

KEO5-03

Closure and Disclosure

A One-Round D&D® LIVING GREYHAWK™ Keoland Regional Adventure

Version 2.1

by **Duncan McNeill-Burton**

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In the heart of the Empire, the blighted earth is drenched with Oeridian blood, fueling the inferno of revolt. A woman seeks heroes to help her find out why, before it can bring ruin across the Sheldomar. A Keoland regional adventure for PCs of APLs 6-12 and Part Three of the *Tales of Linth* series (which included KEO3-03 *Will of the People* and KEO4-05 *A Last Dance at Midnight*).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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	

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this 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

This is the Prophecy of Azmarender (who was the philosophical founder of the Knights of the Watch) and it is printed on the AR for KEO3-03 *Will of the People*; PCs that played KEO4-06 *A Last Dance at Midnight* may also have found this prophecy referenced in the module in the Earl's library:

**"In a dark house stained with Oeridian blood,
Two women carry the fate of the valley,
The first by hate, consumed and was consumed
Beneath the fields, from a devil's womb
From within the darkness, it is darker still
She brought the artifact that sealed her doom
A curse was placed upon her house
The next countess will slay the lion
She bring the empire to ruin and flame
Keogh against Suel, peasant against lord
The curse ends only with the house."**

KEO3-03 *Will of the People* saw the Earl of Linth meet with representatives of the Oeridian people in an attempt to reach a compromise and stave off a civil war. The talks were interrupted twice by an insane ex-Knight of the Watch named Milo Astra, who hired assassins to slay the chief Oeridian negotiator, and then, when they failed, attempted to slay Estren the Minstrel himself, speaking the above prophecy as he fought the heroes. Fortunately for the kingdom, the plot was exposed, Estren was saved, the talks continued, and war was briefly averted.

In the fall of 594 CY, desperation drove Earl Lucius of Linth to summon a band of adventurers to the family manor, revealing that his teenaged daughter Hannah was afflicted with a form of madness that left her dancing feverishly each night at midnight. The Earl feared that eventually the ever increasingly vigorous dance would claim her life.

The adventurers discovered a great many things concerning the Linth family, and the dark, disturbing truth behind the Keogh swearing fealty to the Linth. Chief among these was the dementia of a Countess Sera Linth, who brought a powerful artifact into the house and the curse that came with it. The investigative heroes were able to save Hannah from the psychotic spirit of her ancestor, but not before it could slay the Earl and his wife. This left the young and only marginally stable Hannah as the new Countess of Linth.

Just when matters could not grow any worse, the prophecy of the black dragon Aulicus, the Prophet of the Hool (from the *Winter's Turning* interactive) came to a head. Adventurers, reinforcing a strike force of Keoish Royal Standards, ventured deep into the ruins of Steffenmoor to recover the necromantic greatsword

Blackrazor (from the Keoland interactive *Bane of the Black Blade*). Rather than presenting the sword to the king, Holphin Neheli drew it back and cut the king of Keoland down, and was spirited away by an agent of the Silent Tower.

In a fit of rage, Countess Hannah Linth blamed the Keogh people living on her lands for subverting Lord Holphin (she is insane, after all) and ordered Lugh Narthistle to lead the Knights of the Watch on a genocidal rampage against the Oeridian people of Linth. This touched off a civil war that has ripped the kingdom asunder, with the Oeridian nobles under Lord Kharn struggling to keep the peace between the ruling Suloise Houses Rhola and Neheli, and the angry masses of Keoish people.

The war within the kingdom was further intensified at the end of 594CY, when Duke Luschan became engaged to Maressa Linth, the Countess's cousin, and leader of the famous Shadowdark Guild. The Duke committed his own forces to bolster those of his new wife's family against the Keoish rebels.

The forces of House Linth are also aided by forces from the quasi-monastic order known as the Knights of the Watch, led by Watcher Lugh Narthistle, Most Truthful Banshee. For centuries, the Knights of the Watch have been the force behind the lords of Linth, but in recent times, they have grown increasingly brutal, surpassing that seen in what came to be known as "The Night of the Long Lances".

The behavior of the Knights of the Watch, who are normally a benevolent martial order dedicated to the chivalric ideals codified in Ravanoff the Excellent's "The Simple Knight", has gone largely unnoticed by those of the order outside of Keoland, as much of the order is at war in Geoff, Sterich, the Gran March, and Bissel, safeguarding the people of the Sheldomar as they have done for centuries.

Watcher Narthistle and his men's behavior have been so uncharacteristic that he has ordered the paladins and more righteous among the order transferred to Fortress Ravonnar, to get them out of Linth. To appease the Earl's distrust of the Keogh, he has done the same with any Watchers and squires not of Suloise descent. In addition, all members of the more liberal Knights of the Dispatch were also transferred. Most who have been transferred initially believed the relocation was because their abilities are better suited to defending Ravonnar from the incursions of vampiric hags and their minions from the Rushmoors (from the Keoland interactive *Fog of War*).

Suspicion was raised at the end of the summer when Watcher Narthistle made a proclamation that all members of the order, regardless of rank, would be required to obtain his permission to journey within Linth. For further information on the Knights of the Watch, see *DM Aid: Knights of the Watch*.

Note: The subject matter of this adventure is particularly disturbing as it deals with what were once extremely good men doing extremely bad things, and great care should be taken to accommodate the maturity levels of the players present. This is particularly important when the PCs discover the massacres.

ADVENTURE SUMMARY

Word has trickled out of Keoland of the uncharacteristic and at times outright barbaric behavior of the Watchers of Linth, and has reached the ear of Watcher Hugo of Geoff, Grandiose Imperial Wyvern, and head of the Knights of the Watch. A conference of knights came to the conclusion that the behavior was totally unacceptable, and had to be stopped to preserve the integrity of the order. Rather than risk the ire of the Court of the Land of Nirole Dra by going straight to Goarada and cleaning house, the Order petitioned the assembly of Keoland's lords to be allowed to enter Linth to put a stop to the atrocities they had heard of. The Court declined, though permission was granted for small numbers of the Order to enter and investigate, then to report back to the Council concerning the exact nature of the situation.

The Great Beasts (the highest ranking knights, who run the Order) dispatched the daughter of the slain king, Dispatcher Kialla Skotti of House Lizhal, Persistent Sparrow to investigate the happenings in Linth. She has been charged with a letter, summoning Watcher Narthistle to stand before Watcher Hugo to answer for his actions and those of the men under his command, and to report her findings to the Court of the Land in hopes that the governing body of Keoland will sanction the knighthood entering Linth in force to deal with their fallen brethren.

Her instructions also include journeying with a group of respected defenders of Keoland so that all will know that the Knights of the Watch are taking action to deal with their rogue members.

Dispatcher Skotti has heard of the Festival of the Heroes, in the small town of Oakroot, on the edge of the Dreadwood. She believes that such an event should provide the perfect opportunity to locate benevolent and outstanding Keoish subjects to accompany her.

After securing guides and escorts, the party journeys north through the province of Gradsul and the County of Gand before arriving in blighted lands of Linth. In their travels, they come upon the burnt remains of an Oeridian village, its occupants brutally slain. The entire site is filled with evil in the wake of what the Knights have done, and the spirits of the dead Oeridians can find no peace.

Having dealt with the undead, the party continues their journey and come upon a section of the King's Road lined with crucified Keogh people, and their first clues

about what may be wrong with the knights. The bodies have been tortured by having words carved into their flesh in Infernal, and a skilled tracker will find the tracks of devils among the booted footprints of the Knights. They also find a diary that describes the Knights of Linth terrorizing the populace and consorting with what the PCs might be able to identify as devils.

While investigating, a group of Keogh rebels arrive. Seeing the Suel Knight of the Dispatch and the dead Oeridians, they draw their own conclusions and unless the party is able to talk them down, they attempt to slay Dispatcher Skotti and the PCs.

As their journey continues, the party finds an injured child who they escort to a small tavern by the side of the King's Road. There the party may get to see the terror that the mere sight of the Watcher heraldry inspires. This is also when the Malagari investigators catch up with the party. The Knights of the Malagari are interested in what their Watcher cousins are up to, but won't overtly spy on them, so they caught up with Dispatcher Skotti to ask her. She explains what's going on, and asks that they relay her findings to the Malagari not loyal to the Dorlin Neheli. The Malagari confirm that her findings in Linth are not isolated incidents.

Dispatcher Kialla and the PCs proceed to Goarada where she delivers the letter to Watcher Narthistle's aide, Watcher Catearn. Enraged at the news, he knocks Kialla out and orders the PCs slain. Melee ensues between the fallen knights and the PCs, possibly with their erinyes servants joining in.

After being attacked by the evil knights, and fighting their diabolic pets, there should be no doubt in the minds of the PCs that a powerful evil lurks in Goarada, and has consumed the knights who live there. Dispatcher Skotti then insists that they make haste to Nirole Dra to report the diabolism to the Council. Confronted with evidence of devil-worship the Council votes to allow the order to enter Linth in force.

She is aware that removing the Watchers from Linth will break the stalemate of the civil war and most likely spell the end of the House of Linth, but in light of the history of the house, she sees this as a good thing.

PREPARATION FOR PLAY

Check to see if any of the PCs possess any AR items dealing with the Knights of the Watch, or if any of the PCs are themselves members of the Knights of the Watch. You should also make note of which PCs are humans of Suel ancestry (or can pass for same), which are Oeridian, and which are neither (or non-human). Also, check if any of the PCs earned the **Hero of Oakroot** certificate in KEO1-06 *Evil in the Woods*.

Note: The subject matter of this adventure is particularly disturbing as it deals with what were once extremely good men doing extremely bad things, and

great care should be taken to accommodate the maturity levels of the players present. This is particularly important when the PCs discover the massacres.

A NOTE ABOUT PRINCESS KIALLA

It is important to realize that Princess Kialla is not some invulnerable NPC who walks around this adventure with "script immunity." It is a very real possibility (particularly in the final encounter) that she can be maimed or killed. If Kialla should perish or become incapacitated, this section provides some guidelines for same.

As one of the late King's daughters, one who (unlike her sisters) frequently went into dangerous situations, she has some protection on her. A pair of *wish* spells (cast by the Archmage Lashton of Keoland; caster level 21st) protects her as follows:

- If she is slain, the *wish* immediately *teleports* her remains to Nirole Dra.
- Should she suffer long-term incapacitation (in game terms, anything that the PCs are unable to cure that would prevent her from completing the adventure with the PCs), she is likewise immediately *teleported* to Nirole Dra.
- If Kialla is reduced to -9 hit points, she automatically stabilizes. (This effect is independent of the others; if she should subsequently be caught in the blast of a fireball and slain, she would be *teleported* to Nirole Dra).

The real reason for these contingency effects should be obvious – should the Princess be slain or incapacitated, the PCs might wish to abandon their mission (and thus the adventure) to see to her welfare. These magic effects absolve the players from that responsibility.

Lastly, the read-aloud text in the module is written assuming that Kialla is alive and conscious. Be prepared to make *ad hoc* changes to this descriptive text should Kialla no longer be with the PCs.

If you wish, you can allow the PCs to handle Kialla in combat. If you do so, you can distribute *Player Handout #4*, which is a copy of her statistics block from *Appendix 1*.

INTRODUCTION

Check to see if any PCs are members of the Knights of the Watch. If so, they should receive *Player Handout #3*. You should also refer to this handout as the Knights of the Watch have special restrictions and rules of engagement when dealing with their wayward fellows in Linth. A knight who violates such restrictions should be reported to the Point of Contact for the Knights of the Watch in Keoland (lordkhardrus@yahoo.com).

Any PCs bear the certificate **Hero of Oakroot** from KEO1-06 *Evil in the Woods* receive a missive, requesting their presence at a festival in their honor. Give them Player Handout #1.

For those who are not Heroes of Oakroot, read the following:

“Come one, come all, to the first annual Festival of Heroes. Sing, dance, and celebrate the valiant men and women that saved Oakroot.” So read the flyers found tacked to the wall of every inn and tavern in every barony and County bordering the Dreadwood.

Confirm that all the PCs wish to attend the party. For those who do not wish to do so, the adventure is over.

ENCOUNTER 1: BUT I’M A HERO OF OAKROOT ...

The humble logging village of Oakroot has been transformed. Those who have visited before might have trouble recognizing it amidst all the streamers, flowers, freshly painted structures, and the throngs of revelers. Among the crowd are many others of the wandering do-gooder sort, perhaps Heroes of Oakroot themselves, or perhaps just here to enjoy the party. Wine and ale flow like water, the roast pork nearly falls from the bone, and the throng of party-goers dances through the streets.

At this point, have the players describe their PCs to each other, and introduce themselves as needed.

Once the PCs have made their way into town, play up the light-hearted air of the festival. The contrast should make the later portions of the adventure seem all the more horrible.

In addition, any of the PCs who even vaguely resemble adventurers will find that no merchant in town will accept their money, and their food, drink, and lodging are on the house. As a result, PCs pay only half price for Adventurer’s Standard in this adventure, and those who are **Heroes of Oakroot** receive free Adventurer’s Standard upkeep.

In addition, a DC 10 Gather Information check reveals that the Mistress of Ceremonies for the festival is the Princess Dispatcher Kialla Skotti, daughter of the recently slain monarch.

After the PCs have gotten into the spirit of the party, regardless of whether they found out about the princess’s presence, read the following:

The crowd of revelers parts to reveal a woman in her mid-twenties. She is almost six feet tall, with the lean, trim build of a woman who spends a great deal of time outdoors. She stands out dramatically from the drunken Keoish people that fill Oakroot. Her tan coupled with her Suel features lend her skin the

hue of honey and her light brown hair is pulled back into a bun. A thin, platinum circlet rests upon her brow, and the woman measures all of you with cold, hard blue eyes. A breastplate of gleaming mithral peeks from under her black tabard. Emblazoned upon it is a silver owl rampant, symbol of the Knights of the Watch. A pair of empty quivers is slung over her shoulders, along with a large sword sheath. The knight is followed by a serving wench bearing a tray of mugs of ale.

“Greetings, I am Dreadtrapper Dispatcher Kialla Skotti, Persistent Sparrow. If I may join you, I’d like to propose a toast to the saviors of Oakroot.”

If no PCs object, the serving wench passes out the fresh mugs of ale to Kialla and the party before leaving to serve other party-goers.

All APLs

🦋 Princess Dreadtrapper Dispatcher Kialla Skotti, Persistent Sparrow: see Appendix 1.

NOTE: After the Princess has introduced herself, if there are any PC Knights of the Watch present, determine whether they outrank her in the Order. If you are unfamiliar with the ranks of the knighthood, the player of the Watcher PC will be able to tell you after hearing Kialla’s title. In the presence of any who outrank her in the order, Kialla is politely deferential, but does expect a certain degree of respect in return because her father was a King of Keoland.

As ale is distributed, she asks a bit about each of the PCs, including their names and some of their other exploits, sizing up the heroism in their actions and lives. Her aloof demeanor makes it obvious that she is taking measure of the group. Regardless of how they present themselves, she then raises a mug in their honor. A DC 10 Sense Motive check will reveal that she is sincere in her respect for the PCs heroic actions.

Assuming that the PCs present themselves in a reasonably heroic and upstanding light, she continues, though her tone grows more serious.

“It is most fortuitous that I’ve found you. If you’ll come with me, I have something I must ask of you. Our kingdom, the Knights of the Watch, and possibly the entire Sheldomar Valley needs of your assistance.”

