

ULP5-07

Canticle of Fate

A One-Round D&D[®] LIVING GREYHAWK[™] Principality of Ulek Regional Adventure

Version 1.1

Plot and Story by Tad L. J. Kilgore
Design by Rene Alfonso, Terry Duchastel,
and Tad L.J. Kilgore

Reviewers: [PLAYTESTERS](#)

Playtesters: [PLAYTESTERS](#)

Five, the fingers in a fist; Five the blessed races; Five gems freed from under stone; Five lives ever tainted; One, guides vengeance pure and sweet; Two, holds life eternal; Three, reshapes the land in green; Four, makes thought transcending; The last tempts most with the least; Its power simple knowing; The end result of all you do,; each breath, each thought, each moment. A Principality of Ulek regional adventure for APLs 2-12, and Part V of the Gems of Ulaa Series.

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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Visit the LIVING GREYHAWK website at www.rpga.com.

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Principality of Ulek regional adventure, set in the PoU. Characters native to the PoU 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 scenario.

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

Bergaja Galen grew up in the streets of Gradsul. His blue eyes and pale skin marked him as Suel, but his sandy brown hair was only purest gold when the sun bleached it so. Unwise boys would taunt him that the Suel blood he claimed as Suel was tainted. Bergaja quickly disabused them of such notions in the way only a sorcerer can, and in the way only a future Fate Spinner can.

Bergaja is lucky. His life has appeared fated. When the rest of his family was killed at sea, he survived, tossed on the shores of Keoland. When a life as a rogue and miscreant could have meant his bloody and quick end in the streets, his lot was to draw the attention of the Silent Ones one Needfest as they scoured the land, seeking aspirants to their order. Bergaja joined them and soon became a Wanderer of great repute.

Bergaja is lucky. His luck, he maintains, is of his choosing. He is obsessed with control, and controlling his own destiny. He is a master of divination magic. Bergaja has sworn he will never be a victim, either of fate or of others. His dislike of uncertainty borders on the pathological. He wants nothing more than absolute certain knowledge of the consequences of each action he takes. He wants, but is unfulfilled. The power he seeks is beyond the pale of men and perhaps beyond the pale of even the gods.

Still he hungers.

The Archive Arcanum of the Silent Ones is one of, if not the, premiere library for Arcane Exploration that exists on Oerth. It holds untold tomes, both mystical and mundane. It is the source of much of the Silent Ones' power. As a Silent One, Bergaja has had access to this place. He has used it to feed his hunger and pursue the certainty that he long been without.

Among the Gems of Ulaa, is the Gem of Fate. Like all the gems, it is a minor artifact. Like all the gems, its power is readily available to any who would use it. This gem's particular power is the power of divination. It is a conduit to that aspect of Ulaa that fuels her divinations and casts back the veil of what will be, and predicts what might become.

Bergaja read of the Gem of Fate and knew lust in his heart of a type he never imagined. He knew that this was the answer to his desire lay in this artifact. It would give him the divinatory power of a god. He knew he must pursue it. He continued in his duties for many long years, scouring archives and the dark places of the earth looking for the Gem.

Word came to the Lonely Tower, that Ulaa had risen again in Ulek. Word came that the Prince Corond has found the Axe of his house and planned on using it against the Pomarj. Finally word came that Karin Whytesmith planned on crafting an item of unbelievable power, by merging the Axe with the Gems of Ulaa. The Silent Ones observed this quietly, concerned that such power was not truly meant for mortals. They summon up the memory Rain of Colorless Fire and The Invoked Devastation. They do not believe mortals should wield such power. They are worried that the power present in the re-forged Axe of Corond may be too much for its wielder.

Bergaja has ever been a faithful agent of the Lonely Tower. He has succeeded in every mission he has been assigned. When word came that someone was needed to retrieve the Gems of Ulaa, then he volunteered. In his heart of hearts he knew that if he found the Gem of Fate, then he would take it as his known and in so doing, become forever outlawed from his brothers and pursued by his former order.

Bergaja entered the Principality of Ulek in pursuit of the Gems of Ulaa. His divinations and his research led him to Pengellen, Ulek's expert sage and the being most knowledgable of both the Axe of Corond and the Gems of Ulaa. While he waited he spread his net, developing contacts and agents

within the dwarven nation who knew of his search and of the items he pursued.

It was by chance that the Gem of Fate came into Erick Pendleton's hands. The elven adventurers of the Raven's Watch who brought it to him, knew it only as the possession of one of Erick's fallen sons and their onetime comrade. In returning their comrade and his gear, they returned to the father an item of great power. Erick is a sage who has given much to the war. Both his sons were lost to the Pomarj, one a fighter and dabbler in arcane arts, named Derrick. The other was a divination specialist who was ill-suited to the hard life of war that came upon Ulek and paid for that with his life's blood. This was Merrick, the oldest son and known to some as the Diviner of Eastpass. When he died, Merrick had in his possession a gem of some power, a diamond of fine cut and workmanship.

Erick used his magics to evaluate his son's gear. Much to his surprise, he found the gem was an item of tremendous power. Consulting with Merrick's colleagues it was clear they had no knowledge of the gem nor of the potency of its emanation, as the magic they detected was clearly not as potent as what was present now.

Erick began to research the gem and quickly came to understand that this Gem was special and one of the Gems of Ulaa, in particular, it was the Gem of Life. Erick quickly contacted his colleague, Pengellen, letting him know what he discovered, and of the good people who had returned his fallen son's body and returned the gem.

Bergaja, whose surveillance of Pengellen's home was extensive and effective, intercepted the communication and quickly moved to seize the gem, striking out after Erick in Eastpass and coming up with a scheme to shift suspicion and blame to a fitting target in the land of Ulek, elves, and specifically, elves from Celene.

The Raven's Watch is a band of small repute, mostly known for its composition. All Elves and half-elves, these are folks who have left Celene to strike out and fight the warlord. As their nation values individual freedoms above all else, this is a decision that has no formal repercussions for them within Celene, but certainly has made them an object of scoffing interest among the dwarves and humans of Ulek. None the less, they have held the course here, working with those that would accept them against the agents of the Pomarj in whatever form they take. "Celene sits like a crow

waiting to feed on the corpse of Ulek," is a common, and unfair, criticism of that nation. Dark humor being one of the characteristics of the Raven's Watch, their name is a parody of that particular perception.

Pengellen had been in continual correspondence with Karin Whytesmith and the Congregation of the Hills. Realizing that one of the lost Gems has been found, he communicated what he knew to Karin. She immediately took steps to recover the gem, calling on old and solid allies who had already proven their mettle.

The players are brought into the narrative at this point. They receive a letter from Karin delivered by Geric, an acolyte in service to Ulaa who is familiar to them. Karin asks them to proceed to Erick's house and retrieve the items listed above. Assuming PCs do this, they arrive at Erick's house soon after his murder at the hands of Bergaja and his allies.

Adventure Summary

What follows is a mystery as PCs work to discover what happened to Erick and what happened with the Gem of Fate.

Encounter One: Erick's house

PCs will find Erick's house completely overturned. Bergaja and his allies slew the sage and seized the materials he had collected in his research. Erick can be raised and spoken with and will share this information with the PCs. Clues that all is not what it seems will be present at the crime scene, but many clues pointing directly to the Band of the Raven will also be present. Erick's neighbors will have noted the unusual visitors that visited him that night. Bergaja has skillfully used illusions to simulate the arrival of the Raven's Watch. The Raven's Watch are elves from Celene and have faced some open hostility from Erick's neighbors. Most PCs will follow the direct clues to the Raven's Watch. They have been watched closely as they have come and gone and their base is known. The clues will point to a seedy dive in the dock district of Greutam, called the Keogh Cup.

Encounter Two: On the Road

PCs will catch up with the Raven's Watch west of Eastpass as they head east to respond to forged correspondence from Erick Pendleton. Bergaja has brought the Raven's Watch to Eastpass, certain that they will come running to assist their

friend, and that they will be quickly blamed for his murder. The Raven's Watch is innocent as will become readily apparent as the PCs speak to them. However, if the PCs choose open conflict they will find the elves both amenable and able in this regard. The Raven's Watch will share all they know with the PCs, but will not return to Greutam or Eastpass with the PCs to deal with accusations of their murder of Erick. As residents of Celene, they have no faith in the Prince's justice. PCs at this point really only have one lead, a trip to Greutam. The Raven's Watch will let PCs know that the message they received was passed to them by a Flan man with a heavy Keoish accent, who called himself Aja.

Encounter Three: The Journey to Greutam

Using the Gem of Fate, Bergaja has determined that the PCs have a fair chance to kill him and hunt him down. Bergaja has skillfully manipulated agents of the Cult of the Dragon, passing them information that the PCs may have the Gem and Fate and also that they may end up in a fight with a band of elven mercenaries. This party is a mixed band of Kobold infiltrators and human cultists. The cultists will take advantage of any conflict between The Raven's Watch and the PCs to strike the party while they are weakened. While there is no material evidence that the PCs can gather from this encounter, they will be able to get some information from prisoners. They will find out that Cultists within the city of Gryrax provided them with information. They will also find several dozen coins of fresh Keoish mintage

Encounter Four: The Keogh Cup

PCs arriving at the Keogh Cup will find an absolutely skanky bar populated by the worst elements in Greutam. The PCs will have an opportunity to get some information at this point. The Innkeeper, Carana, an agent of Spyder, will describe at length the meeting between the Bergaja and the Raven's Watch if they approach him correctly. If PCs ask the appropriate series of questions, they will determine that someone using some sort of magic to obscure their identity contacted the Elves of the Raven's Watch and sent them east. PCs will also discover that some Keoish sailors from the ship the Sea Horse struck up a rather close relationship with the Elves. PCs who want to immediately proceed to the Sea Horse will find that she will not be back in port until the morning.

Encounter Five: We did WHAT?

Bergaja will murder the Innkeeper that evening. His use of divination magic, has led him to believe that Carana will lead the PCs directly to him. Bergaja panics and assumes that he must kill the Innkeeper to keep the PCs off his trail. He again uses illusion to obscure his identity and this time makes it look like the one of the PCs fled the scene of the crime. The PCs will be arrested that night by the guard. PCs that resist the agents of the Crown with lethal force face censure within Ulek and potential long-term incarceration or potential execution. PCs taken into custody will be able to prove their innocence and be released. However, the amount of time it takes to prove their case will determine whether or not they are able to catch Bergaja before he leaves port. This will be a diplomacy check based on APL as well as the quality and the number of clues the PCs have as to the identity of the real murderers. If PCs are unable to gain early release, Vilara Camden, an agent of the Lonely Tower based in Greutam will break cover to report that Bergaja is a rogue agent and that the PCs are innocent, affecting their release. Regardless, Vilara Camden will meet with the PCs soon after their release to point them in the right direction and string together the clues they have garnered, sending them to the Seahorse. Likewise PCs who evade capture, will meet Vilara also.

Encounter Six: The Sea Horse

PCs that are able to argue their way free in time will find the Sea Horse hastily preparing to ship out. PCs that arrive late will have to find a way to pursue across the open sea. If confronted at the dock, the crew will have no desire for a fight and will bail quickly. If confronted on the open sea, the crew will fight and add to the APL. The Captain, Jergil, a Suel Arcanamach and ally of Bergaja since their days on the street in Gradsul will fight to defend his charge.

Encounter Seven: Bergaja

Bergaja knows that his only chance to defeat the PCs comes in the attacking them right after they finish fighting his comrade, Jergil. Bergaja is certain the PCs will catch and destroy him if he tries to flee. Because of this, he will attack the PCs as soon as he sees Jergil fall, striking to gain as much advantage as he can.

Conclusion

The mod concludes as the PCs defeat Bergaja and recapture the gem of Fate. PCs will have a chance to peruse Bergaja's journal. This will give them tactical advantage in the interactive that follows, but also details the powers and uses of the Gem of Fate. PCs will then be able to return both to Havenhill, and meet with Karin Whytesmith, receiving her thanks, and the favor of the Congregation of the Hills. PCs may also choose to surrender the Gem to the Silent Ones, who will make a fine case that the collective power of the Gems and the Ax are too potent for use by mortals.

Thus ends the fifth and final story in the Gems of Ulaa series.

Preparation for Play

Please determine the following before the mod begins:

- Determine which players have played mods in the Gems of Ulaa series, and which mods
- Determine which players have earned either the Favor of the Temple of Ulaa, Favor of Ulaa's Followers, or Favor of the Congregation of the Hills. This effects what the PCs reward for the mod is as well as the support they get from the Congregation of the Hills in this mod.
- Determine which PCs are members of the Royal Army or the Mine Rangers as they will get a different introduction.
- Determine which PCs are members of the Congregation of the Hills

Introduction

Introductory Text: Congregation of the Hills

Please read the following aloud for Members of "The Congregation of the Hills."

You Dream.

She holds four stones within her out stretched palm. Each pulses with a pure inner light. Each one is familiar to you.

One is missing. You realize one is still missing and your heart hammers in panic.

Your vision shifts. A diamond is before you. It pulses with the light of the goddess. You reach your hand towards it. It is out of reach. It should not be, but it is and no matter how hard you stretch your hand, it is beyond your reach.

The diamond dims. It is as if the very quality of the light has changed. It is as if, the weave of the world is shifting before you. Your focus becomes diffuse and it is as impossible to clearly see the diamond as it was to see it.

"All is not what it seems," says a soft feminine voice.

"Ulaa?" you ask, "Ulaa?" The faint echo of an open underground space is your only answer.

You wake, and feel as if the hand of the goddess has been upon you.

Introductory Text: The Royal Army

Please read the following to members of the PoU Royal Army.

Krufec Brightsilver grins at you. "Well, you've been a might busy lately, haven't ye? You know the drill, but let me say the obvious anyhow. What I am about to say to you cannot be discussed with anyone outside of the matter. To do so is an act of treason. That means you you'll be stripped of rank and sent to the Prince's coal mines and left there to rot if you break confidence. This is your last chance to stand and walk from this table before I continue. Are we clear?"

The Colonel will wait to hear assent from the PCs before continuing.

"Good to hear. The Prince calls on you again to aid his close allies. It's no secret to any at this point that we have developed a close relationship with the Congregation of the Hills this last year. This has benefited both them and us. They have called on us again to render aid. Specifically, Karin has called for you.

"She has asked you to meet her Agent, Geric at the Five Stones in Havenhill. Apparently she again has need of you skills and asks the

Prince to provide direct support in the forma of muscle.

“Your orders are as follows: Rport to the Five Stones in Havenhill and place yourself in service to the Temple of Ulaa. Accept no instruction that runs counter to the interests of the state. Accept instruction from Karin and her agents. In effect, you are attached to that organization until released back into our service.

“Is this clear to you?” Krufec says and clasps his thick and calloused hands.

Use the following text to address PC questions. As always paraphrase and ad lib as necessary to serve the narrative needs of your players. PCs who have played Chasing Smoke will know Geric as the acolyte who met them at the front door of the Temple of Ulaa and let them to meet with the Keeper.

Q: What does the Keeper want? Has another Gem been found?

A: It is not for me to suppose. The Agents of Ulaa will share with you what they know.

Q: How long do we serve? How long will they need us?

A: As long as you are needed and no more. The Keeper understands that soldiers such as ye are a precious resource to our nation. She will set you back to us as she is able.

Q: I don't want to go!

By Clangeddin's Ax! What sort of coward are ye? Recant now or I slap ye in irons?

PCs will either need to agree to the mission at this point or be thrown in irons, being expunged from the army and being slapped in irons for 52 Tus. Please email the Triad with details.

Introductory text: The Mine Rangers

Please use the following intro for Mine Rangers.

Belden Bierden is known among the Mine Rangers and the and the followers of Ulaa for both his steadfast disposition and his deep commitment to both the Mine rangers and Ulaa. The worship of Ulaa is common among the Mine Rangers. The Dire Badger Mounts trained by Belden are known far and wide for their ferocity and loyalty.

That he has called on you for assistance means both that the cause is dire and also that is must involve both business of the goddess and the Rangers.

The broad shouldered human across from you has steely gray hair and eyes and his beard and hair are an unkempt wild bush. He smiles around missing teeth and says, “Thank ye for comin’ to see me. Karin has asked me to find such Mine Rangers as would work with us and Dimble sais I could call on my brothers and sisters as a I needed for this delve.

“I’m glad ye came.”

Belden leans over towards you and whispers, “Let me tell ye what we thinks we found; another of the Lady’s gems!” He grins.

“I’m here to ask ye to meet Geric of Ulaa in Haven Hill at the Inn of the Five Stones. The Keeper would have him given ye an assignment involving the business of both the Lady and the Prince.”

“Are ye game?” he says and his face takes on a deep blush. You can tell that this man is not accustomed to speaking at length to anyone.

Use the following sections either in total or paraphrased to answer PC questions

Q: Which Gem? What Gem? Etc.

A: I’m not knowing for sure, but I know the lady is calling for them folks as helped her before and who are known as good and just in their duty to Ulek. I think another gem has been found and you’re one of them that she has chosen to help her.

Q: PC presses for details

I have said more than I should. I will say no more. Geric will tell you. Meet him at the Five Stones.

Q: I’m not going.

“Get out of my sight then ye mangy coward. I will let the Keeper and Dimble know you lack a spine and will end your days gutted by orcish pig iron.” He spits on the ground and stomps off.

PCs that make a direct and immediate appeal will calm him down with a DC 15 diplomacy check. Otherwise, the PC in question will no longer be able to advance in level in the mine rangers and will forfeit ALL favors involving the Congregation of the Hills.

Please provide Player Handout 1 to PCs who have assisted with the recovery of any of the other Gems of Ulaa.

Provide Player Handout 2 to PCs who have not played any of the mods in the Gems of Ulaa series.

Everyone Including Mine Rangers, Royal Army, and Members of the Congregation of the Hills

Use this text after metaorg specific introductions have been done for the entire party and other players have had a chance to peruse their handouts.

It has been along time since you entered the Five Stones. For some of you, it was a day almost a year ago when your destiny, the fate of Ulaa's gems, and the fate of Ulek began to wrap around each other. For others, it is enough that the Five Stones has always been a place where adventurers meet, journeys are planned and the fate of nations is shifted and changed in subtle and sometimes not so subtle ways. The deeds of heroes shaped the land and indeed all of the Sheldomar. It is perhaps, not coincidence that the banners of the nations of the valley adorn these walls.

You have been ushered to a private chamber by the staff, their discretion is legendary. Justin and Isabella Hardin own this Inn. Both are veterans of the army and the trade and he and his wife keep a trim ship. They are of clear Keogh stock and Oeridian. Their staff the same. Isabella leads you down the hallway from the taproom to a thick iron bound door and upon it ushering you inside.

Before you sits a young Oeridian human, clearly not yet at his thirtieth summer. His plain grey cloak falls aside as he stands revealing Chain armor of fine make and a mace belted at this hip. On his tabard is the symbol of Ulaa.

"I am Geric, Stone Warden of Our Lady of the Hills. I thank you for coming," he smiles brightly and shakes hands with those of you he has met before. Please let us sit and take a meal. I know not all of you have traveled together before. Introductions are in order."

Allow PCs to introduce themselves to each other. Geric will answer question in a most cursory manner while the PCs are speaking to one another. His primary concern will be setting everyone at ease and getting a feel for the people

he is meeting. Once everyone has met, he will suggest a meal, but will defer if PCs want to press right on and into business. He will continue with the following box text when the PCs are ready.

Geric stands and begins, "Karin Whytesmith sends her regards and apologizes that she cannot be present. She wants you all in highest esteem, and her inability to be here is no reflection on you, but rather a reflection of matters so pressing they require her personal attention.

"Karin has asked me to speak for her in the matter at hand. The Congregation of the Hills seeks the aid of Ulek's heroes once again.

"Before we continue, I am required to ask each of you for your oath of discretion and secrecy on this issue. The enemies of Ulaa are the enemies of the state and if the issue at hand is compromised, then Ulek itself is in jeopardy.

"As many of you know, the Gems of Ulaa are sacred artifacts created by Ulaa to ward her sacred land against those that would put it to poor and selfish use and profane her sacred spaces. As you know, we have drawn upon the best and brightest of this land to aid us in our quest to discover each of the Gems that Ulaa has set before us.

We have long surmised based on the divinations made by Karen, and the dreams visited on her by Ulaa, that there were five gems released upon the land to aid us in the current crisis.

Recent research has affirmed this. In recovering a sacred tome, The Gems of Ulaa, from the village of Onderill we were able to unlock and verify the specific gems and their powers. Within, this passage was found:

Five, the fingers in a fist,

Five the blessed races:

Five gems freed from under stone.

Five lives ever tainted.

One, guides vengeance pure and sweet

Two, holds life eternal

Three, reshapes the land in green

Four, makes thought transcending

The last tempts most with the least

Its power simple knowing

**The end result of all you do,
Each breath, each thought, each moment**

Four gems and the effects of those gems on those that took them have been documented this last year. Those of you familiar with the first four we have found can see their references in this text also. The last stanza deals specifically with the task at hand.

It refers to a diamond called the Gem of Fate, a Gem which we believe can be found in Eastpass. The dwarven sage Pengellen has reported to us that his good colleague Erick Pendleton, Sage of Eastpass, has found the gem in the belongings of his fallen son Merrick.

We ask you, to journey to Eastpass, retrieve the last gem, the Gem of Fate, and return it to us here in Havenhill as quickly as possible. I imagine you have questions, what would you know?

Q: Where is Karin?

Q: Where is Karen Whytesmith/The Keeper of the Ruby Heart?

Karen prepares. I will say no more than that. The work you have been a part of will bear rich fruit for us all and for Ulek. She cannot be here.

Q: How do we know who you are? Please verify your identity?

I will submit to whatever magics you desire to prove my identity. Failing that, Karen bade me show you this if asked.

Geric hands PCs Karen's personal signet ring. PCs who have played Chasing Smoke ULP 4-07 will immediately recognize it as such. Others need make a DC 10 religion check to recognize it incorporates a symbol of Ulaa into the device or make a DC 15 religion check to recognize it as Karen's personal signet. A DC 20 Knowledge: Sheldomar check will also provide this same information. Geric will have no other proof beyond this.

Q: Tell us about the powers of the Gem of Fate. What are the powers of the Gem?

The canticle provides the best insight. Clearly it is linked to the power of divinations. We suppose that it aids in the casting of such magics for those able to do so. We also believe it may allow the casting and use of

magics like commune and divination among those uninitiated in the ways of magic. All of this is supposition. The Gem of Fate must pass into the hands of the Keeper for us to know for sure.

Q: What role does Pengellen have in this?

Pengellen is the premiere sage of our nation and has worked closely with the Keeper at each step of the way. When information he felt Ulaa should know came to him, he freely gave it. Ulaa is Ulek. Ulek is Ulaa. As one prospers so does the other.

Q: Is it true that the Axe of Corond and the Gems share a destiny? Will the gems and the Axe be fused?

Such is true. What final form this destiny shall take has not come clear at this point. You perhaps know more than I on this subject. However, what affects the land affects Ulaa. I imagine the two must be joined in some way.

Q: Who is this Erick Pendleton?

Erick Pendleton is a sage and Loremaster in the service of Lydia. He is a colleague of Pengellen. As we understand it, he came upon the Gem of Fate as he was examining the gear of his fallen son. Poor Erick has faced hardship. Both his twin sons have fallen against the Pomarj. Derrick was slain and eaten by orcs in the Lortmils. The eldest, known to some as the Diviner of Eastpass, was slain in mortal combat with agents of the Earth Dragon. Merrick's body was recently returned by his comrades to his Father along with his gear. Erick determined the diamond in his possession was Gem of Fate and directly contacted his colleague Pengellen. Pengellen contacted us. We called for you. Erick's reputation is above reproach and his family has long served our dwarven lords as Leigemen and soldiers.

Q: Tell us more about Derrick and Merrick.

I do not know the intimate details of their life. Derrick was a dabbler in the arts arcane and skilled with a sword. Merrick was a divination specialist and known to truck with Elves and such. Merrick was ill-suited to a life as an adventurer and made the journey from life to death three times before this last trip. Merrick was ever a stalwart of Ulek and fought beside some of the lands most mighty. Alas, he fell.

Q: What else did the books tell you?

The confirmed much of what we knew. They verified that Ulaa and House Corond are linked by ties of blood and spirit. The books helped guide us to the truth. I helped decipher the code therein. Ulaa blessed me with the task.

Q: Who else knows about this? Does the Cult of the Earth dragon know about this? What about the Pomarj?

