constable to the issue and proceed. An inquest will be held in the next few days and you are requested not to leave Barony Farvale until you can testify at that event. The senior assistant Magistrate asks you to wait a few minutes and escorts you to a room with refreshments and soft chairs.***

If the characters tell the Magistrate's people about item they think caused Joffer's attack, they will get an "all in due time" type response. The bureaucracy has taken over the case. The general opinion will be that items might influence people but that people are responsible for their own actions.

***After a short wait, the door opens and a short Oeridian man enters. He is wearing no armor and bears no weapons.***

***"Good Day, " the Oeridian begins. "I am Constable Haspin. I am a constable out of the fifth Hookhill district and I need your aid. There is a foul creature plotting the downfall of Gran March. I have been tasked to gather evidence against it, but time and geography have shown that I cannot do it alone. Will you help me?"***

The PCs may ask for more information or agree, in either case continue

***Haspin continues, "The fiend Maimbua has been responsible for many of the troubles of Gran March in recent years. Among these was the distribution of several cursed items while disguised as a Knight of the Watch, in a black carriage. My task is to gather information related to these cursed items and the items themselves as evidence.***

***Unfortunately these items are spread across Gran March and the effects of the cursed items on their owners are difficult to predict. I have discovered some of clues to items here in Orlane and have information to investigate in other cities. I would like you to determine what you can of these items and gather them up, if possible. This would be used as evidence against the fiend when he comes to trial."***

If asked about getting a writ or official standing to do this:

***"Only a Magistrate has the power to issue a writ of confiscation in his district. Many feel that attempting prosecution against such a fiend is an unlikely circumstance and the local Magistrates have declined to allow such tools to gather the evidence. I can however, write a letter, naming you all as my assistants in this matter. Listing some facts that are known about the items we seek, and that we are looking to gather them as evidence."***

If asked about getting paid for this, what will he give them if they do this:

***"I can offer you little except the honor to fight against Gran March enemies, though in this case in the courts rather than on the battlefield. Magistrate Nestor has approved my use of additional personnel and he will be very appreciative of your help. He is a powerful nobleman with many more resources than I."***

If asked about getting the item when the person has already used it and needs a spell:

***"I am looking for information and testimony about the items and the items themselves. Getting the former while knowing the location of the latter is better than nothing at all."***

(and then possibly go into the payment speech)

Haspin has been conducting an investigation for a few days. He has found a few of the cursed items. Some of what he has found includes a pair of boots, a belt, and a hat; all black with a stylized white owl unlike the owl for the Knights of the Watch. There are still two people that he has discovered that may have purchased items from Maimbua that he has not yet talked to. These people are Joffer Wills, the farmer that the PC's just killed, and Tyllen, a ne'er-do-well. Haspin is



fairly certain that no more than five more of these items were distributed in Orlane.

### **What do we do with them?**

When the PC's have confiscated all of the cursed items they are to turn them over to Lieutenant Arless at the 13<sup>th</sup> Battle Headquarters. He will then see that they get to Haspin. Under no circumstances are they to leave Barony Farvale until after the inquest is over in a few days. They may be needed as witnesses in any trial or hearing that comes from their evidence.

## **THE THIRTEEN BATTLE HEADQUARTERS**

If the PCs come to the 13<sup>th</sup> Battle on this matter they will be directed to the North Magistrate. If they ask about Joffer a Staff Sergeant Tolan will look up his name and tell the PCs that Joffer is a veteran of the 15<sup>th</sup> Battle and took part in the liberation of Geoff.

## **THE TEMPLES OF ORLANE**

If people come to report the circumstance to the temples the clergy will ask that they take the matter to the Magistrate. If they have a prisoner, they would again suggest that they take the person to the Magistrate.

## **KNOCKING ON DOORS**

Searching for the items beyond talking to the named NPC's is a matter of randomly knocking on doors and talking to people. This is abstracted to a Gather Information roll. Each roll takes two hours and reveals the following (give all information up to the highest DC attained):

- DC 19: No new information. Just names that were already investigated or provided by Haspin.
- DC 20: Norri the smith mentioned something about getting a dagger from a Knight.

Gather Information info for Joffer is given in encounter five. Gather Information info for Norri is given in encounter six.

## **LOCATE OBJECT**

Trying to find other cursed item by using the *locate objects* spell to find items with the distinctive owl motif will not work. Unless they know exactly what the item looks like the spell

fails. Trying to use the distinctive insignia will locate the ones in the PC's possession unless they are wrapped in lead. Even then, no other items are within range.

## **ENCOUNTER 5: JOFFER'S PENDANT**

***The body is just as you left it. It is the work of just a few moments to retrieve the pendant.***

A Gather Information check about Joffer takes one hour and reveals the following (give all information up to the highest DC attained):

- DC 10: Joffer Wills lives on a farm with his family a little ways outside of Orlane.
- DC 15: He mustered out as a corporal in the 15 Battle after fighting the giants in Geoff.
- DC 20: He hasn't been acting right since Valstier was kidnapped. It was about that time that he started wearing his owl pendant.

**Treasure:** None, unless the PC's loot the house. Should they be so callous here is what they find:

APL All L: 40 gp, C: 10 gp, M: *cursed pendant* (0 gp).

Note- The PC's can gain this treasure only once. If they looted the farm in encounter 2 they cannot loot it again.

**Development:** This encounter may be skipped if the PC's took the pendant after their first encounter with Joffer.

Should the PC's decide to ask Griselda about any further questions refer back to encounter 2.

## **ENCOUNTER 6: THE SMITH**

A Gather Information check about Norri takes one hour and reveals the following (give all information up to the highest DC attained):

- DC 5: Norri is one of the resident smiths.
- DC 10: His specialization is decorative work. He is an active member of Fellowship of Ironmongers.

- DC 15 He never served in the military. He earned his citizenship through the guild. He is too nearsighted for military service.
- DC 20: He bought something from that black Knights coach.

**Norri the smith is easy to find. He is, as expected, at his smithy. Norri is a large muscular man of obvious Flan descent. "What can I do for you folks?" he asks in a booming voice.**

Norri so far has not succumbed to the curse at all; mostly because he has had almost no contact with the dagger since he purchased it. He knows that the dagger is magical, so he will not sell it for less than 900 +100 per APL gp, which is far more than he paid for it. He can be talked out of the dagger with a successful Diplomacy check, DC 30 (indifferent to helpful).

All he knows about the dagger is that he bought it from a Knight of the Watch in a black carriage. If asked when, it was about the time the Crying Giant blew up. He had put the dagger away in its box and forgotten about it.

The dagger is in the living quarters above his smithy in a lead lined box; he does not have it with him. If people are interested in buying the dagger and they show him they have the money necessary, he will go up to get the dagger to show it to them. He will keep the dagger in the box that it came in.

### Robbing

If the PCs attack Norri, unless PCs asked to purchase it and see it first, he does not have it with him. DMs should inform the players that there are people around and assaulting will get them reported for the crime and will possibly bring others. DMs should also remind the PCs that most men have served in the Gran March military. Norri has an AC 12 and 14 hit points. He will fight until knocked unconscious or killed.

Unless Norri is prevented from calling out, 1D6 of assisting townspeople (see appendix 5) will arrive within 5 rounds. Another half APL townsfolk will arrive every 1d4+1 rounds. After 10 townsfolk have been dispatched they will stop coming and wait for the military which will take several minutes to arrive.

Characters that fight Norri and/or assisting townspeople will be wanted by the Orlane authorities, but this will be resolved at game end. Likewise if they manage to kill any of the NPCs.

### Stealing

The characters could also sneak into his house later (or with care at this time) and find the dagger for themselves. It requires a DC 15 search check and requires two minutes to find. A DC 15 Hide and Move Silently check would also be needed to avoid being seen entering and exiting the building. If a sneaking PC is seen, then only that character loses the Discretion favor.

### Showing him the Constable's Letter or telling him they need it for evidence in a trial

If the characters received Constable's Haspin's letter and they show it to him, he will turn over the box in return for a receipt signed (or marked) by all of them.

**Norri, Male Flan Expert2 Warrior1:** hp 15  
see Appendix 5

**Assisting Townsfolk, Expert1 Warrior1:** hp 12  
see Appendix 5

### Treasure:

All APL's L: 0 gp, C: 0 gp, M: *cursed dagger* (0 gp).

The dagger is silver with the hilt formed of a white owl (not the KotW owl).

**Development:** The PC's may have committed crimes which will result in them being wanted at they end of the adventure.

## ENCOUNTER 7: ONE MISERABLE CLUE

**Tylen:** Male human commoner 1; Bluff +4; (3 hp). Detects as faint evil.

Tylen looks as run down as his home. He is filthy as well as rude and surly. He is still angry about the group that 'stole' his brooch. Because he is so contrary he will not share any information about the group that took his brooch unless the PC's do at least one of the following:

- Change his attitude from unfriendly to friendly.
- Promise harm to the 'thieves'.
- Pay him at least 25 gp per APL.

If convinced he tells the PC's that it was a group of soldiers led by a sergeant Jarrik. They didn't have any writs, just big swords and a

willingness to use their fists. He also provides descriptions of the 'thieves'. The brooch is a small silver disk an owl embossed on it.

Whether or not the PC's convince him to cooperate, as a parting shot he asks them why they are not harassing Karetha the merchant. She bought a ring the black coach.

Tyllen is lying about Karetha. She acquired the ring from him and he now regrets it, so he is trying to get the PC's to take the ring from her. The ring is a cold iron ring encrusted with rubies.

If the PCs return and ask about him saying Karetha got the ring from the carriage he will admit that he found the ring on a dead body that had been run over by a carriage. He doesn't know why he sold it, so he figures she used sorcery on him to get it.

If Tyllen is shown the letter, he can rat out Norri as well. All he asks is that they mention to this Nestor or Haspin fellow that he helped them.

**Treasure:** None

**Development:** None.

## ENCOUNTER 8: THE GREEDY CLERIC

This encounter has many possible solutions. The PC's must get the ring from Karetha, but she will not give it up willingly. Some possible ways to acquire the ring are: pick her pocket, mug her, or con her out of it. No Bluff, Diplomacy, or Intimidate roll will convince her to hand the ring over, however, nor will she sell it.

Note that Karetha has not yet put on the ring; she just carries it with her all the time. She has not had a good occasion to wear such a gaudy ring, so she has not put it on. Still the curse of possession has taken a hold of her and she will not give up the ring willingly.

The simplest option is to use Slight of Hand to lift it from her. Should no one in the party have that skill it is possible to hire someone to do it for them. To find a suitable person requires a DC 22+APL Knowledge (local-MR Sheldomar Valley) check, and 50 x APL gp. Members of The Corporation receive a +8 to this roll. The hireling will succeed automatically.

Mugging her is relatively easy, but is very likely to get the PC's in serious trouble with the law. She spends most of her time in her shop and

is rarely alone. Either her husband or oldest child is in the shop with her, and customers are constantly coming in and out. Her home is above the shop, and she shares it with her husband and three children. Unless the PC's take precautions to ensure that she is alone in the shop there will be 1d3 patrons as well as her husband or son. Any commotion will bring (the APL number) helpful townspeople every 2d4 rounds. The townsfolk stop coming after 10 of them are dispatched and will wait for the military (who take long enough for PCs to escape).

Running a con requires the most improvisation. If the PC's can come up with a good scam let them run with it and make the appropriate checks. Some basic guidelines are:

- No Bluff, Diplomacy, or Intimidate roll will convince her to give away the ring.
- She will not sell the ring for any price.
- She will not wager the ring or use it as collateral except if she thinks it is a sure thing. Generally, attitude must be helpful.
- She can be convinced to allow others to examine the ring, but only in while it is in her hand (Sense Motive DC 20 to tell she is compelled not to allow it out of her possession; this is less than the normal DC 25 because it is so blatant). Attitude must be at least friendly.
- She is a true follower of Zilchus, and thus is always open to ideas that will get her more money.

One last option is to convince her that the ring is cursed and take her to a priest to get the curse removed. This requires a DC 20+APL Diplomacy check with the following additional modifiers:

Person claiming the item is curse is a Member of the Zilchus, Pholtus, Phyton, or Harvest Church meta-organization: **+4 bonus**

Person is a Paladin (Karetha will require a demonstration of lay hands as proof): **+2 bonus**

Person is a Knight of the Watch or Dispatch: **+2 bonus (squire gets +1 instead)**

Person speaking is in Military with:

Corporal rank: **+1 bonus**

Sergeant or Staff Sergeant rank: **+2 bonus**

Pride Sergeant or higher noncom: **+3 bonus**

Officer rank: **+0 bonus**

Per 50 gold pieces of encouragement provided: **+1 bonus** (maximum +5).

The PCs must also agree to pay for the Remove Curse spell, at 150 gp. Karetha really doesn't want the ring, but it forces her to want it. She will fail her will save.

Once the remove curse is cast and Karetha gives up the ring she will hand it to the caster of Remove Curse. If this is an NPC cleric, the PCs will need to make a Diplomacy check DC 20 or suitable Bluff check to get the cleric to hand over the ring. If the PCs decide to take the ring, use the generic clergy NPC in Appendix 5 as the opponent. There are two such NPCs at the Church of Heironeous, three such at the Pelor Church or four at the Merrika Church, and eight such at the Blinding Spire. If the PCs die in this fight that church will not cast Raise Dead on them. Assaulting the clergy will result in warrants for their arrest.

**Note:** allowing the church to keep Hell's Fifth Ring does meet the requirements for giving it to one of the Churches, and qualifies the PCs for the Curious Trinket AR item.

Casting enchantment spells on her probably will not work. *Charm person* will not get her to give up the ring. *Suggestion* may work. Simply handing the ring over is considered contrary to her nature as is selling the ring. *Suggestion* might facilitate conning her out of the ring depending on the wording and situation. *Dominant person* will not work (see the ring description). Karetha will press charges for any spells cast on her unless the curse is removed (assuming she knows she was cast upon).

Karetha acquired Hell's Fifth Ring when Tyllen approached her and offered to sell it for a ridiculously low price. At first she thought it was stolen, but there were no reports of such a unique piece of jewelry missing. While she did not believe his sob story of a beloved rich aunt, the deal was too good to pass up. She knows nothing of a black coach.

**Creatures:** Karetha is an attractive woman of mixed ancestry. She has no interest in fighting and cries for help while trying to fend off attackers. Her main concern is getting away.

## All APL's (EL 2)

**Karetha, Female Human Cleric 2:** hp 14 see Appendix 5

**Assisting Townsfolk, Expert 1 Warrior1:** hp 12 see Appendix 5

**Tactics:** Karetha is far more interested in escaping than in killing anyone. She uses spells that are most likely to remove an opponent from a fight completely, such as *cause fear* or *command*. If she has to do damage, she spontaneously casts inflict spells.

**Treasure:** Should the PC's manage to lift the curse from her she uses her contacts to bring favor to the character with the Church of Zilchus. The treasure listed below is only if the PC's defeat her in combat and take time to loot the body. Hell's Fifth Ring is a thick cold iron ring with inset rubies around the band. It does not detect as magical. If someone puts on the ring, they are not able to remove it (The ring doesn't give any powers until at the end of the game).

All APL's L: 45 gp, C: 13 gp, M: *potion of cure light wounds* (4gp), *Hell's Fifth Ring*, (0 gp).

### Development:

If anyone puts on the ring, they are unable to remove it. See the epilog on how Hellbreaker can be used to destroy the ring. Other than Hellbreaker nothing can harm the ring. Note that one of the powers of Hell's Fifth Ring is a powerful non-detection, so even Hellbreaker doesn't know what the Ring is. (The intent is not that the ring be destroyed in this game. However Hellbreaker will be detecting the Hellscepter in Orlane so the PCs may come to the conclusion (which of course means there is more of the Hellscepter in town).

The ring covers the joint for the finger, so removing the finger is not an option. Removing the hand will remove the ring, but the hand cannot be restored.

**DM Note:** Find out who is carrying the ring and on each successive day have them make a DC 17 +APL (+1 DC per day) Will save to avoid bonding with it (never wanting to part with it like Karetha had). If the saving throw is ever failed then that PC gets the ring entry on the AR. If the PCs leave the ring in an inn room, or other precaution then no one must roll. Divinations or Auguries will imply resting for the night is prudent.

## ENCOUNTER 9: THEY ARE ALL DEAD

This encounter takes place about a day after the encounter with Joffer. The exact time is not important, but all other leads must be exhausted and it should be no earlier than the day after the encounter with Joffer.

DM Note: Getting the PCs to rest for the day is the intent here. They will have exhausted the clues. They can return the items to Lt. Arless and he will ask them to sleep on what they know and ask around the city for other clues for another day, before calling it quits.

***As the day of searching for cursed items is closing and you start to think of dinner a shifty looking man approaches you. "I hear you people are looking for items from that black carriage." He looks around for eavesdroppers and continues in a hushed voice, "I know where you can find one." He then pauses as if waiting for something from you.***

The shifty man is Thom. He has been hired by sergeant Jarrik to deliver this tip to the PC's. He is hoping to get a reward for the tip from the PC's too. The man who purchased a cloak from the black coach is named Kenner. He has a small farm an hour or two west of Orlane. If asked why he is offering this information he says that he was hoping for a reward (+5 to his Bluff check because this is mostly true).