If the PCs decline, she will nod with pursed lips and leave them; they are clearly not the folk she seeks. If the party agrees, she leads them away from the noise of the festival to a private spot before continuing.

“I’m not sure how much you know of the goings-on to the east in the County of Linth, but the hostilities there are the fire that lets burn the other pockets of upheaval in our Kingdom. My superiors in the Knights of the Watch have reason to believe that atrocities committed by my brothers-in-arms,

under the command of Watcher Lugh Narthistle, Most Truthful Banshee, are the catalyst for the upheaval."

"I've been sent here to confirm that the rumors are true, and if possible, to determine what has led them away from the Twelve and the Seven [The Twelve and Seven Precepts, the code of conduct of the Knights of the Watch. See DM Aid: Knights of the Watch.]. I'm also to deliver a summons to Watcher Narthistle in Fortress Goarada [go-are-AHDA] to stand before the Grandiose Imperial Wyvern to answer for the conduct of his men."

"I wish to ask for your assistance. The situation in Linth is such that a lone traveler, especially a Watcher of Suel blood, would be inviting attack. I don't shirk battle, but the thought of killing starving people to protect myself distresses me. An armed group of some size would certainly dissuade attackers."

She takes a sip of her ale, pausing to gauge your reactions before continuing.

"Whatever corruption is uncovered is to be laid bare before the whole of the kingdom and the Sheldomar, along with the knowledge that the Order will not stand for such a stain upon our honor. Will you do this thing? Will you help us make public this blemish upon our honor and to set it right? Will you help us end the brutal oppression of the people of Linth?"

With this, she waits for an answer. No payment is offered, and if asked, she will not offer any compensation beyond her gratitude, and that of the Knights of the Watch. Of course, the adventure ends should the PCs decline her offer.

If requested, Kialla can provide a formal letter from the Court of the Land indicating that she is allowed to enter Linth, along with an armed escort of no more than eight persons, for the reasons she has indicated.

If they agreed, she asks that the party meet at dawn the following day, in front of the inn. She declines any offers by the PCs to guard her. When they arrive the next morning, she's there, riding a Keobred light horse that bears the mark of House Lizhal, waiting for them. She arrives fifteen minutes early.

Once all are assembled, she says a few words before beginning the expedition.

"I wish to impress upon you something very important," Kialla says as she mounts up. "The delivery of this message, and the gathering of intelligence that must be delivered to Hugo of Geoff, is the utmost concern. Nothing, not even my death, should keep you from those tasks." She holds up a small scroll tube fitted with metal caps.

"I am warded by certain spells that, should I perish or become incapacitated, will magically whisk me to a place of safety." She frowns. "I wished to lie where I had fallen should I die in battle like my husband did, but my liege... my father... ordered it." At the mention of the late King, his daughter seems to briefly be staring at something far away. After a moment, she blinks and returns her attention to you once more. "So if I don't have the common sense to duck when I should, you'll know why my body vanishes into thin air." She manages a thin smile.

"For that reason, I'd like one of you to carry the scroll tube for me, so it doesn't disappear with me. If none of you wish the responsibility, I will simply leave it in my saddle bags for the duration of the journey."

Once the PCs have made a decision about how they wish to handle the scroll tube, and assuming the PCs have no questions, proceed to Encounter 2.

Note: PCs may wish to teleport to Linth. The Princess will not agree to such requests – as noted above, part of her mission is to see herself whether or not the allegations of atrocities being committed by the Knights in Linth are true. Bypassing the overland journey might rob her of evidence of same.

ENCOUNTER 2: ASHES OF INNOCENTS

As the Barony of Riverwatch fades into the County of Linth, green grass, rolling hills and lush farmland fade into a barren wasteland. What remains of the grass crumbles at the touch. The trees are twisted and grey. The soil is closer to that of the Sea of Dust than to anything else. Creek beds sit dried and cracked. No birds float through the air. No squirrels chatter in the trees. The very land of Linth is dead.

Anyone making a DC 10 Knowledge (nature) check can see that the blight is not only unnatural, but is getting worse. After only a day of travel, animal companions and normal mounts grow tense and more irritable just from being in the County. Modify the description below, as needed, to reflect the maturity level of the players.

Dusk approaches when, on the horizon, a thin wisp of smoke rises into the air, and for the first time since entering the cursed county, birds dot the sky. Drawing closer, it becomes obvious that the birds are vultures, and the smoke rises from the smoldering ashes of what was once a village.

Entering the burnt ruins, the scene is one of a massacre. The streets are littered with the dead, some cut down as they fled, others executed with brutal efficiency.

A lone, hideously deformed hyena tears at the rotting, scorched flesh of an Oeridian child. It sports part of a fleshless canine skull protruding from its spine. It gnaws around a black-fletched arrow protruding from her skull. The hyena flees at your approach. The evil of atrocity hangs thick in the air like the humidity of the Hool.

Refer to DM Aid: Map of Amunmeade. Amunmeade is the name of the village, and her dead are everywhere. If the party counts, they find 53 dead villagers (21 men, 18 women, and 14 children). All are of heavily Oeridian stock, and there are no weapons or armor to be found anywhere among the ashes. Six days ago, a half dozen Knights of the Watch, and a pair of erinyes came to this village, which was suspected of hiding supplies for the rebels, and killed everyone before burning the village to the ground.

NOTE: Because of the lingering stain of the heinous evil perpetrated here, the area is considered to be under a *desecrate* spell. A *detect undead* spell will not reveal any undead – the awful process by which they come into being is not quite complete. *Detect evil* will be useless because of the *desecrate* effect that lends a mild aura of evil to everything in the village.

The arrows are crafted from an unfamiliar wood and metal not likely to be known to any of the PCs (as these materials are native to the second layer of Hell/Baator where Dispaten rules); a DC 30 Craft (bowmaking) or Craft (weaponsmith) check by someone with 5 or more ranks in Knowledge (the Planes) can identify these arrows as coming from the second layer of Hell/Baator.

A DC 15 Heal check reveals that the puncture wounds are seared, and probably caused by flaming arrows. The sword strokes are broad and powerful, most likely from strong men on horseback. Those who were crushed bear the imprints of large horseshoes.

A DC 20 Survival check (by someone with the Track feat) reveals that there are very few footprints other than those of the villagers. Most of those not belonging to the villagers are those of female human-like creatures, and seem to disappear and reappear. Rangers with evil outsiders as their favored enemy get their bonus on this check, since the tracks were left by a pair of erinyes who were tagging along with the Watchers on their attack. The burning arrows come from their flaming bows.

Trackers find horse prints indicating heavy cavalry. The few footprints of the Watchers found indicate a quick search was done of the buildings before the men remounted, set the fires, and departed. Tracking them finds them approximating the same route as the PCs; in other words, they seem to be heading for Goarada.

Should the PCs decide to cast *speak with dead* on one of the villagers, the spirit will confirm that “the Watchers and their angels did this.” This is something that will earn the PC a **severe** tongue-lashing from the Princess, should they use such necromantic magic in front of her.

If the PCs linger in the village longer than twenty minutes, the undead villagers will rise and assault the PCs. If the PCs should have the foresight to burn the bodies, they will not have to deal with this combat (and should be awarded the full xp for doing so). If they simply ride off before then, however, they receive no xp for this encounter. The worst case scenario would be if the PCs decide to bury the bodies, as the undead will rise and attempt to slaughter the benevolent heroes.

Note: Because of the *desecrate* effect on the village, left by the acts perpetrated here, the EL of this combat is increased by one.

APL 6 (EL 8)

➤ **Wights** (4): hp 36 each; see *Monster Manual*, page 255.

APL 8 (EL 10)

➤ **Wights** (8): hp 36 each; see *Monster Manual*, page 255.

APL 10 (EL 12)

➤ **Dread Wraith**: hp 144; see *Monster Manual*, page 258.

APL 12 (EL 14)

➤ **Dread Wraiths** (2): hp 144 each; see *Monster Manual*, page 258.

Setup: Refer to DM Aid: Map of Amunmeade. The map shows the area in which the undead are located. The PCs may or may not be together when the undead rise, based on where they may have been investigating in the village. The undead should not be placed any closer than 40' to the party member who would be nearest to them.

Tactics: The undead rise from the slain villagers (in a rough circle, if there is more than one). PCs making a Spot check (DC 13 + the APL) are not surprised and are able to act in the surprise round as the undead rise to their feet. The undead simply plow into the nearest target, attacking them until slain before moving on to the next target. At APLs 10 and 12, the dread wraiths will make Spring Attacks and drain Con. They will use their superior mobility to stay as far away from the PCs as possible. PCs that demonstrate themselves as a danger (wizards casting *magic missile* spells, a warrior with a *ghost touch* weapon) are targeted over others.

ENCOUNTER 3: TRAITOR'S ROAD

Modify the description below, as needed, to reflect the maturity level of the players.

As your journey takes you deeper into the husk of a land that is Linth, Dispatcher Skotti leads you onto the King's Road and north. This stretch of road has seen more than a little trouble since tensions

have risen in the County, and today seems no different.

Two shattered wagons lie overturned off the side of the road, debris scattered about the roadside like a dropped bundle of kindling. Next to them, on makeshift crosses built from what is doubtlessly the wood of the wagons, hang the crucified dead who can only be the occupants. The dead horses lie sprawled amongst the wreckage, rotting in the afternoon sun. Bloated flies buzz angrily about them.

A lone human body lies in the middle of the road, his innards splayed from a gaping wound in his abdomen. The man's legs rest at odd angles, extra bends added by the brutal attentions of a large blunt object.

Anyone who inspects the bodies finds that, besides the crucifixion wounds on the wrists and ankles, the victims all have "Keogh traitor" carved into their chests in Infernal.

A DC 10 Heal check reveals that the dead man in the road had his hands and legs crushed by horse hooves; a DC 15 reveals that they have been dead for a week and a half.

A Survival check (DC 10 + APL) by someone with the Track feat reveals the same combination of booted footprints and bare female feet that marked the massacre at the village.

Searching the wagon wrecks reveals several days of rotten rations, and all the peoples' meager possessions. A DC 20 Search check locates the diary of one of the victims (*Player Handout #2*). The young girl, Hailey, is still alive (see Encounter 4).

The diary describes several incidents that one of the people witnessed of the Knights showing up, accompanied by angels with burning bows, and publicly executing people rumored to be rebel sympathizers. It goes on to detail how these people decided the time had come to get out of Linth and away from the brutal oppression of the Watchers.

Any attempts to cast *speak with dead* on any of the people are met with nothing but screams of pain from the spirits of the deceased, driven mad by the pain of their deaths. This is something that will earn the PC a **severe** tongue-lashing from the Princess, should they use such necromantic magic in front of her.

The Knights were out on patrol for rebels when they came upon the caravan of Oeridians. The refugees were stopped, questioned as to where they were going, and then told they were not allowed to leave Linth.

The wagon drivers cracked the reins and tried to escape, but were caught by the flying devils who fired volleys of flaming arrows into the horses, which led to the wagon crash. Then the knights rode in and dragged

the people from the wrecks. The erinyes charmed the crash victims to erect the crucifixes. Once this was done, the Knights crucified the people. The one lying dead in the road resisted the erinyes' compulsion, and refused to be cowed by the half dozen knights. They broke his legs, disemboweled him, and left him to die.

Needless to say, Dispatcher Skotti is horrified. However, if no one else in the party examines the bodies, she will do so, and will attempt the Heal and Survival checks noted above.

By this point, it should be fairly obvious that the men responsible for the atrocities in Linth are unrepentantly evil, extremely methodical, and undoubtedly the Knights of the Watch of Goarada under Watcher Narthistle's command.

As you conclude your search of the wreck of the wagon and the site of this atrocity, dust rises anew from the road. Men approach, armed, armored, and mounted. As they close with your company, the figures emerge from the cloud of road dust.

Their horses are light, and unarmored. Their armor is well-worn chain, and they bear spears and axes rather than the long, cruel lances of the Watchers. Their open-faced helms reveal coarse, angry Keoish features, and their gloved hands grip their spear hafts. One of them stares down Princess Dispatcher Kialla, and speaks in short, angry Keoish.

For PCs that speak Keoish:

"You'll burn for this, you Suel witch. Your lackeys will burn with you."

See DM Aid: Map of Keogh Rebel Attack. These men are a band of wandering rebels who've taken to roaming the wilds of Linth, venting their anger with Countess Hannah and the Watchers by attacking bands of knights, traveling nobles, and anyone else who looks like they might not be oppressed Keoish people. They're ready, willing, and able to attack the party in order to kill Kialla. They have no idea who she is. All they see is a Suel woman of obvious bearing, wearing the heraldry of the Knights of the Watch.

Should the party attempt to diffuse the situation, let them yell back and forth with the Oeridians for a bit, then have one of them make a Diplomacy check. The roving band of Keoghs speaks both Common and Keoish, but they refuse to speak anything but the latter. They will not allow anyone to cast *comprehend languages* on them. Indeed, **any** spellcasting will lead them to attack. The men begin at Hostile (refer to the rules dealing with Diplomacy checks in the *Player's Handbook*). Apply the following modifiers to the check; they are cumulative.

- -5 per noble present (only if the peasants are alerted to such, by the PCs announcing Kialla's or their titles, for instance)

- -5 for each Knight of the Watch (or Dispatch) present (including Kialla; assuming that the livery is not being hidden)
- -2 per Suel present (including Kialla)
- +2 per Oeridian present
- +5 per Joramy worshipper present (assuming that the worshipper declares their allegiance or wears an obvious holy symbol)
- In addition, bonuses or penalties to the check from Lifestyle should be reversed in this instance. Being well-fed and groomed just insults the bitter people, while they can sympathize just a bit with PCs that appear to be living a hard life.

Alternatively, the party may attempt to Intimidate them, in which case, none of the above modifiers apply.

If the PCs change their attitude to Unfriendly, they will once again order the PCs off. Any further non-compliance will revert their attitude back to Hostile, and they attack.

If the PCs change their attitudes to Indifferent, they wheel their horses about and leave the PCs. Should the party talk their way out of combat, most likely by convincing the men that they had nothing to do with the dead bodies by the side of the road, the men scowl and ride off into the wilderness to go find more victims. Should the PCs attempt to pursue or parley further, they will attack.

If the party is able to adjust the men to Friendly, the men will introduce themselves and explain what it is that they do. Griff, their leader, will explain that since the Countess took over and started her pogroms, they've wandered the countryside, venting their anger. He'll gladly and willingly admit that they've burned several Suel nobles and merchants alive in the last few weeks, but no children and no servants.

APL 6 (EL 7)

➤ **Griff:** male human (Oeridian) Clr5 of Joramy; hp 36; see *Appendix 2*.

➤ **Keogh Rebels (4):** male human (Oeridian) War2; hp 15 each; see *Appendix 2*.

APL 8 (EL 9)

➤ **Griff:** male human (Oeridian) Clr7 of Joramy; hp 53; see *Appendix 3*.

➤ **Keogh Rebels (4):** male human (Oeridian) War4; hp 30 each; see *Appendix 3*.

APL 10 (EL 11)

➤ **Griff:** male human (Oeridian) Clr7 of Joramy; hp 53; see *Appendix 4*.

➤ **Thom:** male human (Oeridian) Sor6/Elemental Savant1; hp 32; see *Appendix 4*.