Sadly, little goes on within Ulek without the knowledge of the Pomarj. We seem infested by informants.

Q: What assistance do we get?

This answer is different for different people with different experiences.

Anyone with any of the following favors (the Favor of the Temple of Ulaa, Favor of Ulaa's Followers, or Favor of the Congregation of the Hills) receives the following assistance based on APL:

- APL 2: Potion of Cure Light Wounds
- APL 4: Potion of Cure Moderate Wounds
- APL 6: Oil of Magic Vestment
- APL 8: Scroll of Dispel Magic (one per party), Potion of Cure Serious Wounds
- APL 10: Wand of Cure Light Wounds (one per party)
- APL 12: Wand of Cure Moderate Wounds (one per party)

PCs without these favors will be allotted 50gp per APL worth of potions and scrolls of their choosing. The Congregation of the Hills will also provide appropriate mounts (riding horses or dogs) and tack to PCs if needed.

Feel free to adlib the distribution of these goods to PCs.

If PCs choose not to go on this mission, then the mod is over for them. Hand out ARs.

If PCs seem ready to close this conversation and begin preparations for their journey, proceed to the following text.

"I thank you in Ulaa's name. Let us know if we can be of further assistance. As we fear temple itself may be under surveillance, I ask you to contact me through this place if you need to speak to me again. When you have regained the Gem, please come directly to the temple and deliver it to the Keeper.

"May Ulaa guide you on your way. Make haste, time is of the essence.

Allow PCs to shop as they need before departing for Eastpass. PCs who want to seek out rumors and gather information in the city will find out the following:

DC 10:

- Our forces and our Gran March allies have scored a great victory against the enemy IN THE POMARJ. We carry the war to them!
- Keoland has committed to aiding us in our war against the Pomarj. I say let them come, just watch them, and don't expect them to stay any longer here than they did in Geoff.
- Ulek has not better ally than Gran March.

DC 15:

- There's been more reports of quakes near Hyle. The hills haven't acted up in years. The timing seems odd...I wonder if Ulaa is angered?
- The Temple of Ulaa must be up to something. You can't get in touch with any of senior clergy.
- The army has put out a call for human archers and cavalry. Must be we don't want to be dependent on other nations for specialty troops anymore.

DC 20:

- More and more people seem to be coming down with that fever outside Havenhill. You can only have so many refugees before conditions become unhealthy.
- I heard from a fella last week that he overheard some shady lookin' types talking about informants for the Earth Dragon Cult in the church of St. Cuthbert. Those cultists better know what they're getting into!

DC 25:

- Hey...did ya hear about what the Royal Navy did? Word is out that they're refittin on of them captured Pomarj warships and are going to turn it into our new Flagship...as a show of defiance to the Orc nation! Gotta love the boldness!

When PCs are ready to proceed, go to the next encounter.

Encounter One: Erick's House

The Journey across the Lortmils was uneventful. Eastpass expands before you, its low walls marking the best and quickest way across the Lortmils and into the lands of the disputed territory. Smoke curls from chimneys in the autumn light. The red tile roofs of the town's houses are lined row upon row within the town's low walls. East Pass, more than any other city in the Principality, has the look of the Keogh and human craftsmen. Wood & brick are as common here as cut stone. The High Gate faces you as you head towards the town and down from the hills. On the other side of the city Low gate leads away and to the fertile plains that have been the nation's breadbasket during the long war, and staved off the worst effects of rationing and famine until this last year. The direction you have lead you directly to Erick's house in the trade quarter.

Some PCs may choose to teleport directly to Eastpass. This is completely acceptable if they can demonstrate a fine enough knowledge of the geography and bring them into the city with a point of view that accommodates the view of the city. Some PCs may choose to investigate Erick Pendleton and his family within town before heading directly to his house, although this will turn up very little other than an affirmation of directions and an affirmation of what Geric told them. Ad-lib as needed.

Elves entering the city will get snarling attention from the watch. Note that PCs names and reasons for being in Eastpass will be noted at the gate.

When PCs are ready to proceed to the Pendletons, read the following.

The Pendleton's house is unassuming and as much store front as home, jammed side by side here with other home in the trade district. The first floor seems as much shop as anything, dominated by two large panes of glass and a front door inset back from the plane of the windows. So much glass might be taken as ostentation by some.

"Pendleton's Antiquities: Questions answered and Items identified," is inscribed on the glass.

Within, row upon row of books and rolled up scrolls cases are visible. The second floor has three shuttered windows visible from the street.

During daytime read the following:

Visible within and the door is closed and apparently locked. The business seems unoccupied. No one is

If PCs arrive after sunset, read the following

Pendleton's seems unoccupied. Several torches gutter away within in the smokeless way of magical fire. Oddly, the front door is ajar.

PCs will most likely arrive at Pendleton's at about sunset. PCs that use magical means to get to Eastpass may arrive at a different time. Regardless, the following is evident, something is odd. During the day, the shop is locked and inaccessible. At night, the front door is open. Either should cues the PCs that something is amiss.

What Happened Here?

Bergaja and two hired thugs broke into this place and slew Erick as he was taking tea. Bergaja quickly ransacked the place and placed several clues indicating that the Raven's Watch was responsible for the murder. Bergaja then departed using illusions of appropriate level to indict the Raven's Watch. Bergaja then left with his accomplices, murdering them, and leaving their bodies stripped outside of town. PCs who search the Pendleton's house will be able to discover several things

Pendleton's Shop Key

Refer to DM aid #1 for a map of Pendelton's Shop.

What follows is a room by room description. Specific clues are detailed by bullets at the end of each room description. The effects of the The Watch of Eastpass on this process are detailed in the section titled, **The Watch**. All rooms are lit by shuttered lanterns with *continual flame* cast on a candle inside of them.

1) The Shop: About 3000 volumes of various sorts can be found here. The total gold piece value of the books in the room exceeds 20,000 gp. However, it is impossible and unethical for PCs to loot this particular space

and stealing from the Pendleton's is an evil act. However, should PCs take thirty minutes to consult the library here; they will earn a +2 situational modifier on any Knowledge or spellcraft checks.

- There is a counter at the back of the store and a cash box that has been overturned and obviously emptied.
- The front door is unlocked (or locked during the daytime).
- Several books have been taken off the shelves (DC 10 Search check)
- These books all deal with the history of House Corond (DC 15 Search check)

2) Office/Storage: This is clearly a work room as well as an office. A large blackboard on the wall details orders for copies of tomes in the other room. Perusing the workbench makes it readily apparent that Erick makes copies of many of the books he owns and sells them. A stack of invoices is piled on the desk next to the stairs.

- Most of the invoices detail transactions of a routine nature, copied books, items identified, books purchased, etc.
- A series of invoices detail the purchase of several books by Elindra of the Raven's Watch. Each of these books details House Corond (DC 15 Search check)
- The invoices are addressed to The Keogh Cup, an Inn in Greutam (DC 15 Knowledge: Sheldmor)
- These books are the same ones missing from room 1. PCs must search room 1 and determine what books are missing in order to get this information.

3) Storage: This space obviously holds sufficient materials to support the writing of manuscripts, duplication of tomes and the general operation of the store as well as the Pendleton household.

- The rear window has been forced. The shutters have been skillfully removed. The glass pane has been

cut with a glasscutter. (Search DC 15; rogues have a +4 situational modifier)

4) Kitchen: This room has a cook stove, a large table capable of seating eight, many cabinets and a well stocked wine rack. There is an ornate symbol to Lydia over the stairs to the lower level as well as to the hallway to the rest of the second floor. Erick Pendleton's corpse is found here.

- Erick is a man in his late fifties, with slightly balding gray hair and wearing a blood stained robe.
- Erick has been slain by a series of wounds to the chest (Heal DC 10)
- Erick was slain by rapier and long sword thrusts (Heal DC 15)
- Erick's throat is bruised and it is apparent he was being garotted as he was stabbed (Heal DC 20)
- Erick was overwhelmed by multiple opponents. (Search 10)
- Erick's adversaries were smaller than he was and the angle of the wounds indicates up thrusts from someone about five feet tall. (Search DC 15)
- Erick was taken by surprise and several of his wounds are defensive. (Search/Heal DC 20)

5) Study: It is readily apparent to anyone with at least one rank of spellcraft or knowledge: arcana that this room supports the day to day activities of a wizard. There is an armoire loaded with spell components and the materials for making scrolls. PCs will note that spellbooks are conspicuously missing. The room also has a cozy little stove and several easy chairs.

- The spell component cabinet has been rifled and anything of distinct value has been taken (Search/Appraise DC 10)
- There are three pedasals here designed for holding large books. One is flipped over. The other two are empty.

- Even though the room is obviously a study for mage's, there are no spell books present.
- 6) **Great Room:** One end of this room is dedicated to a small shrine to Lydia. The other end boasts a formal dining area.
- The silverware has been stolen as has the candlesticks (Search DC 15)
- 7) **Derrick's Room:** This room has been undisturbed for some time. A perturbed normal raven sits on the bed post and will squawk out its outrage in Draconic if disturbed. The bird has a particularly foul mouth. The individual in this room clearly had a fondness for swordplay as a practice dummy and several swords adorn the walls as well as one particularly well-made long sword.
- There are small footprints on the dust in the floor. (Search DC 10)
 - These are from an elven man or woman or a small human woman (Search DC 25: requires track)
- 8) **Magda's and Erick's Room:** This room is obviously designed for a couple with two armoires. One is empty and the other is filled with ink-stained men's clothing including several robes. Magda is currently away assisting with resettlement of Onderill.
- There is a partially written letter to Magda on the desk in this room. It is filled with expressions of affections. Obviously written from a husband to a wife. Give players Handout 4. This document is a fake (Forgery DC 35)
- 9) **Merrick's Room:** This room shares the same lack of use as Derrick's. However, this space does not share the same martial feel of the other. A window box filled with herbs is most notable.
- There are small footprints on the dust in the floor. (Search DC 10)
 - These are from an elven man or woman or a small human woman (Search DC 25: requires track)

The Neighbors

PCs who speak to the people in the surrounding neighborhood will find out the following:

Will the Glover: owns shop across the street. He is an Oeridian human in his middle thirties. And is a Widower with one daughter (Agnes) who is 9.

- Them Pendletons is always taking business from odd sorts, Elves and such do commerce there. (Gather Information DC 10)
- Had them two twin boys both magey types. Killed this year fighting the Pomarj they were (Gather Information DC 15)

Annabelle Currin: She Lives in the house that backs up to the Pendleton shop. She is about 65 (and a little confused).

- I heard someone in the alley about two hours ago, but I was going about my business hanging wash. Thought I heard a window break. (Gather Information DC 10)
- Them Pendletons always have folks sneaking in their back door though. Always! I've seen skulking Elves and this big orc looking fellow bellowing about maps. They've ruined the neighborhood (Gather Information DC 15)

Calis and Durin: These dwarven stonemasons are laying down fresh cobblestones in front of The Magpie, a restaurant. These two think they are VERY funny and laugh loudly and raucously at each other's jokes. Dwarves receive a +4 situational modifier when speaking to these two.

- We saw some four Elves come riding past here about an hour after you came through. The smell of lilacs 'bout gagged us. (Gather Information DC 10)
- Seems like they was in a hurry 'cause when we asked them if'n they would like to step inside and have a shrub or a bush for lunch they just rode by. (Gather Information DC 15)

If PCs broaden their search beyond the immediate area, or look for someplace where horses could be stabled, provide them with the following contact. If PCs do not discover this themselves, the watch will share that they learned this from the boy.

Crendin: An Oeridian youth of about thirteen years. Stablehand at Muggin's Tack and saddle. He will be intimidated by PCs.

- Yes Sir, I had some Elves here. Riding war trained mounts they were, all black horses. They was some pretty horses. Watched their horses for about two hours. (Gather Information DC 10)
- Master says I shouldn't take the business of guests. But they ARE elves. They said something about heading for Greutam out of Low Gate. (Gather Information DC 15)

The Watch of Eastpass

PC rousing the watch will quickly draw Sargeant Xander and his team, Watchmen Gaius, Elanor and Bertram. They are all Oeridian humans.

Note that lawful PCs should feel compelled to contact the watch as soon as they realize a crime has been committed.

The longer PCs wait to involve the watch in their investigation, the more difficult it will be for them to demonstrate their innocence in this matter. If PCs immediately rouse the watch, they will need to make a **DC 5 + APL diplomacy check** to be able to investigate the house with the Watch and avoid spending a night in jail being investigated as suspects. Members of the Military and Liegemen of the Prince get a +2 situational modifier in this circumstance for each metaorg they belong to. So if a Mine Ranger Liegeman of the Prince were present, he would add a +2 to his diplomacy check to influence the watch.

If PCs investigate the house and get the watch AFTER they find Erick's body, then they will need to make a **DC 10 + APL diplomacy check** to be able to investigate the house with the watch and avoid spending a night in jail as suspects.

If PCs investigate the house thoroughly, then they will meet the watch arriving to investigate them. Ask PCs if they are contacting the authorities. If they choose not to, allow them to finish their investigation and confront them with the watch as they leave the house. Note that higher level parties may be able to bypass the watch, but in so doing, handicap their ability to collect information. PCs who bypass the watch and then attempt to gather information, automatically draw the watch's attention. If PCs do not of their own volition contact the Watch about the murder, they must

make a **DC 20 + APL diplomacy check** to avoid spending a night in jail as suspects.

Note even a low APL party would have very little problem overcoming Xander and his fellows. However, doing so with lethal force is an evil force and with non-lethal force a chaotic act. Both situations earn PCs **Incarcerated** on the AR.

Once the Guardsmen are involved in the PCs search, they will assist PCs in their work (Search at +4). They will also move with the PCs from place to place in town letting citizens know the PCs are conducting a lawful investigation under their Supervision. When Xander realizes that Elves on horseback who were planning flight are the suspects, he will send Elanor running for Low Gate and Gaius running for High Gate to sound the alert. PCs will learn that Elves matching the description they have left the city earlier in the day within hours of Erick's murder.

Speaking with Erick/Divination Magic

Erick will cooperate with a Speak with Dead and tell what he knows. He was taking tea in his kitchen when several small hooded assailants attacked him, coming out of invisibility to do so. He believes these were elves and will affirm that they could have been the Raven's Watch if asked. He will add that he was garotted and then stabbed with daggers and rapiers. If asked Erick will very much want to be raised and suggest liquidating some of his inventory to achieve this if asked.

Divinations and other magic will point towards Greutam, as this is where the ultimate solutions lies.

Clues! Putting it together

Bergaja has placed enough evidence here to lead the PCs towards Greutam and the Raven's Watch. The thugs he hired were of slight build and one was of elven blood. He has taken advantage of information he garnered from the Raven's Watch about their work to plant a forged letter and also allow paranoid dwarven minds to infer the worst. What are Elves doing asking about House Corond? Bergaja has also timed his attack so that the elves of the Raven's Watch will be a mere two day's ride from Eastpass at the time of the murder and will arrive to a paranoid and angry mob. Bergaja has used some very simple illusions to disguise his identity and the identity of his thugs. He depends on the prejudice of Ulek against elves to make his schemen full proof. His magics were not perfect but, "All Elves look alike." Likewise,

that the Raven's Watch is returning to the scene of the crime will affirm the dwarven belief that Elves are quixotic and stupid. The divination magic of the Gem has affirmed this for him.

Eastpass

PCs are able to shop as they desire within Eastpass. When PCs are ready to pursue the Raven's Watch, proceed to encounter 2.

ALL APLS:

Xander: Male human Ranger 3

Elanor, Gaius, and Bertram: Female and Male human fighter 2

Will the Glover: Expert 4, (Sense Motive +2)

Annabelle Currin: Commoner 2, (Sense Motive +3)

Calis and Durin: Expert 1, (Sense Motive +0)

Credin the Stablehand: Expert 1, (Sense Motive +1)

Encounter Two: On the Road

The Roads of the Principality of Ulek are well-built and this one no exception. Like any nation that depends on infantry, the Principality of Ulek has made certain its army can move as quickly as possible.

At four mile intervals there are clearings designed to support either merchant caravan or weary traveler. The Prince's Hospitality some call these places in jest. Ulek at war can spare no more hospitality than a place to bed. They are convenient and well designed, and you have made camp at this sort of site more than one. You made camp here last night.

This side of the Lortmils is in stark contrast to the territories to the East. War has not touched this land in the same way it has tainted the Disputed Territories. This is harvest time and the fields are flush with activity.

Every sort of grain has been harvested and bundled. Orchards carry a heavy load of fruit. Vineyards sway under the weight of a productive season. Winter vegetables, squashes, pumpkins and turnips, are in abundance. It is easy to see how Ulek has avoided the famine of war until this last season.

The traffic on the road has been constant and steady. Carts, wagons, people on foot and on horseback pass you with regularity.

In the distance, four riders round a bend mounted on black horses. One carries a lance affixed with a banner. The banner snaps once in the breeze. A Black Raven sets rampant on a white field. They ride towards you at a leisurely pace.

High level PCs may choose to teleport directly to Greutam instead of pursuing the Elves. Doing so is well within their ability but will truncate their experience. These PCs will earn no experience or rewards for encounter three and four.

The Raven's Watch has no reason to believe they are under suspicion for anything or that they have done anything wrong. PCs have a fairly straightforward clue here. The Raven's Watch are riding towards Greutam completely in the open and without attempting to evade contact or engage PCs.

PCs will have to make a decision here and make one very quickly. The Elves of the Raven's Watch will be upon them in 10 rounds, beginning about 800 feet away, as they are walking their warhorses along the road and towards the party. Note that if PCs run off the road or stop in the middle of the road and begin spell casting, the elves will halt and query the group as detailed below. PCs who engage the elves have been successfully baited and set up by Bergaja. He hopes that they will do his dirty work also and that they will weaken themselves substantially and be easy targets for the Agents of the Earth Dragon.

Bergaja as done his job well and the elves have been fully incriminated. PCs who do not stop to question them or interrogate them will find them able opponents who will not leave their comrades on the field. They will fight well and to the death defending each other. PCs who kill the raven's Watch Earn Haunted by the Raven on the AR.

PCs who defeat the elves will not need fear reprisal from the state, these were elves after all. However, after encounter four it should become very clear to the PCs that all was not as it seemed and that they have been set up.

Speaking to the Raven's Watch

If PCs are obviously aggressive, read the following box text.

The Elves respond quickly to your preparations. They are spaced evenly apart,

making it difficult to target them with spell fire. Their hands quickly go to their weapons and spells are cast, although at this range it is hard to tell what. One rides in front of her comrades and addresses you in a clear strong voice.

“I am Elindra of the Raven’s Watch. If you are a band of brigands I warn you there will be no easy won spoil today. My comrades and I are well-practiced in the arcane arts and will sell ourselves dearly. Stand aside and let us pass. We have business in Eastpass and WILL use this road.

Elindra is quite confident that she and her companions can handle riff raff on the road. She will act as spokesperson for the group, but Milara will chip in at times when PCs become aggressive in their questioning. He will be the most vocal in critiquing the Prince’s justice.

PCs who present the situation in a straightforward and direct way, find that Elindra and her compatriots are stunned by the accusation and refute it unconditionally.

The will provide the following as proof of their innocence:

- They are companions of Merrick, Erick’s son and returned him to his father after he fell fighting against the Pomarj.
- They carry a letter from Erick asking them to come and assist him in transporting some goods to his wife in Onderill. This is a forged document (DC 35).
- They are traveling to Eastpass. Not away from it. What sorts of fools would commit a crime and then return to it?
- They detect as good, not evil and will submit to a zone of truth or such magic as needed.
- They have NO idea about the Gems of Ulaa or the Gem of Fate, although they do remember that Merrick used to carry a large diamond around with him to cover the cost of getting raised.

If PCs threaten or attack the Elves, then they have a much harder time getting information from them. Elindra and company will attempt to reason with PCs if a fight starts, especially if they recognize any elves in the party or if they recognize member

of the Emerald Conclave. However, their goal at that point will be more to disengage and prove their innocence. PCs can make a sense motive DC 10 + APL to determine that the Elves do not really want to kill them. However, once one of their number falls, they no longer feel remorse.

So, you didn’t do it

Once PCs decide the elves did not do it, and come to understand the elves are sincere in their protestations of innocence, they share the following:

- Aja, a Flan man with a thick Keoish accent brought them the letter from Erick.
- They had received correspondence before from Erick, although not from this particular courier.
- They have been operating out of the Keogh Cup in Greutam for the last year, they are always wary of persecution and want a quick place to flee (Keoland) if necessary.
- They have not made their business secret and have been used by Erick as agents to secure goods and deliver packages in the past. That is how they met his son.
- They have NO desire to return to Greutam or Eastpass to prove their innocence. They are certain they will face mob violence in Eastpass, and know they have hidden enemies within Greutam. They are planning on heading north into the County and returning to fight the Pomarj once this blows over.

PCs cannot force the elves to travel with them and to coerce them to do so is an evil act, once the have demonstrated their innocence.

PCs should choose to continue on to Greutam. If they do not, or choose to capture and slay the elves and return to Eastpass, the adventure ends for them here. Go to conclusion A and hand out ARs.

The Raven’s Watch: ALL APLS (EL 12)

**Anwananë, female gray elf Ftr1/Evo5/
EldK2: 49 hp; see Appendix 1**

**Elanessë, female gray elf Ftr2/Swash3
/Div1/Blids2: 59 hp; see Appendix 1**

Seregon, male wood-elf Brb8: 67 hp; see Appendix 1

Vardamir, male gray elf Clr8: 51 hp; see Appendix 1

Encounter Three: The Road to Greutam

Before proceeding, determine what precautions the party is taking as they travel down the road towards Greutam. Unless they are being especially cautious or paranoid, use the box text provide below. If they are being markedly cautious, or using effective magic to speed their transport, ad lib as needed, even allowing them to turn the tables on their would be ambushers. Regardless, the Cultists have been shadowing the Elves as they have been told that the elves are going to be attacked by mercenaries with information about the Gem of Fate. Their plan has been to attack as closely to the elves conflict with the PCs as possible. They will recognize the PCs on sight, as Bergaja passed them a description of them.

The “Elven Situation” has been resolved for about a half an hour now. Traffic on the road has been minimal up until now with the first wagon in some time heading your way.

Riders are behind and in front of the wagon, guards from the look of them. A halfling serves as drover. They nod as they to your left.

This fight is a straightforward ambush. Various kobolds and Earth Dragon Cultists based on APL are about to attack the PCs while posing as traveling merchants.

Allow PCs a Sense motive check versus a Bluff check of 10 + APL to sense something is not what it seems. PCs that are successful get to act in the surprise round.

This encounter stats at EL+3, but is situationally an EL+2. The kobolds and humans are NOT getting along. In fact, they have been fighting since they crossed into the open plains on this side of the Lortmils. If either all the kobolds or all the humans are slain, then the remaining opponents will flee, with any directly engaged in melee surrendering and begging for mercy. This will be useful for the PCs as the Cultists have information that they can use.

Captured Prisoners reveal the following:

- Their cell in Greutam identified the PCs. They do not know who is in this cell.
- The PCs are supposed to have the Gem of Fate or know where to get it.
- Any PCs who have helped sieze the other Gems of Ulaa are known to the PCs.
- The Elves were supposed to be bait to lure the PCs into their path. They have no details as to how this was arranged, but they know the PCs were drawn into ambush by their pursuit of the Raven’s Watch. They also expected the PCs to fight the elves.

The Cultists will beg for their freedom in return for information. Lawful PCs who agree to such a deal or witness such a deal, will feel an obligation to honor it.

The 9th Eastpass Free Militia

Soon after PCs end their questioning of the Cultists, a unit of local militia will arrive to support them. The conflict was witnessed by Niblin, a local farmboy. He ran to his Father’s house who turned out the militia. These folks are more than willing to hold the cultists for the local Sheriff and the Prince’s justice.

These folks are led by Duringol Dwarf-friend, a retired Sargeant of the Royal Army. The rests of his unit are commoners and warriors of little skill. He is a veteran. Niblin accompanies them.

Roleplay them for comic relief.