Thom does not know who hired him, but he can provide a description of sergeant Jarrik if pressed. He denies being hired unless threatened. He does not know why he was hired to offer the tip.

**Thom** Human Expert 3, Bluff 8 (12 hp)

Assuming that the PC's eventually investigate Thom's tip, read the below read aloud text. The farm is three miles away connected by a cart path.

***As you approach the farm it is immediately apparent that something is wrong. There are no people or signs of human activity. In fact there is no sign of animals, neither the domesticated nor the wild ones.***

Kenner invited some of his neighbors over for dinner last night and poisoned them and his family. While they were incapacitated he sacrificed his guests, his family, and every other warm blooded animal that he could reach in some ritual that called a yugoloth (or two at APL 8). The

yugoloth then killed him and made a nest of the bodies. There it waits for fresh victims.

***As you approach the farmstead the stench of death hangs in the air. The only sign of living creatures are all of the flies buzzing around.***

Should the PC's investigate the barn all they find is all of the livestock dead. Everything from the draft horses down to the chickens and barnyard cats has been killed. Some were killed cleanly, but it is obvious that some were tortured to death. There is still a faint aura of evil lingering over the barn from the calling ritual.

The house has all of its windows closed and shuttered. The door is closed, but not locked or barred. There are bodies, bits of bodies, and pieces of furniture strewn all about and a big pile of bodies and furniture in the center of the floor. At APL 2, the yugoloth hides behind the pile; At APL 4 the Corruptor stands on the pile, as does the mezzoloth at APL 6. At APL 8, one mezzoloth stands at the pile and the other is the other corner of the room (see map).

It is likely the characters will fight the yugoloth(s) before they get to investigate the room.

**Conditions:** Inside the house only-

Treat the pile as rough terrain. It is big enough for a small creature to hide behind. The surrounding floor requires a DC 5 Balance check to move at half speed and a DC 15 Balance check to move at more than half speed. One cannot charge over the pile or along its edge.

All of the windows are closed and shuttered and no lamps are lit. Visibility is limited to 10 ft. with shadowy illumination out to 20 ft. These figures double for each door and window open on that floor. Opening a window (and shutters) is a full round action that provokes an attack of opportunity. Opening or closing a door requires a move action that provokes an attack of opportunity. Characters bringing in their own light will have their own light effects.

At APL 8, the *cloudkill* spell cannot move through the walls unless a window or door on that wall is open.

**Window shutters** 1in. thick; hardness 5; hp 8; Break DC 16;

**Door** 1½ in. thick; hardness 5; hp 15; Break DC 18

**Creatures:** Various yugoloths. These creatures are here to cause maximum carnage. Despite the description of being summoned, they are not considered summoned for any game purposes (they were called). They can summon others of their kind, use dimensional travel, and can affect creatures protected by the various Protection from Evil type spells, though those allies they summon (if they are successful) are indeed blocked by Protection from Evil type spells..

#### APL 2 (EL 3)

**Skeroloth:** hp 27; see *Appendix 1*

#### APL 4 (EL 5)

**Corruptor of Fate:** hp 58; see *Appendix 2*

#### APL 6 (EL 7)

**Mezzoloth:** hp 98; see *invisible* has been pre-cast. see *Appendix 3*

#### APL 8 (EL 9)

**Mezzoloth (2):** hp 98; see *invisible* has been pre-cast. see *Appendix 4*

#### **Tactics:**

APL 2 The skeroloth starts out hidden behind the mound of bodies and furniture. It waits until it can full attack a lightly armored character, can catch at least two people with its *burning hands*, or it has been spotted, to initiate combat. After its initial attack it tries to flee upstairs to set up another ambush. It tries to stay out of melee unless it has the drop on a foe.

APL 4 The corruptor of fate waits sitting on the pile of corpses. It moves to block the door so that only one opponent at a time can face it. If the PC's back away to engage it with ranged attacks it steps back into the house so that it has full cover, but can attack creatures that come through the door.

Initially it splits its attacks to ensure that everyone is affected by its curse. Then it concentrates on whichever character presents the greatest threat. If it falls below 20 hit points it focuses on killing the weakest character (generally either an arcane caster or the one it has done the most damage to). As long as it thinks that it is winning, the corruptor taunts the PC's while attacking. If it thinks that it may lose it starts hurling insults.

APL 6 The mezzoloth does not have its *cloudkill* ability! It starts off with a *dispel magic*,

targeted if someone is obviously buffed, or area otherwise. Once everyone is inside it casts *darkness* and moves so that it can guard the door when people try to leave. If it is feeling pressed it will teleport upstairs and attempt to summon help (the newcomer doesn't have *cloudkill* either). See *invisible* has been pre-cast.

APL 8 The mezzoloths try to get the PC's into the house. Once they get as many as they think are coming in they cast *cloudkill*, then one closes the door and stands in the doorway to prevent escape, while the other blocks the stairs. When either mezzoloth is below half hit points both try to summon reinforcements [Only ONE reinforcement can possibly appear, regardless of how many successes are rolled]. As much as possible the mezzoloths try to fight within a *cloudkill* spell, recasting as necessary. See *invisible* has been pre-cast.

Should the PC's decide to simply burn the house down with the yugoloth inside there is no reason that it should not work. This will destroy the house, the cloak, and all of the bodies. The yugoloths are immune to the smoke (poison) and have fire resistance 10, and so are unlikely to be hurt by the fire. They will simply exit the house in a time and direction that they deem most advantageous to ambush the party. Note that burning down the house is a crime and so they will be wanted (as per the end of the game).

### **AFTER THE BATTLE**

If the PC's decide to investigate exactly what happened in the house it takes two hours and a Heal check to find out the following (give all information up to the highest DC attained- except for DC 10):

- DC 10: They were all killed by the thing in the house.
- DC 20: They were dead before being torn apart.
- DC 23: The cloak wearer was alive when torn apart. Despite the gore that covers the rest of the place, there is not a spot of blood on the cloak.
- DC 25: Everybody but the cloak wearer was killed with a knife.
- DC 30: The victims were drugged before being set upon with the knife.

There is still a faint aura of evil lingering over the house from the summoning ritual.

The cloak is found automatically if the PC's investigate the causes of death. If not it takes a DC 25 Search check and 1 minute to find it.

One of the torsos belongs to a human Templar Valiant (his tabard is mostly intact) of the Church of Heironeous. This body has an odd piece of metal sticking out of a bad torso wound. The metal is a 1.5" x 1.5" x 0.5" lead square with a faint line around its edge. Searching [Search DC 10] or prying with a weapon can pry the halves apart to reveal a gold symbol, a hand grasping arrows facing down (DC 10 Knowledge [Religion] to recognize it as the symbol of Hextor).

#### **Treasure:**

APL 2 L: 0 gp, C: 0 gp, M: *cursed cloak* (0 gp).

APL 4 L: 32 gp, C: 0 gp, M: +1 *studded leather armor* (97 gp), *cursed cloak* (0 gp).

APL 6 L: 2 gp, C: 0 gp, M: +1 *trident* (192 gp), *cursed cloak* (0 gp).

APL 8 L: 4 gp, C: 0 gp, M: 2 +1 *tridents* (192 gp each), *cursed cloak* (0 gp).

The cloak is made of black leather from some unknown creature with a white owl embroidered on it.

**Development:** None. If the PC's are hesitant to head out immediately remind them that someone else is also looking for these items. There are no consequences for delaying, but the players should believe otherwise.

## **ENCOUNTER 10: THE OPPOSITION**

This encounter takes place on the trail back to Orlane from Kenner's farm. Jarrik and his crew are waiting on that path for the PC's. They have no light source, and are hiding but not taking much effort in it (Spot DC 10 + 1 per 10 feet distance). Unless spotted earlier they make their presence known when the lead PC gets within 60 ft.

***A sergeant of the 15<sup>th</sup> Battle steps into the road and holds his hand up. "Hold! You have some items that do not belong to you. Turn them over to me and no longer meddle in the affairs of your betters."***

***He is a Suel man with white hair and a prominent nose; his three companions stand nearby, obviously ready for a fight.***

Jarrik is perfectly willing to let the PC's go if they hand over the items that they have collected, but he would prefer a fight. If the PC's continue the parley he becomes more and more arrogant and condescending, hoping to provoke them. The rest of his team is waiting for his cue to start the fight, but will not hesitate if they perceive some threat. Spell casting after Jarrik has demanded the items constitutes such a threat. So does any of the party's animals or familiars moving in their direction.

**Creatures:** A large Suel man who is heavily tattooed and armed with a greataxe, and has several other weapons on his body. A smallish Suel man in heavy armor; he is obviously in charge of this group. He is armed with a longbow, but has melee weapons available. An extremely attractive Suel woman is clad in robes bearing arcane symbols. She wears a spiked gauntlet, but that is obviously not her true weapon. The last is a man of mixed heritage who bears the nine blades of Kelanen. He wears heavy armor and wields a silver greatsword.

#### **APL 2 (EL 5)**

**Branach, Male Suel Barb 1:** hp 11 see *Appendix 1*

**Jarrik, Male Suel Marshal 1:** hp 7 see *Appendix 1*

**Mirren, Female Suel Sor 1:** hp 5 see *Appendix 1*

**Skoth, Male Human Cleric 1:** hp 7 see *Appendix 1*

At the start of the fight Jarrik has the Motivate Dexterity aura active.

#### **APL 4 (EL 7)**

**Branach, Male Suel Barb 3:** hp 32 see *Appendix 2*

**Jarrik, Male Suel Marshal 2/Bard 1:** hp 19 see *Appendix 2*

**Mirren, Female Suel Sor 3:** hp 15 see *Appendix 1*

**Skoth, Male Human Cleric 3:** hp 21 see *Appendix 1*

At the start of the fight Jarrik has the Motivate Dexterity and Hardy Troops auras active.

#### **APL 6 (EL 9)**

**Branach, Male Suel Barb 5:** hp 53 see *Appendix 3*

**Jarrik, Male Suel Marshal 3/Bard 2:** hp 31 see *Appendix 3*

**Mirren, Female Suel Sor 5:** hp 23 see *Appendix 3*

**Skoth, Male Human Cleric 5:** hp 34 see *Appendix 3*

At the start of the fight Jarrik has the Motivate Dexterity and Hardy Troops auras active.

#### APL 8 (EL 11)

**Branach, Male Suel Barb 5/Occult Slayer 2:** hp 68 see *Appendix 4*

**Jarrik, Male Suel Marshal 4/Bard 3:** hp 48 see *Appendix 4*

**Mirren, Female Suel Sor 7:** hp 48 see *Appendix 4*

**Skoth, Male Human Cleric 7:** hp 48 see *Appendix 4*

At the start of the fight Jarrik has the Motivate Dexterity and Hardy Troops auras active.

**Tactics:** This is a well organized and trained team. They adapt their tactics to the situation at hand. They target the most dangerous opponent first and concentrate attacks. Branach rages and wades into melee. Jarrik hangs back and directs the combat. He attacks with alchemical items or his bow as appropriate. Mirren buffs the party and relies on Infernal Sorcerer Howl for offense (if there is cavalry, casting glitterdust on the horses and riders is an option on the hope that one of each pair might fail save) . As it only affects opponents she uses it freely, even when her allies are in the path. Skoth moves into melee.

#### Treasure:

APL 2 L: 328 gp, C: 40 gp, M: *field provisions box* (166 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), 3 *scrolls of magic missile* (2 gp each), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (530 gp)

APL 4 L: 543 gp, C: 46 gp M: +1 *greataxe* (193 gp), *field provisions box* (166 gp), *horn of volume* (83 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), 3 *scrolls of magic missile* (2 gp each), *cursed +1 silver*

*greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (806 gp)

APL 6 L: 481 gp, C: 66 gp, M: +1 *full plate* (220 gp), +1 *greataxe* (193 gp), +1 *vest of resistance* (83 gp), *field provisions box* (166 gp), *horn of volume* (83 gp), *metamagic rod of extend (lesser)* (250 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), *scroll of sonic weapon* (12 gp), *scroll of spark of life* (31 gp), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (1396 gp)

APL 8 L: 352 gp, C: 93 gp, M: +2 *cloak of charisma* (333 gp), 2 +1 *full plate* (220 gp each), *gauntlets of ogre power* (333 gp), +1 *greataxe* (193 gp), 3 +1 *vest of resistance* (83 gp each), *field provisions box* (166 gp), *horn of volume* (83 gp), *metamagic rod of extend (lesser)* (250 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), *potion of lesser restoration* (25 gp), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), *scroll of cure critical wounds* (58 gp), *scroll of shadowblast* (58 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of sonic weapon* (12 gp), *scroll of spark of life* (31 gp), *wand of false life (15 charges)* (281 gp), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (2901 gp)

The brooch matches Tyllen's description of his brooch. The belt is a made of black leather and has a silver buckle a white owl embossed on it. The sword is silver with owls etched on the blade. The gloves are black with a white owl on each palm. Describe these items only if the PC's take any interest in them specifically or in the bodies beyond just looting.

Tucked away in a pouch is a list of items to be found in Orlane. Player's Handout #2.

**Development:** Markings. There are tattoos giving evidence to the nature of these attackers. Brannach, Mirren and Jarrik have a tattoo on their lower back of three roses inside a triangle of vines. Skoth has the Kelanen holy symbol (the 9 bladed star) tattooed on the bottom of each foot). Mirren, Skoth and Jarrik both have a tattoo on



their left shoulder of a dagger, scimitar and short sword in parallel (hilts lined up).

**Knowledge (religion) DC 10:** The tattoos on the bottom of the feet are the holy symbol of Kelanen, a Hero God of Swords.

**Knowledge (religion) DC 20:** To note that the roses and triangle is a symbol relative to the Garden of Men (a Wastri organization that believes that the impure races should be segregated rather than killed [Apartheid not genocide]).

**Knowledge (local –Sheldomar Valley MR) DC 15:** The twin tattoos of the Kelanen holy symbols are common among members of the Swords of Kelanen. An organization once dedicated to bringing Chaos and Evil to Gran March because it has too much Good and Order.

**Knowledge (local –Sheldomar Valley MR) DC 20:** The parallel swords is a common tattoo among members of the Brotherhood; and organization that combined several organizations against the policies of Gran March into one group of brothers. **Note:** if the PC is a Corporation member they would also know with this roll the Brotherhood and Corporation are in a gang war (and that the Corporation is losing).

## CONCLUSION

For saving Griselda's life, characters get the Gratitude of Breena.

If the characters removed the curse from Karetha, they get the Favor of Karetha.

### CONCLUSION: SUCCESS

Use this conclusion if the PC's turn any of the items in without being wanted for a crime.

*Lieutenant Arless greets you upon your entrance to the 13<sup>th</sup> Battle HQ. "Thank you for recovering these. They will be most helpful in the prosecution of Maimbua. Gran March owes you a debt of gratitude and I will do my best to see you rewarded. Magistrate Nestor is sure to give you your just rewards as well. . Now tell me what you know about them..."*

**DM Note:** If there is time left in the slot, let the characters tell, in characters, things they know about the item. Otherwise skip this section.

Characters get the Favor of Lieutenant Arless, and access to [Oil of enlarge weapon, Oil of](#)

[undead bane weapon , Potion of disobedience, Wand of healer's vision](#) (at each appropriate APL) through Magistrate Nestor's contacts.

Note that Lieutenant Arless will cast a detect magic on the cursed items. Since Hell's Fifth Ring is not magical, he will not take it as one of the cursed items (the PCs get credit for trying to turn it in as an item in experience). And oddly enough no one will buy it. The PCs can leave it somewhere or one PC can take it.

### CONCLUSION: WANTED

Use this conclusion if the PC's are wanted criminals (but not murderers) when they turn any of the items in.

*Lieutenant Arless greets you upon your entrance to the 13<sup>th</sup> Battle HQ, but then he frowns and continues, "It is good that you found the items, but not without quite a bit of law breaking I understand. If it were up to me you would spend a long time in the work gangs, but Magistrate Nestor in his sending spell spoke on your behalf and you will not be charged. I believe the Magistrate intends to reward you as well, but I will do not such thing.*

Characters gain access to [Oil of enlarge weapon, Oil of undead bane weapon , Potion of disobedience, Wand of healer's vision](#) (at each appropriate APL) through Magistrate Nestor's contacts.

### CONCLUSION: WANTED MURDERS

Use this conclusion if the PC's are wanted murderers (likely they killed townspeople in getting items) when they turn the items in.