➤ **Keogh Rebels (4):** male human (Oeridian) War6; hp 45 each; see *Appendix 4*.

APL 12 (EL 13)

➤ **Griff:** male human (Oeridian) Clr9 of Joramy; hp 68; see *Appendix 5*.

➤ **Thom:** male human (Oeridian) Sor6/Elemental Savant3; hp 41; see *Appendix 5*.

➤ **Keogh Rebels (8):** male human (Oeridian) War6; hp 45 each; see *Appendix 5*.

Tactics: Burn everything. When Thom is present, he uses explosive sculpted *burning hands* spells to disrupt party cohesion, while Griff uses his own *burning hands* and *wall of fire* spells to inflict damage and spread the party out.

The rebels use the mobility of being mounted to move into point blank shot range, throw shortspears and then move away.

If Griff is slain, the rebels will break off their attack and either surrender or flee. If more than half of the rebels are slain, Griff and Thom will flee.

ENCOUNTER 4: MARCH OF THE KNIGHTS

Modify the description below, as needed, to reflect the maturity level of the players.

You think your eyes might be playing tricks on you as you ascend to the peak of a short incline and look across the blasted landscape and down the road. There, at the edge of your vision, you see what looks like a small figure staggering away from you. The person appears to be either a female human child, or perhaps a halfling or gnome woman.

This girl is Hailey, the author of the journal the PCs found in Encounter 3. She is attempting to return home to her father, Inglos, who is the proprietor of "The Dweller's Rest," an inn another two miles down the road.

As you approach, you see the figure is indeed a child. She has brown hair and tan skin, and is dressed in tattered clothing. She seems to have a broken foot and drags it along the ground. The girl doesn't even acknowledge your presence, and her eyes show a girl that is simply beyond fear at this point. She shuffles forward, mechanically, ponderously.

Hailey has been understandably traumatized by what has happened, and her will is simply broken. She is nearly catatonic, though she can be roused by an especially persuasive PC (one who isn't a Watcher, or at

least dressed like one) with a DC 20 Sense Motive check. (In this instance, the skill represents that PCs ability to empathize with the girl and address what is troubling her, getting her to converse). Add +5 to the PCs check if they show Hailey her diary.

If the PCs fail, she will simply keep shuffling. She is too small to resist the PCs if they should pick her up and won't do so in any event. Abandoning her on the road could only be construed as a callous and evil act, and even neutral PCs should feel the need to protect the girl (in hopes of gaining a reward if nothing else).

If they get Hailey to talk, she will describe what happened to her:

"Papa sent me away from the inn. He told me that they were going to sneak me out of the County and that I should stay with my uncle. He was the one driving the carriage. The owl-men found us and stopped us. They asked my uncle where we were going, and then told they were not allowed to leave Linth."

"Uncle got scared and cracked the reins and tried to escape, but were caught by the angels. They shot fire arrows into the horses and the wagon crashed. When it did I got thrown into the ditch alongside the road. I think my foot broke, and I made it worse running away. Papa's inn is down the road. I am trying to get there before the owl-men or angels catch me."

Hailey won't say much else, and she doesn't know much more beyond that. She will cling to any PC that seems kind to her, especially one that heals her broken foot (a *cure light wounds* spell will heal it).

In all likelihood, the PCs will escort the child to her father (if for no other reason than because it's on their way). The inn is two miles down the road.

The inn's shingle reads "The Dweller's Rest," and it's the first that you've come across this evening. The smell of gruel wafting from the chimney isn't the tastiest of fare, especially not compared to the festival you left a few weeks ago.

As the girl sees the inn, she speaks. "That's where my papa is."

There is a hitching post outside for the PCs to use. If the PCs enter, read the following. Alternatively, they can simply drop Hailey off and proceed onward, in this case, simply proceed to the next encounter.

As your company step in the door, silence falls over the crowded taproom.

Conversation will briefly pick up unless the PCs are wearing the livery of the Watchers and/or brought Kialla with them. If they spy such livery:

Chairs scrape as patrons contemplate rising and leaving. One patron dives under his table, cowering

in abject terror. A serving wench drops a full tray of earthenware mugs and stands stunned in fear, wide eyed like a cornered deer, eyes fixed on the argent owl emblazoned upon your gear.

If Kialla is present, it's clear that the people don't recognize her. As should be obvious, the people of Linth are absolutely petrified of the Knights of the Watch, which even further reinforces the revelations of the diary, and the rest of the journey. Only the barman will speak to Dispatcher Skotti and the party, and he does so very, very hesitantly. The rest of the serving staff don't dare to even meet Dispatcher Skotti's frustrated gaze.

If the PCs have taken pains to hide their Watcher heraldry amongst them, they find the people aloof, but approachable.

All APLs

🦉 **Commoners** (15): non-combatants.

Should a member of the party wish to announce her, Kialla suggests that they not do so.

If Hailey is with the PCs:

"Hailey!" the innkeep cries out as he sees the little girl. He nearly knocks over one of the servers rushing to her and scooping her up in his arms. As she rests over his shoulder, he looks at you with suspicion before putting his daughter back down on the ground. He addresses his next question to both you and his daughter. "What happened?"

Give the PCs a chance to explain what happened. Hailey will confirm the PCs story (assuming it's true!) Inglos will thank the PCs profusely, and then the Malagari arrive:

Cups clang together in thanks for your efforts, and Inglos promises the evening's meager meal and a bed is free for your company.

Once again, the door of the Dweller's Rest swings open. The man standing in the open door wears a dark cloak, pulled tight against the night air, and is followed by two others in similar attire. The first scans the room, his keen Suel features inspiring meekness in the patrons of the inn.

When they see that he does not wear the argent owl under his cloak, they relax. As they do, he strides confidently across the room to your table, nods respectfully to you all before pulling up a chair.

"I humbly beg that you pardon the intrusion, Ladies, gentlemen, might I ask what brings you to Linth?"

If Kialla is present, the men bow at the waist to her, obviously recognizing who she is. The man is Sir Drimoth, a mid-ranked Malagari knight who operates primarily outside of Neheli lands, and is regarded as maverick, roaming the southlands largely unsupervised.

Those who have received any negative influence or unfavorable notice of the Malagari are merely ignored. He knows that he's got more important things to do than harass mouthy adventurers. He is also well aware that after Holphin murdered the king, the Malagari coat of arms is far more of a hindrance than a help, especially in lands soon to be tied by marriage to the Duke of Gradsul.

All APLs

☛ **Sir Drimoth:** see *Appendix 1*.

☛ **Malagari Knights (2):** see *Appendix 1*.

He's in Linth, looking for the party because a Malagari informant passed along that a Knight of the Watch matching the Princess's description had recruited some adventurers to go into Linth with her, and left rather discretely and early in the morning.

His tone is polite, but inquisitive, and the usual leading questions are absent because he doesn't already know the answers to them. At the first indication from the party of anything more than heavy-handedness from the Watchers, he suggests that perhaps the conversation should take place away from so many ears, and steers the conversation to a room in the inn.

Dispatcher Skotti speaks with thinly-veiled hostility, as she holds the Malagari as much accountable for her father's death as she does Holphin himself. She requests that any information that is provided not be shared with the Doomguard (those Malagari of the Duchy of Dorlin, who have sworn an oath of fealty to Count Orloc), but with the Redlee Manor Neheli instead.

If the party makes mention of the rising of the slain Oeridians, Drimoth will confirm that this has happened several times before at massacre sites in Linth.

If they mention the Infernal writings or the presence of the erinyes, he explains that he and his men have confirmed their presence at a great many places in Linth, and are by far the most common fiends found in the county. He also makes mention of their tie to the "Iron Duke." A DC 20 Knowledge (religion or the Planes) check – PCs with both skills may roll twice - indicates that the Iron Duke is an archdevil known as Dispatar.

Those who are shocked by his frankness and open flow of information earn a quick explanation. Linth is in crisis, and his duty to defend the kingdom demands that he not waste time lying to potential allies.

As per normal protocol, any Malagari men-at-arms won't be acknowledged, but those who travel openly as such will be treated as brethren-in-arms.

Once he's gotten his questions answered, he and his two companions calmly depart, traveling a short distance away from the inn before *teleporting* away. Drimoth will also attempt to *teleport* away with his companions should the PCs attack him for some reason; if they are cornered, however, they will fight.

Proceed to Encounter 5.

ENCOUNTER 5: GOARADA

With all the collected evidence, and the diary, Dispatcher Skotti finally has the proof she needs to complete her mission. She produces a scroll tube from her backpack and explains that it is a summons from the head of the order to Watcher Narthistle to come before the head of the order to explain the conduct of his men. In light of what the heroes have uncovered, this is largely a formality, but as a higher ranking knight, it is one he has earned.

PCs may have legitimate concerns about going to Goarada. Kialla will assure them that they are in no danger while in her company, and that the actions of the Knights, while heinous, have been directed at Keogh native to Linth and no others. Furthermore, as a Watcher, she is able to demand and expect succor for herself and those that accompany her.

Kialla insists that until judged otherwise by her superiors, they are still Knights of the Watch, and the order does not judge its members in absentia.

If the party refuses to make the trip, she goes on alone, is captured, and is crucified on the road to the fortress along with a group of random petty criminals, and left to rot.

If they agree to accompany her to Goarada to present this writ, that's where the journey takes them next.

Sitting perched on the bank of the Sheldomar like a bird of prey upon a cliff face, Fortress Goarada is an imposing sight whose equal is only found in the Sheldomar among the giant-fortified cities of occupied Geoff. The battlements rise high. The walls are thick. The road across the bare plain leading to the castle is lined with impaled people bearing wooden placards describing their crimes.

Sedition, inciting rebellion, improper deference, failure to pay the Earl's tax, and flight from service to one's lord... these are the crimes that earn an agonizing death in Linth.

At the sight of them, Dispatcher Skotti sets her jaw and rides onward, beckoning you to follow as she approaches the gates.

The challenge comes down from the gatehouse.

"Who goes there?"

If the party includes another Knight of the Watch who outranks Dispatcher Skotti, she will defer to him and allow him to introduce himself first. Blooded nobles not of the Order will be given the chance to identify themselves as well.

"Princess Dreadtrapper Dispatcher Kialla Skotti of House Lizhal, Persistent Sparrow. I bear a missive

from Lord Watcher Hugo of Geoff, Grandiose Imperial Wyvern for Lord Watcher Lugh Narthistle, Most Truthful Banshee. These are my companions. I ask for succor for us within the walls of this fortress.”

The massive drawbridge lowers. The wrought iron portcullis rises and Dispatcher Skotti rides into the courtyard, her horse snorting and tossing its head as she does.

NOTES ABOUT THE FORTRESS

The Fortress is huge and quite old. The entire fortress is layered with a powerful effect that hedges out magical methods of entering such as *teleportation*. The only place outside the walls where such magic is possible is in the Antechamber – this was done deliberately, to allow the devils within the fortress to have a place to *teleport* into and engage any enemies powerful enough to penetrate the outer walls and defeat the fort’s external defenses. Assuming the PCs escape and make a full report that includes the note that *teleportation* is possible within one point in the fort, this will be a *major* piece of intelligence of value to the Watchers.

This same effect also renders anything and everything in the fort a radiation of evil. Only within the antechamber can a normal reading be obtained by such divination spells.

Assuming that the PCs follow Kialla inside:

After a brief wait in the courtyard, several junior squires emerge from the stables to take your horses and a Watcher strides down the stairs from the keep towards you. His blond hair is cut short, and he measures all of you with cold, blue eyes. Recognition crosses his face as he looks upon Dispatcher Skotti.

Any PCs that played KEO3-03 *Will of the People* or KEO4-05 *A Last Dance at Midnight* may recognize Simar. In the former, he was the lead Watcher that met the Earl’s carriage outside of Laketowne and escorted Lucius and the PCs into town. In the latter adventure, he is the one that asks the PCs to meet with the Earl to hear his request for aid.

The knight leads you into the receiving chamber of the keep and gestures to benches along the walls.

“I am Watcher Simar Cattearn, Most Penitent Hellhound. Sit, while Dispatcher Skotti and I speak. We have matters to discuss.”

Simar opens the double doors leading deeper into the keep, and leads her through them. Several younger knights emerge and pull the doors shut, before standing at attention, watching you intently.

Little or no sound of the conversation beyond escapes the heavy wooden doors, and the young knights detailed to guard you scarcely blink.

However, all jump as the voice of Simar roars from behind the door, “Guards! Kill them – kill them all!”

With mechanical precision, heavy blades slide from their scabbards.

APL 6 (EL 9)

➤ **Watcher Simar Cattearn, Most Penitent Hellhound:** male human (Suel) Ftr6/Mnk1/Blackguard1; hp 71; see Appendix 2.

➤ **Fallen Watchers (3):** male human (Suel) Ftr4; hp 36 each; see Appendix 2.

APL 8 (EL 11)

➤ **Watcher Simar Cattearn, Most Penitent Hellhound:** male human (Suel) Ftr6/Mnk1/Blackguard1; hp 71; see Appendix 3.

➤ **Fallen Watchers (3):** male human (Suel) Ftr4/Mnk2; hp 51 each; see Appendix 3.

➤ **Erinyes:** hp 88; see *Monster Manual*, page 54.

APL 10 (EL 13)

➤ **Watcher Simar Cattearn, Most Penitent Hellhound:** male human (Suel) Ftr6/Mnk1/Blackguard4; hp 98; see Appendix 4.

➤ **Fallen Watchers (3):** male human (Suel) Ftr6/Mnk2; hp 69 each; see Appendix 4.

➤ **Erinyes:** hp 88; see *Monster Manual*, page 54.

APL 12 (EL 15)

➤ **Watcher Simar Cattearn, Most Penitent Hellhound:** male human (Suel) Ftr6/Mnk1/Blackguard6; hp 116; see Appendix 5.

➤ **Fallen Watchers (6):** male human (Suel) Ftr6/Mnk2; hp 69 each; see Appendix 5.

➤ **Erinyes (2):** hp 88 each; see *Monster Manual*, page 54.

Setup: Refer to *DM Aid: Map of Fortress Goarada’s Antechamber*. The antechamber ceiling is 30’ in height. All combatants’ starting positions are noted on the map. Note that you may have more marked starting positions than combatants if you are playing below APL 12; you should place them in number order (D1 before D2, W1 before W2, etc.) The PCs should begin on the benches along the eastern edge of the room. Kialla is lying (unconscious and stable at -1 hit points) in the position noted in Meeting Room A.

Tactics – Simar Cattearn: Cattearn starts by shouting for aid (the devils and the fallen Watchers are assumed to have heard his cry) and casting *corrupt weapon* during the surprise round. In the subsequent rounds, he will cast *divine sacrifice* and move out into the antechamber to engage the enemy. He singles out any

Knights (watchers or otherwise) or obvious fighters, daring them to face him in single combat.

If anyone attempts to interfere, he taunts them mercilessly for their lack of respect for an honorable duel, and continues to fight his chosen target. At higher levels, he will devote an attack to making a Stunning Fist attack on anyone that interjects himself into one of his one-on-one combats before returning to his main target.

Don't forget about Simar's blackguard aura of despair at APLs 10 and 12; note that this may affect PCs out in the antechamber.

Tactics – Fallen Watchers: The other guards seek worthy opponents, and if presented with one, will ignore everyone else around them. At APL 8 and above, they will devote an attack to making a Stunning Fist attack on any PC who interjects himself into one of his one-on-one combats before returning to his main target.