All APLS

Duringol Dwarf-friend: Male Human Fighter 5

Niblin: Male Human Commoner 1

Milita (4): Male Human Commoners 2

Milita (6): Male Human Warrior 2

APL 2 EL 4(5)

Iji Zook: Female Kobold Sorceror 2; hp 9; see Appendix 2

Mena, Nif, Orli: Male Kobold Warrior 1; hp 9 ea.; see Appendix 2

Aaron, Clint: Male Human Warriors 1; hp 11 ea.; see Appendix 2

Benji: Male Halfling Rogue 1; hp 7; see Appendix 2

APL 4 EL 6(7)

Iji Zook: Female Kobold Sorcerer 4; hp 17; see Appendix 3

Mena, Nif, Orli: Male Kobold Warrior 2; hp 14 ea.; see Appendix 3

Aaron, Clint: Male Human Fighter 2; hp 19 ea.; see Appendix 3

Benji: Male Halfling Rogue 2; hp 12; see Appendix 3

APL 6 EL 8(9)

Iji Zook: Female Kobold Sorcerer 6; hp 25; see Appendix 4

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue1/Fighter1; hp 32 ea.; see Appendix 4

Aaron, Clint: Male Human Fighter 3; hp 36 ea.; see Appendix 4

Benji: Male Halfling Rogue 3; hp 17; see Appendix 4

APL 8 EL 10(11)

Iji Zook: Female Kobold Sorcerer 8; hp 33; see Appendix 5

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue3/Fighter1; hp 42 ea.; see Appendix 5

Aaron, Clint: Male Human Fighter 5; hp 56 ea.; see Appendix 5

Benji: Male Halfling Rogue 5; hp 25; see Appendix 5

APL 10 EL 12(13)

Iji Zook: Female Kobold Sorcerer 10; hp 41; see Appendix 6

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue5/Fighter1; hp 59 ea.; see Appendix 6

Aaron, Clint: Male Human Fighter 7; hp 76 ea.; see Appendix 6

Benji: Male Halfling Rogue 7; hp 33; see Appendix 6

APL 12 EL 14(15)

Iji Zook: Female Kobold Sorcerer 12; hp 49; see Appendix 7

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue7/Fighter1; hp 71 ea.; see Appendix 7

Aaron, Clint: Male Human Fighter 9; hp 96 ea.; see Appendix 7

Benji: Male Halfling Rogue 9; hp 41; see Appendix 7

Treasure

APL 2: L: 5 daggers (1 gp), 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), 10 foot twine (1 sp), chain shirt (8 gp), spiked chain (2 gp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp), scale mail (4 gp), heavy wooden shield (6 sp), short spear (1 sp), heavy pick (7 sp), leather armor (2 sp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), 2 *potions of cure light wounds* (8 gp); T: 115 gp

APL 4: L: 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), 10 foot twine (1 sp), chain mail (12 gp), heavy steel shield (1 gp), short spear (1 sp), heavy pick (7 sp), chain shirt (8 gp), masterwork spiked chain (27 gp), dagger (1 sp), leather armor (2 sp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp) C: 0 gp, M: *bracers of armor +1* (83 gp), 2 *potions of cure light wounds* (8 gp), *scroll of haste* (CL 7) (58 gp), *+1 ring of protection* (166 gp). T: 371 gp

APL 6: L: 5 daggers (1 gp), 2 waterskin (1 sp), 10 feet of twine (1 sp), 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), chain shirt (8 gp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp), chain mail (12 gp), heavy steel shield (1 gp), short spear (1 sp), masterwork heavy pick (25 gp), masterwork studded leather armor (13 gp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), 2 *rings of protection +1* (333 gp), *scroll of haste, CL7* (43 gp), *+1 spiked chain* (193 gp), *belt of one mighty blow* (125 gp), 2 *potions of cure light wounds* (8 gp). T: 853 gp

APL 8: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), *potion of cure moderate wounds* (25 gp), 2 *rings of protection +1* (333 gp), *scroll of haste, CL 7* (43 gp), 3 *+1 chain shirt* (312 gp), 3 *+1 spiked chain* (581 gp), 2

belt of one mighty blow (250 gp), potion of cure light wounds (4 gp), elixir of fire breath (91 gp). T: 1801 gp

APL 10: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1 (83 gp), potion of cure moderate wounds (25 gp), 2 rings of protection +1 (333 gp), scroll of haste, CL 7 (43 gp), 3 +1 chain shirt (312 gp), 3 +1 spiked chain (581 gp), 2 belt of one mighty blow (250 gp), potion of cure light wounds (4 gp), elixir of fire breath (91 gp)* T: 1801

APL 12: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp), short sword (8 sp); C: 10 gp, M: *bracers of armor +1 (83 gp), cloak of protection +1 (83 gp), potion of cure moderate wounds (25 gp), 2 rings of protection +1 (333 gp), scroll of haste, CL 7 (43 gp), 3 +1 chain shirt (312 gp), 3 +1 shock spiked chain (2581 gp), 2 potion of cure serious wounds (125 gp), 2 belts of one mighty blow (250 gp), +1 mithral chain shirt (175 gp), potion of cure light wounds (4 gp), elixir of fire breath (91 gp).* T: 4,195 gp

Encounter Four: The Keogh Cup

Greutam feels less like a dwarven city than any other place in Ulek. It's proximity to Keoland colors its architecture and it has more towers and tall buildings than any other dwarven city. Across the mouth of the Sheldomar is Gradsul and the spires of that city are visible in the distance. Greutam is a lesser reflection of that great port.

Commerce occurs here. This city doesn't do the great business of Gyrax or of Gradsul.

Still, it is a port city and a hub for some trade, often clandestine. Slavers have operated freely here in the past and rumors of the Scarlet Brotherhood linger about the place. It is a frontier, where there should be no frontier. It is a wild place between two great bastions of civilization.

Commerce flows freely through the gates of this city and you pass quickly through without the close and measured scrutiny you met with in Eastpass. Proximity to the border must make a difference.

Allow PCs to shop or explore as they are so inclined. When they are ready to proceed to the Keogh Cup, use the following read aloud text. Point out to PCs that they should find stable for their horses before they head into the docks districts as stabling there is rare.

The air here is thick and stinks of fish and seaweed. The dock district in any city lends itself to a certain sort of person. Greutam is no different. Many of the folks here can readily be described as unsavory.

The Keogh Cup is like any other Inn in almost any city. It is two storied with shutters on its windows. Three chimneys jut from its roof, belching forth smoke.

The sign above the door is weathered and would have done well with a fresh coat of paint a season ago. The device is simple, a plain clay cup with a loop for one finger, in the peasant style.

The door swings open and out stride three strapping Keoish lads, Suel from the look of them. Their swagger marks them as sailors. Inside, you hear laughter.

The Keogh Cup is a rough bar, and a dive, but archetypal in its class. PCs entering will receive an actual moment of silence unless they choose to disencumber themselves of their armor and "go native." That is, dress as dock workers and sailors.

The Raven's Watch used this place as a base of operations because the clientele was cosmopolitan and non-judgmental and also because the owner of the Inn, Carana, is a very effective information broker. In fact Carana was part of Spyder's information network before it entered its current troubles. The Raven's Watch are considered friends by this bunch and especially by Carana. PCs will have to

demonstrate they bear the elves no ill will if they expect Carana to share with them what he knows.

At this point PCs have the following information. They know the Gem of Fate has been stolen. They know that Erick was murdered. They know the Raven's Watch was set up and set up skillfully. They know that the Raven's Watch was set on a direct path of potential conflict with them and that the Cult of the Earth Dragon deployed agents in the field to attack them after that fight. They know that both the Cult of the Earth Dragon and the Raven's Watch were contacted by agents in Greutam. They also know that the Keogh Cup was the last place anyone related to their current situation was seen. That is, Aja, the Flan man with the Keoish accent, approached the Raven's Watch from here.

PCs arriving here will no doubt have several questions. What follows is a list of Inn patrons and staff and useful tidbits they each possess. PCs can dispense with this as a series of Information Gathering or Diplomacy rolls if time is an issue. However, it is far better to use this as a role playing encounter.

The staff: (This information is recreated in DM Aid Two)

Carana: Inkeeper, Oeridian man in his late forties. Has green eye and thinning brown hair, bald on top. Former agent of Spyder, good friend of Carabel.

- What he knows is dealt with in its own section

Luscious the Bouncer: Half-orc female. Ugly and musclebound. She is pleasant in a simple sort of way. Often says, "By your leave," but clearly does not understand what this means. Ex. "I will smash your head, by your leave, if you don't stop being mean to that woman."

- Knows answer 4, 15

Napier: halfling cook. Total drunk. Really only knows how to make stew. He might have been a fine cook at one point, but those days are long gone.

- Knows answer 11

Selina: Large but handsome Oeridian woman in her late thirties. Has lived a hard life. Her sense of humor is beloved by the patrons.

- Knows answer 5

Cassandra: Plain looking brown haired and eyed Oeridian girl in mid-twenties. She has a biting wit and loves to needle people who are over-impressed with themselves. Very flirtatious.

- Knows answer 2, 10

Junius: Pretty and slight young Baklunish girl who escaped from the slavers. She is very shy, but very efficient.

- Knows answer 17

The Patrons:

Feel free to improvise and create other patrons for the Inn. This list is not exhaustive, but rather reflects the "Diehards regulars."

Plindar, Mahweg and Carl: Oeridian dockworkers. Very pro-Keoland and will talk at length about the new Regent.

- Knows answer 6, 9, 13

Undir: A Dwarven Fishmonger, very dry and humorless. He is known for his honesty and frugality.

- Knows answer 1, 12

Finwick: An Oeridan cobbler with a local shop and a widower. He is a gossip.

- Knows Answer 7,8

Jebediah: An Off duty customs official. Will not betray any secrets related to his job. Honest and dour. Will assist PCs if they convince him they are trying to serve the greater good.

- Knows answer 3, 14

What they know: Except for Carana, the folks in this Inn have interesting individual bits of information, but do not have any silver bullets. What follows is a list of information that can be gleaned from the NPCs. Relevant Gather Information or Diplomacy DCs are included next to each piece of information.

Questions about the Raven's Watch

1. "Filthy Elves fit only for this filthy place. Flashed coin all the times and ran their mouths constantly about their filed work. No sense of discretion at all." DC 10 Known by Undir.
2. "Oh, those boyos are far too pretty for their own good. Polite when polite was not what a lady was a wantin' if'n you know my meanin'. Better than Luscious at calming a fight you

know. They started drawing visitors like the place was a carnival house. I'm thinking Carana should have put them on the payroll. Seems like half of Ulek and third of Keoland has come here to see the Renegades from Celene!" DC 10 Known by Cassandra

3. "They constantly ask sharp and pointed questions about the cost of steel to the futures market for cotton in the Great Kingdom. Either they are spies or smugglers." DC 15 Known by Jebediah.
4. "Dey is Good Elves. Dey beat on dem dat is bad when dem needs it. Dey tell me da bad orcs cums and makes me but my Momma raised me to be a good one. Dey say dat anyone who sez I'm bad is bad! Even if he's a dwarf! Dey is good! Dey is nuffin like dem bad elves dat hides in trees from fights." DC 20 Known by Luscious.

Questions about the Cult of the Earth Dragon

5. "Cultists? Well we got slavers. We got pirates. We got smugglers. We might as well have Earth Dragon Cultists. Ain't they the fellows that bosses Mak around?" DC 10 Known by Selina.
6. Megwah: "I heard them dragon Cultists had a cave up the river a bit." Carl: "Bunch of soldiers and stuff killed them off." Plindar, "Saw the bodies meself I did." DC 15 Known by Megwah, Carl, and Plindar
7. "Everything is for sale in Greutam. If I were going to place agents somewhere, I'd place them here. Ask Carana about what's for sale in the Keogh Cup. You might be surprised what he'll tell you for enough coin." DC 15 Known by Finwick

Questions about habits of the Raven's Watch?

8. "They told me they like the Keogh cup because the authorities don't nose around here too much. Could it be elves don't trust the Prince's justice?" DC 10 Known by Finwick
9. Plindar: "They sure like them Suel." Megwah, "Played at cards with them fellers from the Sea Horse for four nights running." Carl "Aye they did. I think they was trying to figure out who had the prettiest hair." DC 15 Known by Plindar, Megwah and Carl?

10. "Well, them fellows are gone all the time. Now is no different. Sometimes they're gone days, sometimes weeks. They always come back, and come with good coin. Willin's to spend a little on a girl lookin' for honest fun too, if'n you get my meanin'." DC 15 Known by Cassandra?
11. "They are a bunch of Elven fruit and if I ever catch them sneakin' contraband through my kitchen again, I'll take each of them out with this cleaver! *HIC!* I don't care what Carana says." DC 20 Known by Napier

Questions about the harbor?

12. "Gradsul's just a place for the Neheli to go swimming? You want a real port, you come to Gradsul. If it's not dwarvish, it's crap." DC 10 Known by Umdir
13. Carl: "Plenty of work if'n your not picky and you got a strong back." Plindar: "Not bein' picky is the key. Never ask what's in the crate." Megwah, "Aye, ye might end up in the crate if'n you ask too much about what's folks are carryin'." DC 15 Known by Plindar, Megwah and Carl
14. "Our security is markedly lax compared to Keoland. Speculation is that the Prince needs coin anyway he can get it. Commerce is commerce. Gold is gold, eh? Who cares what it lets in our borders?" DC 20, Known by Jebediah

Questions about the clients of the place

15. "I say, 'If you please,' and the bad ones don't listen and I hit them. The good ones knows I is bein' polite and stops it so I don't have to bash them. Dem bad ones don't come back much." DC 10, Known by Luscious
16. "The All Father forged us all on the anvil, so all types come in here. Carana says a safe place is a place where any can come and be who they are. That's the Keogh cup. Get's us some rough nights, but I'd rather have the door open to all, then closed to some." DC 15, Known by Selina
17. "I do not discuss ze business of ze Master's customers, but I sense ze work you do is touched by the gods. Zere have been men here, Suel men, looking for ze elves. Zay are sailors and speak with thick Keoish accents.

Sahib, they have evil eyes.” DC 25 Known by Junius

Unlocking Carana

Carana will observe the PCs with a fair amount of caution. Any PCs that have had interaction with Spyder in the past will be known to him, although he will not make that apparent. Carana is a bard specialized in gathering information and telling tales. Carana will not say anything of substance to the PCs until they have mingled with hi staff.

Carana has some very useful information, but he is also the target of some very nasty attention. Bergaja has used the Commune ability of the Gem to determine that Carana will lead the agents of Ulaa directly to him. He will kill Carana this night as a result and will frame the PCs.

In order for PCs to get Carana to talk to him, they have to meet at least three of the following criteria:

- Have had positive interaction with Spyder
- Convince him they are not a threat to the Raven's Watch and be able to provide genuine detail to him about the. Their names, gear, gods worshipped, mannerisms, are sufficient.
- Bribe him with at least 200 gp per APL for the information (this can be recovered with gold above the cap, although PCs should NOT be told this).
- Demonstrate that they have useful information to trade, the details of any mission they promised to keep secret is fine.
- Cast cure disease on him. He has a nasty rash on his lower torso.
- Are wanted somewhere in the Sheldomar and can provide detail about the nature of the legal system in the nation in question. The arrest or outlawry must be certed.

PCs who prove their trustworthiness or value to Carana will find him amenable to discussion.

Once PCs meet his criteria Carana will lead them to a private room in his Inn and share the following:

Q: What do you know about Aja?

That was that little Flan guy who brought Elindra the message, right? Well, I only saw

him once, but I recognized something the other day. This big half-orc fellow was standing at the bar chatting up Selina. I heard his voice and thought, 'that's familiar.' Seemed to me that I'd heard it before. Real thick and heavy Keo accent, he had. So, the next night I hears the same voice, I look over me shoulder and it is this plain looking Oeridian gentleman. Same voice as the half-breed, same voice as this Aja fellow. So, I'm thinking someone put the magical hoodoo on and came sneaking around the Raven's Watch. Been listening for the same voice. Haven't heard it since.

Q: What do you know about the Sea Horse?

Suel ship with Keo colors. Does short hauling across the river mostly but sets out for longer voyages at times to. The ladies are in here all the time. Asking questions about the elves all the time they are. Elindra didn't trust them much. Smell like smugglers to me. They are out of town until tomorrow. Had a short haul they were saying up the coast.

Q: What do you know about the Raven's Watch?

Good bunch of folks as far as I know. They treat this place like their home. They are good to me staff and to me. I trust them.

Q: What do you know about Cult of the Earth Dragon?

Not much to know really. Rumors say they are everywhere but rumors say the Warlord rose from the dead in my privy. Probably got somebody here spying if they know their business. If Gryrax is the head of Ulek, this be the arse. You can tell a lot by what comes out the arse. Ask a ranger.

Q: What do you know about Merrick?

That prissy little fool. Don't know how he managed it, but those elves loved him. Boy was so fragile he'd blow over in the wind. Church of Moradin started giving him volume discounts on raises as I understand it. Anyhow, something must have killed him that there was no coming back from, or he finally gave up on coming back, because they took his dead body to his family about a year back.

Q: What do you know about the Gems of Ulaa/Gem of Life

Rumors that there's some big mojo brewing. I heard that the Congregation of the Hills in Havenhill has sent its agents scouring the

Principality looking for the gems. Don't know much beyond that though.

Carana is of limited help beyond this. Once PCs are done speaking to him, he will offer them rooms in his Inn for the evening if they need.

What next?

PCs may feel like they have come to a dead end at this point. The only real tangible lead points to the docks and the Sea Horse, but the earliest possible they must wait until morning, as Carana tells them.

Make certain that you understand the PCs sleeping arrangements for the night. PCs living off the land should know that they if they do not stay in town tonight, they will be splitting the party.

Once PCs have established their plans for the night, go to the next encounter.

All APLs

Carana: human male bard 8 (sense motive +14, bluff +14)

Luscious the Bouncer: female half-orc monk 8 (sense motive +10)

Napier: male halfling expert 3/rogue1 (sense motive +2)

Selina: female human commoner 3

Cassandra: human female expert 2 (sense motive +6, bluff+6)

Junius: human female bard 1 (perform: dance +7)

Plindar, Mahweg and Carl: human male commoners 3

Undir: dwarven male expert 2

Finwick: human male expert 1

Jebediah: human male expert 6 (sense motive +12)

Encounter Five: We Did WHAT?

You awake to the sound of a fist hammering on wood. A harsh voice, dwarven from its timbre, bellows, "You are bound by law. Rise and face the Prince's justice! Magical flight is considered an admission of guilt. You are wanted for questioning in relation to the death of Carana of the Keogh Cup.

PCs should not be allowed to consult in this situation, unless they are in the same room. Encourage them to keep their conversation in character. PoU natives know that flight in this situation is not acceptable and will lead the authorities to believe the PC in question is guilty. Other PCs need make a DC 10 Knowledge: Sheldomar check or a DC 15 Diplomacy check to know the same. High level PCs can choose to avoid capture rather easily, as the dwarves and men sent to secure them are rank and file town guard. However, doing so will have quick and clear ramifications for them, as they will be wanted.

We're LEAVING!

PCs who flee will need to be dealt with in a free-form fashion. If they stay in the city and have a way to evade capture, then they will eventually be contacted by Vilara Camden. Details of that conversation can be resolved using the information provided under the heading: Vilara speaks.

PCs who flee the city effectively end the mod at this point. If PCs are not incarcerated, Bergaja flees via other means, and does not take the Sea Horse out of town. Neither Vilara or the PCs will be able to intercept.

The Guard of Greutam

Watch Captain Durnin Gemsplitter, a distant cousin of Emerald Gemsplitter, heads the investigation. He is assisted Sargent Hemin (human male) and several dozen guards. PCs are quickly brought to Inn if they have stayed someplace else or are brought downstairs if they have not. Carana's headless corpse is displayed for them on the table. Serina will swear she saw two of the PCs, (neutral PCs, preferably rogue or a ranger) stride out of the back room carrying Carana's head and then stride up to their room. PCs will have to defend themselves against these accusations.

Once the PCs are assembled, read the following:

"My name is Durnin Gemsplitter and I am the Officer of the Day and the Captain of the Watch. You stand accused of the murder of Carana. Some of you folk may just be guilty of having the wrong friends, but you under suspicion of collusion none the less.

"This lady," Durnin gestures towards Serina, "says she saw you and you (points towards two of the PCs) come walking out of the back

office carrying the head of the victim and then stride right up the stairs. What say ye?”

It is actually fairly easy for PCs to escape to argue their way out of this predicament. Durnin already has some suspicions about why the PCs would kill a man and then stay lounging in bed as opposed to fleeing the scene with all due haste. However, it is his duty to investigate and detain any and all. That the PCs are adventurers who have chosen one of the lowliest dives in Greutam as their sanctuary is not a point in their favor. At the same time, Durnin is lawful good and fair.

PCs will not be convicted of a crime here. What is at stake is delay. PCs who convince Durnin that they are not legitimate suspects will be able to go free and continue to investigate on their schedule. PCs who fail to convince him to let them go.

PCs will need to convince the Watch Captain that they are innocent and that they are engaged in important matters for the state. Ensuring release is a DC 30 + APL check. Durnin is a cagey professional who has spent over 150 years in service to his Prince in Greutam as Constable and enforcer of the Prince's laws. He is loyal and diligent in his job. However, he is reasonable. PCs who are frank with him and who provide him with authentic detail about the Gems of Ulaa and their current situation have a very good chance of securing their release. He will respond well to the truth, but will immediately assume the PCs are suspect and deserve closer scrutiny before his superiors if they lie to him. The following situational modifiers apply to the check. One PC may make the check. Modifiers apply to him/her, unless they clearly involve the entire party. Only one roll is allowed. Other PCs may assist, but their modifiers only apply to their roll to assist. That is, being a member of the Royal Army only helps them on their roll.

- PCs fail a bluff check vs. Durnin -20 ea.
- Any PC detects as evil -10 ea.
- Any Elven PC in party -4 ea.
- Any Keoish PC in party -2 ea.
- Any PC ever arrested in the PoU -5 ea.
(includes failing to pay war tax)
- PCs have had an altercation with staff of the Keogh Cup -4
- PCs had harsh words with Carana -4
- PC member of the Mine Rangers +4

- PC member of the Royal Army +4
- PC member of the Royal Navy +4
- PC Liegeman of the Prince +4
- PC member of Congregation of the Hills, Keepers of the Soul Forge, Clangeddin one +4
- PC is decorated by PoU +2
- For each Gem of Ulaa PC has helped recover +2 ea.
- PC is a member of Spyder's Web +2

Durnin is not the judge and jury and knows that is not his function. However, he takes his responsibility in ferreting out felons very seriously and will not hesitate to detain PCs for the sake of the public good.

Note that PCs who use violence in this situation, or who flee outright, face penalties detailed on the AR. Specifically, PCs who kill any of the guardsmen have committed an evil act and should lose their PCs. PCs who use force against the guard are FELONS as detailed on the AR and face imprisonment. PCs who flee the scene are QUESTIONED AT LENGTH and spend 4 TU incarcerated before they are released and declared innocent of any crime save indiscretion.

If PCs negotiate their own freedom, go to the sub-section: Vilara Camden Approaches. If PCs do not earn their Freedom go to the sub-section, Vilara Camden to the rescue.

Vilara Camden Approaches

If PCs have secured their release from the Guard, use this section when they proceed to the Sea Horse. As PCs proceed to the dock, read the following. Some PCs may arrive in the dock in such a manner as to avoid meeting with Vilara. In particular, high level parties may have magic at their disposal which lets them travel instantaneously to the dock. This is perhaps an appropriate use of their powers, but will greatly denude their experience. At your discretion, allow PCs to meet with Vilara AFTER the encounter with Bergaja if they somehow manage to bypass Vilara

A tall man walks towards you, his cloak low in front of his eyes. He stops and lets his hood fall from his shoulders. He is Suel, his blonde hair is swept back from his face and bound in a knot in the way of a keo sailor. He bows.

“You seek elusive prey. Perhaps I can give a name to your quarry and some guidance on your journey. Let us speak in a more secure place.” He gestures into a tea shop, Tadjá’s Fancies. The smell of jasmine is heavy in the air from within. “I beg you, a word.”

PCs have a right to be cautious at this point and Vilara understands and respects that. He assures them that he has information that they will find quite useful and that will make their opponent well known to them. He is completely sincere and does not register as evil.

He will lead PCs to a private room within. Once within he will ask permission to cast Mordenkainen’s Private Sanctum to secure their conversation from eavesdropping. Assuming PCs agree to this, he will continue. If they resist, he will still share what he knows, but will be much more nervous, explaining that their enemy is a diviner of great power and the Gem they seek augments his abilities.

Once PCs are ready to speak to him, feel free to use or paraphrase the following box text.

“I am Vilara Camden. I am a Silent One. It seems destiny has brought us together in a common mission and I am in need of your aid. You too, I believe, are in need of mine.