*You stand under heavy guard in Lieutenant Arless's office. "You are a disgrace! Your blatant disrespect for the laws of the land is inexcusable. If it were up to me you would spend a lifetime in the work gangs. But, you have done Gran March a great service in recovering these items. Others have interceded on your behalf, so your reward for your service shall be not serving the rest of your life in a work gang. Now get out of my sight!*

These characters get the "Got Away with Murder" AR item and access to [Oil of enlarge weapon, Oil of undead bane weapon , Potion of disobedience, Wand of healer's vision](#) (at each

**appropriate APL) though Magistrate Nestor's contacts.**

## **EPILOGUE**

The ring is part of an artifact. **It cannot be destroyed except by Hellbreaker** (*though Hellbreaker cannot detect its specific location, it knows the Hellscepter is within a mile; however, if they take the ring more than a mile away, Hellscepter still is detected within a mile; the intent here is for it not to be broken, but if they do, here are the rules*). The first strike with Hellbreaker cuts a groove in the ring and in Hellbreaker (which since it is adamantine and the ring is not should give a clue). The second stroke breaks the ring and sword, but the sword reforms into a small short sword or medium dagger [player's choice] (where before it was a small long sword) retaining all its former powers. If someone is wearing the ring when it is broken that person loses the finger and 1 point of DEX and neither can be repaired short of Wish or Miracle.

If a weapon other than Hellbreaker is used to break the ring then it must make a saving throw or be broken itself. This is regardless of the material in the weapon. Non-magic weapon break regardless. If the wielder is prying off the ring with a weapon give the character wielding the weapon a DC 15 Listen or Spot check to hear the weapon creak just before it breaks, or see it begin to split just before it breaks. Making the check let him/her know what they see and hear and if they go through with it, let their weapon break. Just smashing the ring with a weapon gives no such chance to hear or see the ring's resistance.

**DM Note:** It is not the intent of this game for Hellbreaker to be used on the Ring. Hellbreaker is an item that in prophecy can destroy the Hellscepter and should player characters try to use Hellscepter on one of its rings the process should be consistent. Players, at times, leap to conclusions that in this case would be right.

If the characters do not turn over the ring to any of the churches or other organizations or leaves it someplace, then it goes to one member in the party.

If no one put on the ring then use the following.

For the character(s) that carried the ring in the game, secretly determine if their daily saving throw was made (First Day DC 17+APL, 2<sup>nd</sup> Day DC 18+APL, 3<sup>rd</sup> day DC 19+APL and so forth.) If any of these characters failed a saving throw (and their

character does not have the Hellbreaker AR; regardless whether they carried Hellbreaker in the game), then that character gets the ring; if there is a tie then a dice roll will need to suffice.

If a character that put on the ring possesses the Hellbreaker AR, that is fine; well not fine, but within the intent.

## **THE LEAD TRINKET**

Find out what the PCs do with the holy symbol of Hextor if they found it in the lead square.

If they turn it over to one of the Standard Gran March churches, other than Heironeous, they get the **Curious Trinket item on AR**. Note that the Clergy at the Heironeous Temple in Orlane want nothing to do with the item and will tell them to take it elsewhere. To turn it into a Church of Heironeous then, the PCs would have to travel to a different town.

Characters that get the **Curious Trinket item on the AR** also get access to **Cord of Favor** and the **Crystal of Alacrity** from the Church that they gave the trinket to. These are on the AR.

They can also get the Curious Trinket AR item if they turn over Hell's Fifth Ring to any of the standard churches, but if they do both they still only get the one favor.

## **Traveling outside of Barony Farvale**

Traveling to a different town violates the order not to leave Barony Farvale; remind them of this. If character or characters do it anyway, then they are charged in connection with the murder of Joffer's family and those that left town get the "Got Away with Murder" AR item. For characters that must remain lawful, remind them that doing that is a chaotic act, and if they go through with it, write that they did a chaotic act on their AR, and the change of alignment towards Neutral. An atonement spell would be required to shift it back.

## **THE KNIGHTS OF THE WATCH**

There is no official presence of the Knights of the Watch in Orlane. Two of the clergy at the Shining Spire are Knights of the Watch (both Beasts of the Earth); and inquiries among church members of most faiths would note that fact. Both are members of the Shining Master's bodyguard. They do not wear open symbols of the Knights except a small shield pin; their symbols are all Pholtus. If they are given either the Curious Trinket or Hell's Fifth Ring for the Knighthood, they

will turn over both items to the Shining Master for his determination. This will count as giving the items to the Church (the items may make their way to the Knights as well).

West of Orlane is Arweth, the lands held by the Knights of the Watch. Going to Arweth before the inquest constitutes leaving Barony Farvale for which no NPC will give permission. The inquest will be delayed until after the end of this game. If the PC or PCs travel to Arweth then see Traveling outside of Barony Farvale above.

## **SYLOCH**

Syrloch also does not have a great presence here. A Master of Syrloch is a Mystic Theurge at the Shining Spire (C13 W13 MT9) and he serves as a Syrloch contact in Orlane. Any general inquiries can find him at the Shining Spire or at a tavern nearby. He can take possession of items for Syrloch (who will likely get them eventually; it is his intent that they will). This counts as giving the items to the Church of Pholtus for the Curious Trinket AR item.

## **CORPORATION**

Oddly enough, or perhaps not considering the Brotherhood activity, there are not many official contacts for the Corporation in Orlane at this time. The West Magistrate is a Brother but he does not make it easy for people to find him. A diplomacy or intimidate DC 25 check will find people in Orlane that can direct them to the Magistrate. He will take possession of the ring or trinket, but the PCs will not get the AR item.

## **CAMPAIGN CONSEQUENCES**

Aside from the Critical Event summary at the end of this game, it is important to know if anyone kept Hell's Fifth Ring and who did. Whether the ring was destroyed and that Hellbreaker broke.

### **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 1 A Chance Encounter**

Objective: Defeat Joffer

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

### **Encounter 8 The Greedy Cleric**

Objective: Obtain Ring without violence

ALL APL: 60 xp.

### **Encounter 9 They Are All Dead**

Objective: Defeat yugoloths

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp

### **Encounter 10 The Opposition**

Objective: Defeat opponents

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp

### **Story Award**

Per cursed item turned in to the proper authorities (Max 8).

APL 2: 5 xp. (max 40)

APL 4: 10 xp. (max 800)

APL 6: 15 xp. (max 120)

APL 8: 25 xp (max 200)

### **Total possible experience**

APL 2: 460 (450) xp.

APL 4: 680 (675) xp.

APL 6: 900 xp.

APL 8: 1,160 (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.

### Introduction:

ALL APLs L: 0 gp, C: 100 gp, M: (0 gp)

### Encounter 1: A Chance Encounter

APL 2 L: 2 gp, C: 0 gp, M: *cursed pendant* (0 gp).

APL 4 L: 27 gp, C: 0 gp, M: *cursed pendant* (0 gp).

APL 6 L: 1 gp, C: 0 gp, M: +1 *vest of resistance* (83 gp), *cursed pendant* (0 gp), +1 *battleaxe* (192 gp) Total (275 gp)

APL 8 L: 1 gp, C: 0 gp, M: +1 *vest of resistance* (83 gp), *cursed pendant* (0 gp), +1 *battleaxe* (192 gp). Total (275 gp)

### Encounter 2: Aftermath or Encounter 5: Joffer's Pendant

All APL's L: 40 gp, C: 10 gp, M: 0 gp

### Encounter 6: The Dagger

All APL's L: 0 gp, C: 0 gp, M: *cursed dagger* (0 gp).

### Encounter 8: The Greedy Cleric

All APL's L: 45 gp, C: 13 gp, M: *potion of cure light wounds* (4gp), +1 *vest of resistance* (83 gp), *Hell's Fifth Ring* (0 gp). Total (87 gp)

### Encounter 9: They Are All Dead

APL 2 L: 0 gp, C: 0 gp, M: *cursed cloak* (0 gp).

APL 4 L: 32 gp, C: 0 gp, M: +1 *studded leather armor* (97 gp), *cursed cloak* (0 gp).

APL 6 L: 2 gp, C: 0 gp, M: +1 *trident* (192 gp), *cursed cloak* (0 gp).

APL 8 L: 4 gp, C: 0 gp, M: 2 +1 *tridents* (192 gp each), *cursed cloak* (0 gp). Total (384 gp)

### Encounter 10: The Opposition

APL 2 L: 328 gp, C: 40 gp, M: *field provisions box* (166 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), 3 *scrolls of magic missile* (2 gp each), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (530 gp)

APL 4 L: 543 gp, C: 46 gp M: +1 *greataxe* (193 gp), *field provisions box* (166 gp), *horn of volume* (83 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), 3 *scrolls of magic missile* (2 gp each), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (806 gp)

APL 6 L: 481 gp, C: 66 gp, M: +1 *full plate* (220 gp), +1 *greataxe* (193 gp), +1 *vest of resistance* (83 gp), *field provisions box* (166 gp), *horn of volume* (83 gp), *metamagic rod of extend (lesser)* (250 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), *scroll of sonic weapon* (12 gp), *scroll of spark of life* (31 gp), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (1396 gp)

APL 8 L: 352 gp, C: 93 gp, M: +2 *cloak of charisma* (333 gp), 2 +1 *full plate* (220 gp each), *gauntlets of ogre power* (333 gp), +1 *greataxe* (193 gp), 3 +1 *vest of resistance* (83 gp each), *field provisions box* (166 gp), *horn of volume* (83 gp), *metamagic rod of extend (lesser)* (250 gp), 2 *oil of magic weapon* (4 gp each), 4 *potion of cure light wounds* (4 gp each), *potion of lesser restoration* (25 gp), 4 *magic sleeping bags* (83 gp each), *scroll of benign transposition* (2 gp), *scroll of cure critical wounds* (58 gp), *scroll of shadowblast* (58 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of sonic weapon* (12 gp), *scroll of spark of life* (31 gp), *wand of false life (15 charges)* (281 gp), *cursed +1 silver greatsword* (0 gp), *cursed belt* (0 gp), *cursed brooch* (0 gp), *cursed gloves* (0 gp). Total (2901 gp)

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 415 gp, C: 163 gp, M: 617 gp – Total: 1195 gp (450 gp).

APL 4: L: 687 gp, C: 169 gp, M: 990 gp – Total: 1856 gp (650 gp).

APL 6: L: 569 gp, C: 189 gp, M: 1923 gp – Total: 2708 gp (900 gp).

APL 8: L: 442 gp, C: 216 gp, M: 3374 gp – Total: 4005 gp (1,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Got Away with Murder!:** To all residents of Barony Farvale you start out at the Unfriendly level and can never get higher than Neutral. You have a -8 penalty to Bluff and Gather Information in Barony Farvale.

**Favor of Lieutenant Arless:** Military and veteran characters get a promotion to Sergeant (or equivalent) regardless of current time in grade. All Characters get regional access (not for CMI) to weapon enchantments of ki focus, merciful and bane (constructs).

**Favor of Karetha:** Karetha uses her influence with the Zilchus church to provide you with regional access (not for CMI) to armor enhancements (MIC) of healing, commander and landing.

**Gratitude of Breena:** Breena opens her home to you as a guest. Her fine meals grant you a +1 bonus to Fortitude and Reflex saving throws for Gran March adventures.

**Curious Trinket:** Turning in the curiously placed holy symbol of Hextor (or the curious ring) to a Standard Gran March church other than Heironeous gives you an influence point with that Faith \_\_\_\_\_

**Hellbreaker Broke:** In destroying the ring Hellbreaker broke and reformed into (circle one): a small short sword or a medium dagger. It retained all of its purchased powers and all future powers cost 90% of the price on the AR.

**Finger or Hand Gone:** You lost a finger or hand (circle one) having Hell's Fifth Ring removed and 1 point of permanent Dexterity. Neither can be restored except by Wish or Miracle.

**Hell's Fifth Ring:** You retained possession of the cold iron ring with inset rubies and in time you find yourself wearing it. You will not give up this ring. It now can only be removed by the wielder of the Hellscepter. Nothing can be detected about the ring, no magic, no evil, not even the gold or rubies.

While possessing the ring you fail all saving throws versus touch and targeted spells cast by the Hellscepter. You are under domination by the Hellscepter (CL 20), others can detect the moderate enchantment on you; the spell refreshes each dusk (will save DC 30) and at the start of a

new game you are under the domination. As yet you have received no commands. An unarmed attack using the hand wearing the ring is considered an epic, magic, cold iron, lawful and evil weapon for purposes of bypassing DR.

- Oil of *undead bane weapon* [CL 9] (Adventure, Libris Mortis)<sup>AN</sup>

## Item Access

APL 2:

- Field provisions box (*Adventure*; Miniatures Handbook)
- Magic sleeping bag (*Adventure*; Miniatures Handbook)
- *Arcane scroll of benign transposition* [CL 1] (*Adventure*; SPC)
- Cord of Favor [Limit 1] (Regional; Magic Item Compendium)<sup>CT</sup>
- Dragon Mask [Limit 1] (Regional; Magic Item Compendium)
- Crystal of Alacrity [Limit 1] (Regional, Magic Item Compendium)<sup>CT</sup>
- Oil of *enlarge weapon* [CL 3] (Adventure, Complete Scoundrel)<sup>AN</sup>

APL 4 (All of APL 2 plus)

- *Horn of volume* (*Adventure*; MH)
- Wand of *healer's vision* [Limit 1] (Adventure, Complete Scoundrel)<sup>AN</sup>

APL 6: (All of APL 2 and 4 plus)

- *Arcane scroll of sonic weapon* [CL 3] (*Adventure*; SPC)
- *Divine scroll of spark of life* [CL 5] (*Adventure*; SPC)
- *Lesser metamagic rod of extend* [Limit 1] (*Adventure*; Dungeon Master's Guide)
- Potion of *disobedience* [CL 5] (Adventure, Complete Scoundrel)<sup>AN</sup>

APL 8: (All of APL 2, 4, 6 plus)

- *Blast Globe* (Limit 1) (*Adventure*; Magic Item Compendium)
- *Divine scroll of shadowblast* [CL 7] (*Adventure*; Spell Compendium)
- *Arcane scroll of mass snake's swiftness* [CL 5] (*Adventure*; Spell Compendium)
- Wand of *false life* [CL 3] (Adventure; Dungeon Master's Guide)

## APPENDIX 1 – APL 2

### ENCOUNTER 1:

#### JOFFER WILLS

CR 4

Male Fiendish Human warrior 4  
NE Medium humanoid (extraplanar)  
**Init** +5; **Senses** Listen +0, Spot +0

**Aura** Moderate Evil

**Languages** Common

**AC** 13, touch 11, flat-footed 12  
(+1 Dex, +2 armor)

**hp** 30 (4 HD); **DR** 5/magic

**Resist** cold 5, fire 5; **SR** 9

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

**Speed** 30 ft. (6 squares),

**Melee** MW battleaxe +8 (1d8+4) plus Power Attack

**Ranged** dagger +5 (1d4+3)

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

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

**Atk Options**

**Special Actions**

**Combat Gear** MW Battleaxe, dagger, leather armor

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

**SQ** Darkvision 60 ft., Smite good

**Feats** Cleave, Improved Initiative, Power Attack

**Skills** Handle Animal+9, Profession (farmer) +4

**Possessions** combat gear plus Cursed Pendant

**Smite Good (SU)**, Once per day the creature can make a normal melee attack to deal +4 extra damage to a good foe.

**Description** A well built man of oeridean decent; he is currently covered in gore. He wields his axe in both hands and screams blasphemous obscenities as he hacks ferociously at anyone nearby. There is not a hint of sanity about him.

Note: -1 EL for substandard equipment, +1 EL for elite array.

### ENCOUNTER 9

#### SKEROLOTH

CR 3

NE Small Outsider (Evil, Extraplanar, yugoloth)

**Init** +7; **Senses** Darkvision 60 ft., Listen +6, Spot +6

**Aura** Moderate Evil

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

**AC** 20, touch 14, flat-footed 17  
(+1 size, +3 Dex, +6 natural)

**hp** 27 (4 HD);

**Immune** Acid, Poison

**Resist** Cold 10; Electricity 10; Fire 10

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

**Speed** 40 ft. (8 squares), burrow 20 ft.; climb 20 ft.

**Melee** 4X claw +8 (1d3) plus 1d6 Sneak Attack

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

**Base Atk** +4; **Grp** +0

**Spell-Like Abilities** (CL 4th): DC 10+ spell level

1st— *burning hands* (3/day), *detect good* (at will),  
*expeditious retreat* (3/day), *jump* (at will)

0— *daze* (at will).

‡ Already cast

**Abilities** Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11

**SQ** Cringe, Sneak Attack, Summon yugoloth

**Feats** Improved Initiative, Weapon Finesse

**Skills** Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6.

**Sneak Attack (EX)** +1d6 damage when target is denied Dexterity bonus or is flanked.

**Cringe (SU)** As a standard action, a skeroloth can cower in fear. This is a mind affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack - that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

**Summon Yugoloth (SP)** Once per day a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success.

**Description** A hideous insectoid creature of obviously extraplanar origin.

**Sources** Skeroloth (FF) pg 197

### ENCOUNTER 10 THE OPPOSITION

#### BRANACH

CR

1

Male Suel Barbarian 1

N Medium Humanoid (human)

**Init** +7\*; **Senses** Listen +5, Spot +1

**Languages** Common

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

**hp** 11 (13 with rage) (1 HD)

**Fort** +4, **Ref** +1, **Will** +1 (+3 with rage)

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** MW greataxe+4 (1d12+3/X3)

**Melee** raging MW greataxe+4 (1d12+3/X3)

**Ranged** javelin +2 (1d6+2) [1d6+4 with rage]

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

**Base Atk** +1; **Grp** +3 (+5 with rage)

**Special Actions** Rage

**Combat Gear** MW breastplate, MW greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, 3 javelins, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*

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

**SQ** Rage

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track

**Skills** Knowledge (arcana) +2, Listen +5, Spellcraft +2, Survival +5, Swim +6

**Possessions** MW breastplate, MW greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, 3 javelins, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 35 gp.