Despite being solidly lawful evil, the fallen Watchers maintain their sense of martial honor. Under no circumstances will the fallen knights attack someone who is stunned. If someone fails to trip them, they will counter-trip in return, but they will not strike a foe on the ground. They also will not interfere in each other's combats. The fallen knights do not take attacks of opportunity on any foe standing from a prone position. Anyone who is somehow blinded, dazed, or otherwise impaired will also be ignored and not struck. (Note that the devils present have no such qualms!)

All the fallen Watchers are also skilled, disciplined swordsmen. They are purposeful and deliberate, using Power Attack only against particularly easy to hit targets. Assume that in every case, they power attack for a single point each round until they reach a total of -5 to hit, unless they are having trouble hitting, in which case they stop using Power Attack entirely.

Tactics – Devils: The devils present in this combat show up in the second round of combat (they teleport into the antechamber during round one and do nothing else).

Remember that *summoned* devil reinforcements cannot themselves *summon* additional devils.

The erinyes begin the combat by using their *unholy blight* spell-like ability to weaken the party. They will avoid catching Kialla in its area of effect, as they have been instructed that high-value prisoners such as she should be taken alive. Should the obvious spellcasters be fully affected by it, they ready *unholy blights* to interrupt any spellcasting. If the obvious spellcasters seem resistant to the first *unholy blight*, they ready a Manyshot attack to interrupt spellcasting instead. They use their *true seeing* ability to ensure that they always target invisible PCs with their *unholy blight*. Any erinyes reduced to ½ hp or less will attempt to *summon* a bearded devil.

Development: Read the following as the combat wraps up.

As the din of combat fades, the stomp of booted feet and the cries of alarm echo through the keep. You've got to get out of here, and quickly, or you will be facing reinforcements.

If she is healed to consciousness, Kialla is in no position to order the PCs (unless they are lower-ranked Watchers), and will spend but a single round pleading with them to flee, arguing that they must escape to reveal the diabolical sway under which the Fortress has found itself. (“*We must notify the Order, and the Court of the Land. We've got to leave... NOW!*”) If the PCs decide to remain, she'll leave them to their fates, with regret.

Note: PCs that linger are subject to more attacks; see The Escape (Horseback) section below. You should allow PCs that wish to grab a dropped item or even a comrade's body (should they be strong enough to do so), but PCs will not likely have the time to loot the fallen Watchers. See the Treasure Summary section for rules about how long looting bodies takes. It is intended that the PCs not be able to recover the loot here; they will be rewarded in the Conclusion instead.

THE ESCAPE (HORSEBACK)

If the PCs heed Kialla's request and follow her out of the courtyard, read the following. If Kialla isn't present, you'll need to paraphrase the read-aloud text below.

Kialla heads for the courtyard, whistling for her horse. The knight swings up onto the steed's back without breaking stride, urging all of you over the drawbridge and out of the castle.

Emerging into the open air, you catch sight of several more devils taking flight to pursue. You tear out of the courtyard and escape across the drawbridge with mere moments to spare.

A man appears on the battlements and gestures to the devils. They break off their harrying and allow you to flee. By his countenance and mien, he could only be Watcher Lugh Narthistle, Most Truthful Banshee, and Commander of Fortress Goarada.

His voice booms across the plains, ringing in your skull, as the drawbridge closes with the finality of a tomb's door. "Run, Kialla. Run and tell Hugo. Tell him to come. I invite him to try to stop me."

His words fade. Fortress Goarada, perched over the banks of the Sheldomar River like a malignant harpy, is quiet once more.

Should the party elect to dawdle, or press their assault deeper into Goarada, every three rounds, hit them with the Fallen Watchers from the next highest APL. If they're playing at APL 12, hit them with double the normal number of Fallen Watchers. Continue until they

stop pressing their luck and run, or are overwhelmed and defeated. Sprinkle liberally with erinyes as you see fit to convince them to leave.

Proceed to Success in the Conclusion unless the PCs are defeated by the Fallen Watchers. If they were defeated by the Fallen Watchers, proceed to Failure in the Conclusion.

THE ESCAPE (TELEPORTATION)

Share the following read-aloud text as some dramatic conclusion for the players should they elect to teleport out or otherwise magically leave the Fortress.

A man stands in the antechamber of Fortress Goarada, impassively looking at the aftermath of the battle. He walks towards the meeting room and pauses to pick up a sheet of fine vellum that was dropped in the melee.

Watcher Lugh Narthistle, Most Truthful Banshee, Commander of Fortress Goarada, reads the missive before his gauntlet crumples it. His voice is ominous. "Run, Kialla. Run and tell Hugo. Tell him to come. I invite him to try to stop me."

His words fade. Fortress Goarada, perched over the banks of the Sheldomar River like a malignant harpy, is quiet once more.

CONCLUSION

SUCCESS

A day's hard ride later, a column of cavalymen approach, bearing the red and black livery of a Nirole Dra based regiment of the Keoish Royal Standards. The officer at the lead approaches, demanding your identities. Upon hearing them, and your dire need to get to Nirole Dra, his men escort you to the capitol. Once safe within the walls of the city, Dispatcher Skotti (assuming she is alive) leads you to a chapel of Heironeous, where she confers briefly with a priest within.

He casts a spell, and on the far side of the kingdom, in the halls of Fortress Ravonnar, another priest halts in her tracks. The acolyte lifts the hem of her robes and runs through the halls of the converted temple to Lydia, searching for Lord Watcher Althon, commander of the Knights of the Watch there. A whispered message is delivered.

Another priest is summoned.

Another spell is cast.

A Watcher eating his lunch in an inn in Pellak stops in mid-sip. Coins are placed on the bar, and he departs in great haste.

So it continues. Pellak. Hochoch. Hookhill. Divine powers carry word across the Sheldomar that pure evil has taken root in the Watchers of Goarada. Precepts have been violated. Retribution must be sought.

The next evening, Dispatcher Skotti interrupts your dinner. The sense of relief about her is evident as she approaches you.

Kialla has been resurrected if she was slain during the course of the adventure.

"The Court of the Land has heard of the true nature of the goings-on in Linth, and approved our request to enter the County in force to put an end to this. I thank you. My brothers and sisters in arms thank you. Spread the word. Never again will the blood of innocents run from the talons of the Argent Owl. Never again will it be a symbol of terror for the decent, honest people of the Sheldomar."

A servant brings into the room a chest and a number of small sacks, your reward from the Watchers for a job well done. Kialla draws the adamantite bastard sword from the scabbard on her back. After a moment in her firm grasp, sparks play down the broad, heavy blade.

"When the cleansing of Goarada is through, seek me out. This was given to me in gratitude by another of my Order, to be held in trust until I found one worthy of it. When our business to the south is through, I would be honored if one of you would bear it, so that it might once more strike as surely as lightning against those who would prey on the helpless."

With that, the sparks dissipate. She re-sheathes the sword and departs.

The party has succeeded in presenting sufficient evidence to the lords of Keoland to allow the order to violate the Countess Hannah's sovereignty by entering the county in force. They have also succeeded in alerting the rest of the Knights of the Watch as to what is happening in Goarada, and the order mobilizes to punish the rogue devil-worshipping knights.

The PCs receive **Influence Point with Dispatcher Kialla Skotti**, **Influence Point with the Knights of the Watch**, and **Proof of Corruption** (PC Knights of the Watch only). They also receive a reward roughly equivalent to the loot they were unable to take from Goarada.

PCs who demonstrated that they adhere to an ideal that closely matches that of the Knights of the Watch are invited to squire by Dispatcher Skotti; they receive **Recommendation for Squirehood**.

If the PCs willingly shared information with the Malagari about what they had found, read them the following.

Several days later, you are sitting down to breakfast when a messenger approaches and delivers a letter. It contains a single phrase, and the watermark on the parchment bears the device of the Knights of the Malagari.

“You have our thanks. – The other Knights of the March”

These PCs also earn Influence Point with the Knights of the Malagari.

Proceed to Epilogue.

FAILURE

Modify the description below, as needed, to reflect the maturity level of the players.

Whether by fiendish claw or heavy blade, you are brought low, and consciousness fades.

You awake to a searing pain in the back of your right thigh, shooting up through your chest and to your left shoulder. The pain overcomes you.

In time, the dull ache brings you back to consciousness. Pain washes over you anew as you attempt to move. Something presses against the side of your face. A sideways glance reveals it to be the shaft of a polearm. The longspear protrudes from a bloody wound in your chest.

Your legs hang free, and a glance down reveals that you are ten feet from the ground, the longspear set into the earth on the side of a road. Across the dried dirt track from you, a companion stirs, impaled much as you are, a wooden sign hung from his neck.

The PCs are captured by the fallen knights, stripped of all their possessions, and impaled on the side of the road to Goarada. They slowly die of starvation, blood loss, and dehydration. Consult the Keoland Triad at haroldraustin@juno.com to determine whether their bodies can be recovered to be raised.

Proceed to Epilogue.

EPILOGUE

Snow. It doesn't snow in Keoland. Ever.

And yet, here it is. Piles and drifts of it, all around me as I trudge through the streets of Niolo Dra. The roads are frozen slush and the populace doesn't know how to deal with what was at first a curiosity, but what is now becoming deadly. People are freezing to death all around me, but all I can feel is that heat. That fire. It never leaves my mind. It never leaves my limbs.

I remember standing on the walls of Castle Dorglast as the first snowflakes began to fall upon

the land. My beloved, Biellina, and I were admiring the stillness of the night as we walked the walls. I cast compliments upon her as quickly as the flakes fell, and as numerous. I compared her chastity, her virtue and her loveliness to each snowflake. She laughed, flashing a smile as white and pure as the snow that would soon choke the land.

Still, her vows dictated that she must refuse my advances, and that our love remains unfulfilled unless I took the vows of her order as vows for myself. In a moment of petty teasing, I compared her reaction to the cold of the snow. She stopped smiling.

Oh, Biellina. If only you were so cold now. Instead of consumed by the same fire.

We walked after that, though I sensed I had made the fool of myself. We talked of her order, and the work that they do, attempting to minister to the refugees that filter from the other provinces with tales of horror. We talked of how she was leaving Dorglast in a fortnight to continue her work, and of when we would next see each other, for I was bound for far-off lands with my brother.

Then, we talked no more.

I remember looking down at my feet as I felt an intense wave of heat pass over me. The snow around us had melted instantly. Turning, I saw a figure that will haunt me for as long as I stride Oerth. I tried to stop it, but it was not there to claim me.

It was there to claim her.

As I lay there, next to her body, it stood above me, and spoke a single syllable.

“Four”

Something stalks Castle Dorglast, which is why I now stalk Niolo Dra. My brother's communions lead us here, to a small band of heroes that might be able to turn the tide in Dorglast.

I swear, by her soul, there will not be a “five.”

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 2

Defeat the undead (or burn their bodies before they rise as undead)

- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Encounter 3

Defeat the rebels or successfully convince them to leave

- APL 6: 210 xp.
- APL 8: 270 xp.
- APL 10: 330 xp.
- APL 12: 390 xp.

Encounter 5 – Area 14

Defeat the fallen Watchers

- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Story Award

Successfully uncover the evil that has overcome the Watchers and Fortress Goarada

- All APLs: 100 xp.

Discretionary Roleplaying Award

DM may allocate up to the following for good roleplaying

- APL 6: 80 xp.
- APL 8: 125 xp.
- APL 10: 170 xp.
- APL 12: 215 xp.

Total possible experience

- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the

bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze* *dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 3:

APL 6: L: 268 gp, C: 0 gp, M: *wand of cure moderate wounds* (5 charges, CL 3rd) (38 gp), *periapt of wisdom* +2 (333 gp), 4 *potions of enlarge person* (21 gp each), 4 *potions of resist energy* 30 (92 gp each).

APL 8: L: 1,068 gp, C: 0 gp, M: *wand of cure moderate wounds* (25 charges, CL 3rd) (188 gp), *periapt of wisdom* +2 (333 gp), 4 *potions of enlarge person* (21 gp each), 4 *potions of resist energy* 30 (92 gp each).

APL 10: L: 1,106 gp, C: 0 gp, M: *wand of cure moderate wounds* (25 charges, CL 3rd) (188 gp), *periapt of wisdom* +2 (333 gp), 4 *potions of enlarge person* (21 gp each), 4 *potions of resist energy* 30 (92 gp each), *ring of swimming* (208 gp), *ring of climbing* (208 gp), *ring of jumping* (208 gp), *ring of sustenance* (208 gp), *metamagic rod (sculpting, lesser)* (450 gp), *cloak of charisma* +2 (333 gp).

APL 12: L: 0 gp, C: 2,111 gp, M: *wand of cure moderate wounds* (5 charges, CL 3rd) (38 gp), *periapt of wisdom* +2 (333 gp), 8 *potions of enlarge person* (21 gp each), 8 *potions of resist energy* 30 (92 gp each), 2 *rings of*

swimming (208 gp each), 2 rings of climbing (208 gp each), 2 rings of jumping (208 gp each), 2 rings of sustenance (208 gp each), metamagic rod (sculpting, lesser) (450 gp), cloak of charisma +2 (333 gp), metamagic rod (empower, lesser) (750 gp), bracers of armor +2 (333 gp).

Conclusion - Success:

APL 6: L: 455 gp, C: 0 gp, M: +1 full plate (221 gp), +1 greatsword (196 gp), vest of resistance +2 (333 gp), 3 +1 longswords (193 gp each).

APL 8: L: 1 gp, C: 0 gp, M: 4 +1 full plates (221 gp each), +1 greatsword (196 gp), vest of resistance +2 (333 gp), 3 +1 longswords (193 gp each), 3 +1 heavy steel shields (98 gp each), +1 flaming composite longbow (+5 Str bonus) (742 gp).

APL 10: L: 1 gp, C: 0 gp, M: 4 +1 light fortification full plates (471 gp each), +1 greatsword (196 gp), vest of resistance +2 (333 gp), 3 +1 longswords (193 gp each), 3 +1 heavy steel shields (98 gp each), +1 flaming composite longbow (+5 Str bonus) (742 gp), 3 cloaks of protection +1 (83 gp each), ring of protection +1 (167 gp), gauntlets of ogre power (333 gp).

APL 12: L: 3 gp, C: 0 gp, M: 7 +1 light fortification full plates (471 gp each), +1 unholy greatsword (1,529 gp), vest of resistance +2 (333 gp), 6 +1 longswords (193 gp each), 6 +1 heavy steel shields (98 gp each), 2 +1 flaming composite longbows (+5 Str bonus) (742 gp each), 6 cloaks of protection +1 (83 gp each), ring of protection +1 (167 gp), gauntlets of ogre power (333 gp), rod of splendor (2,083 gp), periapt of wisdom +2 (333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 723 gp, C: 0 gp, M: 2,152 gp – Total: 2,875 gp (900 gp).

APL 8: L: 1,069 gp, C: 0 gp, M: 4,006 gp – Total: 5,075 gp (1,300 gp).

APL 10: L: 1,107 gp, C: 0 gp, M: 7,365 gp – Total: 8,472 gp (2,300 gp).

APL 12: L: 3 gp, C: 0 gp, M: 16,608 gp – Total: 16,611 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Proof of Corruption:** After traveling with Dispatcher Skotti through Linth in search of the truth about the fallen knights, this PC has uncovered corruption within the order. PCs who are members of the Knights of the Watch/Dispatch now meet the “uncovering of corruption” special requirement for taking levels in the Church Inquisitor prestige class.