“The Silent Ones are committed to the safety of the Sheldomar and operate from one simple principle. Magic is absolute power. Absolute power corrupts absolutely. We remember the day when the Suel and Baklunish turned their lands to ash and guard all against such excess. Our cause is noble and our goals are just.

Vilara pauses and meets each of you, looking you steadily in the eye. “What I am about to tell you is of paramount importance to my order and a matter of shame for us and peril for the Sheldomar. I need from each of you your sacred oath you will repeat only what you must to your superiors in your government or your holy order. I would prefer, of course, that you speak of this to no one beyond those in this room. However, I understand the ties that bind you in oaths to others and would not expect you to corrupt them. What say ye?”

Vilara will wait until PCs agree. Those that do not swear the oath are “Watched by the Silent Ones.” This should be noted on their AR. Vilana should still share what he knows.

“Still. Not all among us are pure. One of our brother’s has fallen from the light and into darkness. Once, he was one of the most gifted among us. He still has his talents but he has become obsessed by greed. Bergaja, once a Silent One, has betrayed our order and chosen a path of greed and the selfish pursuit of power. He has taken the item you know as the Gem of Fate for himself and is in the process of fleeing south into the lands of the Scarlet Brotherhood with it.

“I need you help in stopping him.”

Allow PCs a chance to ask questions of Vilara at this point.

He will share what he knows.

Q: Who is Bergaja?

A: He is a Silent One. He is a diviner of no small skill. Some say he can spin fate, and alter the flow of what is and can be through force of his will. He is guarded by an apprentice as skilled with steel as she is with magic. Bergaja has become corrupted by the power offered by the Gem.

Q: What would you have us do? Where is Bergaja?

Bergaja boards the Sea Horse this very moment. He needs to be taken, alive if possible, slain if this is not possible. He will embark soon and take the Gem with him.

Q: Tell us about the Gem Of Fate?

A: It sees what will be with great clarity. Imagine knowing the potential answer to any question. It shows the wielder possibility, and the path to all the heart desires. To the mighty it is the gateway to empire. To the weak, it is the gateway to appetite fulfilled to the point of gluttony. It’s power is the greatest of all Ulaa’s gems. It is the power of prophecy distilled into an object.

Q: Why don’t you take it yourself?

A: Each time I have pursued Begaja, he has eluded me. I do not know if he has scryed my intentions or if he has focused the Gem on me in such a way as to predict me every move, but I fear he will sense my coming. Besides, those senior to me in my Order have determined you are the only potential instrument of his demise.

Q: What will happen if he keeps the Gem?

A: He will fall at the hands of the Scarlet Brotherhood who will find his blood impure. Imagine such power in their hands.

Q: What help can you give us?

A: I am a sorceror of some skill. I will aid you with my magics when you are ready to leave.

Vilara will provide, the following based on APL:

APL 2: Mage Armor (13th level caster)

APL 4: Cat's Grace (13th level caster)

APL 6: Keen Edge (13th level caster)

APL 8: Resist Energy, Mass (13th level caster)

APL 10/12: Cat's Grace, Mass (13th level caster)

When PCs are down with their questions, Vilara will close with the following:

"I know you pursue the Gem for your Prince and for Karin Whytesmith. I respect your devotion to your state and your faith in the might of Ulaa. Still, I say this to you. The magic the Prince the Prince possesses in the Ax of Corond, when wedded to the might of the Ulaa's gems, is an artifact not seen since the days of Lumm the Mad or even He Who Shall Not Be Named. The divinations that have warned us of the corruption of our brother also warn us of the fall of your own Prince. What he seeks, is not truly his to hold, and the power of the Ax and Gems together are power beyond what any mortal should aspire to.

"If you are good and faithful servants of your Prince, you will surrender the Gem to me once you have liberated it from Bergaja. It will destroy him if you do not. If you do not, as you watch him fall, know that your actions could have saved the Prince, and perhaps, your land.

"You may find me here when all is done. I will await your return.

Vilara says no more on this matter but is completely sincere and believes what he says. If pressed, he will only add that it upon the PCs to pick their own fate and the fate of the land now. He will wait for their ultimate decision.

Vilara Camden to the Rescue

Watch Captain Durnin enters and regards each of you for long moments. "It seems there is at least some truth in what you say. An agent of the Lonely Tower has come forth and bid me

free you. The Silent Ones are involved in this and have asked me to release you into their power.

"Although I have my misgivings, I have decided to relent and do so. Ulaa help me and Moradin forge me anew if I am wrong in my judgment.

With that the Captain opens the door and gestures in a tall, slime, Suel man wearing a grey cloak and simple white robes. His striahgt hair is drawn back in a topknot in the manner of Keoish sailors. He bows.

"You seek elusive prey. Perhaps I can give a name to your quarry and some guidance on your journey. I am Vilara Camden. I am a Silent One. It seems destiny has brought us together in a common mission and I am in need of your aid. You too, I believe, are in need of mine.

"The Silent Ones are committed to the safety of the Sheldomar and operate from one simple principle. Magic is absolute power. Absolute power corrupts absolutely. We remember the day when the Suel and Baklunish turned their lands to ash and guard all against such excess. Our cause is noble and our goals are just.

Vilara pauses and meets each of you, looking you steadily in the eye. "What I am about to tell you is of paramount importance to my order and a matter of shame for us and peril for the Sheldomar. I need from each of you your sacred oath you will repeat only what you must to your superiors in your government or your holy order. I would prefer, of course, that you speak of this to no one beyond those in this room. However, I understand the ties that bind you in oaths to others and would not expect you to corrupt them. What say ye?"

Vilara will wait until PCs agree. Those that do not swear the oath are "Watched by the Silent Ones." This should be noted on their AR. Vilana should still share what he knows.

"Still. Not all among us are pure. One of our brother's has fallen from the light and into darkness. Once, he was one of the most gifted among us. He still has his talents but he has become obsessed by greed. Bergaja, once a Silent One, has betrayed our order and chosen a path of greed and the selfish pursuit of power. He has taken the item you know as the Gem of Fate for himself and is in the process

of fleeing south into the lands of the Scarlet Brotherhood with it.

“I need you help in stopping him.

Allow PCs a chance to ask questions of Vilara at this point.

He will share what he knows.

Q: Who is Bergaja?

A: He is a Silent One. He is a diviner of no small skill. Some say he can spin fate, and alter the flow of what is and can be through force of his will. He is guarded by an apprentice as skilled with steel as she is with magic. Bergaja has become corrupted by the power offered by the Gem.

Q: What would you have us do? Where is Bergaja?

Bergaja boards the Sea Horse this very moment. He needs to be taken, alive if possible, slain if this is not possible. He will embark soon and take the Gem with him.

Q: Tell us about the Gem Of Fate?

A: It sees what will be with great clarity. Imagine knowing the potential answer to any question. It shows the wielder possibility, and the path to all the heart desires. To the mighty it is the gateway to empire. To the weak, it is the gateway to appetite fulfilled to the point of gluttony. It's power is the greatest of all Ulaa's gems. It is the power of prophecy distilled into an object.

Q: Why don't you take it yourself?

A: Each time I have pursued Bergaja, he has eluded me. I do not know if he has scryed my intentions or if he has focused the Gem on me in such a way as to predict me every move, but I fear he will sense my coming. Besides, those senior to me in my Order have determined you are the only potential instrument of his demise.

Q: What will happen if he keeps the Gem?

A: He will fall at the hands of the Scarlet Brotherhood who will find his blood impure. Imagine such power in their hands.

Q: What help can you give us?

A: I am a sorceror of some skill. I will aid you with my magics when you are ready to leave.

Vilara will provide, the following based on APL:

APL 2: Mage Armor (13th level caster)

APL 4: Cat's Grace (13th level caster)

APL 6: Keen Edge (13th level caster)

APL 8: Resist Energy, Mass (13th level caster)

APL 10/12: Cat's Grace, Mass (13th level caster)
When PCs are done with their questions, Vilara will close with the following:

“I know you pursue the Gem for your Prince and for Karin Whytesmith. I respect your devotion to your state and your faith in the might of Ulaa. Still, I say this to you. The magic the Prince the Prince possesses in the Ax of Corond, when wedded to the might of the Ulaa's gems, is an artifact not seen since the days of Lumm the Mad or even He Who Shall Not Be Named. The divinations that have warned us of the corruption of our brother also warn us of the fall of your own Prince. What he seeks is not truly his to hold, and the power of the Axe and Gems together are power beyond what any mortal should aspire to.

“If you are good and faithful servants of your Prince, you will surrender the Gem to me once you have liberated it from Bergaja. It will destroy him if you do not. If you do not, as you watch him fall, know that your actions could have saved the Prince, and perhaps, your land.

“You may find me here when all is done. I will await your return.

Vilara says no more on this matter but is completely sincere and believes what he says. If pressed, he will only add that it upon the PCs to pick their own fate and the fate of the land now. He will wait for their ultimate decision.

All APLs:

Durnin Gemsplitter: male dwarf paladin 9 (sense motive +17)

Vilara Camden: human male sorcerer 13 (bluff +12)

Encounter Six: The Sea Horse

PCs who avoided detainment are free to head to the dock and catch the Sea Horse at berth. PCs who are detained and then rescued by Vilara must find their own way to pursue the Sea Horse.

There are several options. PCs in the Navy can (insert protocol here). Other PCs can hire another

ship to give chase for 500 gp paid at the time of hire. This can be arranged quickly through the harbormaster, Justin Keaton, a Oeridian human in his late fifties.

The vessel available is the Manticore, a ship of similar make and design to the Sea Horse and crewed by Captain Drindell and his comrades. This ship will catch the Sea Horse at sunset. The Captain and his crew will not fight and will cast off from any boarding action as soon as they can. Captain Drindell will make this clear to PCs when they hire him. They do not fight.

Jergil and Nergaja are old friends from Bergaja's days as a street urchin in Gradsul. Jergil will fight to the death to defend Bergaja out of a sense of honor and also duty. He will refer to the PCs as raiders and pirates and engage in an ongoing dialogue with PCs as they fight. If his ship is fought on the dock, the crew will not engage the PCs. They do not like Bergaja. If the PCs fight the crew on the open sea, then the crew fights also.

All APLS

Justin Keaton, harbormaster: Rogue 4

Captain Drindell: Expert 3/Warrior 1

Drindell's Crew: Expert 1

APL 2 EL3(5)

Jergil: Male Human Ranger 1/Hexblade 2; hp 25; see Appendix 2

The Crew (6): Male Human Expert 1: hp 7; see Appendix 2

APL 4 EL 5(7)

Jergil: Male Human Ranger 1/Hexblade 4; hp 40; see Appendix 3

The Crew (6): Male Suel Human Expert 2; hp 11; see Appendix 3

APL 6

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 1; hp 53; see Appendix 4

The Crew (6): Male Suel Human Expert 2/Swashbuckler 1: hp 18; see Appendix 4

APL 8

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 3; hp 75; see Appendix 5

The Crew (6): Male Suel Human Expert 2/Rogue 1/Swashbuckler 2; hp 30; see Appendix 5

APL 10

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 4/Spellswor 1; hp 90; see Appendix 6

The Crew (6): Male Suel Human Expert 2/Rogue 3/Swashbuckler 2: hp 40; see Appendix 6

APL 12

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 6/Spellswor 1; hp 105; see Appendix 7

The Crew (6): Male Suel Human Expert 2/Rogue 3/Swashbuckler 4: hp 54; see Appendix 7

Treasure

APL 2: L: masterwork longsword (26 gp), longbow (8 gp), quiver (1 sp), 20 arrows (3 gp), 6 leather armor (1 gp), 6 dagger (1 gp), 6 light crossbow (18 gp) and 60 bolts (5 sp); C: 0 gp, M: *chain shirt +1 (104 gp)*, *potion of blur (25 gp)*, *potion of cure light wounds (4 gp)*, *potion of shield of faith +3 (25 gp)*; T: 215 gp

APL 4: L: masterwork longsword (26 gp), longbow (8 gp), quiver (1 sp), 20 arrows (3 sp), 6 leather armor (1 gp), 6 dagger (1 gp), 6 light crossbow (18 gp), 60 masterwork bolts (60 gp). C: 0 gp, M: *blended quartz chain shirt +1 (258 gp)*, *potion of blur (25 gp)*, *potion of shield of faith +3 (25 gp)*, *potion of cure moderate wounds (25 gp)*; T: 447 gp

APL 6: L: 7 longbows (58 gp), 7 quivers (7 sp), 20 arrows (3 sp), 120 masterwork arrows (60 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 6 masterwork studded leather armors (76 gp); C: 0 gp, M: *+1 longsword (192 gp)*, *blended quartz chain shirt +1 (258 gp)*, *cloak of resistance +1 (83 gp)*, *potion of displacement (62 gp)*, *potion of cure moderate wounds (25 gp)*, *scroll of obscuring mist (2 gp)*. T: 828 gp

APL 8: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 0 gp, M: *+1 longsword (192 gp)*, *blended quartz chain shirt +1 (258 gp)*, *cloak*

of resistance +1 (83 gp), amulet of health +2 (333 gp), potion of displacement (62 gp), potion of cure moderate wounds (25 gp), scroll of obscuring mist (2 gp): T: 1,160 gp

APL 10: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 0 gp, M: +1 *longsword (192 gp), blended quartz breastplate +1 (516 gp), cloak of resistance +2 (333 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), scroll of obscuring mist (12gp)*. T: 1,949 gp

APL 12: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 41 gp, M: +1 *magebane longsword (692 gp), blended quartz full plate +1 (1041 gp), cloak of resistance +2 (333 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (12 gp), 2 scrolls of obscuring mist (24 gp)* T: 2,975 gp

Encounter Seven: Bergaja

Bergaja and Kirsha not doubt hear the PCs engaged with Jergil on deck and will spend their time buffing until that fight is over. Once it has ended, they will ready actions and attack PCs as soon as they open the trapdoor that leads to the hold, or descend into the hold through the cargo hatch. Kirsha will animate the ropes that set in coils at the foot of the stairs if appropriate to her APL. She will then attack. Bergaja will unload his most potent offensive spells without regard for the safety of the crew or the ship. Throughout the PCs conflict with Bergaja, he will curse them and taunt them. Here are some samples:

- “You are too weak to carry the Gem, it is mine. MINE!”
- “I have seen your face at the heart of the Gem. I am to be the instrument of your death.”
- “Half breed peasants cannot defeat me!”
- “You cannot have the Gem. It is precious to me.”

Bergaja wants to kill the PCs and takes particular pleasure in dropping area effect spells on fallen foes. While he will not take the time to coup de

grace, he most certainly will take a certain glee in dropping a fireball on fallen foes as well as upright ones.

Bergaja and Kirsha fight to the death.

When PCs approach Bergaja, make certain you know specifically who is trying to recover the Gem.

Once it is clear who is grabbing the Gem, read the following.

Wreckage and bodies litter the deck of the Sea Horse. A small fire burns aft of you among fallen rigging.

(Insert PCs name) steps forward and seizes the Gem of fate from around the fallen Silent One’s neck. There is a flash of light and a loud clap of thunder.

He/she falls, twitching, and with eyes rolled back, so only the whites show.

What do you do?

PCs will quickly determine that this is a seizure (Heal check DC 10). No magical intervention short of a wish or a miracle will have a effect on the stricken PC. He or she sits out the rest of the adventure, although this individual does receive Touched by the Gem of Fate on the AR. Also, Give this PCs player handout 5.

Once PCs are ready to return the Gem, proceed to the Conclusions section.

APL 2

Bergaja: Male Sor 4 (worships Boccob); hp 15; see Appendix 2

Kirsha: Female Ftr 1/ Sor 1 (worships Boccob); hp 12; see Appendix 2

APL 4

Bergaja: Male Sor 5/ Divine oracle 1 (worships Boccob); hp 24; see Appendix 3

Kirsha: Female Ftr 2/ Sor 2 (worships Boccob); hp 24; see Appendix 3

APL 6 EL 9

Bergaja: Male Sor 5/ Divine Oracle 2/ Silent One 1 (worships Boccob); hp 33; see Appendix 4

Kirsha: Female Ftr 2/ Sor 4 (worships Boccob); hp 32; see Appendix 4

APL 8 EL 11

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 2/ Fatespinner 1 (worships Boccob): hp 41; see Appendix 5

Kirsha: Female Ftr 2/ Sor 4/ Spellsword 2 (worships Boccob); hp 45; see Appendix 5

APL 10 EL 13

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 2/ Fatespinner 3 (worships Boccob): hp 48; see Appendix 6

Kirsha: Female Ftr 2/ Sor 4/ Spellsword 3/ Silent One 1 (worships Boccob); hp 63; see Appendix 6

APL 12 EL 15

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 3/ Fatespinner 4 (worships Boccob): hp 56; see Appendix 7

Kirsha: Female Ftr 2/ Sor 4/ Spellsword 5/ Silent One 1 (worships Boccob); hp 78; see Appendix 7

Treasure

APL 2: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), mithril chain shirt (91 gp), masterwork scimitar (26 gp), kukri (6 sp), longbow (8 gp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +1* (83 gp), *potion of protection vs. good* (3 gp), *potion of cat's grace* (25 gp), *wand of magic missile* (CL1) (62 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (3 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (CL1) (2 gp), *scroll of animate rope* (12 gp). T: 461 gp

APL 4: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), masterwork scimitar (26 gp), kukri (6 sp), longbow (8 gp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +1* (83 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cat's grace* (4 gp), *wand of magic missile* (62 gp), *vest of resistance +1* (83 gp), 2 *potion of cure light wounds* (6 gp), *scroll of scorching ray* (12 gp), *mithril chain shirt +1* (175 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope* (CL 4) (16 gp), *potion of shield of faith +3* (25 gp). T: 735 gp

APL 6: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), kukri (6 sp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +2* (333 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cat's grace* (25 gp), *wand of magic missile* (62 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *mithril chain shirt +1* (175 gp), *scimitar +1* (192 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope*, CL 4 (16 gp), *potion of shield of faith +3* (25 gp), *potion of cure light wounds* (2 gp), *scroll of see invisibility* (12 gp), *potion of enlarge person* (20 gp). T: 1,282 gp

APL 8: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), 4 alchemist's fire (16 gp), masterwork kukri (25 gp), longbow (8 gp), 20 arrows (1 sp); C: 0gp; M: *bracers of Armor +2* (333 gp), *ring of protection +1* (133 gp), *potion of protection vs. good* (4 gp), *potion of cats grace* (25 gp), *cloak of charisma +2* (333 gp), *wand of magic missile*, CL 3 (187 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *mithril chain shirt +1* (175 gp), *scimitar +1* (192 gp), *potion of bulls strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope*, CL 7 (14 gp), *potion of shield of faith +3* (25 gp), *potion of cure light wounds* (4 gp), *scroll of see invisibility* (12 gp), *scroll of wall of gloom* (31 gp), *potion of enlarge person* (20 gp), *vest of resistance +1* (83 gp), *elemental gem – water* (187 gp). T: 2,052 gp

APL 10: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), 4 alchemist's fire (16 gp), masterwork kukri (25 gp), longbow (8 gp), 20 arrows (1 sp); C: 0gp; M: *bracers of armor +3* (1333 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cats grace* (25 gp), *cloak of charisma +2* (333 gp), *wand of magic missile*, CL 5 (312 gp), *vest of resistance +2* (333 gp), *potion of cure*

moderate wounds (25 gp), scroll of scorching ray (12 gp), scroll of detect thoughts (12 gp), scroll of clairaudience/ clairvoyance (31 gp), scroll of arcane sight (31 gp), scroll of silence (12 gp), Chime of Opening (250 gp), mithril chain shirt +2 (425 gp), scimitar +1 (192 gp), potion of bulls strength (25 gp), scroll of protection vs. good (2 gp), scroll of animate rope, CL 7 (14 gp), potion of shield of faith +3 (25 gp), potion of cure moderate wounds (25 gp), scroll of see invisibility (12 gp), scroll of wall of gloom (31 gp), potion of barkskin +2 (25 gp), vest of resistance +1 (83 gp), elemental gem- water (187 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp). T: 4,676 gp

APL 12: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), 4 alchemist's fire (16 gp), masterwork kukri (25 gp), longbow (8 gp), 20 arrows (1 sp); C: 0 g; M: Quarterstaff +1 of spellstoring (currently stored with a lightning bolt) (697 gp), bracers of armor +3 (1333 gp), ring of protection +1 (133 gp), potion of protection vs. good (4 gp), potion of cats grace (25 gp), cloak of charisma +4 (1333 gp), wand of magic missile, CL 5 (312 gp), vest of resistance +2 (333 gp), potion of cure moderate wounds (25 gp), scroll of scorching ray (12 gp), scroll of detect thoughts (12 gp), scroll of clairaudience/ clairvoyance (31 gp), scroll of arcane sight (31 gp), scroll of silence (12 gp), Chime of Opening (250 gp), mithril chain shirt +2 (425 gp), +1 shocking scimitar (692 gp), potion of bulls strength (25 gp), scroll of protection vs. good (2 gp), scroll of animate rope, CL 7 (14 gp), potion of shield of faith +3 (25 gp), potion of cure moderate wounds (25 gp), scroll of see invisibility (12 gp), scroll of wall of gloom (31 gp), potion of barkskin +2 (25 gp), vest of resistance +1 (83 gp), elemental gem- water (187 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp). T: 6,838 gp

Conclusions

A: The Gem of Fate is Lost, and with it a piece of Ulaa has fallen into darkness. Who knows to what foul use the forces of darkness will put the artifact. All you know, was that your path did not lead you to the Gem.

Hand out ARs.

B: You have surrendered the Gem of Fate to the Silent Ones. In so doing, you know the greater good has been served. Still, what of Ulek. What impact will the lost Gem have on Ulaa's plan? Perhaps it was fated. Perhaps this is not a betrayal of the worst order. Only time will tell.

Hand out ARs.

C: Geric takes the Gem from you with a smile. Two members of the Admantine guard flank him, their features stern.

"The Keeper sends her thanks. She bids me tell you she may need you for further tasks and sends her gratitude and affection. She thanks you. The Prince thanks you, for it is in his name that the Gems have been sought and now found.

"You are heroes, and numbered truly among the greatest of the Sheldomar. Hold that as truth. Fear not for your friend. We will take your fallen into the Keepers halls and tend to him until such time as consciousness return.

"May Ulaa give your soul shelter and give your spirit guidance."

Hand out ARs. Note that one PC has been touched by the Gem. Other PCs may choose to spend one TU guarding their stricken friend but will receive no benefit for it.

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 Three

Dargon Cultists Defeated

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter Six

Jergil Defeated

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter Seven

Bergaja defeated

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Gem of Fate retrieved

APL 2: 45 xp.

APL 4: 70 xp.

APL 6: 90xp.

APL 8: 115 xp

APL 10: 135 xp

APL 12: 160 xp

Discretionary roleplaying award

APL 2 45 xp.

APL 4: 65 xp.

APL 6: 90 xp.