**Rage (EX)** 1/day; +4 to Str, +4 to Con, +2 to Will saves, -2 to AC for up to 7 rounds.

**Description** A muscular, heavily tattooed, Suel man; he is heavily armed and armored. He wears the insignia of a corporal in the 15<sup>th</sup> Battle.

Branach is a simple man. His preferred method of attack is to charge the closest enemy, but he is willing to follow the instructions of Jarrik.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

**Sources** magic sleeping bag (MH)

**JARRIK**

**1**

**CR**

Male Suel Marshal 1

NE Medium Humanoid (human)

**Init** +3\*; **Senses** Darkvision; Listen +0, Spot +0

**Aura** Faint evil

**Languages** Common, Flan, Giant, Oeridian

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

**hp** 7 (1 HD)

**Resist** cold 5; fire 5

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

**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.

**Melee** greatsword +0 (2d6/19-20)

**Ranged** MW longbow +2 (1d8/X3); Point Blank Shot

**Ranged** thrown alchemicals +1 (varies); Point Blank Shot

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

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

**Special Actions** Marshal auras

**Combat Gear** breastplate, MW longbow, 20 arrows, greatsword, dagger, 3 tanglefoot bags, 4

thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves.

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

**SQ** Motivate Dexterity

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency,

**Skills** Diplomacy +10, Gather Information +7, Intimidate +7, Knowledge (history) +7, Knowledge (local) +7, Sense Motive +4.

**Possessions** breastplate, MW longbow, 20 arrows, greatsword, dagger, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, 5 tindertwigs, oil of *magic weapon*, potion of *cure light wounds* cursed gloves, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, field provisions box, heavy horse, saddle, saddlebags, bit & bridle, cursed hat, cursed brooch, 72 gp.

**Auras (EX)** May project one minor and one major aura at a time. All bonuses are circumstance bonuses that do not stack. Activating an aura is a swift action. Auras affect all allies within 60 ft. who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard by his allies.

**Motivated Dexterity (EX)** +2 bonus on Dexterity checks, Dexterity based skill checks, and Initiative checks.

**Description** A smallish Suel man with white hair and a large nose. He wears the insignia of a sergeant of the 15<sup>th</sup> Battle and is armored in a breast plate adorned with the fist and lightning bolt of Heironeous, and armed with a greatsword and longbow. It is obvious that he is in command of this group.

Jarrik is a competent leader and skilled tactician. He adapts the tactics of the team to what is appropriate for the situation. He has been corrupted by the cursed glove that he wears, and now relishes carnage. He will gladly sacrifice any of his troops to save his own life.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

Jarrik is under stage 3 of the curse. That is where his darkvision and resistances come from.

**Sources** Marshal (MH), field provisions box (MH), magic sleeping bag (MH)

**MIRREN**

**CR 1**



Female Suel Sorcerer 1  
 CN Medium Humanoid (human)  
**Init** +3\*; **Senses** Darkvision, Listen +3, Spot +3  
**Aura** Faint evil  
**Languages** Common, Infernal

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**AC** 11, touch 11, flat-footed 10  
 (+1 Dex)  
**hp** 5 (1 HD)  
**Fort** +5 (+2 against poison), **Ref** +2, **Will** +3; (+2 against fire)

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**Speed** 30 ft.  
**Melee** spiked gauntlet -1 (1d4-1)  
**Ranged** MW light crossbow +2 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +0; **Grp** -1  
**Special Actions** Infernal Sorcerer howl  
**Combat Gear** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 2 alchemist fire, potion of *cure light wounds*, 3 scrolls of *magic missile*, scroll of *magic weapon*, scroll of *benign transposition*, cursed belt.  
**Sorcerer Spells Known** (CL 1st): DC 12+ spell level  
 1st (4/day)— *enlarge person*, *mage armor*  
 0 (5/day)— *daze*, *detect magic*, *light*, *prestidigitation*  
 ‡ Already cast

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**Abilities** Str 8, Dex 12, Con 14, Int 13, Wis 10, Cha 15  
**SQ** Infernal Sorcerer Howl, Rat familiar  
**Feats** Alertness, Infernal Sorcerer Heritage, Infernal Sorcerer Howl, Simple Weapon Proficiency  
**Skills** Concentration +7, Knowledge (arcana) +6, Spellcraft +6, Tumble +6\*,  
**Possessions** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 5 tindertwigs, 2 alchemist fire, potion of *cure light wounds*, 3 scrolls of *magic missile*, scroll of *magic weapon*, scroll of *benign transposition*, cursed belt, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, light horse, saddle, saddlebags, bit & bridle, 42 gp.

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**Infernal Sorcerer Howl (Su)** By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fort save (DC 10+ level of the spell slot expended + your Cha modifier) for half damage.  
**Rat Familiar (EX)** +2 to Fortitude saves.

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**LADY**  
 Female rat  
 N Tiny magical beast  
**Init** N/A; **Senses** Lowlight Vision, Scent, Listen +1, Spot +1  
**Languages**

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**AC** 15, touch 14, flat-footed 13  
 (+2 size, +2 Dex, +1 natural)  
**hp** 2 (1 HD)

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

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**Speed** 15 ft. in (3 squares), base movement 15 ft., climb 15 ft.; swim 15 ft.  
**Melee** bite +4 (1d3-4)  
**Space** 2 1/2 ft.; **Reach** 0 ft.  
**Base Atk** +0; **Grp** -12  
**Atk Options**

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**Abilities** Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2  
**SQ** Improved Evasion, Share Spells, Empathic Link.  
**Feats** Weapon Finesse  
**Skills** Balance +12\*, Climb +14\*, Concentration +4, Hide +16\*, Knowledge (Arcana) +2, Move Silently +12\*, Spellcraft +2, Swim +12\*, tumble +6\*.

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**Empathic Link (SU)** The master has an empathic link with his familiar out to a distance of 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, or curiosity) can be communicated. Note that the low Intelligence of a low level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstanding are always possible.  
 Because of the empathic link, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into it as if he has seen it too.  
**Improved Evasion (EX)** No damage on successful reflex save, and half damage on a failed save.  
**Share Spells (EX)** Any spell that the wizard casts on himself may also affect the familiar. Animal companion must be within 5 ft., and effect ends if the familiar is ever more than 5 ft. from the master. The master may also cast spells with a target of 'you' on the familiar. A master and his familiar may share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

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**Description** A strikingly attractive woman; she is garbed in robes marked with arcane runes. She wears the insignia of a combat specialist of the 15<sup>th</sup> Battle. While she carries a spiked gauntlet and crossbow it is obvious that physical weapons are not the real threat from her.

Due to her infernal heritage she succumbed to the curse quite rapidly. She now delights in the pain of others. She is primarily a support caster, for offense she relies on the Infernal Sorcerer Howl.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

Mirren is under stage 2 of the curse. That is where her darkvision comes from.

**Sources** *benign transposition* (SPC), Infernal Sorcerer Heritage (PHB2), Infernal Sorcerer Howl (PHB2), magic sleeping bag (MH)

**SKOTH****CR 1**

Male Human Cleric 1

N Medium Humanoid (human)

**Init** +3\*; **Senses** Darkvision, Listen +3, Spot +3**Aura** Faint evil**Languages** Common**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

**hp** 7 (1 HD)**Fort** +4, **Ref** +2, **Will** +5**Weakness****Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** +1 silver greatsword +4 (2d6+3) plus Power Attack**Ranged** light crossbow +1 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +2**Special Actions** Rebuke undead, spontaneous inflict**Combat Gear** breastplate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds***Cleric Spells Prepared** (CL 1st):1st— *cause fear*, *cure light wounds*. **D**: *Longstrider*0— *cure minor wounds*, *guidance*, *light***D**: Domain spell. Deity: Kelanen. Domains: Travel, War**Abilities** Str 14, Dex 12 Con 13 Int 10, Wis 15, Cha 8**SQ** Rebuke undead, Travel Domain**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Cleave, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greatsword)**Skills** Concentration +6, Knowledge (planes) +5, Sense Motive +5**Possessions** breastplate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 92 gp.**Rebuke Undead (SU)** 2X/day -1 to check. +0 turn damage**Travel Domain (SU)** For 1 round per day, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to 1 round)**Description** A large man of mixed heritage wields a greatsword and bears the sign of Kelanen. He bears the insignia of a combat specialist of the 15<sup>th</sup> Battle. His sword appears to be made of silver and has a strange owl motif.

He is a mercenary, and his true loyalty is to his art; swordsmanship. He prefers engaging in melee to healing his allies but will heal them if necessary, and certainly to prevent them from dying.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

Skoth is under stage 2 of the curse. That is where his darkvision comes from.

**Sources** magic sleeping bag (MH)

## APPENDIX 2 – APL 4

### ENCOUNTER 1:

#### JOFFER WILLS

CR 6

Male Fiendish Human warrior 6  
NE Medium humanoid (extraplanar)  
**Init** +5; **Senses** Listen +0, Spot +0  
**Aura** Strong Evil  
**Languages** Common

**AC** 13, touch 11, flat-footed 12  
(+1 Dex, +2 armor)

**hp** 50 (6 HD); **DR** 5/magic

**Resist** cold 5, fire 5; **SR** 11

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

**Speed** 30 ft. (6 squares),

**Melee** +1 battleaxe +10/+5 (1d8+5) plus Power Attack

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

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

**Base Atk** +6/+1; **Grp** +9

**Atk Options**

**Special Actions**

**Combat Gear** +1 Battleaxe, dagger, leather armor

**Abilities** Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 12  
**SQ** Darkvision 60 ft., Smite good

**Feats** Cleave, Improved Initiative, Improved Toughness,  
Power Attack

**Skills** Handle Animal +11, Profession (farmer) +5

**Possessions** combat gear plus Cursed Pendant

**Smite Good (SU)**, Once per day the creature can make a normal melee attack to deal +6 extra damage to a good foe.

**Description** A well built man of oeridean decent; he is currently covered in gore. He wields his axe in both hands and screams blasphemous obscenities as he hacks ferociously at anyone nearby. There is not a hint of sanity about him.

**Sources** Improved Toughness, CW pg 101

Note: -1 EL for substandard equipment, +1 EL for elite array.

### ENCOUNTER 9

#### CORRUPTOR OF FATE

CR 5

Male Corruptor of Fate  
NE Medium Outsider (evil, extraplanar, yugoloth)  
**Init** +8; **Senses** Darkvision, Listen +10, Spot +10  
**Aura** strong evil  
**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

**AC** 18, touch 14, flat-footed 14; Dodge  
(+4 Dex, +4 armor)

**hp** 58 (7 HD); regeneration/fast healing; DR

**Immune** acid, energy drain, necromantic effects,  
negative energy effects, poison

**Resist** cold 10, electricity 10, fire 10; **SR** 14

**Fort** +8, **Ref** +9, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** MW short sword +12/+7 (1d6+2/19-20 plus  
bestow curse)

**Ranged** composite shortbow +11/+6 (1d6/X3)

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

**Base Atk** +7; **Grp** +9

**Atk Options** aligned strike (evil), bestow curse

**Special Actions** corrupting gaze

**Combat Gear** +1 studded leather armor, MW short  
sword, composite shortbow, 20 arrows

**Abilities** Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10  
**SQ** unluck

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Balance +6, Disguise +10, Escape Artist +14,  
Hide +14, Jump +4, Listen +10, Move Silently +14,  
Sleight of hand +14, Spot +10, Tumble +14, Use  
Rope +4 (+6 involving bindings)

**Possessions** +1 studded leather armor, MW short  
sword, composite shortbow, 20 arrows

**Bestow Curse (SU)** As the *bestow curse* spell; at will;  
Will DC 16; caster level 7<sup>th</sup>

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice on each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is Constitution based.

**Corrupting Gaze (SU)** A corruptor of fate can blast its enemies with a glance, at a range of 30 ft. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a -1 penalty to all attack rolls, skill checks, and saving throws for 1 minute. The save DC is Charisma based.

**Unluck (SU)** Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind affecting necromantic effect.

**Description** A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and a shorbow. As it attacks, a smell of brimstone emanates from its body and the faint sound of rolling dice can be heard.

**Sources** MM 4 pg 190

### ENCOUNTER 10 THE OPPOSITION

#### BRANACH

CR 3

Male Suel Barbarian 3  
N Medium Humanoid (human)  
**Init** +7\*; **Senses** Listen +7, Spot +1  
**Languages** Common

**AC** 16, touch 11, flat-footed 15; rage

(+1 Dex, +5 armor)  
**hp** 32 (38 with rage) (3 HD) ; DR 1/-\*\*  
**Fort +5, Ref +2, Will +2** (+4 with rage)

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**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.  
**Melee** +1 greataxe+6 (1d12+4/X3) plus Power Attack  
**Melee** raging +1 greataxe+8 (1d12+7/X3) plus Power Attack  
**Ranged** javelin +4 (1d6+2) [1d6+4 with rage]  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5 (+7 with rage)  
**Special Actions** Rage  
**Combat Gear** MW breastplate, +1 greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, 3 javelins, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*

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**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8  
**SQ** Rage, Uncanny Dodge  
**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track  
**Skills** Knowledge (arcana) +3, Listen +7, Spellcraft +3, Survival +7, Swim +8  
**Possessions** MW breastplate, +1 greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, 3 javelins, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 45 gp.

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**Rage (EX)** 1/day; +4 to Str, +4 to Con, +2 to Will saves, -2 to AC for up to 7 rounds.  
**Uncanny Dodge (EX)** He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if he is immobilized.

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**Description** A muscular, heavily tattooed, Suel man; he is heavily armed and armored. He wears the insignia of a corporal in the 15<sup>th</sup> Battle.  
 Branach is a simple man. His preferred method of attack is to charge the closest enemy, but he is willing to follow the instructions of Jarrik.

\* Includes +2 from Jarrik's Motivate Dexterity aura.  
 \*\* From Jarrik's Hardy Soldiers aura.

**Sources** magic sleeping bag (MH)

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**JARRIK** **CR 3**  
 Male Suel Marshal 2/Bard 1  
 NE Medium Humanoid (human)  
**Init** +7\*; **Senses** Darkvision; Listen +0, Spot +0  
**Aura** Moderate evil  
**Languages** Common, Flan, Giant, Oeridian

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**AC** 19, touch 11, flat-footed 18  
 (+1 Dex, +8 armor)  
**hp** 19 (3 HD) ; DR 1/-\*\*  
**Resist** cold 5; fire 5

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

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**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.  
**Melee** greatsword +1 (2d6/19-20)  
**Ranged** MW longbow +1 (1d8/X3); Point Blank Shot  
**Ranged** thrown alchemicals +2 (varies); Point Blank Shot  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +1  
**Special Actions** Bardic Music, Marshal auras  
**Combat Gear** breastplate, MW longbow, 20 arrows, greatsword, dagger, horn of volume, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, spell component pouch, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves.  
**Bard Spells Known** (CL 1st): DC 12+ spell level  
 0 (2/day)— *flare*, *light*, *message*, *prestidigitation*  
 † Already cast

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**Abilities** Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 15  
**SQ** Bardic Knowledge, Bardic Music, Hardy Troops, Motivate Dexterity, Arcane Spell Failure 35%  
**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency,  
**Skills** Bluff +4, Diplomacy +14, Gather Information +9, Intimidate +9, Knowledge (history) +9, Knowledge (local) +9, Perform (oratory) +6, Sense Motive +6.  
**Possessions** MW full plate, MW longbow, 20 arrows, greatsword, dagger, horn of volume, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, 5 tindertwigs, spell component pouch, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, field provisions box, heavy horse, saddle, saddlebags, bit & bridle, cursed hat, cursed brooch 82 gp.

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**Auras (EX)** May project one minor and one major aura at a time. All bonuses are circumstance bonuses that do not stack. Activating an aura is a swift action. Auras affect all allies within 60 ft. who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard by his allies.  
**Motivated Dexterity (EX)** +2 bonus on Dexterity checks, Dexterity based skill checks, and Initiative checks. (Minor aura)  
**Hardy Soldiers (EX)** DR 1/- (Major aura)  
**Bardic Knowledge (EX)** He may make a special bardic knowledge check (+5) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.  
**Bardic Music (SU)** 1/day he may *Countersong*, *Fascinate*, or *Inspire Courage*. See PHB pg 29

**Description** A smallish Suel man with white hair and a large nose. He wears the insignia of a sergeant of the 15<sup>th</sup> Battle and is armored in full plate adorned with the fist and lightning bolt of Heironeous, and armed with a greatsword and longbow. It is obvious that he is in command of this group.

Jarrik is a competent leader and skilled tactician. He adapts the tactics of the team to what is appropriate for the situation. He has been corrupted by the cursed glove that he wears, and now relishes carnage. He will gladly sacrifice any of his troops to save his own life.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Jarrik is under stage 3 of the curse. That is where his darkvision and resistances come from.