☛ **Recommendation for Squirehood:** For displaying behavior and mindset consistent with the Knights of the Watch, Dispatcher Kialla Skotti, Persistent Sparrow, sponsors this PC as a squire to the Knights of the Watch/Dispatch.

☛ **Influence Point with the Knights of the Watch:** You may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Regional and Metaregional) to purchase upgrades to any one of the following (circle the item selected, thereby consuming the influence point): *belt of giant strength, gloves of dexterity, amulet of health, headband of intellect, cloak of charisma, periapt of wisdom*; the upgrade is limited to an increase in the enhancement bonus of the item. Pay the difference between the old and new price. Alternatively, you may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access to the Tactical Soldier prestige class (*Miniatures Handbook*). Mark this Influence Point as USED if consumed in this way.

☛ **Influence Point with the Knights of the Malagari:** In a nod of chivalry for having a hand in restoring the honor of the Knights of the Watch in Keoland, their sister order, the Knights of the Malagari extend their thanks to this PC. You may spend this Influence Point during any Keoland adventure to gain access to NPC divine spellcasting of any spell from the PH of 7th level or lower, at the standard costs minus a 10% discount to the non-material/non-xp portion of the costs. Mark this Influence Point as USED when consumed.

☛ **Influence Point with Dispatcher Kialla Skotti:** In thanks for agreeing to have a hand in restoring the honor of the Knights of the Watch, Dispatcher Skotti has offered to give the PCs the longsword she bears, much as it was passed to her. You may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Adventure) to purchase (one and only one) *Dispatcher Skotti's Blade*. Mark this Influence Point as USED when consumed.

☛ **Dispatcher Skotti's Blade.** This +1 *shock adamantine bastard sword* has the broad, heavy blade of a Keogh-forged sword, and it was entrusted to the Princess of Keoland by a fellow Watcher upon his retirement. This blade is activated by the command word “justice.” When wielded by a LN, LG, or NG aligned being, the wielder gains a +2 sacred bonus to Strength. Moderate Evocation; CL: 12th; Prerequisites: Craft Arms & Armor, *divine power*, and *shocking grasp*, *call lightning*, or *lightning bolt*; Market Price: 17,335 gp; Weight: 15 lbs.

Item Access

APL 6 (all of the following):

- *Potion of Resist Energy (Acid)* 30 (Adventure; DMG)
- *Potion of Resist Energy (Cold)* 30 (Adventure; DMG)

- *Potion of Resist Energy (Electricity)* 30 (*Adventure*; DMG)
- *Potion of Resist Energy (Fire)* 30 (*Adventure*; DMG)
- *Vest of Resistance* +2 (*Adventure*; *Complete Arcane*)
- *Wand of Cure Moderate Wounds* (3rd level caster; *Adventure*; DMG)

APL 8 (all of APL 6 plus the following):

- +1 *Flaming Composite Longbow*, +5 *Str Bonus* (*Adventure*; DMG)

APL 10 (all of APLs 6, 8 plus the following):

- +1 *Light Fortification Full Plate* (*Adventure*; DMG)
- *Metamagic Rod, Sculpting, Lesser* (*Adventure*; *Complete Arcane*)
- *Ring of Climbing* (*Adventure*; DMG)
- *Ring of Jumping* (*Adventure*; DMG)
- *Ring of Sustenance* (*Adventure*; DMG)
- *Ring of Swimming* (*Adventure*; DMG)

APL 12 (all of APLs 6, 8, 10 plus the following):

- *Bracers of Armor* +2 (*Adventure*; DMG)
- *Metamagic Rod, Empower, Lesser* (*Adventure*; DMG)
- *Rod of Splendor* (*Adventure*; DMG)

APPENDIX 1 – ALL APLS

ENCOUNTER 1

Princess Dreadtrapper Dispatcher Kialla Skotti of House Lizhal, Persistent Sparrow: female human (Suel) Ftr4/Rgr2/Order of the Bow Initiate2; CR 8; medium humanoid (human); HD 4d8+4d10+8; hp 60; Init +6; Spd 30 ft.; AC 25, touch 18, flat-footed 19 (+7 armor, +6 Dex, +2 deflection); BAB/Grp +8/+10; Atk +17 ranged (1d8+6/x3, +2 composite longbow) or +13/+13 ranged (1d8+6/x3, +2 composite longbow) or +13 melee (1d10+5 and 1d6 electricity/19-20, *Dispatcher Skotti's Blade*); Full Atk +17/+12 ranged (1d8+6/x3, +2 composite longbow) or +15/+15/+10 ranged (1d8+6/x3, +2 composite longbow) or +13/+8 melee (1d10+5 and 1d6 electricity/19-20, *Dispatcher Skotti's Blade*); SA favored enemy (aberrations +2), ranged precision +1d8; SQ wild empathy, close combat shot; AL LG; SV Fort +11, Ref +16, Will +9; Str 14 (16), Dex 18 (22), Con 12, Int 14, Wis 14, Cha 14. *Complete Warrior*, page 68.

Skills and Feats: Craft (bowmaking) +7, Diplomacy +7, Hide +15, Knowledge (nature) +5, Knowledge (nobility and royalty) +4, Knowledge (the Planes) +6, Knowledge (religion) +5, Knowledge (local – Sheldomar Valley Metaregion) +3, Listen +7, Move Silently +16, Ride +7, Spot +13, Survival +13; Far Shot^B, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Track^B, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)^B.

Languages: Common, Keoish, Suloise.

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

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

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

Possessions: +2 mithral breastplate, +2 composite longbow (+2 Str bonus), *Dispatcher Skotti's Blade* (+1 adamantine shock bastard sword, see *Treasure Summary*), *gloves of dexterity* +4, *vest of resistance* +3*, *circlet of persuasion*, *ring of protection* +2, *boots of speed*, 100 alchemical silvered arrows, 100 cold iron arrows, 20 adamantine arrows, *quiver of Ehlonna*.
**Complete Arcane*.

ENCOUNTER 4

Knight of the Malagari: male human (Keoish) Mnk3/Ftr6; CR 9; medium humanoid (human); HD 3d8+6d10+9; hp 70; Init +2; Spd 40 ft.; AC 18, touch 15, flat-footed 16 (+3 armor, +2 Dex, +3 Wis); BAB/Grp +8/+9; Atk +9 melee (1d6+1, unarmed strike) or +11 melee (1d6+4 and 1d6 electricity, +1 *ki focus*/+1 *shock quarterstaff*) or +10 ranged (1d4+1, sling); Full Atk +7/+7/+2 melee (1d6+1, unarmed strike) or +11/+6 melee (1d6+4/1d6+4 and 1d6 electricity, +1 *ki focus*/+1 *shock quarterstaff*) or +10/+5 ranged (1d4+1, sling); SA flurry of blows, stunning fist 7/day (Fort DC 17); SQ still mind, evasion; AL LN; SV Fort +9, Ref +7, Will +8; Str 12, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills & Feats: Balance +5, Climb +9, Escape Artist +10, Hide +5, Intimidate +3, Jump +7, Knowledge (local – Sheldomar Valley Metaregion) +3, Knowledge (religion) +4, Profession (Darkwatch enforcer) +5, Sense Motive +6, Swim +5, Tumble +13. *Combat Expertise*, *Combat Reflexes*, *Dodge*^B, *Extra Stunning**, *Improved Trip*^B, *Improved Unarmed Strike*^B, *Mobility*^B, *Rapid Stunning**, *Spring Attack*^B, *Stunning Fist*^B, *Weapon Focus* (quarterstaff), *Weapon Specialization* (quarterstaff)^B.
**Complete Warrior*.

Possessions: +1 *ki focus*/+1 *shock quarterstaff*, *bracers of armor* +3, sling.

Sir Drimoth, Knight of the Malagari: male human (Suel) Wiz9 (Diviner); CR 9, medium humanoid (human); HD 9d4+18; hp 41; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 deflection); BAB/Grp +4/+4; Full Atk +4 melee (1d6, quarterstaff) or +6 ranged (1d8, light crossbow); AL LN; SV Fort +7, Ref +9, Will +10; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills & Feats: Concentration +17, Knowledge (arcana) +16, Knowledge (the Planes) +16, Knowledge (religion) +16, Knowledge (local – Sheldomar Valley Metaregion) +16, Profession (Malagari Knight-Inquisitor) +4, Spellcraft +16. *Greater Spell Focus* (enchantment), *Improved Initiative*, *Iron Will*, *Lightning Reflexes*, *Scribe Scroll*, *Skill Focus* (Concentration), *Spell Focus* (enchantment).

Spells Prepared (5/6/6/5/4/2; DC 14 + spell level, 16 + spell level for enchantment spells): 0 — *daze*, *detect magic*, *flare*, *guidance*, *read magic*; 1st — *detect undead*, *enlarge person*, *grease* x2, *magic missile* x2; 2nd — *glitterdust*, *resist energy*,

scorching ray, see invisibility, Tasha's uncontrollable laughter x2; 3rd — clairaudience/clairvoyance, dispel magic, halt undead, haste, lightning bolt; 4th — confusion, crushing despair, rainbow pattern, scrying; 5th — Rary's telepathic bond, teleport.

Possessions: bracers of armor +2, cloak of resistance +2, pearl of power (1st level), potion of cure moderate wounds, ring of protection +1, quarterstaff, light crossbow.

ENCOUNTER 3

Griff: male human (Oeridian) Clr5 of Joramy; CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex); BAB/Grp +3/+3; Atk +4 melee (1d8/x3, masterwork spear); Full Atk +4 melee (1d8/x3, masterwork spear); SA spells, turn undead 4/day; SQ spontaneous casting, aura; AL CN; SV Fort+6, Ref +2, Will +8; Str 10, Dex 12, Con 14, Int 10, Wis 17 (19), Cha 12.

Skills and Feats: Concentration +13, Ride +5, Sense Motive +8; Domain Spontaneity (fire)*, Mounted Combat, Skill Focus (Concentration). *Complete Divine.

Cleric Spells Prepared (5/4+1/3+1/2+1; DC 14 + spell level): 0 – *detect magic* x2, *guidance* x2, *resistance*; 1st – *bless*, *burning hands**, *protection from law*, *remove fear*, *sanctuary*; 2nd – *aid*, *hold person*, *produce flame**, *remove paralysis*; 3rd – *dispel magic*, *prayer*, *protection from energy**.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +5 damage), Fire (turn or destroy water creatures 4/day).

Possessions: masterwork chainmail, masterwork spear, light warhorse, *wand of cure moderate wounds* (5 charges, CL 3rd), *periapt of wisdom* +2.

Keogh Rebel: male human (Oeridian) War2; CR 1; Medium Humanoid; HD 2d8+4; hp 15; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield); BAB/Grp +2/+5; Atk +5 melee (1d8+3, shortspear) or +4 ranged (1d8+3, shortspear); Full Atk +5 melee (1d8+3, shortspear) or +4 ranged (1d8+3, shortspear); AL CN; SV Fort +5, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +4, Ride +7; Mounted Combat, Point Blank Shot.

Possessions: 8 shortspears, masterwork chainmail, masterwork heavy wooden shield, light warhorse, *potion of enlarge person*, *potion of resist energy* 30 (rebel #1 – fire, rebel #2 – cold, rebel #3 – acid, rebel #4 – electricity).

ENCOUNTER 5

Watcher Simar Cattearn, Most Penitent Hellhound: human (Suel) Ftr6/Mnk1/Blackguard1; CR 8; medium humanoid (human); HD 7d10+1d8+16; hp 71; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex); BAB/Grp +7/+10; Atk +12 melee (2d6+7/19-20, +1 greatsword) or +10 melee (1d6+3, unarmed strike); Full Atk +12/+7 melee (2d6+7/19-20, +1 greatsword) or +10/+5 melee (1d6+3, unarmed strike) or +8/+8/+3 melee (1d6+3, flurry of blows); SA unarmed strike, flurry of blows; SQ aura of evil, *detect good*, poison use; AL LE; SV Fort +13, Ref +7, Will +7; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (armorsmith) +1, Craft (weaponsmith) +1, Diplomacy +3, Handle Animal +4,

Hide +1, Intimidate +11, Knowledge (religion) +2, Knowledge (local – Sheldomar Valley Metaregion) +1, Ride +10; Cleave, Close Quarters Fighting*, Combat Reflexes^B, Improved Unarmed Strike^B, Improved Sunder, Mounted Combat^B, Power Attack, Stunning Fist^B (2/day; Fort DC 15), Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B. *Complete Warrior.

Blackguard Spells Prepared (1, save DC 11 + spell level): 1st – *corrupt weapon*.

Possessions: +1 greatsword, +1 full plate, *vest of resistance* +2*. *Complete Arcane.

Fallen Watcher: male human (Suel) Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); BAB/Grp +4/+7; Atk +9 melee (1d8+6/19-20, +1 longsword); Full Atk +9 melee (1d8+6/19-20, +1 longsword); AL LE; SV Fort +6, Ref +4, Will +3; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Craft (armorsmith) +3, Craft (weaponsmith) +3, Diplomacy +1, Handle Animal +4, Intimidate +4, Knowledge (local – Sheldomar Valley Metaregion) +2, Knowledge (nobility and royalty) +2, Ride +8, Sense Motive +1, Swim -8; Cleave^B, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B.

Possessions: masterwork full plate, masterwork heavy steel shield, +1 longsword.

APPENDIX 3 – APL 8

ENCOUNTER 3

Griff: male human (Oeridian) Clr7 of Joramy; CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex); BAB/Grp +5/+5; Atk +6 melee (1d8/x3, masterwork spear); Full Atk +6 melee (1d8/x3, masterwork spear); SA spells, turn undead 4/day; SQ spontaneous casting, aura; AL CN; SV Fort+7, Ref +3, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 17 (19), Cha 12.

Skills and Feats: Concentration +15, Ride +6, Sense Motive +9; Domain Spontaneity (fire)*, Mounted Combat, Skill Focus (Concentration), Spell Focus (evocation). *Complete Divine.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; DC 14 + spell level, 15 + spell level for evocation spells): 0 – *detect magic* x2, *guidance* x2, *resistance* x2; 1st – *bless*, *burning hands**, *protection from law*, *remove fear* x2, *sanctuary*; 2nd – *aid*, *hold person* x2, *produce flame**, *remove paralysis*; 3rd – *dispel magic* x2, *prayer*, *protection from energy**, 4th – *divine power*, *recitation****, *wall of fire**. ***Complete Divine.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +7 damage), Fire (turn or destroy water creatures 4/day).

Possessions: masterwork chainmail, masterwork spear, light warhorse, *wand of cure moderate wounds* (25 charges, CL 3rd), *peript of wisdom* +2.

Keogh Rebel: male human (Oeridian) War4; CR 3; Medium Humanoid; HD 4d8+8; hp 30; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield); BAB/Grp +4/+7; Atk +8 melee (1d8+3, masterwork shortspear) or +7 ranged (1d8+3, masterwork shortspear); Full Atk +8 melee (1d8+3, masterwork shortspear) or +7 ranged (1d8+3, masterwork shortspear); AL CN; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +6, Ride +9; Mounted Combat, Point Blank Shot, Precise Shot.

Possessions: 8 masterwork shortspears, masterwork chainmail, masterwork heavy wooden shield, light warhorse, *potion of enlarge person*, *potion of resist energy* 30 (rebel #1 – fire, rebel #2 – cold, rebel #3 – acid, rebel #4 – electricity).