APL 8: 110 xp

APL 10: 135 xp

APL 12: 155 xp

Total possible experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a

Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three:

APL 2: L: 5 daggers (1 gp), 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), 10 foot twine (1 sp), chain shirt (8 gp), spiked chain (2 gp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp), scale mail (4 gp), heavy wooden shield (6 sp), short spear (1 sp), heavy pick (7 sp), leather armor (2 sp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), *2 potions of cure light wounds* (8 gp); T: 115 gp

APL 4: L: 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), 10 foot twine (1 sp), chain mail (12 gp), heavy steel shield (1 gp), short spear (1 sp), heavy pick (7 sp), chain shirt (8 gp), masterwork spiked chain (27 gp), dagger (1 sp), leather armor (2 sp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp) C: 0 gp, M: *bracers of armor +1* (83 gp), *2 potions of cure light wounds* (8 gp), *scroll of haste (CL 7)* (58 gp), *+1 ring of protection* (166 gp). T: 371 gp

APL 6: L: 5 daggers (1 gp), 2 waterskin (1 sp), 10 feet of twine (1 sp), 2 backpacks (3 sp), 10 days rations (4 sp), 2 waterskins (1 sp), chain shirt (8 gp), 2 short bows (5 gp), 2 quivers (2 sp), 40 arrows (6 sp), chain mail (12 gp), heavy steel shield (1 gp), short spear (1 sp), masterwork heavy pick (25 gp), masterwork studded leather armor (13 gp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), *2 rings of protection +1* (333 gp), *scroll of haste, CL7* (43 gp), *+1 spiked chain* (193 gp), *belt of one mighty blow* (125 gp), *2 potions of cure light wounds* (8 gp). T: 853 gp

APL 8: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp),

short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), *potion of cure moderate wounds* (25 gp), *2 rings of protection +1* (333 gp), *scroll of haste, CL 7* (43 gp), *3 +1 chain shirt* (312 gp), *3 +1 spiked chain* (581 gp), *2 belt of one mighty blow* (250 gp), *potion of cure light wounds* (4 gp), *elixir of fire breath* (91 gp). T: 1801 gp

APL 10: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp), short sword (8 sp); C: 0 gp, M: *bracers of armor +1* (83 gp), *potion of cure moderate wounds* (25 gp), *2 rings of protection +1* (333 gp), *scroll of haste, CL 7* (43 gp), *3 +1 chain shirt* (312 gp), *3 +1 spiked chain* (581 gp), *2 belt of one mighty blow* (250 gp), *potion of cure light wounds* (4 gp), *elixir of fire breath* (91 gp) T: 1801

APL 12: L: 7 daggers (1 gp), 4 backpacks (1 gp), 20 days rations (8 sp), 4 waterskin (2 sp), 10 foot twine (1 sp), 4 short bows (10 gp), 4 quivers (4 sp) and 80 arrows (1 gp), 2 chain mail (24 gp), 2 heavy steel shield (2 gp), 2 short spear (2 sp), 2 masterwork heavy pick (25 gp), masterwork studded leather (13 gp), short sword (8 sp); C: 10 gp, M: *bracers of armor +1* (83 gp), *cloak of protection +1* (83 gp), *potion of cure moderate wounds* (25 gp), *2 rings of protection +1* (333 gp), *scroll of haste, CL 7* (43 gp), *3 +1 chain shirt* (312 gp), *3 +1 shock spiked chain* (2581 gp), *2 potion of cure serious wounds* (125 gp), *2 belts of one mighty blow* (250 gp), *+1 mithral chain shirt* (175 gp), *potion of cure light wounds* (4 gp), *elixir of fire breath* (91 gp). T: 4,195 gp

Encounter Six:

APL 2: L: masterwork longsword (26 gp), longbow (8 gp), quiver (1 sp), 20 arrows (3 gp), 6 leather armor (1 gp), 6 dagger (1 gp), 6 light crossbow (18 gp) and 60 bolts (5 sp); C: 0 gp, M: *chain shirt +1* (104 gp), *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of shield of faith +3* (25 gp); T: 215 gp

APL 4: L: masterwork longsword (26 gp), longbow (8 gp), quiver (1 sp), 20 arrows (3 sp), 6

leather armor (1 gp), 6 dagger (1 gp), 6 light crossbow (18 gp), 60 masterwork bolts (60 gp). C: 0 gp, M: *blended quartz chain shirt +1* (258 gp), *potion of blur* (25 gp), *potion of shield of faith +3* (25 gp), *potion of cure moderate wounds* (25 gp): T: 447 gp

APL 6: L: 7 longbows (58 gp), 7 quivers (7 sp), 20 arrows (3 sp), 120 masterwork arrows (60 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 6 masterwork studded leather armors (76 gp); C: 0 gp, M: *+1 longsword* (192 gp), *blended quartz chain shirt +1* (258 gp), *cloak of resistance +1* (83 gp), *potion of displacement* (62 gp), *potion of cure moderate wounds* (25 gp), *scroll of obscuring mist* (2 gp). T: 828 gp

APL 8: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 0 gp, M: *+1 longsword* (192 gp), *blended quartz chain shirt +1* (258 gp), *cloak of resistance +1* (83 gp), *amulet of health +2* (333 gp), *potion of displacement* (62 gp), *potion of cure moderate wounds* (25 gp), *scroll of obscuring mist* (2 gp): T: 1,160 gp

APL 10: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 0 gp, M: *+1 longsword* (192 gp), *blended quartz breastplate +1* (516 gp), *cloak of resistance +2* (333 gp), *amulet of health +2* (333 gp), *gauntlets of ogre power* (333 gp), *potion of cure moderate wounds* (25 gp), *scroll of obscuring mist* (12gp). T: 1,949 gp

APL 12: L: 20 arrows (3 sp), 6 masterwork studded leather armors (76 gp), 6 daggers (1 gp), 6 rapiers (10 gp), 7 longbows (58 gp), 7 quivers (7 sp), 120 masterwork arrows (60 gp); C: 41 gp, M: *+1 magebane longsword* (692 gp), *blended quartz full plate +1* (1041 gp), *cloak of resistance +2* (333 gp), *amulet of health +2* (333 gp), *gauntlets of ogre power* (333 gp), *potion of cure moderate wounds* (12 gp), 2 *scrolls of obscuring mist* (24 gp) T: 2,975 gp

Encounter 7

APL 2: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), mithril chain shirt (91

gp), masterwork scimitar (26 gp), kukri (6 sp), longbow (8 gp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +1* (83 gp), *potion of protection vs. good* (3 gp), *potion of cat's grace* (25 gp), *wand of magic missile* (CL1) (62 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (3 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (CL1) (2 gp), *scroll of animate rope* (12 gp). T: 461 gp

APL 4: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), masterwork scimitar (26 gp), kukri (6 sp), longbow (8 gp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +1* (83 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cat's grace* (4 gp), *wand of magic missile* (62 gp), *vest of resistance +1* (83 gp), 2 *potion of cure light wounds* (6 gp), *scroll of scorching ray* (12 gp), *mithril chain shirt +1* (175 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope* (CL 4) (16 gp), *potion of shield of faith +3* (25 gp). T: 735 gp

APL 6: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), kukri (6 sp), 20 arrows (3 sp); C: 0 gp; M: *bracers of armor +2* (333 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cat's grace* (25 gp), *wand of magic missile* (62 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *mithril chain shirt +1* (175 gp), *scimitar +1* (192 gp), *potion of bull's strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope*, CL 4 (16 gp), *potion of shield of faith +3* (25 gp), *potion of cure light wounds* (2 gp), *scroll of see invisibility* (12 gp), *potion of enlarge person* (20 gp). T: 1,282 gp

APL 8: L: masterwork quarterstaff (25 gp), 2 daggers (5 sp), light crossbow (3 gp), 10 bolts (1 sp), wooden holy symbol of Boccob (1 sp), 2 tanglefoot bag (8 gp), 4 alchemist's fire (16 gp), masterwork kukri (25 gp), longbow (8 gp), 20 arrows (1 sp); C: 0gp; M: *bracers of Armor +2* (333 gp), *ring of protection +1* (133 gp), *potion of protection vs. good* (4 gp), *potion of*

cats grace (25 gp), *cloak of charisma +2* (333 gp), *wand of magic missile, CL 3* (187 gp), *vest of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *mithril chain shirt +1* (175 gp), *scimitar +1* (192 gp), *potion of bulls strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope, CL 7* (14 gp), *potion of shield of faith +3* (25 gp), *potion of cure light wounds* (4 gp), *scroll of see invisibility* (12 gp), *scroll of wall of gloom* (31 gp), *potion of enlarge person* (20 gp), *vest of resistance +1* (83 gp), *elemental gem – water* (187 gp). T: 2,052 gp

APL 10: L: *masterwork quarterstaff* (25 gp), 2 *daggers* (5 sp), *light crossbow* (3 gp), 10 *bolts* (1 sp), *wooden holy symbol of Boccob* (1 sp), 2 *tanglefoot bag* (8 gp), 4 *alchemist's fire* (16 gp), *masterwork kukri* (25 gp), *longbow* (8 gp), 20 *arrows* (1 sp); C: 0gp; M: *bracers of armor +3* (1333 gp), *ring of protection +1* (166 gp), *potion of protection vs. good* (4 gp), *potion of cats grace* (25 gp), *cloak of charisma +2* (333 gp), *wand of magic missile, CL 5* (312 gp), *vest of resistance +2* (333 gp), *potion of cure moderate wounds* (25 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *Chime of Opening* (250 gp), *mithril chain shirt +2* (425 gp), *scimitar +1* (192 gp), *potion of bulls strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope, CL 7* (14 gp), *potion of shield of faith +3* (25 gp), *potion of cure moderate wounds* (25 gp), *scroll of see invisibility* (12 gp), *scroll of wall of gloom* (31 gp), *potion of barkskin +2* (25 gp), *vest of resistance +1* (83 gp), *elemental gem- water* (187 gp), *amulet of health +2* (333 gp), *gauntlets of ogre power* (333 gp). T: 4,676 gp

APL 12: L: *masterwork quarterstaff* (25 gp), 2 *daggers* (5 sp), *light crossbow* (3 gp), 10 *bolts* (1 sp), *wooden holy symbol of Boccob* (1 sp), 2 *tanglefoot bag* (8 gp), 4 *alchemist's fire* (16 gp), *masterwork kukri* (25 gp), *longbow* (8 gp), 20 *arrows* (1 sp); C: 0 g; M: *Quarterstaff +1 of spellstoring (currently stored with a lightning bolt)* (697 gp), *bracers of armor +3* (1333 gp), *ring of protection +1* (133 gp), *potion of protection vs. good* (4 gp), *potion of cats grace* (25 gp), *cloak of charisma +4* (1333 gp), *wand of magic missile, CL 5* (312 gp), *vest of*

resistance +2 (333 gp), *potion of cure moderate wounds* (25 gp), *scroll of scorching ray* (12 gp), *scroll of detect thoughts* (12 gp), *scroll of clairaudience/ clairvoyance* (31 gp), *scroll of arcane sight* (31 gp), *scroll of silence* (12 gp), *Chime of Opening* (250 gp), *mithril chain shirt +2* (425 gp), *+1 shocking scimitar* (692 gp), *potion of bulls strength* (25 gp), *scroll of protection vs. good* (2 gp), *scroll of animate rope, CL 7* (14 gp), *potion of shield of faith +3* (25 gp), *potion of cure moderate wounds* (25 gp), *scroll of see invisibility* (12 gp), *scroll of wall of gloom* (31 gp), *potion of barkskin +2* (25 gp), *vest of resistance +1* (83 gp), *elemental gem- water* (187 gp), *amulet of health +2* (333 gp), *gauntlets of ogre power* (333 gp). T: 6,838 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 117 gp, C: 0 gp, M: 674 gp – Total: 450 gp (791 gp).

APL 4: L: 242 gp, C: 0 gp, M: 1,309 gp – Total: 650 gp (1,551 gp).

APL 6: L: 312 gp, C: 0 gp, M: 2,651 gp – Total: 900 gp (2,963 gp).

APL 8: L: 366 gp; C: 0 gp; M: 4,647 gp – Total: 1,300 gp (5,013 gp)

APL 10: L: 366 gp; C: 0 gp; M: 8,057 gp – Total: 2,300 gp (8,423 gp)

APL 12: L: 366 gp; C: 41 gp; M: 13,994 gp – Total: 3,300 gp (14,401 gp)

Items for the Adventure Record

Special

Incarcerated: This PC refused a direct order from a superior and must spend the next 52 TUs in prison. Additionally, the PCs stripped of rank and ejected from any military metaorg., including Liegemen of the Prince.

Haunted by the Raven: This PC has attacked and killed at least one member of the Raven's Watch. The spirit of this Elf haunts your dreams. For the next three ARs, all TU costs are doubled.

Ire of Silent Ones: For allowing Bergaja to escape your grasp and/or assaulting or insulting their agent Vilara, you have earned the ire of the Silent Ones. This PC now has a permanent -2 on all checks involving social interaction when within Keoland or that involve the Silent Ones or their agents.

Watched by the Silent Ones: This PC refused to pledge secrecy when asked to do so by a Silent One. This may have an effect on future interactions with this organization.

Notice of Silent Ones: This PC dealt with the threat posed by Bergaja but did not surrender the Gem of Fate to their agent. In gratitude for your assistance, the Silent Ones will grant you a one time +20 on any Knowledge: Sheldomar or Knowledge: History check. PCs must be in an urban environment to use this favor. Mark this off as used when the assistance is given.

Favor of Silent Ones: This PC surrendered the Gem of Fate to the Silent Ones. PCs gain access to Remove Curse, Commune, Break Enchantment or Greater Dispelling spell cast at 20th level. PCs must spend one TU traveling to the Lonely Tower in Keoland to redeem this favor.

Favor of the Church of Ulaa: PCs who return the Gem of Fate receive the following based on how much positive interaction they have had with the followers of Ulaa. The Favor of the Church of Ulaa, stacks with the Favor of the Temple of Ulaa, Favor of Ulaa's Followers, and the Favor of the Congregation of the Hills. If the PC has one favor, she gets access to:

Testing Chalice (Regional; Arms and Equipment Guide) and a Stone of Alarm (Regional: DMG)

If the PC has two favors, she gets access to the above and:

Stone Salve (Regional; DMG) and Rope of Stone (Regional; Complete Adventurer)

If the PC has three favors, she gets access to the above and:

Stone Horse: Courser (Regional: DMG)

If the PC has four favors, she gets access to the above and:

Stone of Good Luck (Regional: DMG)

Questioned at Length: This PC fled the scene of a crime. However, he or she returned to "face the music" afterwards. This PCs must spend 2 TU

being grilled by the Grutem guard. However, in the future this PCs gets a +! On all Gather Information checks and bluff checks involving this same group.

Wanted: PC eluded the Watch of Greutam as they investigated a murder. Still, the PCs are know, wanted, and are suspects. From now until the PCs fails the appropriate check, the PCs must make a DC 25 Intimidate, Diplomacy, Bluff or Disguise check or be captured and put to the question by agents of the crown. This check should be made at the beginning of each mod. This will cost PC in question 4 TUs.

Touched by the Gem of Fate: The first PC to touch the Gem is struck down, stunned and in a coma for one TU. For the next 52 TU, once per adventure the PC may add +2 the D20 die roll of her choice.

Item Access

APL 2:

- *Potion of Shield of Faith* +3 (Adventure; DMG)
- *Vest of Resistance* +1 (Adventure Complete Arcane)

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

- *Scroll of Haste* (7th level caster) (Adventure; DMG)
- +1 *Blended Quartz Chain Shirt* (Arms and Equipment Guide)
- +1 *Mithral Chain Shirt*
- *Scroll of Animate Rope* (4th level caster)

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

- *Belt of One Mighty Blow* (Adventure; Miniatures Handbook)

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

- *Elixir of Fire Breath* (Adventure; DMG)
- *Elemental Gem—Water* (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

- +1 *Blended Quartz Breastplate* (Adventure; Arms and Equipment Guide)
- *Cloak of Resistance* +2 (Adventure; DMG)
- *Vest of Resistance* +2 (Adventure: Complete Arcane)
- *Wand of Magic Missile* (5th level caster) (Adventure; DMG)

- *Chime of Opening* (Adventure; DMG)
- +2 *Mithral Chain Shirt* (Adventure; DMG)
- *Scroll of Animate Rope* (7th level caster)

APL 12 (all of APLs 2-10 plus the following):

- +1 *Small-sized Shock Spiked Chain* (Adventure; DMG)
- +1 *Blended Quartz Full Plate* (Adventure; Arms and Equipment Guide)
- +1 *Magebane Longsword* (Adventure; Complete Arcane)
- *Cloak of Charisma +4* (Adventure; DMG)
- *Bracers of Armor +3*
- *Wand of Animate Rope* (5th level) (Adventure; DMG)

Appendix 1: All APLs

Seregon, male wood elf Bbn8 (Corellon Larethian); CR 8; medium humanoid (elf); HD 8d12+16; hp 67; Init +3; Spd 50'; AC 18; touch 13, flat-footed 15 (+3 Dex, +5, +1 *chain shirt*); BAB/Grp +8/+10; Atk +11 melee (1d10+5/x3, +1 *glaive*) or +11 melee (1d4+3/x2, MW spiked gauntlet) or +11 ranged (1d6+3/x2, MW javelin); Full Atk +11/+6 melee (1d10+5/x3, +1 *glaive*) or +11/+6 melee (1d4+3/x2, MW spiked gauntlet) or +11 ranged (1d6+3/x2, MW javelin); Space/Reach 5'/10'; SA rage 3/day; SQ DR 1/-, elf traits, fast movement, improved uncanny dodge, trap sense +2; AL CG; SV Fort +8, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +4, Jump +22, Listen +8, Spot +3, Survival +7, Swim +8; Cleave, Improved Sunder, Power Attack.

Possessions: +1 *chain shirt*, +1 *glaive*, *boots of striding and springing*, *potion of bull's strength*, *potion of barkskin* (CL 3), *potion of cat's grace*, MW spiked gauntlet, 2 MW javelins

Vardamir, male gray elf Ctr8 (Labelas Enoreth); CR 8; medium humanoid (elf); HD 8d8+8; hp 51; Init +7; Spd 40'; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 +1 *elven chain*, +2 MW hvy wood shield); BAB/Grp +6/+6; Atk +7 melee (1d8/19-20, MW longsword) or +10 ranged (1d8/x3, MW longbow); Full Atk +7/+2 melee (1d8/19-20, MW longsword) or +10/+5 ranged (1d8/x3, MW longbow); Space/Reach 5'/5'; SA spells, turn undead 2/day; SQ elf traits; AL CG; SV Fort +7, Ref +5, Will +10; Str 10, Dex 16, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +12, Knowledge: History +6, Knowledge: Religion +7, Spellcraft +12; Combat Casting, Improved Initiative, Smatterings (RoD)

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1, caster level 2, Save DC 14+spell level) 0-*detect magic* x2, *detect poison*, *guidance* x2, *resistance*; 1- *bane*, *bles*, *comprehend languages*, *expeditious retreat**, *magic weapon*, *sanctuary*; 2-*bear's endurance* x2, *bulls' strength*, *calm emotions*, *cat's grace**; 3-*blindness/deafness*, *delay death* (RoD)*, *dispel magic*, *protection from energy*, *recitation* (CD);

4-air walk, *freedom of movement*, *haste**, *summon monster* IV

*Domain Spell. Domains: Celerity (+10' land speed when wearing light or no armor); Destiny (1/day as immediate action grant a willing creature (other than yourself) within 30' the ability to reroll an attack, save, ability check, or skill check)

Possessions: +1 *elven chain*, *periapt of wisdom* +2, MW longsword, MW longbow, 20 arrows, MW hvy wood shield, silver holy symbol, 2 *scrolls of cure serious wounds*

Anwananë, female gray elf Ftr1/Evo5/Eldritch Knight2 (Labelas Enoreth); CR 8; medium humanoid (elf); HD 1d10+2d6+5d4; hp 49; Init +4; Spd 30'; AC 22, touch 14, flat-footed 18 (+4 Dex, +4 *mage armor*, +4 *shield*); BAB/Grp +5/+5; Atk +6 melee (1d8/19-22, MW longsword) or +10 ranged (1d8/x3, MW longbow); Full Atk +6 melee (1d8/19-22, MW longsword) or +10 ranged (1d8/x3, MW longbow); Space/Reach 5'/5'; SA spells; SQ elf traits; AL NG; SV Fort +7, Ref +5, Will +4; Str 10, Dex 18, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +12, Decipher Script +13, Knowledge (nobility and royalty) +13, Sense Motive +10, Spellcraft +14; Craft Wand, Dual Wand Wielder, Point Blank Shot, Precise Shot, Quick Draw, Scribe Scroll, Two-weapon fighting

Wizard Spells Prepared: (4+1/4+1/4+1/3+1; caster level 6, Save DC 13+spell level, prohibited schools Enchantment and Illusion); 0-*acid splash* x2, *ray of frost* x3; 1-*mage armor* (already cast), *magic missile* x3*, *ray of enfeeblement*; 2-*glitterdust*, *Melf's acid arrow*, *resist energy*, *scorching ray* x2*; 3-*fireball* x2*, *fly*, *stinking cloud*

Spellbook: 0-all PHB spells except *dancing lights*, *daze*, and *ghost sound*; 1-*burning hands*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2-*glitterdust*, *Melf's acid arrow*, *resist energy*, *scorching ray*, *web*; 3-*fireball*, *fly*, *stinking cloud*, *wind wall*

Possessions: MW longsword, MW longbow, 20 arrows, *lesser metamagic rod of nonlethal substitution*, *wand of ray of enfeeblement*, *wand of scorching ray* x2, *wand of Melf's acid arrow*, *scroll of web*, *scroll of fly*, *scroll of wind wall* x2

Elanessë: female gray elf
Ftr2/Swash3/Div1/Bladesinger2; CR 8;
medium humanoid (elf); HD 5d10+2d8+1d4+8;
hp 59; Init +4; Spd 30'; AC 25, touch 17, flat-
footed 19 (+4 Dex, +2 dodge, +1 deflection, +4
mage armor, +4 *shield*); BAB/Grp +7/+7; Atk
+13 melee (1d6+1/15-20, +1 *keen rapier*) or +12
ranged (1d8/x3, MW longbow); Full Atk +13/+8
melee (1d6+1/15-20, +1 *keen rapier*) or +12/+7
ranged (1d8/x3, MW longbow; Space/Reach
5'/5'; SA insightful strike +3, spells; SQ
bladesong style, elf traits, lesser spellsong; AL
NG; SV Fort +7, Ref +11, Will +6; Str 10, Dex
18, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Balance +8, Concentration
+12, Jump +13, Knowledge (Arcana) +10,
Perform (Dance) +1, Perform (Sing) +1,
Spellcraft +16, Tumble +17; Combat Casting,
Combat Expertise, Dodge, Improved Disarm,
Scribe Scroll, Weapon Finesse, Weapon Focus:
Rapier.

Wizard Spells Prepared: (4+1/3+1; Save
DC 13+spell level; prohibited schools
Enchantment and Necromancy); 0-*dancing
lights*, *detect magic**, *light*, *ray of frost*,
resistance; 1-*true strike* x4*

Spellbook: 0-all PHB cantrips except *daze*,
disrupt undead, and *touch of fatigue*; 1-
comprehend languages, *detect secret doors*,
mage armor, *magic weapon*, *shield*, *true strike*,
unseen servant

Bladesong Style (Ex): When wielding a
longsword or rapier in one hand (and nothing in
the other), a bladesinger gains a dodge bonus to
armor class equal to his class level, up to a
maximum of his Intelligence modifier. If the
bladesinger wears medium or heavy armor, she
loses all benefits of the bladesong style.

Insightful Strike (Ex): A swashbuckler
applies his Intelligence bonus to damage with
any light weapon or weapon that can be used
with Weapon Finesse. Targets immune to
critical hits are immune to the swashbuckler's
insightful strike.

Lesser Spellsong (Ex): When wielding a
longsword or rapier in one hand (and nothing in
the other), a bladesinger of 2nd level or higher
can take 10 when making a Concentration
check to cast defensively.

Possessions: +1 *keen rapier*, *ring of
protection* +1, *scroll of mage armor* x5, *scroll of
shield* x5, *scroll of true strike* x5, *potion of cure*

moderate wounds, MW longbow, 20 arrows,
weasel familiar

Tactics: Elanessë casts *true strike* to gain
almost certain success in disarm attempts, then
picks up and tosses away dropped weapons.

Appendix 2: APL 2

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

Iji Zook: Female Kobold Sorcerer 2; CR 2; Medium humanoid; HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (Dex +2, Bracers of Armor +1, Shield +4); BAB/Grp: +0/-4; Atk: +0 melee (1d3-2/x2, dagger) +4 ranged (1d3-2/19-20 x2, dagger); Full Atk: +2/-4; Atk: +0 melee (1d3-2/x2, dagger) +4 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +1, Ref +5, Will +1; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +9; Concentration +5; Spellcraft +5; Spell focus: Enchantment

Sorcerer Spells Known (6/5 4; base DC = 13 + spell level, 14 + spell level for enchantment spells): 0— *resistance, read magic, detect magic, arcane mark, ray of frost*, 1st—charm person, shield;

Possessions: daggers x4, *Bracers of Armor* +1; *potion of cure light wounds*, back pack, 5 days rations, waterskin, 10 foot twine

Shield will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 1; CR 1/3: small humanoid; HD 1d8+1; hp 9; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); BAB/Grp: +2/-2; Atk: +2 melee (1d6+1/X2, spiked chain) or +4 ranged (1d4/X3, shortbow); Full Atk: +2 melee (1d6+1/X2, spiked chain) or +4 ranged (1d4/X3, shortbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +3, Ref +4, Will +0; Str 12, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain); Climb +5, Jump +5, Speak Language (Kobold).