**Sources** Marshal (MH), field provisions box (MH), horn of volume (MH), magic sleeping bag (MH)

#### MIRREN

CR 3

Female Suel Sorcerer 3

CN Medium Humanoid (human)

**Init** +3\*; **Senses** Darkvision, Listen +3, Spot +3

**Aura** Faint evil

**Languages** Common, Infernal

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)- *mage armor*

**hp** 15 (3 HD) ; DR 1/-\*\*

**Fort** +6 (+2 against poison), **Ref** +3, **Will** +4; (+2 against fire)

**Speed** 30 ft.

**Melee** spiked gauntlet +0 (1d4-1)

**Ranged** MW light crossbow +3 (1d8/19-20)

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

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

**Special Actions** Infernal Sorcerer howl

**Combat Gear** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 2 alchemist fire, potion of *cure light wounds*, 3 scrolls of *magic missile*, scroll of *magic weapon*, scroll of *benign transposition*, cursed belt.

**Sorcerer Spells Known** (CL 3rd): DC 12+ spell level

1st (4/day)— *enlarge person*, *mage armor*

0 (6/day)— *daze*, *detect magic*, *light*, *prestidigitation*, *read magic*

† Already cast

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

**SQ** Infernal Sorcerer Howl, Rat familiar

**Feats** Alertness, Eschew Materials, Infernal Sorcerer Heritage, Infernal Sorcerer Howl, Simple Weapon Proficiency

**Skills** Concentration +9, Knowledge (arcana) +8, Spellcraft +10, Tumble +7\*,

**Possessions** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 5 tindertwigs, 2 alchemist fire, potion of *cure light wounds*, 3 scrolls of *magic missile*, scroll of

*magic weapon*, scroll of *benign transposition*, cursed belt, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, light horse, saddle, saddlebags, bit & bridle, 52 gp.

**Infernal Sorcerer Howl (Su)** By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fort save (DC 10+ level of the spell slot expended + your Cha modifier) for half damage.

**Rat Familiar (EX)** +2 to Fortitude saves.

**LADY**

Female rat

N Tiny magical beast

**Init** N/A; **Senses** Lowlight Vision, Scent, Listen +1, Spot +1

**Languages**

**AC** 20, touch 14, flat-footed 18

(+2 size, +4 armor, +2 Dex, +2 natural)- shared *mage armor*

**hp** 7 (3 HD) ; DR 1/-\*\*

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

**Speed** 15 ft. in (3 squares), base movement 15 ft., climb 15 ft.; swim 15 ft.

**Melee** bite +5 (1d3-4)

**Space** 2 1/2 ft.; **Reach** 0 ft.

**Base Atk** +1; **Grp** -11

**Atk Options**

**Abilities** Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2

**SQ** Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells.

**Feats** Weapon Finesse

**Skills** Balance +12\*, Climb +14\*, Concentration +6, Hide +16\*, Knowledge (Arcana) +4, Move Silently +12\*, Spellcraft +6, Swim +12\*, tumble +7\*.

**Empathic Link (SU)** The master has an empathic link with his familiar out to a distance of 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, or curiosity) can be communicated. Note that the low Intelligence of a low level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstanding are always possible.

Because of the empathic link, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into it as if he has seen it too.

**Improved Evasion (EX)** No damage on successful reflex save, and half damage on a failed save.

**Share Spells (EX)** Any spell that the wizard casts on himself may also affect the familiar. Animal companion must be within 5 ft., and effect ends if the familiar is ever more than 5 ft. from the master. The master may also cast spells with a target of 'you' on the familiar. A master and his familiar may share

spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

**Deliver Touch Spells (SU)** If the master and familiar are in contact at the time the master casts a touch spell, he can designate his familiar as he "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Description** A strikingly attractive woman; she is garbed in robes marked with arcane runes. She wears the insignia of a combat specialist of the 15<sup>th</sup> Battle. While she carries a spiked gauntlet and crossbow it is obvious that physical weapons are not the real threat from her.

Due to her infernal heritage she succumbed to the curse quite rapidly. She now delights in the pain of others. She is primarily a support caster, for offense she relies on the Infernal Sorcerer Howl.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Mirren is under stage 2 of the curse. That is where her darkvision comes from.

**Sources** *benign transposition* (SPC), Infernal Sorcerer Heritage (PHB2), Infernal Sorcerer Howl (PHB2), magic sleeping bag (MH)

#### SKOTH

CR 3

Male Human Cleric 3

N Medium Humanoid (human)

**Init** +3\*; **Senses** Darkvision, Listen +3, Spot +3

**Aura** Faint evil

**Languages** Common

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

**hp** 21 (3 HD) ; **DR** 1/-\*\*

**Fort** +5, **Ref** +3, **Will** +6

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** +1 silver greatsword +6 (2d6+3) plus Power Attack

**Ranged** light crossbow +3 (1d8/19-20)

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

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

**Special Actions** Rebuke undead, spontaneous inflict

**Combat Gear** MW full plate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*

**Cleric Spells Prepared** (CL 3rd): DC 12+ spell level

2nd— *cure moderate wounds*, *death knell*. **D:** *spiritual weapon*

1st— *cause fear*, *cure light wounds* *protection from good*. **D:** *longstrider*

0— *cure minor wounds*, *guidance*, *guidance*, *light*

**D:** Domain spell. Deity: Kelanen. Domains: Travel, War

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

**SQ** Rebuke undead, Travel Domain

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Cleave, Quickdraw, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greatsword)

**Skills** Concentration +8, Knowledge (planes) +7, Sense Motive +6

**Possessions** MW full plate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 102 gp.

**Rebuke Undead (SU)** 2X/day -1 to check. +2 turn damage

**Travel Domain (SU)** For 3 rounds per day, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to 3 rounds)

**Description** A large man of mixed heritage wields a greatsword and bears the sign of Kelanen. He bears the insignia of a combat specialist of the 15<sup>th</sup> Battle.

His sword appears to be made of silver and has a strange owl motif.

He is a mercenary, and his true loyalty is to his art; swordsmanship. He prefers engaging in melee to healing his allies but will heal them if necessary, and certainly to prevent them from dying.

\* Includes +2 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

**Sources** magic sleeping bag (MH)

Skoth is under stage 2 of the curse. That is where his darkvision comes from.

Note- Skoth has the Quickdraw feat. He uses this to take one hand off of his sword as a free action in order to cast spells, and then grab the sword again with two hands as a free action.

## APPENDIX 3 – APL 6

### ENCOUNTER 1:

#### JOFFER WILLS

CR 8

Male Fiendish Human warrior 8  
NE Medium humanoid (extraplanar)  
**Init** +6; **Senses** Listen +0, Spot +0

**Aura** Strong Evil

**Languages** Common

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

**hp** 66 (8 HD); **DR** 5/magic

**Resist** cold 10, fire 10; **SR** 13

**Fort** +10, **Ref** +6, **Will** +4

**Speed** 30 ft. (6 squares),

**Melee** +1 battleaxe +12/+7 (1d8+5) plus Power Attack

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

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

**Base Atk** +8/+3; **Grp** +11

**Atk Options**

**Special Actions**

**Combat Gear** +1 Battleaxe, dagger, leather armor, +1 vest of resistance

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

**SQ** Darkvision 60 ft., Smite good

**Feats** Cleave, Improved Initiative, Improved Toughness, Power Attack

**Skills** Handle Animal+13, Profession (farmer) +6

**Possessions** combat gear plus Cursed Pendant

**Smite Good (SU)**, Once per day the creature can make a normal melee attack to deal +8 extra damage to a good foe.

**Description** A well built man of oeridean decent; he is currently covered in gore. He wields his axe in both hands and screams blasphemous obscenities as he hacks ferociously at anyone nearby. There is not a hint of sanity about him.

**Sources** Improved Toughness, CW pg 101

Note: -1 EL for substandard equipment, +1 EL for elite array, and an additional -1 EL for being a strictly one dimensional threat.

### ENCOUNTER 9

#### MEZZOLOTH

CR 6

NE Medium Outsider (evil, extraplanar, yugoloth)  
**Init** +5; **Senses** Darkvision, Listen +13, Spot +13

**Aura** strong evil

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

**AC** 21, touch 11, flat-footed 20  
(+1 Dex, +2 shield, +8 natural)

**hp** 98 (10 HD); **DR** 10/good

**Immune** Acid, Poison

**Resist** cold 10, electricity 10, fire 10; **SR** 22

**Fort** +12, **Ref** +8, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** +1 trident +15/+10 (1d8+4/19-20) plus Power Attack

**Melee** 2X claw +13 (1d4+3)

**Ranged** +t trident +13 (1d8+4/19-20)

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

**Base Atk** +10; **Grp** +13

**Atk Options** aligned strike (evil)

**Combat Gear** +1 trident, heavy steel shield

**Spell-Like Abilities** (CL 10th): DC 12+ spell level

7th (2/day)— *greater teleport* (CL 14th)

3rd (2/day)— *dispel magic*

2nd (at will)— *darkness*, † desecrate, † *see invisible*

1st (at will)— *cause fear*, *produce flame*

† Already cast

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** summon yugoloth

**Feats** Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

**Skills** Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

**Possessions** +1 trident, heavy steel shield

**Summon Yugoloth (SP)** Once per day a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success.

**Description** This insectoid horror stares ahead unblinkingly through glowing red eyes. It hold a trident in its claws.

The mezzoloth can cast *see invisible* at will, and does so. It starts the encounter with 50 minutes remaining duration on its last casting.

**Sources** Mezzoloth, MM 3 pg 201

### ENCOUNTER 10

#### BRANACH

CR 5

Male Suel Barbarian 5

N Medium Humanoid (human)

**Init** +8\*; **Senses** Listen +9, Spot +1

**Languages** Common

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

**hp** 53 (63 with rage) (5 HD) ; **DR** 1/-\*\*

**Fort** +6, **Ref** +2, **Will** +2 (+4 with rage)

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** +1 greataxe+9 (1d12+5/X3) plus Power Attack

**Melee** raging +1 greataxe+11 (1d12+8/X3) plus Power Attack

**Ranged** MW composite longbow (+5) +3 (1d8+3/X3)

**Ranged** raging MW composite longbow (+5) +7 (1d8+5/X3)

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

**Base Atk** +5; **Grp** +8 (+10 with rage)

**Special Actions** Rage

**Combat Gear** MW breastplate, +1 greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, MW composite longbow (+5), 20 arrows, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*

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

**SQ** Rage, Uncanny Dodge, Improved Uncanny Dodge

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track

**Skills** Knowledge (arcana) +4, Listen +9, Spellcraft +4, Survival +9, Swim +10

**Possessions** MW breastplate, +1 greataxe, dagger, silver spiked gauntlet, cold iron spiked gauntlet, MW composite longbow (+5), 20 arrows, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 75 gp.

**Rage (EX)** 2/day; +4 to Str, +4 to Con, +2 to Will saves, -2 to AC for up to 7 rounds.

**Uncanny Dodge (EX)** He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if he is immobilized.

**Improved Uncanny Dodge (EX)** At 5<sup>th</sup> level a barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can to a single attacker. This denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker is at least 9th level.

**Description** A muscular, heavily tattooed, Suel man; he is heavily armed and armored. He wears the insignia of a corporal in the 15<sup>th</sup> Battle.

Branach is a simple man. His preferred method of attack is to charge the closest enemy, but he is willing to follow the instructions of Jarrik.

\* Includes +3 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

**Sources** magic sleeping bag (MH)

#### JARRIK

CR 5

Male Suel Marshal 3/Bard 2

NE Medium Humanoid (human)

**Init** +8\*; **Senses** Darkvision; Listen +0, Spot +0

**Aura** Moderate evil

**Languages** Common, Flan, Giant, Oeridian

**AC** 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

**hp** 37 (5 HD) ; DR 1/-\*\*

**Resist** cold 5; fire 5

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

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** greatsword +4 (2d6/19-20)

**Ranged** MW longbow +5 (1d8/X3); Point Blank Shot

**Ranged** thrown alchemicals +4 (varies); Point Blank Shot

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

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

**Special Actions** Bardic Music, Marshal auras

**Combat Gear** +1 full plate, MW longbow, 20 arrows, greatsword, dagger, horn of volume, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, spell component pouch, +1 vest of resistance, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves.

**Bard Spells Known** (CL 2nd): DC 13+ spell level

1st (1/day)—*feather fall*, *inspirational boost*

0 (3/day)—*flare*, *ghost sound*, *light*, *message*, *prestidigitation*

‡ Already cast

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

**SQ** Bardic Knowledge, Bardic Music, Hardy Troops, Motivate Dexterity, Arcane Spell Failure 35%

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency,

**Skills** Bluff +9, Diplomacy +18, Gather Information +11, Intimidate +12, Knowledge (history) +11, Knowledge (local) +11, Perform (oratory) +7, Sense Motive +8.

**Possessions** +1 full plate, MW longbow, 20 arrows, greatsword, dagger, horn of volume, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, 5 tindertwigs, spell component pouch, +1 vest of resistance, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, field provisions box, heavy horse, saddle, saddlebags, bit & bridle, cursed hat, cursed brooch, 112 gp.

**Auras (EX)** May project one minor and one major aura at a time. All bonuses are circumstance bonuses that do not stack. Activating an aura is a swift action. Auras affect all allies within 60 ft. who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard by his allies.

**Motivate Dexterity (EX)** +2 bonus on Dexterity checks, Dexterity based skill checks, and Initiative checks. (Minor aura)

**Motivate Strength (EX)** +2 bonus on Strength checks, Strength based skill checks. (Minor aura)

**Hardy Soldiers (EX)** DR 1/- (Major aura)

**Bardic Knowledge (EX)** He may make a special bardic knowledge check (+5) to see whether he knows some



relevant information about local notable people, legendary items, or noteworthy places.

**Bardic Music (SU)** 2/day he may *Countersong*, *Fascinate*, or *Inspire Courage*. See PHB pg 29

**Description** A smallish Suel man with white hair and a large nose. He wears the insignia of a sergeant of the 15<sup>th</sup> Battle and is armored in full plate adorned with the fist and lightning bolt of Heironeous, and armed with a greatsword and longbow. It is obvious that he is in command of this group.

Jarrik is a competent leader and skilled tactician. He adapts the tactics of the team to what is appropriate for the situation. He has been corrupted by the cursed glove that he wears, and now relishes carnage. He will gladly sacrifice any of his troops to save his own life.

\* Includes +3 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Jarrik is under stage 3 of the curse. That is where his darkvision and resistances come from.

**Sources** Marshal (MH), field provisions box (MH), horn of volume (MH), *inspirational boost* (SPC), magic sleeping bag (MH)

#### MIRREN

CR 5

Female Suel Sorcerer 5

CN Medium Humanoid (human)

**Init** +4\*; **Senses** Darkvision, Listen +3, Spot +3

**Aura** Faint evil

**Languages** Common, Infernal

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)- *mage armor*

**hp** 23 (5 HD) ; DR 1/-\*\*

**Fort** +6 (+2 against poison), **Ref** +3, **Will** +5; (+2 against fire)

**Speed** 30 ft.

**Melee** spiked gauntlet +1 (1d4-1)

**Ranged** MW light crossbow +4 (1d8/19-20)

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

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

**Special Actions** Infernal Sorcerer howl

**Combat Gear** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 2 alchemist fire, potion of *cure light wounds*, scroll of *magic weapon*, scroll of *benign transposition*, scroll of *sonic weapon*, metamagic rod of extend (lesser), cursed belt.

**Sorcerer Spells Known** (CL 5th): DC 13+ spell level

2nd (x/day)—*burning sword*, *glitterdust*

1st (x/day)—*enlarge person*, *mage armor*, *magic missile*, *obscuring mist*

0 (x/day)—*detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

† Already cast

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

**SQ** Infernal Sorcerer Howl, Rat familiar

**Feats** Alertness, Eschew Materials, Infernal Sorcerer Heritage, Infernal Sorcerer Howl, Simple Weapon Proficiency

**Skills** Concentration +11, Knowledge (arcana) +10, Spellcraft +12, Tumble +9\*,

**Possessions** MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 5 tindertwigs, 2 alchemist fire, potion of *cure light wounds*, scroll of *magic weapon*, scroll of *benign transposition*, scroll of *sonic weapon*, metamagic rod of extend (lesser) cursed belt, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, light horse, saddle, saddlebags, bit & bridle, 82 gp.

**Infernal Sorcerer Howl (Su)** By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fort save (DC 10+ level of the spell slot expended + your Cha modifier) for half damage.

**Rat Familiar (EX)** +2 to Fortitude saves.

**LADY**

Female rat

N Tiny magical beast

**Init** N/A; **Senses** Lowlight Vision, Scent, Listen +1, Spot +1

**Languages**

**AC** 20, touch 14, flat-footed 18

(+2 size, +4 armor, +2 Dex, +2 natural)- shared *mage armor*

**hp** 11 (5 HD) ; DR 1/-\*\*

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

**Speed** 15 ft. in (3 squares), base movement 15 ft., climb 15 ft.; swim 15 ft.

**Melee** bite +6 (1d3-4)

**Space** 2 1/2 ft.; **Reach** 0 ft.

**Base Atk** +1; **Grp** -11

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

**SQ** Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master.

**Feats** Weapon Finesse

**Skills** Balance +13\*, Climb +15\*, Concentration +8, Hide +17\*, Knowledge (Arcana) +7, Move Silently +13\*, Spellcraft +9, Swim +13\*, tumble +9\*.