ENCOUNTER 5

Watcher Simar Cattearn, Most Penitent Hellhound: human (Suel) Ftr6/Mnk1/Blackguard1; CR 8; medium humanoid (human); HD 7d10+1d8+16; hp 71; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex); BAB/Grp +7/+10; Atk +12 melee (2d6+7/19-20, +1 greatsword) or +10 melee (1d6+3, unarmed strike); Full Atk +12/+7 melee (2d6+7/19-20, +1 greatsword) or +10/+5 melee (1d6+3, unarmed strike) or +8/+8/+3 melee (1d6+3, flurry of blows); SA unarmed strike, flurry of blows; SQ

aura of evil, *detect good*, poison use; AL LE; SV Fort +13, Ref +7, Will +7; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (armorsmith) +1, Craft (weaponsmith) +1, Diplomacy +3, Handle Animal +4, Hide +1, Intimidate +11, Knowledge (religion) +2, Knowledge (local – Sheldomar Valley Metaregion) +1, Ride +10; Cleave, Close Quarters Fighting*, Combat Reflexes^B, Improved Unarmed Strike^B, Improved Sunder, Mounted Combat^B, Power Attack, Stunning Fist^B (2/day; Fort DC 15), Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B. *Complete Warrior.

Blackguard Spells Prepared (1, save DC 11 + spell level): 1st – *corrupt weapon*.

Possessions: +1 greatsword, +1 full plate, vest of resistance +2*. *Complete Arcane.

Fallen Watcher: male human (Suel) Ftr4/Mnk2; CR 6; medium humanoid (human); HD 4d10+2d8+12; hp 51; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +5/+8; Atk +10 melee (1d8+6/19-20, +1 longsword) or +8 melee (1d6+3, unarmed strike); Full Atk +10 melee (1d8+6/19-20, +1 longsword) or +8 melee (1d6+3, unarmed strike) or +6/+6 melee (1d6+3, flurry of blows); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +9, Ref +7, Will +6; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Craft (armorsmith) +3, Craft (weaponsmith) +3, Diplomacy +2, Handle Animal +5, Intimidate +4, Knowledge (local – Sheldomar Valley Metaregion) +2, Knowledge (nobility and royalty) +2, Ride +10, Sense Motive +6, Spot +6, Swim -8; Cleave^B, Combat Reflexes^B, Improved Unarmed Strike^B, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Stunning Fist^B (3/day, Fort DC 13), Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B.

Possessions: +1 full plate, +1 heavy steel shield, +1 longsword.

ENCOUNTER 3

Griff: male human (Oeridian) Clr7 of Joramy; CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex); BAB/Grp +5/+5; Atk +6 melee (1d8/x3, masterwork spear); Full Atk +6 melee (1d8/x3, masterwork spear); SA spells, turn undead 4/day; SQ spontaneous casting, aura; AL CN; SV Fort+7, Ref +3, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 17 (19), Cha 12.

Skills and Feats: Concentration +15, Ride +6, Sense Motive +9; Domain Spontaneity (fire)*, Mounted Combat, Skill Focus (Concentration), Spell Focus (evocation). *Complete Divine.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; DC 14 + spell level, 15 + spell level for evocation spells): 0 – *detect magic* x2, *guidance* x2, *resistance* x2; 1st – *bless*, *burning hands**, *protection from law*, *remove fear* x2, *sanctuary*; 2nd – *aid*, *hold person* x2, *produce flame**, *remove paralysis*; 3rd – *dispel magic* x2, *prayer*, *protection from energy**, 4th – *divine power*, *recitation****, *wall of fire**. ***Complete Divine.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to hit and +7 damage), Fire (turn or destroy water creatures 4/day).

Possessions: masterwork chainmail, masterwork spear, light warhorse, *wand of cure moderate wounds* (25 charges, CL 3rd), *periapt of wisdom* +2.

Thom: male human (Oeridian) Sor6/Elemental Savant (fire)1; CR 7; medium humanoid (human); HD 7d4+14; hp 32; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); BAB/Grp +3/+2; Atk/Full Atk +3 melee (1d8-1/x3, masterwork spear); SA elemental specialty (fire); SQ: summon familiar, fire resistance 5; AL CN; SV Fort+4, Ref +3, Will +8; Str 8, Dex 12, Con 14, Int 12, Wis 12, Cha 17 (19). *Complete Arcane*, page 32.

Skills and Feats: Concentration +15, Knowledge (arcana) +10, Knowledge (the Planes) +5, Ride +3, Spellcraft +10; Energy Substitution (fire)*, Explosive Spell*, Skill Focus (Concentration), Spell Focus (evocation). *Complete Arcane.

Sorcerer Spells Known (6/7/7/5; DC 14 + spell level, 15 + spell level for evocation spells): 0 – *arcane mark*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*; 1st – *burning hands*, *grease*, *lesser orb of fire**, *magic missile*, *obscuring mist*; 2nd – *false life*, *flaming sphere*, *scorching ray*; 3rd – *fireball*, *haste*. *Complete Arcane.

Elemental Specialty (Ex): The first step towards transcending mortal form requires an elemental savant to choose her elemental specialty. Upon entering the class, she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant casts a spell that normally deals energy

damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its' normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level she gains resistance 5 against this energy type. This resistance increases to 10 at 4th level and 20 at 7th level.

Possessions: ~~*potion of mage armor*~~ (CL 5th), masterwork spear, light warhorse, *metamagic rod of sculpting (lesser)**, *cloak of charisma* +2. *Complete Arcane.

Keogh Rebel: male human (Oeridian) War6; CR 5; Medium Humanoid; HD 6d8+12; hp 45; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield); BAB/Grp +6/+9; Atk +10 melee (1d8+3, masterwork shortspear) or +9 ranged (1d8+3, masterwork shortspear); Full Atk +10/+5 melee (1d8+3, masterwork shortspear) or +9/+4 ranged (1d8+3, masterwork shortspear); AL CN; SV Fort +7, Ref +4, Will +1; Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +8, Ride +11; Mounted Combat, Point Blank Shot, Precise Shot, Quick Draw.

Possessions: 8 masterwork shortspears, masterwork chainmail, masterwork heavy wooden shield, light warhorse, *potion of enlarge person*, *potion of resist energy* 30 (rebel #1 – fire, rebel #2 – cold, rebel #3 – acid, rebel #4 – electricity), *ring of* (rebel #1 – climbing, rebel #2 – jumping, rebel #3 – sustenance, rebel #4 – swimming).

ENCOUNTER 5

Watcher Simar Cattearn, Most Penitent Hellhound: human (Suel) Ftr6/Mnk1/Blackguard4; CR 11; medium humanoid (human); HD 10d10+1d8+22; hp 98; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 deflection); BAB/Grp +10/+14; Atk +16 melee (2d6+9/17-20, +1 greatsword) or +14 melee (1d6+4, unarmed strike); Full Atk +16/+11 melee (2d6+9/17-20, +1 greatsword) or +14/+9 melee (1d6+4, unarmed strike) or +12/+12/+7 melee (1d6+4, flurry of blows); SA unarmed strike, flurry of blows, smite good 1/day, +1d6 sneak attack; SQ aura of evil, *detect good*, poison use, dark blessing, command undead, aura of despair; AL LE; SV Fort +17, Ref +10, Will +10; Str 16 (18), Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +9, Craft (armorsmith) +1, Craft (weaponsmith) +1, Diplomacy +3, Handle Animal +4, Hide +1, Intimidate +13, Knowledge (religion) +2, Knowledge (local – Sheldomar Valley Metaregion) +1, Ride +10; Cleave, Close Quarters Fighting*, Combat Reflexes^B, Improved Critical (greatsword), Improved Unarmed Strike^B, Improved Sunder, Mounted Combat^B, Power Attack, Stunning Fist^B

(3/day; Fort DC 16), Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B. *Complete Warrior.

Blackguard Spells Prepared (2/1, save DC 11 + spell level): 1st – corrupt weapon, divine sacrifice*; 2nd – cure moderate wounds. *Complete Divine.

Possessions: +1 greatsword, +1 light fortification full plate, vest of resistance +2*, ring of protection +1, gauntlets of ogre power. *Complete Arcane.

Fallen Watcher: male human (Suel) Ftr6/Mnk2; CR 8; medium humanoid (human); HD 6d10+2d8+16; hp 69; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +7/+11; Atk +13 melee (1d8+7/19-20, +1 longsword) or +11 melee (1d6+4, unarmed strike); Full Atk +13/+8 melee (1d8+7/19-20, +1 longsword) or +11/+6 melee (1d6+4, unarmed strike) or +9/+9/+4 melee (1d6+4, flurry of blows); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +11, Ref +9, Will +8; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Craft (armorsmith) +3, Craft (weaponsmith) +3, Diplomacy +2, Handle Animal +5, Intimidate +8, Knowledge (local – Sheldomar Valley Metaregion) +2, Knowledge (nobility and royalty) +2, Ride +14, Sense Motive +6, Spot +6, Swim -7; Cleave^B, Combat Reflexes^B, Improved Initiative^B, Improved Unarmed Strike^B, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Stunning Fist^B (3/day, Fort DC 14), Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B.

Possessions: +1 light fortification full plate, +1 heavy steel shield, +1 longsword, cloak of resistance +1.

ENCOUNTER 3

Griff: male human (Oeridian) Clr9 of Joramy; CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex); BAB/Grp +6/+6; Atk +7 melee (1d8/x3, masterwork spear); Full Atk +7/+2 melee (1d8/x3, masterwork spear); SA spells, turn undead 4/day; SQ spontaneous casting, aura; AL CN; SV Fort+8, Ref +4, Will +11; Str 10, Dex 12, Con 14, Int 10, Wis 18 (20), Cha 12.

Skills and Feats: Concentration +17, Ride +7, Sense Motive +11; Domain Spontaneity (fire)*, Mounted Combat, Quicken Spell, Skill Focus (Concentration), Spell Focus (evocation). *Complete Divine.

Cleric Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; DC 15 + spell level, 16 + spell level for evocation spells): 0 – detect magic x2, guidance x2, resistance x2; 1st – bless, burning hands*, protection from law, remove fear x3, sanctuary; 2nd – hold person x3, produce flame*, remove paralysis x2; 3rd – blindness/deafness, dispel magic x2, prayer, protection from energy*, 4th – divine power, giant vermin, recitation**, wall of fire*, 5th – quickened burning hands*, quickened divine favor, flame strike. **Complete Divine.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +9 damage), Fire (turn or destroy water creatures 4/day).

Possessions: masterwork chainmail, masterwork spear, light warhorse, wand of cure moderate wounds (5 charges, CL 3rd), periapt of wisdom +2, metamagic rod of empower (lesser).

Thom: male human (Oeridian) Sor6/Elemental Savant (fire)3; CR 9; medium humanoid (human); HD 9d4+18; hp 41; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); BAB/Grp +4/+3; Atk/Full Atk +4 melee (1d8-1/x3, masterwork spear); SA elemental specialty (fire); SQ: summon familiar, fire resistance 5, immunity to sleep, energy penetration +2; AL CN; SV Fort+5, Ref +4, Will +9; Str 8, Dex 12, Con 14, Int 12, Wis 12, Cha 18 (20). Complete Arcane, page 32.

Skills and Feats: Concentration +17, Knowledge (arcana) +13, Knowledge (the Planes) +5, Ride +3, Spellcraft +13; Energy Substitution (fire)*, Explosive Spell*, Greater Spell Focus (evocation), Skill Focus (Concentration), Spell Focus (evocation). *Complete Arcane.

Sorcerer Spells Known (6/8/7/7/5; DC 15 + spell level, 17 + spell level for evocation spells): 0 – arcane mark, detect magic, light, mage hand, mending, prestidigitation, ray of frost, resistance; 1st – burning hands, grease, lesser orb of fire*, magic missile, obscuring mist; 2nd – false life, flaming sphere, glitterdust, scorching ray; 3rd – fireball, haste, lightning bolt; 4th – orb of fire*, wall of fire. *Complete Arcane.

Elemental Specialty (Ex): The first step towards transcending mortal form requires an elemental savant to choose her elemental specialty. Upon entering the class,

she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant casts a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its' normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level she gains resistance 5 against this energy type. This resistance increases to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, an elemental savant further refines her ability to wield energy associated with her chosen element. When she casts a spell using that type of energy, she gains a +2 competence bonus on her caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

Possessions: ~~potion of mage armor (CL 5th)~~, masterwork spear, light warhorse, metamagic rod of sculpting (lesser)*, cloak of charisma +2, bracers of armor +2. *Complete Arcane.

Keogh Rebel: male human (Oeridian) War6; CR 5; Medium Humanoid; HD 6d8+12; hp 45; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield); BAB/Grp +6/+9; Atk +10 melee (1d8+3, masterwork shortspear) or +9 ranged (1d8+3, masterwork shortspear); Full Atk +10/+5 melee (1d8+3, masterwork shortspear) or +9/+4 ranged (1d8+3, masterwork shortspear); AL CN; SV Fort +7, Ref +4, Will +1; Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +8, Ride +11; Mounted Combat, Point Blank Shot, Precise Shot, Quick Draw.

Possessions: 8 masterwork shortspears, masterwork chainmail, masterwork heavy wooden shield, light warhorse, *potion of enlarge person*, *potion of resist energy 30* (rebel #1/5 – fire, rebel #2/6 – cold, rebel #3/7 – acid, rebel #4/8 – electricity), *ring of* (rebel #1/5 – climbing, rebel #2/6 – jumping, rebel #3/7 – sustenance, rebel #4/8 – swimming).

ENCOUNTER 5

Watcher Simar Catearn, Most Penitent Hellhound: human (Suel) Ftr6/Mnk1/Blackguard6; CR 13; medium humanoid (human); HD 12d10+1d8+26; hp 116; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 deflection); BAB/Grp +12/+16; Atk +18 melee (2d6+9 and +2d6 vs. good-aligned foes/17-20, +1 *unholy*

greatsword) or +16 melee (1d6+4, unarmed strike); Full Atk +18/+13/+8 melee (2d6+9 and +2d6 vs. good-aligned foes/17-20, +1 unholy greatsword) or +16/+11/+6 melee (1d6+4, unarmed strike) or +14/+14/+9/+4 melee (1d6+4, flurry of blows); SA unarmed strike, flurry of blows, smite good 2/day, +1d6 sneak attack; SQ aura of evil, *detect good*, poison use, dark blessing, command undead, aura of despair, fiendish servant; AL LE; SV Fort +20, Ref +13, Will +14; Str 16 (18), Dex 12, Con 14, Int 10, Wis 13 (15), Cha 14 (18).

Skills and Feats: Concentration +12, Craft (armorsmith) +1, Craft (weaponsmith) +1, Diplomacy +5, Handle Animal +6, Hide +1, Intimidate +18, Knowledge (religion) +2, Knowledge (local – Sheldomar Valley Metaregion) +1, Ride +10; Cleave, Close Quarters Fighting*, Combat Reflexes^B, Divine Might*, Improved Critical (greatsword), Improved Unarmed Strike^B, Improved Sunder, Mounted Combat^B, Power Attack, Stunning Fist^B (4/day; Fort DC 18), Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B.

*Complete Warrior.