Possessions: backpack, waterskin, 5 days rations, chain shirt, spiked chain, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have

brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Warriors 1; CR ½; medium humanoid; HD 1d8+3; hp 11; Init +3; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield); BAB/Grp: +1/+4; Atk: +5 melee (1d6+3/X4, heavy pick) or +2 ranged (1d6+3/X2, short spear); Full Atk: +5 melee (1d6+3/X4, heavy pick) or +2 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick); Jump +3, Speak Language (Common).

Possessions: scale mail, heavy wooden shield, short spear, and heavy pick.

Physical Description: Aaron and Clint are Eoridian males of average build and weight.

Benji: Male Halfling Rogue 1; CR 1; Small Humanoid; HD 1d6+1; hp 7; Init +4; Spd 20 ft.; AC 17, touch 15, flat-footed 13 (+4 Dex, +2 armor, +1 size); BAB/Grp +0/-3; Atk: +2 melee (1d4+1/19-20, short sword) or +5 ranged (1d4/X3, short bow); Full Atk: +2 melee (1d4+1/19-20, short sword) or +5 ranged (1d4/X3, short bow); SA: Sneak Attack +1d6, trapfinding; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 18, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge; Balance +8, Climb +10; Escape Artist +8, Hide +12, Jump +7, Listen +5, Move Silently +10, Open Lock +8, Search +6; Speak Language (Common, Halfling, Kobold), Spot +5, Tumble +8

Possessions: leather, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds*.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly, diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL +1. Jergil and his crew are EL+3.

Jergil: Male Human Ranger 1/Hexblade 2; CR 3; Medium Humanoid (Human); HD 1d8+2d10+6; hp 25; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); BAB/Grp: +3/+6; Atk: +7 melee (1d8+4/19-20, mw longsword) or +3 ranged (1d8/x3, longbow); Full Atk: +7 melee (1d8+4/19-20, mw longsword) or +3 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA Favored enemy (human), hexblade's curse 1/day; SQ Arcane resistance, wild empathy; AL LN; SV Fort +4, Ref +2, Will +4; Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Iron Will, Power Attack, Spell Focus (Concentration), Track; Concentration +11, Jump +7, Profession (sailor) +3, Speak Language (Suel and Ancient Suel), Spellcraft +4, Swim +6 (+4 with armor), Tumble +3.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action once per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Possessions: Masterwork longsword, longbow, quiver, 20 arrows, *chain shirt* +1, *potion of blur*, *potion of cure light wounds*, *potion of shield of faith* (+3).

Note: If Jergil has time to prepare, he quaffs his *potion of blur* and then his *potion of shield of faith* before combat starts. He wields his masterwork longsword two-handed for the extra damage.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 1: CR ½; medium humanoid; HD 1d6+1; hp 7; Init +3; Spd

30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex); BAB/Grp: +0/+1; Atk: +1 melee (1d6+1/X2, club) or +3 ranged (1d8/19-20, light crossbow); Full Atk: +1 melee (1d6+1/X2, club) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +1, Ref +3, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic; Balance +9, Climb +7, Jump +7, Listen +5, Profession (sailor) +5, Speak Language (Common, Suel and Ancient Suel), Spot +5, Swim +7, Tumble +9, Use Rope +7.

Possessions: leather armor, club, dagger, light crossbow and 10 bolts.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 4 (worships Boccob); CR 4; Medium humanoid; HD 4d4+4; hp 15; Init +2 (Dex); Spd 30 ft.; AC 14, touch 12, flat-footed 12 (Dex +2, Bracers of Armor +1, Insight +1); BAB/Grp: +2/+1; Atk: +2 melee (1d6-1/x2, MW quarterstaff) or +1 melee/ +4 ranged (1d4-1/19-20 x2, dagger) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk: +2 melee (1d6-1/x2, MW quarterstaff) or +1 melee/ +4 ranged (1d4-1/x2, dagger) or +4 ranged (1d8/19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ raven familiar; AL N; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 17.

Skills and Feats: Knowledge: Arcane +9, Knowledge: History +5, Knowledge: Religion +6, Spellcraft +11, Gather Information +5, Concentration +7; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination

Sorcerer Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level for divination spells): 0— *resistance*, *read magic*, *detect magic*, *mage hand*, *arcane mark*, *ray of frost*; 1st—*true strike*, *magic missile*, *shield*; 2nd—*scorching ray*

Possessions: MW quarterstaff, daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, bracers of Armor +1, *potion of protection vs. good*, *potion of cats grace*, wand of magic missile: lvl 1, vest of

resistance +1, potion of cure light wounds, Gem of Fate (see below)

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suell descent. His eyes are blue and his bearing is markedly arrogant.

Kirsha: Female Ftr 1/ Sor 1 (worships Boccob); CR 2; Medium humanoid; HD 1d4+1+1d10+1; hp 12; Init +2 (Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14 (Dex +2, Mithril Chain +4); BAB/Grp: +1/+3; Atk: +5 melee (1d6+2/18-20 x2, MW scimitar) or +3 melee (1d4+2/18-20 x2, kukri) or +3 ranged (1d8/19-20 x3, longbow); Full Atk: +5 melee (1d6+2/18-20 x2, MW scimitar) or +3 melee (1d4+2/18-20 x2, kukri) or +3 ranged (1d8/19-20 x3, longbow) ; Space/Reach 5 ft./5 ft.; SQ weasel familiar; AL L/N; SV Fort +3, Ref +4, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Intimidate +4, Knowledge: Arcana +5, Knowledge: History +3, Knowledge: Religion +3, Spellcraft +5, Swim +3; Alertness, Combat casting, Spell focus: Divination, Weapon focus: scimitar

Sorcerer Spells Known (5/4; base DC = 12 + spell level, 13 for divination spells): 0— *detect magic, read magic, mage hand, daze, acid splash*; 1st—*color spray, true strike*

Possessions: Mithril chain shirt, MW scimitar, kukri, longbow, 20 arrows, tanglefoot bag, potion of bulls strength, scroll: protection vs. good: lvl 1, scroll: animate rope: lvl 3

Physical Description: Kirsha is a well-built and handsome women of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyes

Appendix 3: APL 4

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

Iji Zook: Female Kobold Sorcerer 4; CR 4; Medium humanoid; HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (Dex +2, Bracers of Armor +1, Shield +4); BAB/Grp: +2/-2; Atk: +1 melee (1d3-2/x2, dagger) +4 ranged (1d3-2/19-20 x2, dagger); Full Atk: +1 melee (1d3-2/x2, dagger) +4 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +2, Ref +6, Will +2; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Bluff +9; Concentration +7; Spellcraft +7; Spell focus: Enchantment, Combat Casting

Sorcerer Spells Known (6/7 6/4; base DC = 13 + spell level, 14 + spell level for enchantment spells): 0— *acid splash, resistance, read magic, detect magic, arcane mark, ray of frost*, 1st— *charm person, magic missile, shield*; 2nd— *Tasha's Hideous Laughter*

Possessions: daggers x4, *Bracers of Amor* +1, *potion of cure light wounds*, back pack, 5 days rations, *scroll – Haste (cast at 7th level)*, waterskin, 10 foot twine

Shield will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 2; CR 2/3; small humanoid; HD 2d8+2; hp 14; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); BAB/Grp: +3/-1; Atk: +4 melee (1d6+1/X2, MW spiked chain) or +5 ranged (1d4/X3, shortbow); Full Atk: +4 melee (1d6+1/X2, spiked chain) or +5 ranged (1d4/X3, shortbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +5, Will +1; Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain); Climb +6, Jump +6, Speak Language (Kobold).

Possessions: backpack, waterskin, 5 days rations, chain shirt, MW spiked chain, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Fighter 2; CR 1; medium humanoid; HD 2d10+6; hp 24; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield); BAB/Grp: +2/+5; Atk: +6 melee (1d6+3/X4, heavy pick) or +3 ranged (1d6+3/X2, short spear); Full Atk: +5 melee (1d6+3/X4, heavy pick) or +3 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick), Power Attack, Iron Will; Jump +4, Speak Language (Common).

Possessions: chain mail, heavy steel shield, short spear, and heavy pick.

Physical Description: Aaron and Clint are Oeridian males of average build and weight.

Benji: Male Halfling Rogue 2; CR 2; Small Humanoid; HD 2d6+2; hp 12; Init +4; Spd 20 ft.; AC 18, touch 16, flat-footed 14 (+4 Dex, +2 amor, +1 size, +1 deflection); BAB/Grp +1/-2; Atk: +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d4/X3, short bow); Full Atk: +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d4/X3, short bow); SA: Sneak Attack +1d6, trapfinding, Evasion; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 18, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge; Balance +9, Climb +11; Escape Artist +9, Hide +13, Jump +8, Listen +6, Move Silently +11, Open Lock +9, Search +7; Speak Language (Common, Halfling, Kobold), Spot +6, Tumble +9

Possessions: leather, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds* and +1 *ring of protection*.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly,

diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL + 1. Jergil and his crew are EL+3.

APL 4

Jergil: Male Human Ranger 1/Hexblade 4; CR 5; Medium Humanoid (Human); HD 1d8+4d10+10; hp 40; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); BAB/Grp: +5/+8; Atk: +9 melee (1d8+4/19-20, mw longsword) or +5 ranged (1d8/x3, longbow); Full Atk: +9 melee (1d8+4/19-20, mw longsword) or +5 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA Favored enemy (human), hexblade's curse 1/day; SQ Arcane resistance, familiar (weasel), mettle, wild empathy; AL LN; SV Fort +5, Ref +5, Will +5; Str 17, Dex 10, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Iron Will, Power Attack, Spell Focus (Concentration), Track; Concentration +13, Jump +7, Profession (sailor) +3, Speak Language (Suel and Ancient Suel), Spellcraft +6, Swim +6 (+2 with armor), Tumble +4.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action once per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Mettle (Ex): At 3rd level and higher, if a hexblade makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Hexblade Spells Known (1; base DC = 12 + spell level; caster level 2nd): 1st—*expeditious retreat, magic weapon*.

Possessions: Masterwork longsword, longbow, quiver, 20 arrows, *blended quartz* ^{A&EG}

chain shirt +1, potion of blur, potion of shield of faith +3, potion of cure moderate wounds.

Note: If Jergil has time to prepare, he quaffs his *potion of blur* and then his *potion of shield of faith +3* before combat starts. If time allows he also casts *magic weapon*. He wields his masterwork longsword two-handed for the extra damage.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 2: CR 1; medium humanoid; HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex); BAB/Grp: +1/+2; Atk: +2 melee (1d6+1/X2, club) or +5 ranged (1d8/19-20, light crossbow); Full Atk: +2 melee (1d6+1/X2, club) or +5 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +1, Ref +3, Will +4; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic; Balance +10, Climb +8, Jump +8, Listen +6, Profession (sailor) +6, Speak Language (Common, Suel and Ancient Suel), Spot +6, Swim +8, Tumble +10, Use Rope +8.

Possessions: leather armor, club, dagger, light crossbow and 10 MW bolts.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 5/ Divine oracle 1 (worships Boccob); CR 6; Medium humanoid; HD 5d4+5+1d6+1; hp 24; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 13, flat-footed 13 (Dex +2, Bracers of Armor +1, Insight +1, Ring of Protection +1); BAB/Grp: +2/+1; Atk: +2 melee (1d6-1/x2, MW quarterstaff) or +1 melee/ +4 ranged (1d4-1/19-20 x2, dagger) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk: +2 melee (1d6-1/x2, MW quarterstaff) or +1 melee/ +4 ranged (1d4-1/x2, dagger) or +4 ranged (1d8/19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ raven familiar, Oracle domain, scry bonus; AL N; SV Fort +2,

Ref +3, Will +7; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 17.

Skills and Feats: Knowledge: Arcane +10, Knowledge: History +6, Knowledge: Religion +8, Spellcraft +14, Gather Information +6, Concentration +8; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination

Oracle domain: Bergaja has access to the spells from the Oracle domain from the Complete Divine handbook.

Scry bonus: **(Su):** Bergaja adds a +1 sacred bonus to all save DCs for all his divinations.

*Domain spell: Oracle domain (You cast divination spells at +2 caster level)

Sorcerer Spells Known (6/7/6/4; base DC = 13 + spell level, 15 + spell level for divination spells): 0— *resistance, read magic, detect magic, mage hand, arcane mark, ray of frost, prestidigitation*; 1st—*true strike, magic missile, shield, charm person, * identify*; 2nd— *scorching ray, detect thoughts, *augury*; 3rd— *lightning bolt, *divination*

Possessions: MW quarterstaff, daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, bracers of Armor +1, ring of protection +1, potion of protection vs. good, potion of cats grace, wand of magic missile: lvl 1, vest of resistance +1, potion of cure light wounds, scroll: scorching ray: lvl 3, Gem of Fate (see below)

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suel descent. His eyes are blue and his bearing is markedly arrogant.

Kirsha: Female Ftr 2/ Sor 2 (worships Boccob); CR 4; Medium humanoid; HD 2d4+2+2d10+2; hp 24; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Dex +2, Mithril Chain +5); BAB/Grp: +3/+5; Atk: +7 melee (1d6+2/18-20 x2, MW scimitar) or +5

melee (1d4+2/18-20 x2, kukri) or +5 ranged (1d8/19-20 x3, longbow); Full Atk: +7 melee (1d6+2/18-20 x2, MW scimitar) or +5 melee (1d4+2/18-20 x2, kukri) or +5 ranged (1d8/19-20 x3, longbow) ; Space/Reach 5 ft./5 ft.; SQ weasel familiar; AL L/N; SV Fort +4, Ref +4, Will +3; Str 15, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +3, Intimidate +4, Knowledge: Arcane +6, Knowledge: History +4, Knowledge: Religion +4, Spellcraft +6, Swim +3; Alertness, combat casting, dodge, improved initiative, spell focus: divination, Weapon focus: scimitar

Sorcerer Spells Known (6/5; base DC = 12 + spell level, 13 for divination spells): 0— *detect magic, read magic, mage hand, daze, acid splash*; 1st—*color spray, true strike*

Possessions: MW scimitar, kukri, longbow, 20 arrows, tanglefoot bag, mithril chain shirt +1, potion of bulls strength, scroll: protection vs. good: lvl 1, scroll: animate rope: lvl 4, potion of shield of faith +3, potion of cure light wounds

Physical Description: Kirsha is a well-built and handsome woman of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyed.

Appendix 4: APL 6

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

Iji Zook: Female Kobold Sorcerer 6; CR 6; Medium humanoid; HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Dex +2, Bracers of Armor +1, Shield +4, +1 deflection); BAB/Grp: +3/-1; Atk: +2 melee (1d3-2/x2, dagger) +5 ranged (1d3-2/19-20 x2, dagger); Full Atk: +2 melee (1d3-2/x2, dagger) +5 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +3, Ref +5, Will +6; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Bluff +13; Concentration +10; Spellcraft +10; Spell focus: Enchantment, Combat Casting, Greater Spell Focus: Enchantment

Sorcerer Spells Known (6/7 6/6/4; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0— *acid splash, daze, resistance, read magic, detect magic, light, arcane mark, ray of frost*; 1st—*charm person, hypnotism, magic missile, shield*; 2nd—*Tasha's hideous laughter, glitterdust*; 3rd—*suggestion*

Possessions: daggers x4, *Bracers of Armor +1, potion of cure light wounds, ring of protection +1, back pack, 5 days rations, scroll – Haste (cast at 7th level), waterskin, 10 foot twine*
Shield will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue 1/Fighter 1; CR 3: small humanoid; HD 3d8+3+1d6+1+1d10+1; hp 32; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); BAB/Grp: +4/+0; Atk: +9 melee (1d6+2/X2, MW spiked chain) or +7 ranged (1d4/X3, shortbow); Full Atk: +9 melee (1d6+2/X2, spiked chain) or +7 ranged (1d4/X3, shortbow); SA: Sneak Attack +1d6, trapfinding; Space/Reach 5 ft./5 ft.; AL LE; SV Fort +6, Ref +7, Will +1; Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain), Weapon Finesse, Weapon

Focus (Spiked Chain); Climb +8, Jump +8, Spot +3, Listen +3, Speak Language (Kobold, Common).

Possessions: backpack, waterskin, 5 days rations, chain shirt, +1 *spiked chain*, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Fighter 3; CR 3; medium humanoid; HD 3d10+12; hp 36; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield); BAB/Grp: +3/+6; Atk: +8 melee (1d6+3/X4, heavy pick) or +4 ranged (1d6+3/X2, short spear); Full Atk: +8 melee (1d6+3/X4, heavy pick) or +4 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +2, Will +3; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick), Power Attack, Iron Will, Improved Toughness; Jump +5, Speak Language (Common).

Possessions: chain mail, heavy steel shield, short spear, *Belt of One Mighty Blow*, and MW heavy pick.

Physical Description: Aaron and Clint are Oeridian males of average build and weight.

Benji: Male Halfling Rogue 3; CR 3; Small Humanoid; HD 3d6+3; hp 17; Init +4; Spd 20 ft.; AC 19, touch 16, flat-footed 15 (+4 Dex, +3 armor, +1 size, +1 deflection); BAB/Grp +2/-2; Atk: +4 melee (1d4+1/19-20, short sword) or +7 ranged (1d4/X3, short bow); Full Atk: +4 melee (1d4+1/19-20, short sword) or +7 ranged (1d4/X3, short bow); SA: Sneak Attack +2d6, trapfinding, Evasion, trap Sense +1; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +2, Ref +8, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge, Mobility; Balance +10, Climb +12; Escape Artist +10, Hide +14, Jump +9, Listen +7, Move Silently +12, Open Lock +10, Search +8; Speak Language (Common, Halfling, Kobold), Spot +7, Tumble +10

Possessions: MW studded leather, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds* and +1 *ring of protection*.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly, diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL + 1. Jergil and his crew are EL+3.

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 1; CR 7; Medium Humanoid (Human); HD 2d8+5d10+14; hp 53; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); BAB/Grp: +6/+9; Atk: +10 melee (1d8+5/19-20, +1 *longsword*) or +6 ranged (1d8/x3, *longbow*); Full Atk: +10/+5 melee (1d8+5/19-20, +1 *longsword*) or +6/+1 ranged (1d8/x3, *longbow*); Space/Reach 5 ft./5 ft.; SA Favored enemy (human), hexblade's curse 2/day; SQ Arcane resistance, familiar (weasel), ignore spell failure 5%, mettle, tenacious spells, wild empathy; AL LN; SV Fort +6, Ref +8, Will +8; Str 17, Dex 10, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Combat Casting, Iron Will, Power Attack, Practiced Spellcaster (Suel Arcanamach)^{CA}, Spell Focus (Concentration), Track; Concentration +19, Jump +7, Knowledge (Arcana) +2, Profession (sailor) +4, Speak Language (Suel and Ancient Suel), Spellcraft +7, Swim +6 (+2 with armor), Tumble +4.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action twice per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Mettle (Ex): At 3rd level and higher, if a hexblade makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Tenacious Spells (Su): An arcanamach's spells are particularly difficult to dispel; add 6 to the DC required to dispel Jergil's arcanamach spells.

Suel Arcanamach Spells Known (2; base DC = 12 + spell level; caster level 5th): 1st—*shield*.

Hexblade Spells Known (1; base DC = 12 + spell level; caster level 2nd): 1st—*expeditious retreat, magic weapon*.

Possessions: Longbow, quiver, 20 arrows, +1 *longsword*, *blended quartz*^{A&EG} *chain shirt* +1, *cloak of resistance* +1, *potion of displacement*, *potion of cure moderate wounds*, *scroll of obscuring mist*.

Note: If Jergil has time to prepare, he casts *obscuring mist* from a scroll (to prevent people from targeting him), and then quaffs his *potion of displacement*. If time also permits, he casts *shield*. He wields his masterwork longsword two-handed for the extra damage.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 2/Swashbuckler 1; CR 2; medium humanoid; HD 2d6+2=1d10+2; hp 18; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); BAB/Grp: +2/+3; Atk: +5 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/x3, *longbow*); Full Atk: +5 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/x3, *longbow*); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +3, Ref +3, Will +4; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic, Combat Expertise, Weapon Finesse; Balance +11, Climb +9, Jump +9, Listen +6, Profession (sailor) +7, Speak Language (Common, Suel and Ancient Suel), Spot +6, Swim +9, Tumble +11, Use Rope +9.

Possessions: MW studded leather armor, rapier, dagger, longbow, quiver and 20 MW arrows.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 5/ Divine Oracle 2/ Silent One 1 (worships Boccob); CR 8; Medium humanoid; HD 5d4+5+2d6+2+1d4+1; hp 33; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 16, touch 13, flat-footed 13 (Dex +2, Bracers of Armor +2, Insight +1, Ring of Protection +1); BAB/Grp: +3/+2; Atk: +3 melee (1d6-1/x2, MW quarterstaff) or +2 melee/ +5 ranged (1d4-1/19-20 x2, dagger) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk: +3 melee (1d6-1/x2, MW quarterstaff) or +2 melee/ +5 ranged (1d4-1/x2, dagger) or +5 ranged (1d8/19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ raven familiar, Oracle domain, scry bonus, prescient sense, trap sense +1, identify 1/day; AL N; SV Fort +4, Ref +5, Will +12; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 17.

Skills and Feats: Knowledge: Arcana +11, Knowledge: History +6, Knowledge: Religion +8, Spellcraft +16, Gather Information +7, Concentration +11; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination

Oracle domain: Bergaja has access to the spells from the Oracle domain from the Complete Divine handbook.

Scry bonus (Su): Bergaja adds a +1 sacred bonus to all save DCs for all his divinations.

Prescient sense (Ex): If Bergaja makes a successful Reflex save against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor Bergaja is wearing.

Trap sense +1 (Ex): Bergaja has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps

Identify 1/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this

manner counts as a standard action. Otherwise it is identical to the identify spell.

*Domain spell: Oracle domain (You cast divination spells at +2 caster level)

Sorcerer Spells Known (6/7/7/5/4; base DC = 13 + spell level, 15 + spell level for divination spells): 0— *resistance, read magic, detect magic, mage hand, arcane mark, ray of frost, prestidigitation, daze*; 1st—*true strike, magic missile, shield, charm person, * identify, comprehend languages*; 2nd— *scorching ray, detect thoughts, *augury, alter self*; 3rd— *lightning bolt, *divination, haste*; 4th— *Evards black tentacles, scrying**

Possessions: MW quarterstaff, daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, bracers of Armor +2, ring of protection +1, potion of protection vs. good, potion of cats grace, wand of magic missile: lvl 1, vest of resistance +1, potion of cure light wounds, scroll: scorching ray: lvl 3, Gem of Fate (see below), scroll: detect thoughts lvl 3, scroll: clairaudience/ clairvoyance lvl 5, scroll: arcane sight lvl 5, scroll: silence lvl 3

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suel descent. His eyes are blue and his bearing is markedly arrogant.

Kirsha: Female Ftr 2/ Sor 4 (worships Boccob); CR 6; Medium humanoid; HD 4d4+4+2d10+2; hp 32; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Dex +2, Mithril Chain +5); BAB/Grp: +4/+6; Atk: +8 melee (1d6+2/18-20 x2, MW scimitar) or +6 melee (1d4+2/18-20 x2, kukri) or +6 ranged (1d8/19-20 x3, longbow); Full Atk: +8 melee (1d6+2/18-20 x2, MW scimitar) or +6 melee (1d4+2/18-20 x2, kukri) or +6 ranged (1d8/19-20 x3, longbow) ; Space/Reach 5 ft./5 ft.; SQ weasel familiar; AL L/N; SV Fort +5, Ref +5, Will +4; Str 15, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +5, Intimidate +4, Knowledge: Arcane +8,

Knowledge: History +4, Knowledge: Religion +4, Spellcraft +8, Swim +3; Alertness, combat casting, dodge, extend spell, improved initiative, spell focus: divination, Weapon focus: scimitar

Sorcerer Spells Known (6/7/4; base DC = 12 + spell level, 13 for divination spells): 0—*detect magic, read magic, mage hand, daze, acid splash, resistance*; 1st—*color spray, true strike, shield*; 2nd—*fireburst*

Possessions: Kukri, longbow, 20 arrows, tanglefoot bag, mithril chain shirt +1, scimitar +1, potion of bulls strength, scroll: protection vs. good: lvl 1, scroll: animate rope: lvl 4, potion of shield of faith +3, potion of cure light wounds, scroll: see invisibility lvl 3, potion of enlarge person

Physical Description: Kirsha is a well-built and handsome woman of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyed.