**Empathic Link (SU)** The master has an empathic link with his familiar out to a distance of 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, or curiosity) can be communicated. Note that the low Intelligence of a low level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstanding are always possible.

Because of the empathic link, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into it as if he has seen it too.

**Improved Evasion (EX)** No damage on successful reflex save, and half damage on a failed save.

**Share Spells (EX)** Any spell that the wizard casts on himself may also affect the familiar. Animal companion must be within 5 ft., and effect ends if the familiar is ever more than 5 ft. from the master. The master may also cast spells with a target of 'you' on the familiar. A master and his familiar may share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

**Deliver Touch Spells (SU)** If the master and familiar are in contact at the time the master casts a touch spell, he can designate his familiar as he "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Description** A strikingly attractive woman; she is garbed in robes marked with arcane runes. She wears the insignia of a combat specialist of the 15<sup>th</sup> Battle. While she carries a spiked gauntlet and crossbow it is obvious that physical weapons are not the real threat from her.

Due to her infernal heritage she succumbed to the curse quite rapidly. She now delights in the pain of others. She is primarily a support caster, for offense she relies on the Infernal Sorcerer Howl.

\* Includes +3 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Mirren is under stage 2 of the curse. That is where her darkvision comes from.

**Sources** *benign transposition* (SPC), *burning sword* (SPC), Infernal Sorcerer Heritage (PHB2), Infernal Sorcerer Howl (PHB2), magic sleeping bag (MH), *sonic weapon* (SPC)

#### SKOTH

CR 5

Male Human Cleric 5

N Medium Humanoid (human)

**Init** +4\*; **Senses** Darkvision, Listen +4, Spot +4

**Aura** Faint evil

**Languages** Common

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 armor)

**hp** 34 (5 HD); **DR** 1/-\*\*

**Fort** +6, **Ref** +3, **Will** +8

**Speed** 30 ft. in full plate (6 squares), base movement 40 ft. with *longstrider*

**Melee** +1 silver greatsword +6 (2d6+3) plus Power Attack

**Ranged** light crossbow +3 (1d8/19-20)

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

**Base Atk** +3; **Grp** +5

**Special Actions** Rebuke undead, spontaneous inflict

**Combat Gear** full plate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*

**Cleric Spells Prepared** (CL 5th): DC 13+ spell level

3rd—*cure serious wounds*, *prayer*. **D:** *fly*

2nd— *bull's strength*, *cure moderate wounds*, *death knell*. **D:** *spiritual weapon*

1st— *divine favor*, *doom*, *protection from good*, *shield of faith*. **D:** *longstrider* †

0— *cure minor wounds*, *guidance*, *guidance*, *light*

**D:** Domain spell. Deity: Kelanen. Domains: Travel, War

† Already cast

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

**SQ** Rebuke undead, Travel Domain

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Cleave, Quickdraw, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greatsword)

**Skills** Concentration +10, Knowledge (planes) +9, Sense Motive +7

**Possessions** full plate, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*, scroll of *spark of life*, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 132 gp.

**Rebuke Undead (SU)** 2X/day -1 to check. +4 turn damage

**Travel Domain (SU)** For 5 rounds per day, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to 5 rounds)

**Description** A large man of mixed heritage wields a greatsword and bears the sign of Kelanen. He bears the insignia of a combat specialist of the 15<sup>th</sup> Battle.

His sword appears to be made of silver and has a strange owl motif.

He is a mercenary, and his true loyalty is to his art; swordsmanship. He prefers engaging in melee to healing his allies but will heal them if necessary, and certainly to prevent them from dying.

\* Includes +3 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Skoth is under stage 2 of the curse. That is where his darkvision comes from.

Note- Skoth has the Quickdraw feat. He uses this to take one hand off of his sword as a free action in order to cast spells, and then grab the sword again with two hands as a free action.

**Sources** magic sleeping bag (MH), *spark of life* (SPC)

## APPENDIX 4 – APL 8

### ENCOUNTER 1:

#### JOFFER WILLS

CR 10

Male Fiendish Human warrior 10  
NE Medium humanoid (extraplanar)  
**Init** +6; **Senses** Listen +0, Spot +0

**Aura** Strong Evil

**Languages** Common

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

**hp** 84 (10 HD); **DR** 5/magic

**Resist** cold 10, fire 10; **SR** 15

**Fort** +11, **Ref** +7, **Will** +5

**Speed** 30 ft. (6 squares),

**Melee** +1 battleaxe +14/+9 (1d8+5) plus Power Attack

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

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

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

**Atk Options**

**Special Actions**

**Combat Gear** +1 Battleaxe, dagger, leather armor, +1 vest of resistance

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

**SQ** Darkvision 60 ft., Smite good

**Feats** Cleave, Improved Initiative, Improved Toughness, Power Attack

**Skills** Handle Animal+15, Profession (farmer) +7

**Possessions** combat gear plus Cursed Pendant

**Smite Good (SU)**, Once per day the creature can make a normal melee attack to deal +10 extra damage to a good foe.

**Description** A well built man of oeridean decent; he is currently covered in gore. He wields his axe in both hands and screams blasphemous obscenities as he hacks ferociously at anyone nearby. There is not a hint of sanity about him.

**Sources** Improved Toughness, CW pg 101

Note: -1 EL for substandard equipment, +1 EL for elite array, and an additional -1 EL for being a strictly one dimensional threat.

### ENCOUNTER 9

#### MEZZOLOTH

CR 6

NE Medium Outsider (evil, extraplanar, yugoloth)

**Init** +5; **Senses** Darkvision, Listen +13, Spot +13

**Aura** strong evil

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

**AC** 21, touch 11, flat-footed 20  
(+1 Dex, +2 shield, +8 natural)

**hp** 98 (10 HD); **DR** 10/good

**Immune** Acid, Poison

**Resist** cold 10, electricity 10, fire 10; **SR** 22

**Fort** +12, **Ref** +8, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** +1 trident +15/+10 (1d8+4/19-20) plus Power Attack

**Melee** 2X claw +13 (1d4+3)

**Ranged** +t trident +13 (1d8+4/19-20)

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

**Base Atk** +10; **Grp** +13

**Atk Options** aligned strike (evil)

**Combat Gear** +1 trident, heavy steel shield

**Spell-Like Abilities** (CL 10th): DC 12+ spell level

7th (2/day)— *greater teleport* (CL 14th)

5th (2/day)— *cloudkill*

3rd (2/day)— *dispel magic*

2nd (at will)— *darkness*, † desecrate, † *see invisible*

1st (at will)— *cause fear*, *produce flame*

† Already cast

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** summon yugoloth

**Feats** Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

**Skills** Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

**Possessions** +1 trident, heavy steel shield

**Summon Yugoloth (SP)** Once per day a skeroth can attempt to summon 1 skeroth with a 40% chance of success.

**Description** This insectoid horror stares ahead unblinkingly through glowing red eyes. It hold a trident in its claws.

The mezzoloth can cast *see invisible* at will, and does so. It starts the encounter with 50 minutes remaining duration on its last casting.

**Sources** Mezzoloth, MM 3 pg 201

### ENCOUNTER 10

#### BRANACH

CR 7

Male Suel Barbarian 5/Occult Slayer 2

N Medium Humanoid (human)

**Init** +9\*; **Senses** Listen +10, Spot +1

**Languages** Common

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

**hp** 68 (78 with rage) (7 HD) ; **DR** 1/-\*\*

**Fort** +6, **Ref** +2, **Will** +5 (+7 with rage); magical defense

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** +1 greataxe+13/+8 (1d12+7/X3) plus Power Attack

**Melee** raging +1 greataxe+15/+7 (1d12+10/X3) plus Power Attack

**Ranged** MW composite longbow (+6) +5/+0 (1d8+4/X3)

**Ranged** raging MW composite longbow (+6) +9/+4 (1d8+6/X3)

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

**Base Atk** +7; **Grp** +11 (+13 with rage)

**Special Actions** Rage

**Combat Gear** MW breastplate, +1 greataxe, gauntlets of ogre power, dagger, silver spiked gauntlet, cold iron spiked gauntlet, MW composite longbow (+6), 20 arrows, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*

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

**SQ** Rage, Uncanny Dodge, Improved Uncanny Dodge, Magical Defense, Weapon Bond, Mind over Magic, Vicious Strike.

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus (greataxe)

**Skills** Knowledge (arcana) +4, Listen +10, Spellcraft +4, Survival +11, Swim +10

**Possessions** MW breastplate, +1 greataxe, gauntlets of ogre power, dagger, silver spiked gauntlet, cold iron spiked gauntlet, MW composite longbow (+6), 20 arrows, 2 tanglefoot bags, 2 alchemist fires, oil of *magic weapon*, potion of *cure light wounds*, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 115 gp.

**Rage (EX)** 2/day; +4 to Str, +4 to Con, +2 to Will saves, -2 to AC for up to 7 rounds.

**Uncanny Dodge (EX)** He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if he is immobilized.

**Improved Uncanny Dodge (EX)** At 5<sup>th</sup> level a barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can to a single attacker. This denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker is at least 9th level.

**Magical Defense (EX)** +1 to all against spells or spell-like abilities.

**Weapon Bond (SU)** An occult slayer must choose a weapon of at least masterwork quality (+1 greataxe) as the focus of her power. Upon making her selection, she immediately forms a bond with her hosen weapon that imbues it with the fore of her hatred of spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage.

**Mind Over Magic (SU)** 1/day. An occult slyer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level 7).

**Vicious Strike (EX)** An occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

**Description** A muscular, heavily tattooed, Suel man; he is heavily armed and armored. He wears the insignia of a corporal in the 15<sup>th</sup> Battle.

Branach is a simple man. His preferred method of attack is to charge the closest enemy, but he is willing to follow the instructions of Jarrik.

\* Includes +4 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

**Sources** magic sleeping bag (MH), Occult Slayer (CW)

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## JARRIK

CR 7

Male Suel Marshal 4/Bard 3

NE Medium Humanoid (human)

**Init** +9\*; **Senses** Darkvision; Listen +0, Spot +0

**Aura** Moderate evil

**Languages** Common, Flan, Giant, Suel

---

**AC** 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

**hp** 48 (7 HD); **DR** 1/-\*\*

**Resist** cold 5; fire 5

**Fort** +8, **Ref** +7, **Will** +8

---

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** MW greatsword +6 (2d6/19-20)

**Ranged** MW longbow +7 (1d8/X3); Point Blank Shot

**Ranged** thrown alchemicals +6 (varies); Point Blank Shot

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

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

**Special Actions** Bardic Music, Marshal auras

**Combat Gear** +1 full plate, +2 cloak of charisma, MW longbow, 20 arrows, MW greatsword, dagger, horn of volume, heward's handy haversack, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, spell component pouch, +1 vest of resistance, oil of *magic weapon*, potion of *cure light wounds*, cursed gloves.

**Bard Spells Known** (CL 3rd): DC 14+ spell level

1st (2/day)—*feather fall*, *grease*, *inspirational boost*

0 (3/day)—*flare*, *ghost sound*, *light*, *message*, *prestidigitation*, *open/close*

‡ Already cast

---

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

**SQ** Bardic Knowledge, Bardic Music, Hardy Troops, Motivate Dexterity, Arcane Spell Failure 35%

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quickdraw, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency,

**Skills** Bluff +10, Diplomacy +22, Gather Information +17, Intimidate +15, Knowledge (history) +16, Knowledge (local) +16, Perform (oratory) +8, Sense Motive +10.

**Possessions** +1 full plate, +2 cloak of charisma, MW longbow, 20 arrows, greatsword, dagger, horn of volume, 3 tanglefoot bags, 4 thunderstones, 3 alchemist fires, 3 acid flasks, 3 smokesticks, 5 tindertwigs, spell component pouch, +1 vest of resistance, oil of *magic weapon*, potion of *cure light wounds* cursed gloves, explorer's outfit, backpack, everburning torch, waterskin, magic sleeping bag, field provisions box (MH), heavy horse, saddle, saddlebags, bit & bridle, cursed hat, cursed brooch, 152 gp.

**Auras (EX)** May project one minor and one major aura at a time. All bonuses are circumstance bonuses that do not stack. Activating an aura is a swift action. Auras affect all allies within 60 ft. who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard by his allies.

**Motivate Dexterity (EX)** +2 bonus on Dexterity checks, Dexterity based skill checks, and Initiative checks. (Minor aura)

**Motivate Strength (EX)** +2 bonus on Strength checks, Strength based skill checks. (Minor aura)

**Hardy Soldiers (EX)** DR 1/- (Major aura)

**Bardic Knowledge (EX)** He may make a special bardic knowledge check (+5) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

**Bardic Music (SU)** 3/day he may *Countersong*, *Fascinate*, or *Inspire Courage*. See PHB pg 29

**Description** A smallish Suel man with white hair and a large nose. He wears the insignia of a sergeant of the 15<sup>th</sup> Battle and is armored in full plate adorned with the fist and lightning bolt of Heironeous, and armed with a greatsword and longbow. It is obvious that he is in command of this group.

Jarrik is a competent leader and skilled tactician. He adapts the tactics of the team to what is appropriate for the situation. He has been corrupted by the cursed glove that he wears, and now relishes carnage. He will gladly sacrifice any of his troops to save his own life.

\* Includes +4 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Jarrik is under stage 3 of the curse. That is where his darkvision and resistances come from.

**Sources** Marshal (MH), field provisions box (MH), horn of volume (MH), *inspirational boost* (SPC), magic sleeping bag (MH)

#### MIRREN

Female Suel Sorcerer 7

CN Medium Humanoid (human)

**Init** +5\*; **Senses** Darkvision, Listen +3, Spot +3

**Aura** Faint evil

#### CR 7

**Languages** Common, Infernal

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)- greater *mage armor*

**hp** 32 (42 including *false life*) (7 HD) ; DR 1/-\*\*

**Fort** +8 (+2 against poison), **Ref** +5, **Will** +7; (+2 against fire)

**Speed** 30 ft.

**Melee** spiked gauntlet +2 (1d4-1)

**Ranged** MW light crossbow +5 (1d8/19-20)

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

**Base Atk** +3; **Grp** +2

**Special Actions** Infernal Sorcerer howl

**Combat Gear** +1 vest of resistance, wand of *false life* (15 charges), MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 2 alchemist fire, potion of *cure light wounds*, scroll of *magic weapon*, scroll of *benign transposition*, scroll of *mass snake's swiftness*, scroll of *sonic weapon*, metamagic rod of extend (lesser), cursed belt.

**Sorcerer Spells Known** (CL 7th): DC 13+ spell level

3rd (4/day)—*displacement*, *mage armor* (greater)

2nd (7/day) — *blur*, *burning sword*, *glitterdust*

1st (7/day)— *benign transposition*, *enlarge person*, *magic missile*, *obscuring mist*, *shield*

0 (6/day)— *detect magic*, *disrupt undead*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

‡ Already cast

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

**SQ** Infernal Sorcerer Howl, Rat familiar

**Feats** Alertness, Arcane Mastery, Eschew Materials, Infernal Sorcerer Heritage, Infernal Sorcerer Howl, Simple Weapon Proficiency

**Skills** Concentration +13, Knowledge (arcana) +12, Spellcraft +14, Tumble +11\*,

**Possessions** +1 vest of resistance, wand of *false life* (15 charges), , heward's handy haversack, MW light crossbow, 20 bolts, spiked gauntlet, spell component pouch, 2 tanglefoot bags, 2 smokesticks, 5 tindertwigs, 2 alchemist fire, potion of *cure light wounds*, scroll of *magic weapon*, scroll of *benign transposition*, scroll of *mass snake's swiftness*, scroll of *sonic weapon*, metamagic rod of extend (lesser) cursed belt, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, light horse, saddle, saddlebags, bit & bridle, 122 gp.

**Infernal Sorcerer Howl (Su)** By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fort save (DC 10+ level of the spell slot expended + your Cha modifier) for half damage.

**Rat Familiar (EX)** +2 to Fortitude saves.

**LADY**

Female rat

N Tiny magical beast

**Init** N/A; **Senses** Lowlight Vision, Scent, Listen +1, Spot +1

**Languages**

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**AC** 24, touch 14, flat-footed 20  
(+2 size, +6 armor, +2 Dex, +4 natural)- shared *greater mage armor*  
**hp** 16 (7 HD) ; DR 1/-\*\*  
**Fort** +2, **Ref** +4, **Will** +6  
**Speed** 15 ft. in (3 squares), base movement 15 ft., climb 15 ft.; swim 15 ft.  
**Melee** bite +7 (1d3-4)  
**Space** 2 1/2 ft.; **Reach** 0 ft.  
**Base Atk** +3; **Grp** -9

---

**Abilities** Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2  
**SQ** Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master, Speak with animals of its own kind.  
**Feats** Weapon Finesse  
**Skills** Balance +14\*, Climb +16\*, Concentration +10, Hide +18\*, Knowledge (Arcana) +9, Move Silently +14\*, Spellcraft +11, Swim +14\*, tumble +11\*.