Blackguard Spells Prepared (2/2/1, save DC 12 + spell level): 1st – *corrupt weapon*, *divine sacrifice**; 2nd – *cure moderate wounds*, *zeal**; 3rd – *protection from energy*.

*Complete Divine.

Possessions: +1 unholy greatsword, +1 light fortification full plate, vest of resistance +2*, ring of protection +1, gauntlets of ogre power, rod of splendor, periapt of wisdom +2. *Complete Arcane.

Fallen Watcher: male human (Suel) Ftr6/Mnk2; CR 8; medium humanoid (human); HD 6d10+2d8+16; hp 69; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +7/+11; Atk +13 melee (1d8+7/19-20, +1 longsword) or +11 melee (1d6+4, unarmed strike); Full Atk +13/+8 melee (1d8+7/19-20, +1 longsword) or +11/+6 melee (1d6+4, unarmed strike) or +9/+9/+4 melee (1d6+4, flurry of blows); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +11, Ref +9, Will +8; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Craft (armorsmith) +3, Craft (weaponsmith) +3, Diplomacy +2, Handle Animal +5, Intimidate +8, Knowledge (local – Sheldomar Valley Metaregion) +2, Knowledge (nobility and royalty) +2, Ride +14, Sense Motive +6, Spot +6, Swim -7; Cleave^B, Combat Reflexes^B, Improved Initiative^B, Improved Unarmed Strike^B, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Stunning Fist^B (3/day, Fort DC 14), Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B.

Possessions: +1 light fortification full plate, +1 heavy steel shield, +1 longsword, cloak of resistance +1.

DM AID: KNIGHTS OF THE WATCH

(Excerpted from the Knights of the Watch metaorganization documentation)

The Knights of the Watch formed several centuries ago, built upon the foundation an earlier organization based in Gran March. Tasked with protecting Keoland, Gran March, Bissel and Geoff from the incursions of Paynims and Westerlings, the Watchers, as they are generally known, hold several castles, fortresses and strongholds along the border with Ket, as well as in the western mountains. The order's strongest bases of power can be found in Gran March (Hookhill), Geoff (Hochoch), and Bissel (Pellak), though members of the knighthood are drawn from the best and wisest of the lands throughout the Sheldomar Valley.

The Knights of the Watch are devotees of a near-monastic school of teachings based upon the writings of the philosopher Azmarender, who first chronicled a code of duty and belief known as the Twelve and Seven Precepts. The Twelve Precepts govern how a knight of the order is to carry out his day-to-day activities, with a particular eye toward traditions of battle. The Seven are said to guide the "life beyond the self," to give meaning to the universe beyond the field of battle. These latter precepts are jealously guarded secrets revealed to knights only as they gain station within the organization. The mysterious Seventh Precept, said to reveal ancient secrets about the establishment of the world of Oerth, is known only to the Grandiose Imperial Wyvern, titular head of the knighthood (currently the ailing Hugo of Geoff).

As befits the mysticism that dwells at the heart of their organization, the Watchers are known internally by a selection of fanciful titles. General knights, the lowest in rank, are called Vigils, with minor ranks adding to the base title (Stalwart Vigil, Resilient Vigil, Radiant Vigil, etc.). As knights ascend in rank, a number of adjectives are added to their titles, with "vigil" replaced by the names of fantastic beasts (manticore, hippogriff, griffon, etc.), such that a mid-level commander is known as the Magnificent Elder Gorgon. Few outside the order understand the ranking-system of the Watchers, a fact that gave rise to the peasant saying "frightful as a Watcher's title" to denote someone who wishes to appear grander than he truly is.

Prior to the Greyhawk Wars, the Knights of the Watch claimed more than 6,500 members. War trimmed that number by more than half. Currently, 2,500 Knights of the Watch roam the Sheldomar Valley, protecting the interests of their nations and ferreting out agents of the hated west.

The Greyhawk Wars brought a new development for the knighthood, as well, a fractionalization of the order into two distinct branches, the traditional Knights of the Watch and the new Knights of Dispatch. The Watchers continue much as they always have. The Dispatchers, however, have eschewed traditional rites of battle, often forming themselves into scouting bands to range within conquered Geoff (and, until recently, Sterich). The Knights of Dispatch have traded their hatred of the west for a deep loathing of the humanoids that have caused their homelands so much trouble in the last decade. While some within the greater order despise the "cowardly" tactics of this new branch, the leaders of both organizations have pledged support for each other, and share the same (confusing) hierarchy.

Both the Knights of the Watch and the Knights of Dispatch share a common coat of arms, an owl displayed argent.

Trilesimain, The Simple Knight

The story of Trilesimain is one of the standards of the bards of the Sheldomar Valley. Its origins are ancient and not precisely known. The story relates the tale of Trilesimain and is filled with adventures and tales of daring-do. Throughout the ages, bards have added to the work, adding new characters and creating a true myth cycle. In 400 CY, the great bard, Ravanoff the Excellent, oversaw the collection and editing of the versions of the legend. His work, entitled *The Simple Knight*, occupies almost forty volumes. The original is kept in the Commandant's headquarters in Hookhill. Numerous scholars work on symbolic and literary interpretations of the text. The work has become one of the central focuses of the Knights of the Watch and Dispatch, containing as it does the basis for their code of chivalry. All Knights are expected to be familiar with its contents and to have read it through (or have it read to them) at least once before advancing to the higher levels in the orders.

The oldest parts of the story, and the parts of most interest to the Knights, are the beginning and the end. The story begins in an age where we are told that those who call themselves knights are nothing more than armed bandits who terrorize and oppress the population. Into this world is born Trilesimain. He is the son of a young unwed peasant woman. His father is referred to in the story as "the strange visitor." Speculation as to his parentage among scholars has ranged from the King to a god, although the story does not place much importance on it.

His mother, Bethané, raises her son to be strong and valiant. From the time he is nursing, she sings to him the following song, known as the *Glorious Couplets*:

The hope of a knight where 'ere he doth trod,

*Is duty to one's order and one's god.
The heart of a knight where 'ere he doth fly.
Is to face fear with a gleam in his eye.
The praise of a knight where 'ere he doth go,
Is given high and received from below.
The strength of a knight where 'ere he is found,
Is that his word is trusted all around.
The soul of a knight where 'ere he doth live,
Is his willingness to help and to give.*

One day, when Trilesimain is six, he is outside listening to his mother singing while she hangs out the wash, when five mounted men approach. They proclaim themselves to be knights of the realm and demand tribute. When Bethané replies that she is a poor mother who has nothing, the leader of the knights replies that he will get payment one way or another. When Trilesimain intervenes, he is stabbed in the chest and thrown in a ditch, where he is left to die. As he lies there, he hears the men assault his mother, who does not scream, but endures her torture. The scene ends with the men riding off. As they do so, they throw the disembodied head of Bethané into the ditch with her son. The head, one final time, weakly sings the Couplets to her son before her soul departs.

Trilesimain survives the ordeal but forever carries a scar on his chest that reminds him of the fate of his mother. The story continues with the tales of Trilesimain and the companions he finds along the way. The Couplets are not mentioned again in this portion of the saga, but our hero strives to live by them. He gains his revenge upon his mother's defilers and grows to be a great knight and good ruler. The ending of the story is one of both tragedy and glory. He is tricked by a demon in the guise of a peasant, is captured, and is taken to the Abyss. There he is bound to a great rock and one thousand demons begin to torture him. Each torture is described graphically and at the end of each, the demons promise release if he will but renounce his beliefs. Trilesimain responds each time with a Couplet. Each time, the torture becomes more hellish. After the fifth torture, Trilesimain recites the final couplet and then the old scar on his chest opens. A great pure light pours forth from his chest and the demons are consumed. When the light fades, the rock is empty.

It is from the Couplets that the great philosopher, Azmarender derived the Twelve Precepts that guide the Knights. The Precepts are divided into two parts. The first two are the Grand Precept and the Precept of Judgment. These lay the framework for all that is to follow. The next ten are the Couplet precepts. There are two for each Couplet and they describe how a Knight should live. The Twelve Precepts are not exactly common knowledge, nor can they truly be called secrets. They are known to those who have sufficient interest in the doings of the Knights of the Watch.

The Twelve Precepts

Above all others are the Grand Precept and the Precept of Judgment. The other precepts define how the Knight should behave, but the first two define how he should follow the other ten. The Grand Precept imbues the Knight who follows it with strength. The Precept of Judgment grants flexibility. As with a blade, it is this combination of traits that makes the Knight the exceptional weapon that he is.

The Grand Precept: A Knight is known by his actions. There is no higher calling and no greater duty; therefore, a Knight will lay down his life rather than violate a Precept.

The Precept of Judgment: The Precepts are of mortal hand; therefore, they may conflict. A Knight will always remain true to the spirit of the Precepts and use the judgment granted him to know the right path. A Knight will never allow legalism to excuse any action.

The Precepts of Duty

The Precept of Duty to One's Order: A Knight's Order defines his place in the world. A Knight will remain true to the rules of his Order and will follow the commands of the leaders of his Order.

The Precept of Duty to One's God: A Knight's God has granted him the greatest gift of all, the life of a Knight. As such a Knight must remain true to his God's teachings and to those who represent his God in this world.

The Precepts of Courage

The Precept of Bravery: Battle and defense are the purpose of the Knight in this world. As such, a Knight may never flee battle unless failure to do so shall place those in his charge in greater harm. A Knight must never allow another to place himself in danger when the Knight can accept the danger himself. However, the Knight should also not allow dishonor to come to his companions by denying them their rightful share of glory.

The Precept of Chivalry: A Knight must never doubt his prowess or his worth and he must not allow others to think that he has done so. Therefore, a Knight must not take unfair advantage of any opponent, but must strive to show the rightness of his cause by victory in the fairest fight possible.

The Precepts of Demeanor

The Precept of Deference: A Knight has been placed in his position in the world for a purpose. To question this is to lack faith. Therefore, a Knight must pay appropriate honor to those placed above him in his Order, his State, and his Church. A Knight must ensure that those placed below him observe this, so that disrespect for the Precept is not created.

The Precept of Mannerliness: A Knight's behavior, manners, and etiquette must be above reproach lest dishonor fall on his Order.

The Precepts of Honor

The Precept of Oath-Taking: A Knight's word must be trusted. Therefore, a Knight will not violate an oath that he has sworn nor should a Knight swear an oath that he knows he cannot keep.

The Precept of Retribution: It is a duty of a Knight to ensure that any Knight who has broken an oath is brought to justice, lest all Knights' words become meaningless.

The Precepts of Charity

The Precept of Service: The poor, the oppressed, the widowed, the orphaned, those who seek after justice – these all are worthy of a Knight's service. A Knight should not deny it.

The Precept of Property: A Knight owns nothing. All material things are simply held by him in trust to fulfill his purpose. Therefore, a Knight must be generous in all things and disdain the gaining of wealth for its own sake.

Organization

The Knights of the Watch and the Knights of Dispatch are a selective organization, focused on the defense of the Sheldomar Valley, particularly from humanoids (including giants) and the Baklunish. Though they differ in their tactics and methods, they adhere to the same general principles (as spelled out in the Precepts, above) and share a common organization structure. Prior to becoming a Knight, a candidate must be invited to squire, and serve a full term in the ranks of the squires and senior squires (known as Junior and Senior Obedient Masters, respectively). Once Knighted, a Watcher or Dispatcher may rise through the ranks. The Knights are hierarchical, with the Grandiose Imperial Wyvern setting policy, along with the Great Beasts. The Monsters of the Air are responsible for disseminating information and enforcing discipline, while the Monsters of the Earth are in charge of day-to-day operations.

Day to Day Activities

Most Knights conduct their activities according to their own purposes and consciences. While all are called upon to defend the Sheldomar Valley, individual Knights have great latitude in determining how best to meet that goal. A large number of Knights serve in the militaries of the Sheldomar nations, particularly Gran March, while others operate independently as adventurers, or form small armies of Knights under the banner of the order. Some Knights hold positions of authority or nobility, and devote much of their time to such duties. Even with this latitude, Knights are expected to assist in the maintenance of the order, especially as they reach higher ranks. Knights devote time each year to maintaining Knight strongholds, training squires, updating the records of the order, acquiring or enchanting magical items for the order, or similar purposes.

The Fast of the Murder of Bethané

The order observes a single sacred event. Sunsebb 4th is the Fast of the Murder of Bethané. This is the high, holy day of the Watch and Dispatch. Typically, in the week leading up to this date, the knight dons simple clothing and a hair shirt, he repents of all his failings during the past year, and seeks out all who he may have wronged to make restitution. He fasts for the whole of the holy day, consuming only the barest amount of water needed to survive. On the night following the fast, he sleeps not but spends the time in prayer and contemplation. Immediately before the dawn, he doffs his clothing and stands facing east. As the light of the new rising sun strikes his bare flesh, he is absolved. He dons his armor and readies for another year of service. Any Knight who ignores this time is dishonored and no longer considered a member. A Knight who must miss this fast (immediacy of battle, requirement of duty, sickness, an inability to know the exact date, etc.) must, on the first opportunity, seek out a leader in the order who will assign atonement. This task will be one whose difficulty depends upon the reason for the infraction, but it will always serve to aid both the order and the people.

In time of war, many knights forgo the week of reflection, but all but a handful observe the fast (and those who do not immediately seek out atonement). During the time of reflection and the fast, the allies of the knights are frequently called upon to assure that this is not seized as an opportunity for violence on the part of their enemies.

Headquarters and Power Centers

The current knight headquarters is in Pellak, in Bissel. They also maintain strongholds in Hookhill (Gran March) and Hochoch (Geoff). In addition, they maintain chapter houses in a few other major cities in the Sheldomar Valley.

Allies

The order is closely aligned with the government and military of Gran March, and with the church of Heironeous. In addition, it considers as its formal allies all the nations of the Sheldomar Valley (though those nations do not necessarily reciprocate). The Darkwatch, a sister organization based in Keoland, is also counted an ally.

Rivals

Grand Duke Owen of Geoff has recently dealt several affronts to the order, including kidnapping several of its leaders temporarily, as a political ploy. While there has been some grumbling that the order ought to allow the giants to overrun what's left of Geoff, the leadership is firm in their conviction that the order's sacred duty will absolutely not permit them to concede Geoff to the giant invaders.

Foes

The order counts as its foes all goblinoids, orcs and similar creatures, giants, and Hextorians. They also consider most Baklunish in the same category (though there are a handful of Knights of Baklunish descent, mostly those who had some reason to renounce their heritage).

DM AID – NEW RULES ITEMS

NEW FEATS

Close Quarters Fighting (*Complete Warrior*)

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisite: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or an ability such as improved grab. If the enemy has such ability, you may add the damage you deal as a bonus to your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

Divine Might (*Complete Warrior*)

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefits: As a free action, Spend one of your turn or rebuke undead attempts to add your charisma bonus to your weapon damage for 1 full round.

Domain Spontaneity (*Complete Divine*)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn attempts. This work just as good clerics spontaneously cast spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Extra Stunning (*Complete Warrior*)

You gain extra stunning attacks.

Prerequisites: Stunning fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Energy Substitution (*Complete Arcane*)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Explosive Spell (*Complete Arcane*)

You can cast spells that blast people off their feet.