Appendix 5: APL 8

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

Iji Zook: Female Kobold Sorcerer 8; CR 8; Medium humanoid; HD 8d4+8; hp 33; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Dex +2, Bracers of Armor +1, Shield +4, +1 deflection); BAB/Grp: +4/+0; Atk: +3 melee (1d3-2/x2, dagger) +7 ranged (1d3-2/19-20 x2, dagger); Full Atk: +3 melee (1d3-2/x2, dagger) +7 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +3, Ref +5, Will +7; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Bluff +15; Concentration +12; Spellcraft +12; Spell focus: Enchantment, Combat Casting, Greater Spell Focus: Enchantment

Sorcerer Spells Known (6/7 6/7/6 5/3; base DC = 14 + spell level, 16 + spell level for enchantment spells): 0— *acid splash, daze, resistance, read magic, detect magic, arcane mark, ray of frost*, 1st—*charm person, magic missile, hypnotism, reduce person, shield*; 2nd—*Tasha's hideous laughter, touch of Idiocy, glitterdust*; 3rd—*suggestion, displacement*; 4th—*Confusion*

Possessions: daggers x4, *Bracers of Armor +1, potion of cure moderate wounds, ring of protection +1*, back pack, 5 days rations, *scroll – Haste (cast at 7th level)*, waterskin, 10 foot twine

Shield and displacement will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue 3/Fighter 1; CR 5: small humanoid; HD 3d8+3+3d6+3+1d10+1; hp 42; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size); BAB/Grp: +6/+2; Atk: +11 melee (1d6+2/X2, MW spiked chain) or +9 ranged (1d4/X3, shortbow); Full Atk: +11/+6 melee (1d6+2/X2, spiked chain) or +9/+3 ranged (1d4/X3, shortbow); SA: Sneak Attack +2d6, trapfinding, evasion, trap sense +1; Space/Reach 5 ft./5 ft.; AL LE; SV Fort +7, Ref

+8, Will +4; Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency Iron Will, (Spiked Chain), Weapon Finesse, Weapon Focus (Spiked Chain); Climb +8, Jump +8, Spot +7, Listen +7, Speak Language (Kobold, Common).

Possessions: backpack, waterskin, 5 days rations, +1 *chain shirt*, +1 *spiked chain*, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Fighter 5; CR 5; medium humanoid; HD 5d10+20; hp 56; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield); BAB/Grp: +5/+7; Atk: +10 melee (1d6+5/X4, heavy pick) or +4 ranged (1d6+3/X2, short spear); Full Atk: +10 melee (1d6+5/X4, heavy pick) or +6 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +6, Ref +2, Will +3; Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick), Power Attack, Iron Will, Improved Toughness, Improved Sunder, Improved initiative, Weapon Specialization (Heavy Pick) Jump +7, Speak Language (Common).

Possessions: chain mail, heavy steel shield, short spear, *Belt of One Mighty Blow*, and MW heavy pick.

Physical Description: Aaron and Clint are Oeridian males of average build and weight.

Benji: Male Halfling Rogue 5; CR 5; Small Humanoid; HD 5d6+5; hp 25; Init +4; Spd 20 ft.; AC 19, touch 16, flat-footed 15 (+4 Dex, +3 armor, +1 size, +1 deflection); BAB/Grp +3/-1; Atk: +5 melee (1d4+1/19-20, short sword) or +8 ranged (1d4/X3, short bow); Full Atk: +5 melee (1d4+1/19-20, short sword) or +8 ranged (1d4/X3, short bow); SA: Sneak Attack +3d6, trapfinding, Evasion, Trap Sense +1, Uncanny Dodge; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +2, Ref +8, Will +2; Str 12, Dex 19, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge, Mobility; Balance +12, Climb +14; Escape Artist +12, Hide +16, Jump +10, Listen +9, Move Silently +14, Open Lock +12, Search +10; Speak Language

(Common, Halfling, Kobold), Spot +9, Tumble +12

Possessions: MW studded leather, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds*, *elixir of fire breath*, and +1 *ring of protection*.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly, diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL + 1. Jergil and his crew are EL+3.

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 3; CR 9; Medium Humanoid (Human); HD 4d8+5d10+27; hp 75; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); BAB/Grp: +8/+12; Atk: +13 melee (1d8+7/19-20, +1 *longsword*) or +8 ranged (1d8/x3, longbow); Full Atk: +13/+8 melee (1d8+7/19-20, +1 *longsword*) or +8/+3 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA Dispelling strike, favored enemy (human), hexblade's curse 2/day; SQ Arcane resistance, extended spellstrength, familiar (weasel), ignore spell failure 5%, mettle, tenacious spells, wild empathy; AL LN; SV Fort +7, Ref +9, Will +9; Str 18, Dex 10, Con 14 (16), Int 10, Wis 8, Cha 14.

Skills and Feats: Combat Casting, Iron Will, Close Quarters Combat ^{CA}, Power Attack, Practiced Spellcaster (Suel Arcanamach) ^{CA}, Spell Focus (Concentration), Track; Concentration +22, Jump +7, Knowledge (Arcana) +6, Profession (sailor) +4, Speak Language (Suel and Ancient Suel), Spellcraft +7, Swim +6 (+2 with armor), Tumble +4.

Dispelling Strike (Su): Once per day, a Suel arcanamach of 2nd level or higher can attempt a dispelling strike with one normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted greater dispel magic. The arcanamach's dispel check is 1d20+class level +6.

Extended Spellstrength (Ex): The duration of any his Suel arcanamach spells that he casts on himself is doubled, as per the Extend Spell feat.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on

Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action twice per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Mettle (Ex): At 3rd level and higher, if a hexblade makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Tenacious Spells (Su): An arcanamach's spells are particularly difficult to dispel; add 6 to the DC required to dispel Jergil's arcanamach spells.

Suel Arcanamach Spells Known (3/2; base DC = 12 + spell level; caster level 7th): 1st—*shield*, *enlarge person*; 2nd—*wraithstrike* ^{CV}.

Hexblade Spells Known (1; base DC = 12 + spell level; caster level 2nd): 1st—*expeditious retreat*, *magic weapon*.

Possessions: Longbow, quiver, 20 arrows, +1 *longsword*, *blended quartz* ^{A&EG} *chain shirt* +1, *cloak of resistance* +1, *amulet of health* +2, *potion of displacement*, *potion of cure moderate wounds*, *scroll of obscuring mist*.

Note: If Jergil has time to prepare, he casts *obscuring mist* from a scroll (to prevent people from targeting him), and then quaffs his *potion of displacement*. If time also permits, he casts *shield*. His favorite tactic in combat is to cast *wraithstrike* with one hand as a swift action, then switch his grip on his longsword as a free action to wield it two-handed and power-attack for everything he has in the same round.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 2/Rogue 1/Swashbuckler 2: CR 4; medium humanoid; HD 3d6+4+2d10+2; hp 30; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); BAB/Grp: +3/+4; Atk: +7 melee (1d6+1/18-20, rapier) or +7 ranged (1d8/x3, longbow); Full Atk: +7 melee (1d6+1/18-20, rapier) or +7 ranged (1d8/x3, longbow); SA: Grace +1, +1d6 sneak attack, trapfinding Space/Reach 5 ft./5 ft.; AL LN; SV Fort +4, Ref +5, Will +4; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic, Combat Expertise, Weapon Finesse; Balance +13, Climb +11, Jump +11, Hide +4, Listen +7, Move Silently +4, Profession (sailor) +9, Speak Language (Common, Suel and Ancient Suel), Spot +7, Swim +11, Tumble +13, Use Rope +11.

Grace (Ex): Each of the crew gets a +1 reflex bonus on reflex saves at second level. They lose that bonus if they wear medium or heavy armor or if they are carrying a medium or heavy load.

Possessions: MW studded leather armor, rapier, dagger, longbow, quiver and 20 MW arrows.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 2/ Fatespinner 1 (worships Boccob): CR 10; Medium humanoid; HD 5d4+5+2d6+2+2d4+2+1d4+1; hp 41; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 16, touch 13, flat-footed 14 (Bracers of Armor +2, Ring of Protection +1, Dex +2, Insight +1); BAB/Grp: +4/+3; Atk: +4 melee (1d6-1/ x2, MW quarterstaff) or +3 melee or +6 ranged (1d4-1/19-20 x2, dagger) or +6 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: Atk: +4 melee (1d6-1/ x2, MW quarterstaff) or +3 melee or +6 ranged (1d4-1/19-20 x2, dagger) or +6 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Identify 1/day, familiar raven, oracle domain, trap sense +1, scry bonus, prescient sense, spin fate; AL N; SV Fort +4, Ref +5, Will +15; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 20.

Skills and Feats: Knowledge: Arcana +12, Knowledge: History +6, Knowledge: Religion +8, Spellcraft +17, Gather Information +10, Concentration +14, Profession: Gambler +7, Appraise +3; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination, Spell focus: Evocation, Silent Spell

Oracle domain: Bergaja has access to the spells from the Oracle domain from the Complete Divine handbook.

Scry bonus: **(Su):** Bergaja adds a +1 sacred bonus to all save DCs for all his divinations.

Prescient sense (Ex): If Bergaja makes a successful Reflex save against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor Bergaja is wearing.

Trap sense +1 (Ex): Bergaja has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps

Identify 1/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. Otherwise it is identical to the identify spell.

Spin Fate: (Ex): As a free action, Bergaja can use stored spin to boost the save DC of a spell he casts, adding his 1 point of spin to the DC.

*Domain spell: Oracle domain (You cast divination spells at +2 caster level)

Sorcerer Spells Known (6/8/7/7/6/4; base DC = 13 + spell level, 15 + spell level for divination spells, 14+ spell level for evocation): 0— *resistance, read magic, detect magic, mage hand, arcane mark, ray of frost, prestidigitation, daze, ghost sound*; 1st—*true strike, magic missile, shield, charm person, * identify, comprehend languages*; 2nd— *scorching ray, detect thoughts, *augury, alter self, false life*; 3rd— *lightning bolt, *divination, haste, greater mage armor*; 4th— *Evards black tentacles, unluck, scrying**; 5th— *cone of cold, commune**

Possessions: MW quarterstaff, daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, bracers of Armor +2,

ring of protection +1, potion of protection vs. good, potion of cats grace, cloak of charisma +2, wand of magic missile: lvl 3, vest of resistance +1, potion of cure light wounds, scroll: scorching ray: lvl 3, Gem of Fate (see below), scroll: detect thoughts lvl 3, scroll: clairaudience/clairvoyance lvl 5, scroll: arcane sight lvl 5, scroll: silence lvl 3, alchemists fire x4

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suel descent. His eyes are blue and his bearing is markedly arrogant.*haired and blue eyed.*

Kirsha: Female Ftr 2/ Sor 4/ Spellswor 2 (worships Boccob); CR 8; Medium humanoid; HD 2d10+2+4d4+4+2d8+2; hp 45; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Mithril shirt +5, Dex +2); BAB/Grp: +6/+9; Atk: +11 melee (1d6+4/18-20 x2, +1 scimitar) or +10 melee (1d4+3/18-20 x2, MW kukri) or longbow +8 ranged (1d8/ 19-20 x3, longbow; Full Atk: +11/6 melee (1d6+4/18-20 x2, +1 scimitar) or +10/5 melee (1d4+3/18-20 x2, MW kukri) or longbow +8/3 ranged (1d8/ 19-20 x3, longbow); Space/Reach 5 ft./5 ft.; SQ Ignore spell failure 10%, weasel familiar; AL L/N; SV Fort +9, Ref +6, Will +8; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +5, Intimidate +4, Knowledge: Arcane +9, Knowledge: History +5, Knowledge: Religion +5, Spellcraft +11, Swim +5; Alertness, combat casting, dodge, extend spell, improved initiative, spell focus: divination, Weapon focus: scimitar, combat reflexes

Ignore spell failure (Ex): The percentage chance of spell failure due to the armor Kirsha is wearing is reduced by 10%.

Sorcerer Spells Known (6/7/5; base DC = 12 + spell level, 13 for divination spells): 0—*detect magic, read magic, mage hand, daze, acid splash, resistance*; 1st—*color spray, true strike, shield, enlarge person*; 2nd—*fireburst, see invisibility*

Possessions: MW kukri, longbow, 20 arrows, tanglefoot bag, mithril chain shirt +1, scimitar +1, potion of bulls strength, scroll: protection vs. good: lvl 1, scroll: animate rope: lvl 7, potion of shield of faith +3, potion of cure light wounds, scroll: see invisibility lvl 3, scroll: wall of gloom: lvl 5, potion of enlarge person, vest of resistance +1, elemental gem- water

Physical Description: Kirsha is a well-built and handsome woman of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyed.

Appendix 6: APL 10

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

APL 10 EL 12(13)

Iji Zook: Female Kobold Sorcerer 10; CR 10; Medium humanoid; HD 10d4+10; hp 41; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Dex +2, Bracers of Armor +1, Shield +4, +1 deflection); BAB/Grp: +5/+1; Atk: +4 melee (1d3-2/x2, dagger) +8 ranged (1d3-2/19-20 x2, dagger); Full Atk: +4 melee (1d3-2/x2, dagger) +8 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +5, Ref +7, Will +9; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Bluff +15; Concentration +12; Spellcraft +12; Spell focus: Enchantment, Combat Casting, Greater Spell Focus: Enchantment, Quicken spell

Sorcerer Spells Known (6/7 6/7/7 6/5/3; base DC = 14 + spell level, 16 + spell level for enchantment spells): 0— *acid splash, daze, resistance, read magic, detect magic, flare, arcane mark, ray of frost*; 1st—*charm person, magic missile, hypnotism, reduce person, shield*; 2nd—*Tasha's hideous laughter, touch of Idiocy, glitterdust, scorching ray*; 3rd—*suggestion, displacement, bands of steel*; 4th— *confusion, greater invisibility*; 5th— *dominate person*

Possessions: daggers x4, *Bracers of Armor +1, Cloak of protection +1, potion of cure moderate wounds, ring of protection +1*, backpack, 5 days rations, *scroll – Haste (cast at 7th level)*, waterskin, 10 foot twine

Shield, greater invisibility, and displacement will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue 5/Fighter 1; CR 7: small humanoid; HD 3d8+6+5d6+10+1d10+2; hp 59; Init +5; Spd 30 ft.; AC 21, touch 16, flat-footed 16 (+5 armor, +4 Dex, +1 size); BAB/Grp: +7/+3; Atk: +12 melee (1d6+2/X2, MW spiked chain) or +10 ranged (1d4/X3, shortbow); Full Atk: +12/+7 melee (1d6+2/X2, spiked chain) or +9/+4 ranged

(1d4/X3, shortbow); SA: Sneak Attack +3d6, trapfinding, evasion, trap sense +1, Uncanny dodge; Space/Reach 5 ft./5 ft.; AL LE; SV Fort +7, Ref +10, Will +4; Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency Iron Will, (Spiked Chain), Weapon Finesse, Weapon Focus (Spiked Chain), Improved Toughness; Climb +10, Jump +10, Spot +10, Listen +10, Speak Language (Kobold, Common).

Possessions: backpack, waterskin, 5 days rations, +1 *chain shirt*, +1 *spiked chain*, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Fighter 7; CR 7; medium humanoid; HD 7d10+28; hp 76; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield); BAB/Grp: +7/+10; Atk: +13 melee (1d6+6/X4, heavy pick) or +8 ranged (1d6+4/X2, short spear); Full Atk: +13/+8 melee (1d6+6/X4, heavy pick) or +9/+4 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +7, Ref +3, Will +4; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick), Power Attack, Iron Will, Improved Toughness, Improved Sunder, Improved initiative, Weapon Specialization (Heavy Pick); Jump +9, Speak Language (Common).

Possessions: chain mail, heavy steel shield, *Belt of One Mighty Blow*, short spear, and MW heavy pick.

Physical Description: Aaron and Clint are Oeridian males of average build and weight.

Benji: Male Halfling Rogue 7; CR 7; Small Humanoid; HD 7d6+7; hp 33; Init +4; Spd 20 ft.; AC 19, touch 16, flat-footed 15 (+4 Dex, +3 armor, +1 size, +1 deflection); BAB/Grp +5/+1; Atk: +7 melee (1d4+1/19-20, short sword) or +10 ranged (1d4/X3, short bow); Full Atk: +7 melee (1d4+1/19-20, short sword) or +10 ranged (1d4/X3, short bow); SA: Sneak Attack +4d6, trapfinding, Evasion, Trap Sense +2, Uncanny Dodge; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 19, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge, Mobility, Spring Attack; Balance +14, Climb +16; Escape Artist +14, Hide +18, Jump +12, Listen +11, Move Silently +16, Open Lock +14, Search +12; Speak Language (Common, Halfling, Kobold), Spot +11, Tumble +14

Possessions: MW studded leather, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds*, *elixir of fire breath*, and +1 *ring of protection*.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly, diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL + 1. Jergil and his crew are EL+3.

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 4/Spellsworn 1; CR 11; Medium Humanoid (Human); HD 6d8+5d10+33; hp 90; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16 (+6 armor); BAB/Grp: +10/+15; Atk: +16 melee (1d8+8/19-20, +1 *longsword*) or +10 ranged (1d8/x3, longbow); Full Atk: +16/+11 melee (1d8+8/19-20, +1 *longsword*) or +10/+4 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA Dispelling strike, favored enemy (human), hexblade's curse 2/day; SQ Arcane resistance, extended spellstrength, familiar (weasel), ignore spell failure 20%, mettle, tenacious spells, wild empathy; AL LN; SV Fort +10, Ref +11, Will +13; Str 18 (20), Dex 10, Con 14 (16), Int 10, Wis 8, Cha 14.

Skills and Feats: Combat Casting, Iron Will, Close Quarters Combat ^{CA}, Power Attack, Practiced Spellcaster (Suel Arcanamach) ^{CA}, Spell Focus (Concentration), Track; Concentration +23, Jump +7, Knowledge (Arcana) +7, Knowledge (Planes) +3, Profession (sailor) +4, Speak Language (Suel and Ancient Suel), Spellcraft +7, Swim +6 (-2 with armor), Tumble +4.

Dispelling Strike (Su): Once per day, a Suel arcanamach of 2nd level or higher can attempt a dispelling strike with one normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted greater dispel magic. The arcanamach's dispel check is 1d20+class level +6.

Extended Spellstrength (Ex): The duration of any his Suel arcanamach spells that he casts on himself is doubled, as per the Extend Spell feat.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action twice per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Mettle (Ex): At 3rd level and higher, if a hexblade makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Tenacious Spells (Su): An arcanamach's spells are particularly difficult to dispel; add 6 to the DC required to dispel Jergil's arcanamach spells.

Suel Arcanamach Spells Known (4/3/1; base DC = 12 + spell level; caster level 9th): 1st—shield, enlarge person, truestrike; 2nd—wraithstrike ^{CV}, mirror image; 3rd—haste, displacement.

Hexblade Spells Known (1; base DC = 12 + spell level; caster level 2nd): 1st—expeditious retreat, magic weapon.

Possessions: Longbow, quiver, 20 arrows, +1 *longsword*, *blended quartz* ^{A&EG} *breastplate* +1, *cloak of resistance* +2, *amulet of health* +2, *gauntlets of ogre power*, *potion of cure moderate wounds*, *scroll of obscuring mist*.

Note: If Jergil has time to prepare, he casts *obscuring mist* from a scroll (to prevent people from targeting him), and then casts *displacement*. If time also permits, he casts *mirror image*. His favorite tactic in combat is to cast *wraithstrike* with one hand as a swift action, then switch his grip on his longsword as a free

action to wield it two-handed and power-attack for everything he has in the same round. He even likes to use his 3rd level spell slots to cast *wraithstrike*, preferably using it every round of combat.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 2/Rogue 3/Swashbuckler 2: CR 6; medium humanoid; HD 5d6+5+2d10+2; hp 40; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); BAB/Grp: +5/+6; Atk: +9 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/x3, longbow); Full Atk: +9 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/x3, longbow); SA: Grace +1, Evasion, +2d6 sneak attack, trapfinding, Trap Sense +1; Space/Reach 5 ft./5 ft.; AL LN; SV Fort +5, Ref +6, Will +5; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic, Combat Expertise, Weapon Finesse, Improved Disarm; Balance +15, Climb +13, Jump +13, Hide +6, Listen +9, Move Silently +6, Profession (sailor) +11, Speak Language (Common, Suel and Ancient Suel), Spot +9, Swim +13, Tumble +15, Use Rope +13.

Grace (Ex): Each of the crew gets a +1 reflex bonus on reflex saves at second level. They lose that bonus if they wear medium or heavy armor or if they are carrying a medium or heavy load.

Possessions: MW studded leather armor, MW rapier, dagger, longbow, quiver and 20 MW arrows.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 2/ Fatespinner 3 (worships Boccob): CR 12; Medium humanoid; HD 5d4+5+2d6+2+2d4+2+3d4+3; hp 48; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 13, flat-footed 15 (Bracers of Armor +3, Ring of Protection +1, Dex. +2, Insight +1); BAB/Grp: +5/+4; Atk: +5 melee (1d6-1/ x2, MW quarterstaff) or +4 melee / +7 ranged (1d4-1/19-20, dagger) or +7 ranged (1d8/ 19-20 x2, light crossbow); +5 melee (1d6-1/ x2, MW

quarterstaff) or +4 melee / +7 ranged (1d4-1/19-20, dagger) or +7 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Identify 1/day, familiar raven, oracle domain, trap sense +1, scry bonus, prescient sense, spin fate, fickle finger or fate, spin destiny; AL N; SV Fort +6, Ref +7, Will +17; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 21.

Skills and Feats: Knowledge: Arcana +14, Knowledge: History +6, Knowledge: Religion +8, Spellcraft +18, Gather Information +10, Concentration +16, Profession: Gambler +8, Appraise +5; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination, Spell focus: Evocation, Silent Spell, Heroic Destiny

Oracle domain: Bergaja has access to the spells from the Oracle domain from the Complete Divine handbook.

Scry bonus: **(Su):** Bergaja adds a +1 sacred bonus to all save DCs for all his divinations.

Prescient sense (Ex): If Bergaja makes a successful Reflex save against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor Bergaja is wearing.

Trap sense +1 (Ex): Bergaja has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps

Identify 1/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. Otherwise it is identical to the identify spell.

Spin Fate: (Ex): As a free action, Bergaja can use stored spin to boost the save DC of a spell he casts, adding his from one to three of his points of spin to the DC.

Fickle finger of Fate (Ex): Once per day, as an immediate action, Bergaja can force any other creature to reroll a roll that it has just made. Bergaja must have line of sight to the creature to be affected. That creature must take the reroll, even if it is worse than the first.

Spin destiny (Ex): Bergaja can now add spin to any skill check, attack roll, or saving throw

that he attempts on a point-for-point basis. The spin utilized in this manner comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

*Domain spell: Oracle domain (You cast divination spells at +2 caster level)

Sorcerer Spells Known (6/8/7/7/7/6/4; base DC = 13 + spell level, 15 + spell level for divination spells, 14 + spell level for evocation): 0— *resistance, read magic, detect magic, mage hand, arcane mark, ray of frost, prestidigitation, daze, ghost sound*; 1st—*true strike, magic missile, shield, charm person, * identify, comprehend languages*; 2nd— *scorching ray, detect thoughts, *augury, alter self, false life, web*; 3rd- *lightning bolt, *divination, haste, greater mage armor, arcane sight*; 4th- *Evards black tentacles, unluck, scrying**, *orb of force*; 5th- *cone of cold, commune**, *Mordenkainens Sanctum*; 6th- *true seeing, legend lore**

Possessions: MW quarterstaff, daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, *bracers of Armor +3, ring of protection +1, potion of protection vs. good, potion of cats grace, cloak of charisma +2, wand of magic missile: lvl 5, vest of resistance +2, potion of cure moderate wounds, scroll: scorching ray: lvl 3, Gem of Fate (see below)*, *scroll: detect thoughts lvl 3, scroll: clairaudience/clairvoyance lvl 5, scroll: arcane sight lvl 5, scroll: silence lvl 3, alchemists fire x4, Chime of Opening*

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suel descent. His eyes are blue and his bearing is markedly arrogant.