---

**Empathic Link (SU)** The master has an empathic link with his familiar out to a distance of 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, or curiosity) can be communicated. Note that the low intelligence of a low level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstanding are always possible.

Because of the empathic link, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into it as if he has seen it too.

**Improved Evasion (EX)** No damage on successful reflex save, and half damage on a failed save.

**Share Spells (EX)** Any spell that the wizard casts on himself may also affect the familiar. Animal companion must be within 5 ft., and effect ends if the familiar is ever more than 5 ft. from the master. The master may also cast spells with a target of 'you' on the familiar. A master and his familiar may share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

**Deliver Touch Spells (SU)** If the master and familiar are in contact at the time the master casts a touch spell, he can designate his familiar as he "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Speak with Animals of its Own Kind (EX)** A familiar can communicate with animals of approximately the same type as itself (including dire varieties). Such communication is limited by the intelligence of the conversing creatures.

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**Description** A strikingly attractive woman; she is garbed in robes marked with arcane runes. She wears the insignia of a combat specialist of the 15<sup>th</sup> Battle. While she carries a spiked gauntlet and crossbow it is obvious that physical weapons are not the real threat from her.

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Due to her infernal heritage she succumbed to the curse quite rapidly. She now delights in the pain of others. She is primarily a support caster, for offense she relies on the Infernal Sorcerer Howl.

\* Includes +4 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Mirren is under stage 2 of the curse. That is where her darkvision comes from.

**Sources** *benign transposition* (SPC), *burning sword* (SPC), Infernal Sorcerer Heritage (PHB2), Infernal Sorcerer Howl (PHB2), magic sleeping bag (MH), *sonic weapon* (SPC)

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#### SKOTH

CR 7

Male Human Cleric 7  
N Medium Humanoid (human)  
**Init** +5\*; **Senses** Darkvision, Listen +4, Spot +4  
**Aura** Faint evil  
**Languages** Common

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**AC** 20, touch 11, flat-footed 19  
(+1 Dex, +9 armor)

**hp** 48 (7 HD) ; DR 1/-\*\*

**Fort** +7, **Ref** +4, **Will** +9

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**Speed** 30 ft. in full plate (6 squares), base movement 40 ft. with *longstrider*

**Melee** +1 silver greatsword +9 (2d6+3) plus Power Attack

**Ranged** light crossbow +6 (1d8/19-20)

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

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

**Special Actions** Rebuke undead, spontaneous inflict

**Combat Gear** +1 full plate, +1 vest of resistance, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*, scroll of *cure critical wounds*, potion of *lesser restoration*

**Cleric Spells Prepared** (CL 7th): DC 13+ spell level

4th—*divine power*. **D:** *dimension door*

3rd—*cure serious wounds*, *prayer*. **D:** *fly*

2nd—*aid*, *bull's strength*, *death knell*, *spiritual weapon*. **D:** *spiritual weapon*

1st—*divine favor*, *doom*, *protection from good*, *protection from good*, *shield of faith*. **D:** *longstrider* ‡

0—*cure minor wounds*, *cure minor wounds*, *guidance*, *guidance*, *light*

**D:** Domain spell. Deity: Kelanen. Domains: Travel, War

---

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

**SQ** Rebuke undead, Travel Domain

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Cleave, Divine Armor, Quickdraw, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greatsword)

**Skills** Concentration +12, Knowledge (planes) +11, Sense Motive +10

**Possessions** +1 full plate, +1 vest of resistance, +1 silver cursed greatsword, light crossbow, 20 bolts, dagger, holy symbol, spell component pouch, potion of *cure light wounds*, scroll of *cure critical wounds*, potion of *lesser restoration*, scroll of *shadowblast*, scroll of *spark of life*, traveler's outfit, backpack, everburning torch, waterskin, magic sleeping bag, heavy horse, saddle, saddlebags, bit & bridle, 172 gp.

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**Rebuke Undead (SU)** 2X/day -1 to check. +6 turn damage

**Travel Domain (SU)** For 7 rounds per day, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to 7 rounds)

---

**Description** A large man of mixed heritage wields a greatsword and bears the sign of Kelanen. His sword appears to be made of silver and has a strange owl motif. He bears the insignia of a combat specialist of the 15<sup>th</sup> Battle.

He is a mercenary, and his true loyalty is to his art; swordsmanship. He prefers engaging in melee to healing his allies but will heal them if necessary, and certainly to prevent them from dying.

\* Includes +4 from Jarrik's Motivate Dexterity aura.

\*\* From Jarrik's Hardy Soldiers aura.

Skoth is under stage 2 of the curse. That is where his darkvision comes from.

**Sources** Divine Armor (PHB2), magic sleeping bag (MH), *shadowblast* (SPC), *spark of life* (SPC)

Note- Skoth has the Quickdraw feat. He uses this to take one hand off of his sword as a free action in order to cast spells, and then grab the sword again with two hands as a free action.

**Sources** *spark of life* (SPC)

## APPENDIX 5 – ALL APLS

### ENCOUNTER SIX:

#### NORRI

CR 2

Male Human Expert 2 Warrior 1  
LN Medium Human (Flan)  
**Init** +1; **Senses** Listen +0, Spot +5  
**Languages** Common, Flan

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

**hp** 15 (2d6+1d8+0);

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

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

**Melee** war hammer +3 (1d8+1/x3) or unarmed strike +3 (1d3+1/non-lethal or lethal)

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

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

**Combat Gear** leather apron/armor, war hammer equivalent, dagger

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

**Feats** Skill Focus: Sense Motive, Combat Expertise, Improved Unarmed Strike.

**Skills** Craft (Armorsmith) +6, Craft (Blacksmith) +7, Bluff +3, Craft (Weaponsmith) +6, Spot +5, Sense Motive +8, Ride+3, Appraise +5

**Possessions** combat gear plus blacksmith tools, holy symbol of Zilchus.

#### ASSISTING TOWNSPEOPLE

CR 1

Male Human Expert 1 Warrior 1  
LN Medium Human ()  
**Init** +1; **Senses** Listen +0, Spot +0  
**Languages** Common

**AC** 13, touch 11, flat-footed 12  
(+1 Dex, +2 armor)

**hp** 12 (1d6+1d8+2);

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

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

**Melee** rapier +1 (1d6-1/18-20 x2) or dagger +2 (1d4-1/19-20 x2)

**Ranged** light crossbow +2 (1d8/19-20 x2)

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

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

**Combat Gear** leather armor or equivalent, 50% have rapier, dagger, 50% have light crossbow, 30 bolts,

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

**Feats** Weapon Finesse, Dodge,

**Skills** Profession or Craft () +5, Jump +3, Sense Motive +2, Ride+5, Appraise +2

**Possessions** combat gear plus wooden holy symbol of either 50% Harvest Church or 50% Pholtus

### ENCOUNTER 8

#### KARETHA

CR 2

Female human cleric 2  
LN Medium Humanoid (human)  
**Init** +0; **Senses** Listen +2, Spot +2

**Aura** moderate good

**Languages** Common, Elvish, Flan

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

**hp** 14 (2 HD);

**Fort** +5, **Ref** +1, **Will** +6

**Speed** 30 ft. in leather (6 squares),

**Melee** MW dagger +1 (1d4-1)

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

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

**Atk Options**

**Combat Gear** MW leather armor, MW dagger, silver holy symbol, spell component pouch, +1 vest of resistance, potion of *cure light wounds*

**Cleric Spells Prepared** (CL 2nd): DC 12+ spell level

1st— Cause Fear, Cause Fear, Protection from Chaos. **D:** Command

0— Create Water, Detect Magic, Detect Magic, Light

**D:** Domain spell. Deity: Zilchus. Domains: Mind, Pact

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

**SQ** Mind Domain, Pact Domain, Rebuke Undead, Spontaneous Inflict

**Feats** Skill Focus (Concentration), Spell Focus (Enchantment)

**Skills** Appraise +7, Concentration +9, Diplomacy +9, Knowledge (religion) +7, Sense Motive +8

**Possessions** MW leather armor, MW dagger, silver holy symbol, spell component pouch, potion of *cure light wounds*, vial of ink, scroll case, 6 sheets of paper, ink pen, sealing wax, signet ring, courtier outfit, 50 gp in various jewelry, 30 gp cash, Hell's Fifth Ring.

**Mind Domain (EX)** +2 bonus on Bluff, Diplomacy, and Sense Motive Checks.

**Pact Domain (EX)** Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills.

**Rebuke Undead (SU)** 5X/day +2 to check. +3 turn damage

**Description** An attractive woman of middle height and mixed descent. She has brown hair, brown eyes, and a fair complexion. She is dressed in expensive clothes in the current fashion and exudes an aura of authority.

**Sources:** Mind Domain (SPC), Pact Domain (SPC)



**GENERIC REMOVE CURSE CLERIC CR 5**

Male Human Cleric 5

Pholtus/Merrika LG; Pelor NG; Heironeous LN\*

Medium Humanoid (human)

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

**Aura** Good except for Heironeous clerics

**Languages** Common

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**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

**hp** 34 (5 HD) ;

**Fort** +5, **Ref** +2, **Will** +7

---

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

**Melee** +1 morning star +6 (1D8+4)

**Ranged** touch tanglefoot bag +4

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

**Base Atk** +3; **Grp** +5

**Combat Gear** chainmail, +1 morning star; two tanglefoot bags, holy symbol, spell component pouch,

**Cleric Spells Prepared** (CL 5th): DC 13+ spell level

3rd—*remove curse*, *remove blindness/deadness*. **D:** **already cast**

2nd— *bull's strength*, *lesser restoration*, *remove paralysis*. **D:** **already cast**

1st— *divine favor*, *bless*, *protection from evil*, *shield of faith*. **D:** **already cast** ‡

0— *detect magic*, *guidance*, *guidance*, *light*

---

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

**Feats** Armor Proficiency (Light), Armor Proficiency (Heavy), Armor Proficiency (Medium), Eschew Materials, Quick draw, Skill Focus (Diplomacy), Shield Proficiency, Simple Weapon Proficiency.

**Skills** Concentration +9, Diplomacy +10, Sense Motive +7

**Possessions** combat gear and two extra wooden holy symbols.

---

**Rebuke Undead (SU)** 2X/day -1 to check. +4 turn damage

**Travel Domain (SU)** For 5 rounds per day, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to 5 rounds)

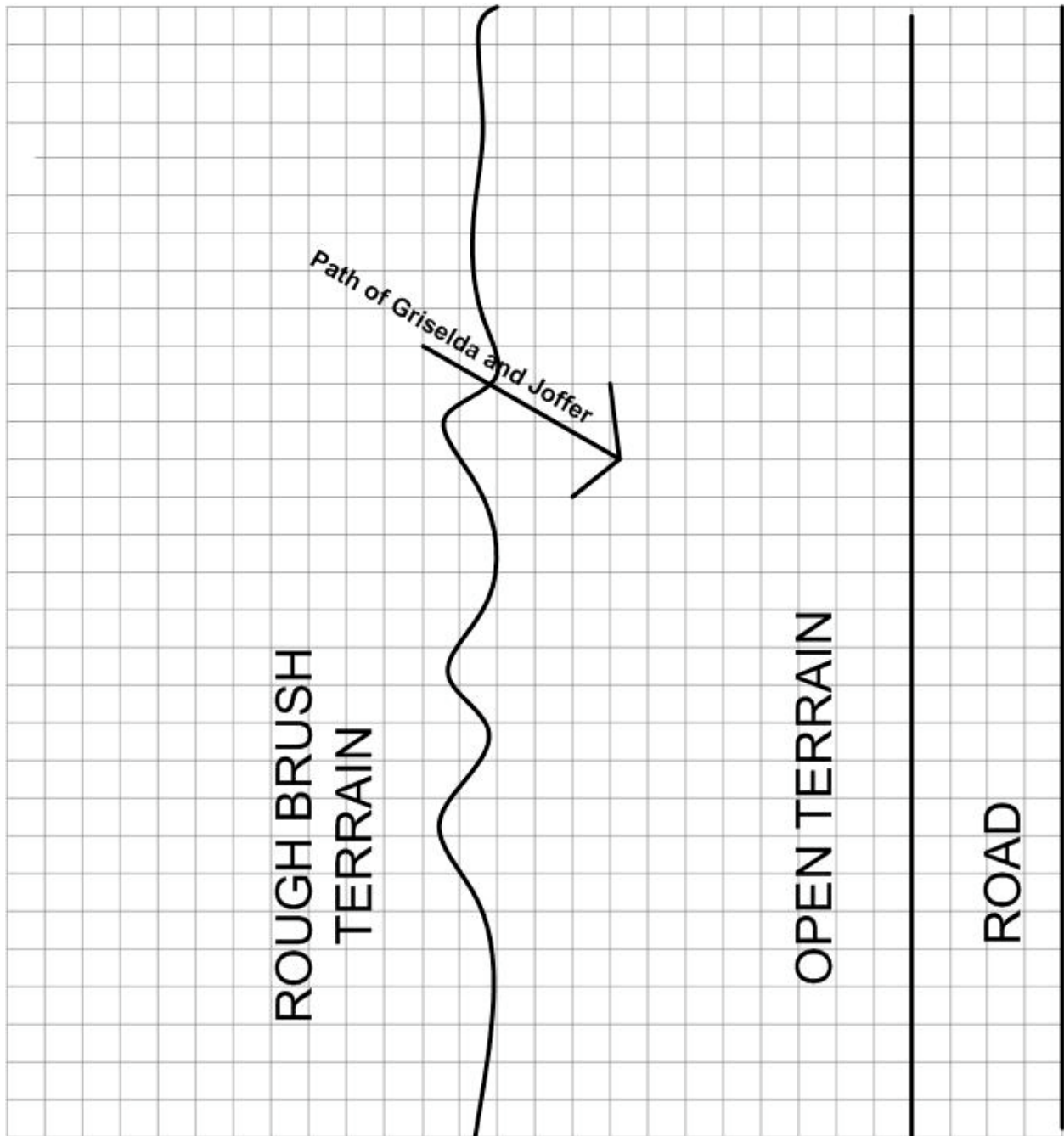
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**Description** A large man of mixed heritage in cassock of his faith. He has a chain shirt underneath it, and comes armored with a morning star.

\* Note, if PCs fight these Heironean Clerics then replace *remove paralysis* and *bless* with *cure* spells. They would convert to *inflict* spells. Should the PCs get a chance to cut them open, they would find similar lead squares and holy symbols.

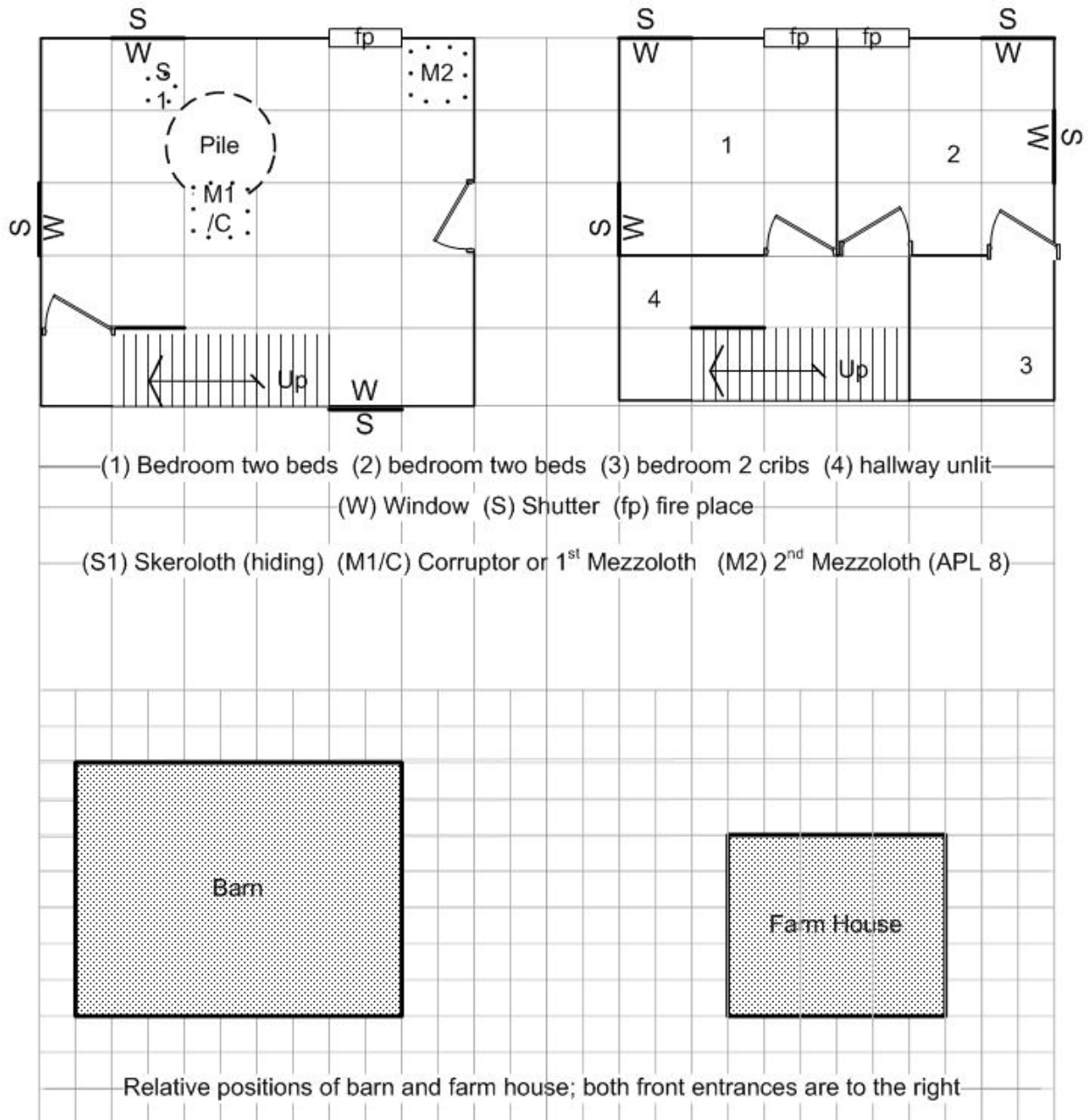
## DM AID: MAP #1 – FIGHT WITH JOFFER

EAST



5 feet per square. Party is approximately at the word ROAD.