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone. For example, all creatures in the area of an explosive *fireball* that fail their saving throws not only take full damage but are pushed to the closest square outside of the perimeter of the spell's 20-foot-radius spread. Likewise, an explosive *lightning bolt* moves targets that fail their saves to outside the area defined by the squares that the bolt's line passes through. Any creature moved in this manner takes 1d6 points of additional damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone. If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then. In any event, this movement does not provoke attacks of opportunity. Explosive spell can be applied only to spells that allow Reflex saves and affect an area (a cone, cylinder, line or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.

Rapid Stunning (*Complete Warrior*)

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6

Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) once per round.

Normal: You may only attempt a stunning attack (or other special attack that counts against your daily limit of stunning attacks) once per round.

Special: A character can take this feat multiple times. Its effects stack.

Sculpt Spell (*Complete Arcane*)

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses up a spell slot one level higher than the spell's actual level.

NEW ITEMS

Metamagic Rod of Sculpting (Complete Arcane)

The wielder can cast up to three spells per day whose area can be modified as though using the Sculpt Spell feat. The normal version of this rod can be used with spells of up to 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp (lesser), 21,600 gp (normal), 48,600 gp (greater).

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Divine Sacrifice (Complete Divine)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every two hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 damage on that attack. Your ability to deal this damage ends when you successfully attack or when the duration ends. You can make as many sacrifices as the spell's duration allows. Sacrificed hit points count as normal damage. For example, an 8th level paladin can cast this spell with a duration of four rounds. If she sacrifices 10 hit points a round, she can spend up to 40 hit points and deal up to +5d6 damage all four rounds.

Orb of Fire, Lesser (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranger touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Recitation (Complete Divine)

Conjuration (Creation)

Level: Clr 4, Purification 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, the spell requires a sacred text as a divine focus.

Zeal (Complete Divine)

Abjuration

Level: Blackguard 2, Pal 2

Components: V, S

Casting Time: 1 standard action

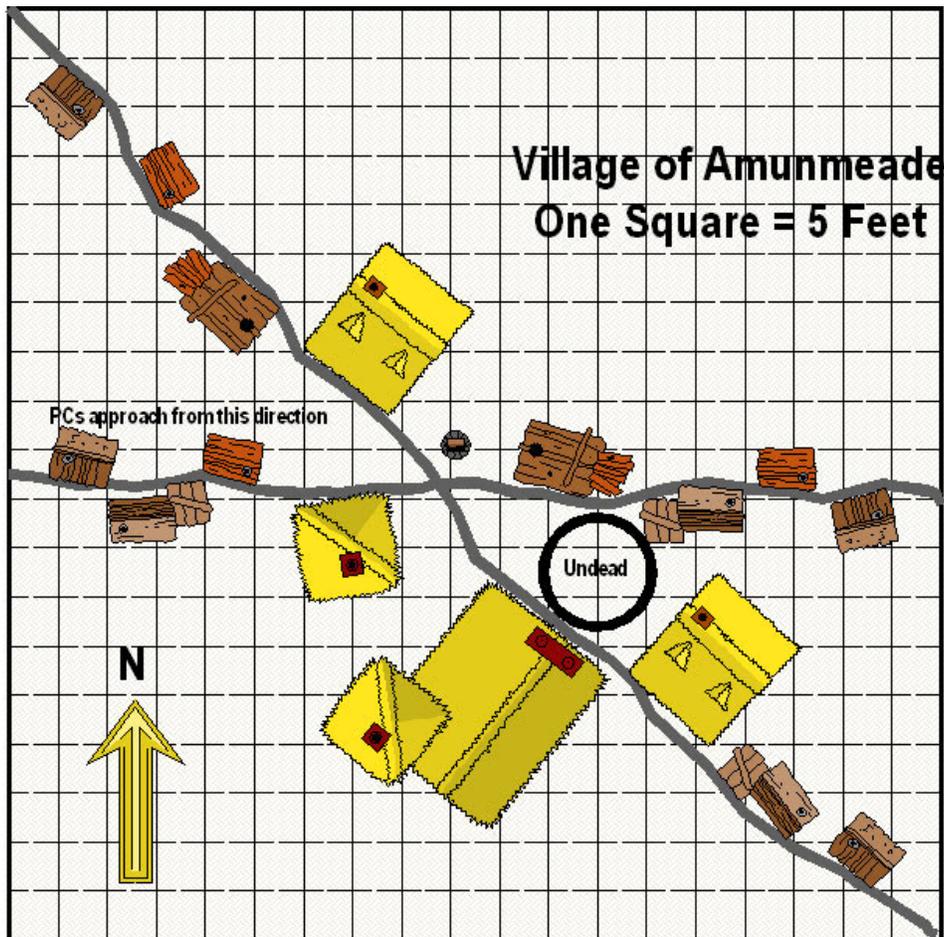
Range: Personal

Target: You

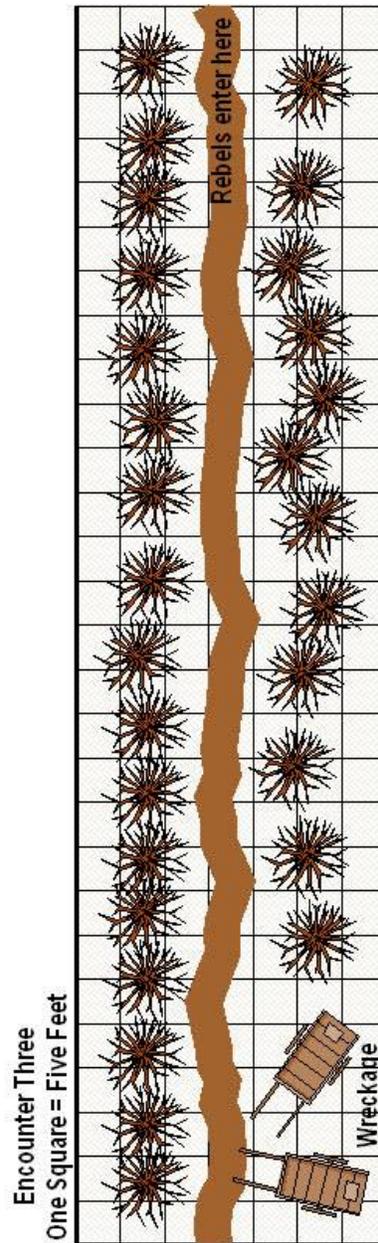
Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent. Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of the spell, as long as you finish your movement closer to your chosen foe than when you began it.

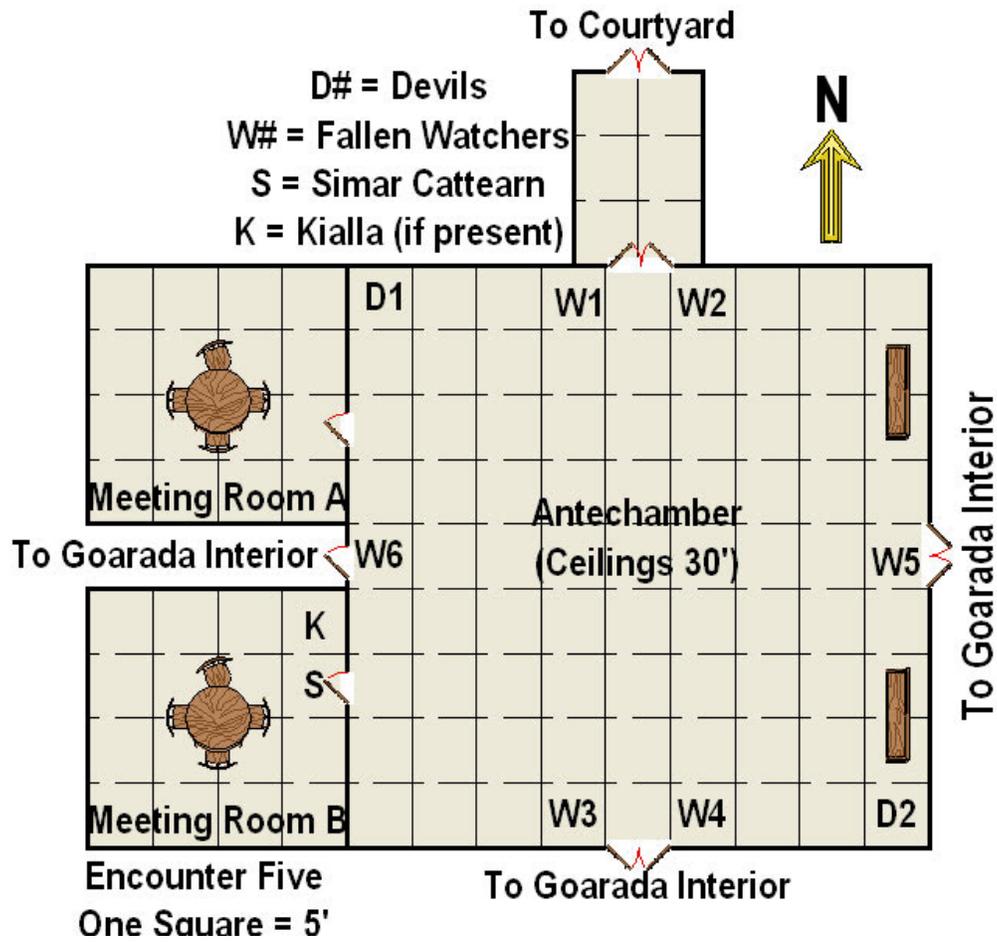
DM AID: MAP OF AMUNMEADE



DM AID: MAP OF KEOGH REBEL ATTACK SITE



DM AID: MAP OF FORTRESS GORADA'S ANTECHAMBERS



PLAYER HANDOUT #1

Most Honorable Soul,

Lo those years ago, when the town of Oakroot was in peril, you answered the call to come to our aid. The whole of the town owes its' safety to your wit, wisdom, strength, and courage, and this has not been forgotten. It has been decided that for the entirety of Richfest, Oakroot shall hold a festival in honor of those we owe so much to. As the festival is being held in your honor, the town requests your presence for the festivities.

Mayor Mortimer Usbeta

PLAYER HANDOUT #2

The journal is written in the practiced, but somewhat crude hand of someone still learning to write, and most likely female. Dirty fingerprints indicate handling by very small fingers. The entries go back to early summer. But after a quick reading, several of the most recent stand out from the usual.

Dated one month ago:

I got to eat today. A man rode into town on a big horse, said some words about good saints and waved his hands around, and covered a table in the inn with food. When he first came, we were scared. He was big and shiny like the owl men, but after he made the food, pa said he was ok. But some of pa's friends didn't eat. They said me and the other kids needed the food more than he did. Food from gods is weird. Back before we had to eat the last pigs, I remember food tasted good.

Dated three weeks ago:

Owl men came today. They had the bad angels with them. How can anything so pretty be so mean? Ma always said angels were nice. Well, at least the bad angels were nice to the owl men. But the owl men were mean to us. They took Thina and her parents away, and said they were traders. I was confused, so I asked mamma, and mamma said they weren't traders. I told her I didn't think they were. Thina's daddy makes bread. Well, he did. Back when stuff grew. Now, he just sat on the stoop talking to poppa, and their friends.

Dated two weeks ago:

Bad angels came back with the owl men. They never look hungry. I wonder if I can be an angel so that I can fly around with the owl men, and get to eat every day. Flying must be so much fun. Mamma says the birds sing because they're happy that they get to fly, but she says the bad angels are monsters. That's why they do what the owl men say. But they're still pretty. But they must be cold.

Dated last week:

Poppa says we're moving. He says the owl men came last night and took away Corum and his family, and burned their house down. He says that between us not having any food, and the owl men bossing everyone around, there is no reason to stay. I told him that I wanted to be one of the owl men's angels and he started to cry. Poppa never cried before.

PLAYER HANDOUT #3

Rule of Engagement for the Knights of the Watch

At the time this module takes place, Knights of the Watch entering Linth have been ordered to attack for nonlethal damage when dealing with their fellows in the County of Linth. Although you are not expected to restrain your companions from doing so, you should make every effort to convince them to use non-lethal methods of dealing with the Knights that you may encounter in Linth.

Knights who fail to abide by these restrictions will be reported in-game and may face sanctions within their meta-organization for doing so.

Princess Kialla

Although some Watchers may frown on Dispatchers, and especially female ones, Kialla is to be granted deference even if you outrank her. She is the daughter of the late King of Keoland and is a member of a well-regarded noble house. Her husband, also a Watcher, died on the field of battle in an honorable death, leaving her a young widow. Lastly, Hugo's choice of Kialla to deliver such an important message to Fortress Goarada reflects a level of respect that must be acknowledged.

Knights of the Malagari

These knights split from our order. The Malagari are rumored to be going through a schism in their ranks as they choose sides between the Redlee Manor and Dorlin branches of House Neheli. We have never found ourselves at cross purposes, and you should work to aid them provided that doing so will not compromise Kialla's mission.

PLAYER HANDOUT #4

Princess Dreadtrapper Dispatcher Kialla Skotti of House Lizhal, Persistent Sparrow: female human (Suel) Ftr4/Rgr2/Order of the Bow Initiate2; CR 8; medium humanoid (human); HD 4d8+4d10+8; hp 60; Init +6; Spd 30 ft.; AC 25, touch 18, flat-footed 19 (+7 armor, +6 Dex, +2 deflection); BAB/Grp +8/+10; Atk +17 ranged (1d8+6/x3, +2 composite longbow) or +13/+13 ranged (1d8+6/x3, +2 composite longbow) or +13 melee (1d10+5 and 1d6 electricity/19-20, *Dispatcher Skotti's Blade*); Full Atk +17/+12 ranged (1d8+6/x3, +2 composite longbow) or +15/+15/+10 ranged (1d8+6/x3, +2 composite longbow) or +13/+8 melee (1d10+5 and 1d6 electricity/19-20, *Dispatcher Skotti's Blade*); SA favored enemy (aberrations +2), ranged precision +1d8; SQ wild empathy, close combat shot; AL LG; SV Fort +11, Ref +16, Will +9; Str 14 (16), Dex 18 (22), Con 12, Int 14, Wis 14, Cha 14. *Complete Warrior*, page 68.

Skills and Feats: Craft (bowmaking) +7, Diplomacy +7, Hide +15, Knowledge (nature) +5, Knowledge (nobility and royalty) +4, Knowledge (the Planes) +6, Knowledge (religion) +5, Knowledge (local – Sheldomar Valley Metaregion) +3, Listen +7, Move Silently +16, Ride +7, Spot +13, Survival +13; Far Shot^B, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Track^B, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)^B.

Languages: Common, Keoish, Suloise.

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

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

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

Possessions: +2 mithral breastplate, +2 composite longbow (+2 Str bonus), *Dispatcher Skotti's Blade* (+1 adamantine shock bastard sword, see Treasure Summary), gloves of dexterity +4, vest of resistance +3*, circlet of persuasion, ring of protection +2, boots of speed, 100 alchemical silvered arrows, 100 cold iron arrows, 20 adamantine arrows, quiver of Ehlonna. **Complete Arcane*.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Dispatcher Skotti's Blade

This +1 shock adamantine bastard sword has the broad, heavy blade of a Keogh-forged sword, and it was entrusted to the Princess of Keoland by a fellow Watcher upon his retirement. This blade is activated by the command word "justice." When wielded by a LN, LG, or NG aligned being, the wielder gains a +2 sacred bonus to Strength.

Moderate Evocation; CL: 12th; Prerequisites: Craft Arms & Armor, *divine power*, and *shocking grasp*, call lightning, or lightning bolt; Market Price: 17,335 gp; Weight: 15 lbs.