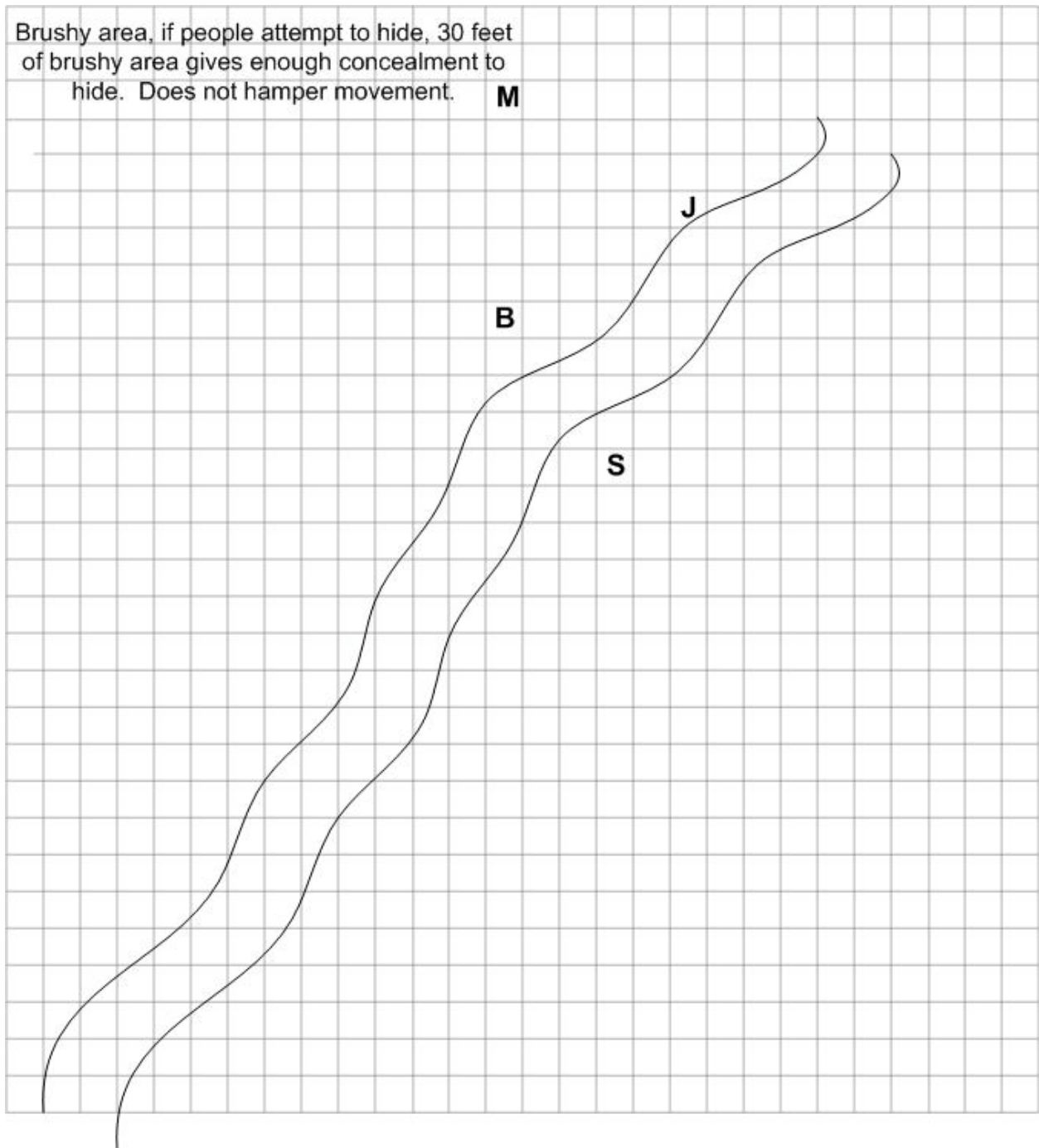
## DM AID: MAP #2 – FARMHOUSE SLAUGHTER



Both the large squares on the top portion and the small squares for the bottom portion represent 5 feet. The farmhouse has three small chimneys; only a small creature could possibly fit and only then with DC 30 Escape Artist check.

## DM AID: MAP #3 – CONFISCATION FIGHT

Brushy area, if people attempt to hide, 30 feet of brushy area gives enough concealment to hide. Does not hamper movement. **M**



## DM AID: CHURCHES OF ORLANE

Orlane has a chapel to all of the Standard Churches in Gran March (Obad-Hai, Zilchus, Saint Cuthbert, Ulaa, Harvest Church) but it also has formal temples, one is very large. This section will describe these briefly and provide information on purchasing spells or items.

**DM Note:** Characters need to have the money available when they purchase the item. Gold value over the cap can only be applied once such value has been obtained by the PCs. Most of the value in this game is in the last encounters. Items bought in game, and used in game, can qualify for use of the gold value over the maximum. For example, if a character buys a cure light wounds potion at game start, they will need to deduct 50 gold from the money they earned in this game, even if by game end there is gold value over the maximum.

The Gran March standard faiths are: Pholtus, Harvest Church, Saint Cuthbert, Heironeous, Phytton, Obad-Hai, Zilchus, Fharlanghn, and Ulaa (also Moradin, Garl Glittergold, Yondala, Corellon Larethian). Where churches have a limitation according to the worship of the character, they just know.

### THE BLINDING SPIRE

The Pholtans have relocated their main Church to Orlane. Before the new construction began, the Orlane Temple of Pholtus was run by a lone druid and her family. The tradition of such druids of Pholtus is continued in the members stationed at the Blinding Spire, which is quite new.

The Blinding Spire is on the north outskirts of town. It consists of six buildings including the large main temple building for services that can hold hundreds of people. The Hands of Light monk organization has its main abbey here (the Hands of Light martial order is at the old Blinding Spire in Shibolet, now called the Spire of the Martyrs). There is a building without walls in a forest that holds a place for Druids and Rangers of Pholtus.

Many open cleric/druid/paladin spell based oils, potions and scrolls in the **DMG** can be purchased here by worshipers of Pholtus (non-worshipers pay 50% more for items). They will only have 1d4 items of these types of 300 gp and less, and 1d4-1 items 301+ gp available for purchase. They also have one divine scroll of *create food and water*, and one divine scroll of *sending* available for purchase.

All Standard Gran March Faith worshipers can purchase NPC spell casting from this church. The spells are limited to open cleric and druid spells in the Player's Handbook that do not cost experience points to cast, that are 5<sup>th</sup> level and less. The cost is equal to the cost of the material component (if any) plus caster level times spell level times 10. Fifth level spells require the expenditure of one applicable influence point (Pholtus, Military, Nobility) in addition to the gold cost. The maximum caster level available for purchasing spells is 9<sup>th</sup> for most people; members of the Church of Pholtus meta-org can get a caster level as high as 13<sup>th</sup>.

### TEMPLE OF MERRIKA

It is a general fact that Harvest Churches are to all of the gods in that organization, not just one. The Church in Orlane is an exception. When it was burned down in 592 when Orlane was badly damaged, it was rebuilt and consecrated as a Merrika only temple again. It is not large, only one Raise Dead spell could be cast per day, but the general spells of Restoration, Lesser Restoration, Remove Curse, Remove Blindness/Deafness, Remove Disease, Greater Magic Weapon (CL 8) and Delay Poison can purchased 1d4 times per day at up to caster level 8. The cost is equal to the cost of the material component (if any) plus caster level times spell level times 10. They do not have any magic items for sale.

## **TEMPLE OF HEIRONEOUS**

This temple is not large, but it still encompasses one medium-sized and a couple smaller buildings. And while it has several transient members of much higher level (i.e. PC members of the meta-org) its permanent staff is not that large. Still all open Player's Handbook clerical spells of 3<sup>rd</sup> level and less that do not cost experience points can be purchased at a price of the material component (if any) plus caster level times spell level times 10, up to 1d4 times per day at a maximum caster level of 8<sup>th</sup>. Worshipers of Heironeous can get up to 4<sup>th</sup> level open Player's Handbook clerical spells at the same rate. They have no potions for sale, but characters could buy the one *cure light wounds* wand (full charged) they have available for sale.

## **TEMPLE OF PELOR**

Non-standard churches are not allowed to have permanent structures in Gran March, and so the Temple of Pelor is a very large tent. From time to time the Baron forces the Pelorites to move their tent to prove it is not a permanent structure. All open Player's Handbook clerical spells of 5th level and less that do not cost experience points can be purchased at a price of the material component (if any) plus caster level times spell level times 10, up to 2d3 times per day at a maximum caster level of 10<sup>th</sup>. Fifth level spells, other than Raise Dead, require the expenditure of one applicable influence point (Military or Nobility) in addition to the gold cost. At this time, all one has to do is have the 5450 gold pieces to get a Raise Dead at the Temple of Pelor in Orlane. The temple also has 4 *cure light wounds* potions, 4 *cure light wounds* scrolls, 1 *make whole* scroll, 1 *water breathing* scroll, and one *repel vermin* scroll for sale.

# DM AID: NEW RULES

## NEW FEATS

### **Arcane Mastery (*Complete Arcane*)**

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

**Prerequisite:** Ability to cast arcane spells or use spell-like abilities (including invocations).

**Benefit:** You can take 10 on caster level checks (as if the caster level check was a skill check). You can use this feat even while under stress.

### **Divine Armor (*Players Handbook 2*)**

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

**Prerequisite:** Divine caster level 5th, ability to turn or rebuke undead.

**Benefit:** As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

### **Improved Toughness (*Complete Warrior*)**

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** 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.

### **Infernal Sorcerer Heritage (*Players Handbook 2*)**

Your innate magic derives from infernal ancestors. Your blood is thick with their power, allowing you to exhibit a variety of abilities.

**Prerequisite:** Sorcerer 1st level.

**Benefit:** You gain a bonus on saves against fire and poison equal to the number of infernal sorcerer heritage feats you possess. When using a conjuration (summoning) spell to summon an evil outsider, you gain a +2 bonus to your caster level.

### **Infernal Sorcerer Howl (*Players Handbook 2*)**

You channel the fury of your infernal ancestors into a thunderous roar that blasts your enemies with sonic power.

**Prerequisite:** Infernal Sorcerer Heritage, sorcerer 1st level.

**Benefit:** By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fort save (DC 10+ level of the spell slot expended + your Cha modifier) for half damage.

## NEW ITEMS

### **Field provision Box (*Miniatures Handbook*)**

When opened, this well crafted wooden box produces enough basic food and water to feed up to fifteen humans or five horses, providing a full day's sustenance. It can be used once per day.

Faint conjuration; CL 5<sup>th</sup>; Craft Wondrous Item; *create food and water*; Price 2,000 gp.

### **Horn of Volume (*Miniatures Handbook*)**

This horn lets the user be heard up to twice as far as she normally would be when speaking, singing, or using an ability that affects creatures that can hear the user.

Faint illusion; CL 3rd; Craft Wondrous Item; *ghost sound*; Price 1,000 gp.

### ***Magic Sleeping Bag (Miniatures Handbook)***

This woolen sleeping bag grants the user a comfortable and peaceful night's sleep. While the user lies within. It provides the benefits of *endure elements*. With a night's rest, the user also recovers 1 hit point per character level (in addition to hit points recovered normally). Getting into or out of a *magic sleeping bag* is a full round action.

Faint conjuration and enchantment; CL 3rd; Craft Wondrous Item; *endure elements*, *cure light wounds*; Price 1,000 gp.

## **NEW SPELLS**

### ***Benign Transposition (Spell Compendium)***

Conjuration (Teleportation)

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

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

**Targets:** Two willing creatures of up to Large size

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.*

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

### ***Burning Sword (Spell Compendium)***

Evocation (Fire)

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

*By chopping your hand like and uttering the last few phrases of the spell, you cause the weapon you've touched to become wreathed in flickering blue flames.*

The flames from this spell shed azure light out to 30 ft. These flames do not harm the weapon or its wielder, but for the duration of the spell, it delivers fire damage in addition to its normal damage.

The enchanted weapon deals an extra 1d6 points of fire damage on a successful hit. Also, on a critical hit the weapon deals additional fire damage based on the weapon's critical multiplier: X2 +1d10; X3 +2d10; X4 +3d10.

### ***Inspirational Boost (Spell Compendium)***

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Brd 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round or special; see text



*You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.*

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

### ***Mage Armor, Greater (Spell Compendium)***

Conjuration (Creation) [Force]

**Level:** Sorcerer/Wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*An invisible sheen of armor shaped force surrounds you.*

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

### ***Shadowblast (Spell Compendium)***

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Cleric 4, druid 4

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20 ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*Light flashes bright and white for an instant in the area of this spell, dispersing portals to the Plane of Shadow and stunning the unnatural creatures that fear the light.*

Natives of the Plane of Shadow caught in a *shadowblast* are stunned for 1d6 rounds if they fail a Fortitude saving throw. Shadow natives that are also undead or vulnerable to light take an additional 2d10 points of damage if they fail a second Fortitude save. Creatures that fail either Fortitude save cannot use spell-like or supernatural abilities to open any portal to the Plane of Shadows for 3d6 minutes.

*Shadowblast* closes all portals, *gates*, and other openings to the Plane of Shadow in its area. Creatures on the other side of a portal are unaffected by *shadowblast*.

*Material Component:* A handful of grave dirt, squeezed tightly and flung.

### ***Snake's Swiftess, Mass (Spell Compendium)***

Transmutation

**Level:** Drd 2, sorc/wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**Target:** Allied creatures in a 20 ft. radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*You hold the snake scales high overhead, and they evaporate in a flash of light. That radiance carries to every ally in your command—and as one, they unleash a volley of attacks.*

The subjects can immediately make one melee or ranged attack. Taking this action doesn't affect the subjects' normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subjects to make more than one additional attack in a round. If the subjects have already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails for that subject.

*Arcane Material Component:* A few scales from a snake

### **Sonic Weapon (Spell Compendium)**

Evocation (Sonic)

**Level:** Bard 2. Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

*Holding the weapon to your mouth, you whisper the spell's arcane words, shrouding the weapon in visible sound like a thin sheen of water.*

While this spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows and slings that are affected by this spell bestow the sonic energy upon their ammunition.

## PLAYER HANDOUT #1: CONSTABLE'S LETTER

This letter is on parchment that has a slight rainbow effect in sunlight, not unlike the material used in military orders. It has two wax seals and an illegible scribble of signature as well as the name spelled out. The seals include the Gran March seal and another coat of arms too tiny to make out.

To whom it may concern:

The following group of people; (names listed here) are assisting me over the next few days in gathering evidence relative to the prosecution of an enemy of Gran March. We are seeking items, possibly with an owl decoration, that are related to this prosecution. In the Orlane area, there may be a pendant, silver dagger, silver broach and black cloak.

Your assistance in this matter would be most appreciated,

Your dedicated servant,

Constable Artor Morgan Haspin

5<sup>th</sup> District Hookhill; Magistrate Aliam Nestor

## PLAYER HANDOUT #2 : JARRIK'S LIST

~~List of items in to find in Barony  
Farvale~~

A silver dagger. Last known owner: Unknown.

~~A silver brooch. Last known owner: Tyllen in~~

~~A black belt with owl: Last known owner Challa.~~

A black cloak with a white owl embroidered on it. Last known owner: Kennet

~~A solver greatsword with owl: last known owner  
Unknown~~

~~A pair of gloves with owl: last known owner  
Unknown~~

Owl may look something like:





# CRITICAL EVENT SUMMARY: GRM7-09 THE LOST AND THE FOUND

For use only conventions in the month of January 2008.

1. Who ended up with Hell's Fifth Ring? Which Church, which organization, which PC, etc.

2. How many cursed items did the PCs recover?

3. Did the PCs discover the hidden Hextor holy symbol?

Yes

No

4. Did Hellbreaker break?

Yes

No

5. Were any PCs murderers of townspeople or clergy?

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):