Kirsha: Female Ftr 2/ Sor 4/ Spellswrd 3/ Silent One 1 (worships Boccob); CR 10; Medium humanoid; HD 2d10+4+4d4+8+3d8+6+1d4+2; hp 63; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 18, touch 12, flat-footed 16 (Mithril Chain Shirt +6, Dex +2); BAB/Grp: +7/+10; Atk: +13 melee (1d6+5/18-20, x2 +1 scimitar) or +12 melee (1d4+4/18-20, x2 MW kukri) or +9 ranged (1d8/

x3, longbow); Full Atk: +13/8 melee (1d6+5/18-20, x2 +1 scimitar) or +12/7 melee (1d4+4/18-20, x2 MW kukri) or +9/4 ranged (1d8/ x3, longbow); Space/Reach 5 ft./5 ft.; SQ familiar weasel, ignore spell failure 15%, identify 1/day; AL L/N; SV Fort +11, Ref +6, Will +11; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Intimidate +4, Knowledge: Arcane +11, Knowledge: History +5, Knowledge: Religion +5, Spellcraft +12, Swim +5; Alertness, combat casting, dodge, extend spell, improved initiative, spell focus: divination, Weapon focus: scimitar, combat reflexes, practiced spellcaster

Ignore spell failure (Ex): The percentage chance of spell failure due to the armor Kirsha is wearing is reduced by 15%.

Identify 1/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. Otherwise it is identical to the identify spell.

Sorcerer Spells Known (6/7/7/4; base DC = 12 + spell level, 13 for divination spells): 0— *detect magic, read magic, mage hand, daze, acid splash, resistance, arcane mark*; 1st—*color spray, true strike, shield, enlarge person, protection vs. good*; 2nd- *fireburst, see invisibility, bulls strength*; 3rd- *vampiric touch, fireball*

Possessions: MW kukri, longbow, 20 arrows, tanglefoot bag, mithril chain shirt +2, scimitar +1, potion of bulls strength, scroll: protection vs. good: lvl 1, scroll: animate rope: lvl 7, potion of shield of faith +3, potion of cure moderate wounds, scroll: see invisibility lvl 3, scroll: wall of gloom: lvl 5, potion of barkskin +2, vest of resistance +1, elemental gem- water, amulet of health +2, gauntlets of ogre power

Physical Description: Kirsha is a well-built and handsome woman of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyed.

Appendix 7: APL 12

Encounter Three

This encounter is designed as EL +3, but actually plays as EL +2. The humans and halflings have been at odds with the kobolds. Either group will flee if the other falls in combat.

Iji Zook: Female Kobold Sorcerer 12; CR 12; Medium humanoid; HD 12d4+12; hp 49; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Dex +2, Bracers of Armor +1, Shield +4, +1 deflection); BAB/Grp: +6/+2; Atk: +5 melee (1d3-2/x2, dagger) +9 ranged (1d3-2/19-20 x2, dagger); Full Atk: +5/+0 melee (1d3-2/x2, dagger) +9 ranged (1d3-2/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SQ Snake familiar; AL LE; SV Fort +6, Ref +8, Will +10; Str 6, Dex 14, Con 12, Int 12, Wis 12, Cha 19.

Skills and Feats: Bluff +15; Concentration +12; Spellcraft +12; Spell focus: Enchantment, Combat Casting, Greater Spell Focus: Enchantment, Quicken spell, Extend Spell

Sorcerer Spells Known (6/7 6/7/7 6/7/5/3; base DC = 14 + spell level, 16 + spell level for enchantment spells): 0— *acid splash, daze, resistance, read magic, detect magic, flare, arcane mark, ray of frost*; 1st—*charm person, magic missile, hypnotism, reduce person, shield*; 2nd—*Tasha's hideous laughter, touch of Idiocy, glitterdust, scorching ray, web*; 3rd—*suggestion, displacement, fly, bands of steel*; 4th—*confusion, greater invisibility, wall of ice*; 5th—*dominate person, feeblemind*; 6th— *transfix*

Possessions: daggers x4, *Bracers of Armor* +1, *cloak of protection* +1, *potion of cure moderate wounds*, *ring of protection* +1, backpack, 5 days rations, *scroll – Haste (cast at 7th level)*, waterskin, 10 foot twine

Shield, greater invisibility, and displacement will be pre-cast.

Physical Description: Iji has reddish hued scales and a sharp wit.

Mena, Nif, Orli: Male Kobold Warrior 3/Rogue 7/Fighter 1; CR 9: small humanoid; HD 3d8+6+7d6+14+1d10+2; hp 71; Init +5; Spd 30 ft.; AC 21, touch 16, flat-footed 16 (+5 armor, +4 Dex, +1 size); BAB/Grp: +9/+5; Atk: +14 melee (1d6+2+1d6 shock/X2, MW spiked chain) or +12 ranged (1d4/X3, shortbow); Full Atk: +14/+9 melee (1d6+2+1d6 shock/X2, spiked chain) or

+11/+6 ranged (1d4/X3, shortbow); SA: Sneak Attack +4d6, trapfinding, evasion, trap sense +2, Uncanny dodge; Space/Reach 5 ft./5 ft.; AL LE; SV Fort +8, Ref +11, Will +5; Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency Iron Will, (Spiked Chain), Weapon Finesse, Weapon Focus (Spiked Chain), Improved Toughness; Climb +12, Jump +12, Spot +12, Listen +12, Speak Language (Kobold, Common).

Possessions: backpack, waterskin, 5 days rations, +1 *chain shirt*, +1 *shock spiked chain*, dagger, short bow, quiver, and 20 arrows.

Physical Description: The kobolds all share the red hued scales of their tribes and have brands of the symbol of the earth dragon on their chest.

Aaron, Clint: Male Human Fighter 9; CR 9; medium humanoid; HD 9d10+36; hp 96; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+8 armor, +1 Dex, +2 shield); BAB/Grp: +9/+13; Atk: +17 melee (1d6+7/X4, heavy pick) or +10 ranged (1d6+5/X2, short spear); Full Atk: +17/+12 melee (1d6+7/X4, heavy pick) or +11/+6 ranged (1d6+3/X2, short spear); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +8, Ref +4, Will +5; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Weapon Focus (Heavy Pick), Greater Weapon Focus (Heavy Pick), Power Attack, Iron Will, Improved Toughness, Improved Sunder, Improved initiative, Weapon Specialization (Heavy Pick); Jump +9, Speak Language (Common).

Possessions: full plate, *potion of cure serious wounds*, *Belt of One Mighty Blow*, heavy steel shield, short spear, and MW heavy pick.

Physical Description: Aaron and Clint are Oeridian males of average build and weight.

Benji: Male Halfling Rogue 9; CR 9; Small Humanoid; HD 9d6+9; hp 41; Init +9; Spd 20 ft.; AC 20, touch 17, flat-footed 15 (+5 Dex, +5 armor, +1 size, +1 deflection); BAB/Grp +6/+2; Atk: +8 melee (1d4+1/19-20, short sword) or +11 ranged (1d4/X3, short bow); Full Atk: +8/+3 melee (1d4+1/19-20, short sword) or +11/+6 ranged (1d4/X3, short bow); SA: Sneak Attack +5d6, trapfinding, Evasion, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge; Space/Reach: 5 ft./5 ft.; AL NE; SV Fort +4,

Ref +11, Will +4; Str 12, Dex 20, Con 12, Int 14, Wis 12, Ch 10.

Skill and Feats: Dodge, Mobility, Spring Attack, Improved Initiative; Balance +16, Climb +18; Escape Artist +16, Hide +20, Jump +14, Listen +13, Move Silently +18, Open Lock +16, Search +14; Speak Language (Common, Halfling, Kobold), Spot +13, Tumble +16

Possessions: +1 mithral chain shirt, short sword, short bow, quiver and 20 arrows, *potion of cure light wounds*, *elixir of fire breath*, and +1 ring of protection.

Physical Description: Benji is three foot three inches tall and has curly black hair.

Encounter Six

If the ship is at sea, the crew assists Jergil repelling the PCs. If not, then they flee quickly, diving overboard, etc. when the PCs attack and Jergil must face them alone. Jergil himself is EL + 1. Jergil and his crew are EL+3.

APL 12

Jergil: Male Human Ranger 1/Hexblade 5/Suel Arcanamach 6/Spellsword 1; CR 13; Medium Humanoid (Human); HD 8d8+5d10+33; hp 105; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+9 armor); BAB/Grp: +11/+16; Atk: +17 melee (1d8+8/19-20, +1 *longsword*) or +11 ranged (1d8/x3, longbow); Full Atk: +17/+12/+7 melee (1d8+8/19-20, +1 *longsword*) or +11/+6/+1 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA Dispelling strike 2/day, favored enemy (human), hexblade's curse 2/day; SQ Arcane resistance, extended spellstrength, familiar (weasel), ignore spell failure 20%, mettle, tenacious spells, wild empathy; AL LN; SV Fort +11, Ref +12, Will +14; Str 19 (21), Dex 10, Con 14 (16), Int 10, Wis 8, Cha 14.

Skills and Feats: Arcane Strike ^{CA}, Combat Casting, Iron Will, Close Quarters Combat ^{CW}, Power Attack, Practiced Spellcaster (Suel Arcanamach) ^{CA}, Spell Focus (Concentration), Track; Concentration +26, Jump +7, Knowledge (Arcana) +10, Knowledge (Planes) +3, Profession (sailor) +4, Speak Language (Suel and Ancient Suel), Spellcraft +7, Swim +6 (-6 with armor), Tumble +4.

Dispelling Strike (Su): Twice per day, Jergil can attempt a dispelling strike with one

normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted greater dispel magic. Jergil's dispel check is 1d20+12.

Extended Spellstrength (Ex): The duration of any Jergil's Suel arcanamach spells that he casts on himself is doubled, as per the Extend Spell feat.

Favored Enemy (Ex): Due to his extensive study of humans, Jergil gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against them. Likewise, Jergil gets a +2 bonus on weapon damage rolls against humans.

Hexblade's Curse (Su): As a free action twice per day, Jergil can unleash a terrible curse on a visible target within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skills checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Mettle (Ex): At 3rd level and higher, if a hexblade makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (+2) on saving throws against spells and spell-like effects.

Tenacious Spells (Su): An arcanamach's spells are particularly difficult to dispel; add 6 to the DC required to dispel Jergil's arcanamach spells.

Suel Arcanamach Spells Known (4/4/2/1; base DC = 12 + spell level; caster level 11th): 1st—*shield*, *enlarge person*, *truestrike*; 2nd—*wraithstrike* ^{CV}, *mirror image*, *alter self*; 3rd—*haste*, *displacement*; 4th—*stoneskin*, *greater invisibility*.

Hexblade Spells Known (1; base DC = 12 + spell level; caster level 2nd): 1st—*expeditious retreat*, *magic weapon*.

Possessions: Longbow, quiver, 20 arrows, 250 gp of diamond dust, +1 *magebane* ^{CA} *longsword*, *blended quartz* ^{A&EG} *full plate* +1, *cloak of resistance* +2, *amulet of health* +2, *gauntlets of ogre power*, *potion of cure moderate wounds*, *scrolls of obscuring mist* (2).

Note: If Jergil has time to prepare, he casts *obscuring mist* from a scroll (to prevent people from targeting him), and then casts *displacement*. If time also permits, he casts *stoneskin*. His favorite tactic in combat is to cast *wraithstrike* with one hand as a swift action, then switch his grip on his longsword as a free action to wield it two-handed and power-attack for everything he has in the same round. He even likes to use his 3rd and 4th level spell slots to cast *wraithstrike*, preferably using it every round of combat.

Physical Description: Jergil is a fine example of Suel Manhood. He is six foot four inches tall and athletic. He is handsome, and bronzed by years onboard his ship.

Crew (6): Male Suel Human Expert 2/Rogue 3/Swashbuckler 4: CR 8; medium humanoid; HD 5d6+5+4d10+4; hp 54; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex); BAB/Grp: +7/+8; Atk: +11 melee (1d6+3/18-20, rapier) or +11 ranged (1d8/x3, longbow); Full Atk: +9 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/x3, longbow); SA: Grace +1, Evasion, +2d6 sneak attack, trapfinding, Trap Sense +1; Space/Reach 5 ft./5 ft.; AL LN; SV Fort +6, Ref +8, Will +6; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Acrobatic, Athletic, Combat Expertise, Weapon Finesse, Improved Disarm; Balance +18, Climb +15, Jump +15, Hide +7, Listen +9, Move Silently +7, Profession (sailor) +13, Speak Language (Common, Suel and Ancient Suel), Spot +9, Swim +15, Tumble +18, Use Rope +16.

Grace (Ex): Each of the crew gets a +1 reflex bonus on reflex saves at second level. They lose that bonus if they wear medium or heavy armor or if they are carrying a medium or heavy load.

Insightful Strike (Ex): At third level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) to a bonus on damage rolls (in addition to any strength bonus she may have) with any light weapon, as well as other weapons that can be used with weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to critical hits are immune to insightful strike. A swashbuckler cannot use this ability when wearing medium armor or when carrying a medium or heavy load.

Possessions: MW studded leather armor, MW rapier, dagger, longbow, quiver and 20 MW arrows.

Physical Description: The crew members are all skilled sailors of various ages. All are Suel.

Encounter Seven

Bergaja: Male Sor 5/ Divine oracle 2/ Silent One 3/ Fatespinner 4 (worships Boccob): CR 14; Medium humanoid; HD 5d4+5+2d6+2+3d4+3+4d4+4; hp 56; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 13, flat-footed 15 (Bracers of Armor +3, Ring of Protection +1, Dex +2, Insight +1); BAB/Grp: +6/+5; Atk: +6 melee (1d6/ x2, +1 quarterstaff of spellstoring) or +5 melee or + 8 ranged (1d4-1/ 19-20 x2, dagger) or +8 ranged (1d8/ 19-20, x2 light crossbow); Full Atk: +6/1 melee (1d6/ x2, +1 quarterstaff of spellstoring) or +5/0 melee or + 8/3 ranged (1d4-1/ 19-20 x2, dagger) or +8/3 ranged (1d8/ 19-20, x2 light crossbow); Space/Reach 5 ft./5 ft.; SQ Identify 2/day, familiar raven, oracle domain, trap sense +1, scry bonus, prescient sense, spin fate, fickle finger or fate, spin destiny, deny fate, resist fate; AL N; SV Fort +8, Ref +9, Will +19; Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 23.

Skills and Feats: Knowledge: Arcana +16, Knowledge: History +6, Knowledge: Religion +8, Spellcraft +18, Gather Information +10, Concentration +17, Profession: Gambler +9, Appraise +7; Alertness, Combat Casting, Skill focus: Knowledge: Religion, Spell focus: Divination, Spell focus: Evocation, Silent Spell, Heroic Destiny

Oracle domain: Bergaja has access to the spells from the Oracle domain from the Complete Divine handbook.

Scry bonus: **(Su):** Bergaja adds a +1 sacred bonus to all save DCs for all his divinations.

Prescient sense (Ex): If Bergaja makes a successful Reflex save against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor Bergaja is wearing.

Trap sense +1 (Ex): Bergaja has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps

Identify 2/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. Otherwise it is identical to the identify spell.

Spin Fate: (Ex): As a free action, Bergaja can use stored spin to boost the save DC of a spell he casts, adding his from one to four of his points of spin to the DC.

Fickle finger of Fate (Ex): Once per day, as an immediate action, Bergaja can force any other creature to reroll a roll that it has just made. Bergaja must have line of sight to the creature to be affected. That creature must take the reroll, even if it is worse than the first.

Spin destiny (Ex): Bergaja can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. The spin utilized in this manner comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny fate (Ex): Once per day, on the first occasion when Bergaja must make a check to become stable and dying, the check automatically succeeds. Other checks called for later in the same 24-hour period are made normally.

Resist fate (Ex): Once per day, Bergaja can reroll a roll he just made. He must abide by the result of the reroll, even if it's worse than the original roll.

*Domain spell: Oracle domain (You cast divination spells at +2 caster level)

Sorcerer Spells Known (6/8/8/7/7/6/3; base DC = 13 + spell level, 15 + spell level for divination spells, 14 + spell level for evocation): 0— *resistance, read magic, detect magic, mage hand, arcane mark, ray of frost, prestidigitation, daze, ghost sound*; 1st—*true strike, magic missile, shield, charm person, * identify, comprehend languages*; 2nd— *scorching ray, detect thoughts, *augury, alter self, false life, web*; 3rd— *lightning bolt, *divination, haste, greater mage armor, arcane sight*; 4th— *Evards black tentacles, unluck, scrying*, orb of force, dimension door*; 5th— *cone of cold, commune**, *Mordenkainens Sanctum, prying eyes*; 6th— *true*

seeing, legend lore, chain lightning*; 7th— *prismatic spray, greater scrying**

Possessions: Daggers x2, light crossbow, 10 bolts, wooden holy symbol of Boccob, tanglefoot bag, *Quarterstaff +1 of spellstoring (currently stored with a lightning bolt), bracers of Armor +3, ring of protection +1, potion of protection vs. good, potion of cats grace, cloak of charisma +4, wand of magic missile: lvl 5, vest of resistance +2, potion of cure moderate wounds, scroll: scorching ray: lvl 3, Gem of Fate (see below), scroll: detect thoughts lvl 3, scroll: clairaudience/ clairvoyance lvl 5, scroll: arcane sight lvl 5, scroll: silence lvl 3, alchemists fire x4, Chime of Opening*

While Bergaja has the Gem of Fate in his possession, he receives the following bonuses: +1 insight bonus to AC, saves, +1 caster level and DC to Divination spells, and the ability to cast commune and augury once a day at 18th level effect. He has not been able to unlock any other powers from the gem.

Physical Description: Bergaja is slim and slight with strawberry blonde hair. He is obviously of Suel descent. His eyes are blue and his bearing is markedly arrogant.

Kirsha: Female Ftr 2/ Sor 4/ Spellswrd 5/ Silent One 1 (worships Boccob); CR 12; Medium humanoid; HD 2d10+4+4d4+8+5d8+10+1d4+2; hp 78; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 18, touch 12, flat-footed 16 (Mithril Chain shirt +6, Dex +2); BAB/Grp: +9/+13; Atk: +15 melee (1d6+5+1d6 fire/18-20 x2, +1 flaming scimitar) or +14 ranged (1d4+4/18-20 x2, MW kukri) or +11 ranged (1d8/ x3, longbow); Full Atk: +15/10 melee (1d6+5+1d6 fire/18-20 x2, +1 flaming scimitar) or +14/9 ranged (1d4+4/18-20 x2, MW kukri) or +11/6 ranged (1d8/ x3, longbow); Space/Reach 5 ft./5 ft.; SA Channel spell 3/day; SQ familiar weasel, ignore spell failure 20%, identify 1/day; AL L/N; SV Fort +12, Ref +6, Will +12; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Intimidate +4, Knowledge: Arcane +13, Knowledge: History +7, Knowledge: Religion +7, Spellcraft +14, Swim +5; Alertness, combat casting, dodge, extend spell, improved initiative, spell focus: divination, Weapon focus: scimitar,

combat reflexes, practiced spellcaster, extra spell (3rd)

Ignore spell failure (Ex): The percentage chance of spell failure due to the armor Kirsha is wearing is reduced by 20%.

Identify 1/day: (Sp): Bergaja knows a secret internalized ritual that allows him to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. Otherwise it is identical to the identify spell.

Channel spell 3/day (Sp): As a move action, Kirsha can channel a spell she has prepared into her weapons, thus using up the spell as if it had been cast. The next creature Kirsha successfully hits with a weapon is affected by the spell (saving throw and spell resistance applies). Only the target is affected by the spell, even if it's an area spell.

Sorcerer Spells Known (6/7/7/5/3; base DC = 12 + spell level, 13 for divination spells): 0— *detect magic, read magic, mage hand, daze, acid splash, resistance, arcane mark, prestidigitation*; 1st—*color spray, true strike, shield, enlarge person, protection vs. good*; 2nd—*fireburst, see invisibility, bulls strength*; 3rd—*vampiric touch, fireball, fly*; 4th— *stoneskin*

Possessions: MW Kukri, longbow, 20 arrows, tanglefoot bag x2, *mithril chain shirt +2, +1 shocking scimitar, potion of bulls strength, scroll: protection vs. good: lvl 1, wand of animate rope lvl 5, potion of shield of faith +3, potion of cure moderate wounds, scroll: see invisibility lvl 3, scroll: wall of gloom: lvl 5, potion of barkskin +2, vest of resistance +1, elemental gem- water, potion of bears endurance, amulet of health +2, gauntlets of ogre power*

Physical Description: Kirsha is a well-built and handsome woman of slim figure with a fencer's gait. She is Suel, and blonde haired and blue eyed.

Appendix 8: New Rules

New Feats

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

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

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

Close-Quarters Fighting (*Complete Warrior*)

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

Prerequisites: 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 a 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 a special ability such as Improved Grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed grapple 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.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Practiced Spellcaster (*Complete Divine*)

Choose a spellcasting class you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcaster class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain non-caster level HD you may be able to apply the rest of the bonus.

For example, a human 5th level cleric/ 3rd level fighter who selects this feat would increase his cleric level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th. (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not effect spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/ 5th level wizard who has selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

New Magic Items

Belt of One Might Blow (*Miniatures Handbook*)

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals 2d6 points of damage, and a two-handed weapon deals 3d6 points of damage. The belt can be used, only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1500 gp

Blended Quartz (*Arms and Equipment Guide*)

This rare, naturally occurring blend of iron and quartz is cumbersome and difficult to work. Armor and shields made from blended quartz weigh twice as much as normal and incur the normal armor check penalty. The DC for relevant Craft checks involving blended quartz increases by 5. But blended quartz is a surprisingly good conduit of magical energy. Spell failure chances for blended quartz armor and shields are reduced by 20%. Weapons made from blended quartz weigh twice as much as normal but gain no benefits.

Blended quartz has a hardness of 6 and 15 points per inch of thickness.

Item	Market Price Modifier
Light Armor	+2000 GP
Medium Armor	+5000 GP
Heavy Armor	+10,000 GP
Shield	+2000 GP/Lb.

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*, creator's caster level must be three times the vest's bonus; Price 1000gp (+1), 4000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); weight 1 lb.

New Spells

Bands of Steel (Complete Arcane)

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V,S,M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex Partial

Spell Resistance: No

You conjure a number of shining steel bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entagled).

A creature immobilized by the bands can attempt escape as a full round action, either by bursting free (strength DC 18) or by wriggling our (Escape Artist DC 18). An entangled creature can use a full round action to break or disentangle itself with a DC 13 strength or escape artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

Fireburst (Complete Arcane)

Evocation (Fire)

Level: Sorcerer/wizard 2, warmage 2

Components: V,S,M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending five feet from you.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

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

Material Component: A bit of sulfur.

Transfix (Complete Arcane)

Enchantment (Compulsion) [Mind-affecting]

Level: Sorcerer/wizard 6, wu jen 6

Components: V, S, M

Casting Time: 1 round

Range: One or more humanoids within a ten foot radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes any medium or smaller humanoids within the area of effect to become paralysed. When castin the spell, you must specify a conition tha will end it ("Wait here until the dragon arrives.") even if that caonmdition can never be feasibly met ("Stay here until the sun shines at night"). Subjects in the area that fail their saves immediately become aware of the conidition, but they cannot communicate it due to their paralysed state (although someone could use a spell such as detect thoughts to ascertain the condition.) For every hour the creatures are transfixed before the conidition is met, they are allowed another saving throw to break the spell's effect.

Solong as the spell operates, any medium or smaller humanoid that enters its area must make a successful saving throw or become transfixed with the same con ditions (they too become aware of the

exit conditions on becoming transfixed). Likewise, any creatures removed from the area are freed from the spell's effects.

Material Component: A drop of pine resin

Wall of Gloom (Complete Arcane)

Illusion (shadow) [Darkness, Fear, Mind-Affecting]

Level: Sorcerer/wizard 2, wu jen 2

Components: V,S,M

Casting Time: 1 standard action

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

Effect: Semi-opaque sheet of darkness up to 40 ft. long, or a ring of darkness with a radius of up to 15 feet,; either form 20 feet high.

Duration: Concentration + 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create a barrier of ominous shadow that obscures vision and deters passage. Creatures in squarea adjacent to the wall have concealment against attacks from the other side, while creatures more than 1 square away have total concealment. Although the wall is not substantial, a creature with six or fewer hit dice must succeed on a will save or be halted at its edge, ending its move action (though a creature can move away from the wall or attempt to move through again if it has a second move action available). A creature can attempt to pass te wal any number of times, but each failure imposes a cumulative –1 penlaty on its Will save.

Wall of Gloom counters or dispels any *light* spell of equal or lower level.

Material Component: A bit of fleece from a black sheep

Wraithstrike (Complete Adventurer)

Transmutation

Level: Assassin 2, sorcerer/wizard 2

Components: V,S

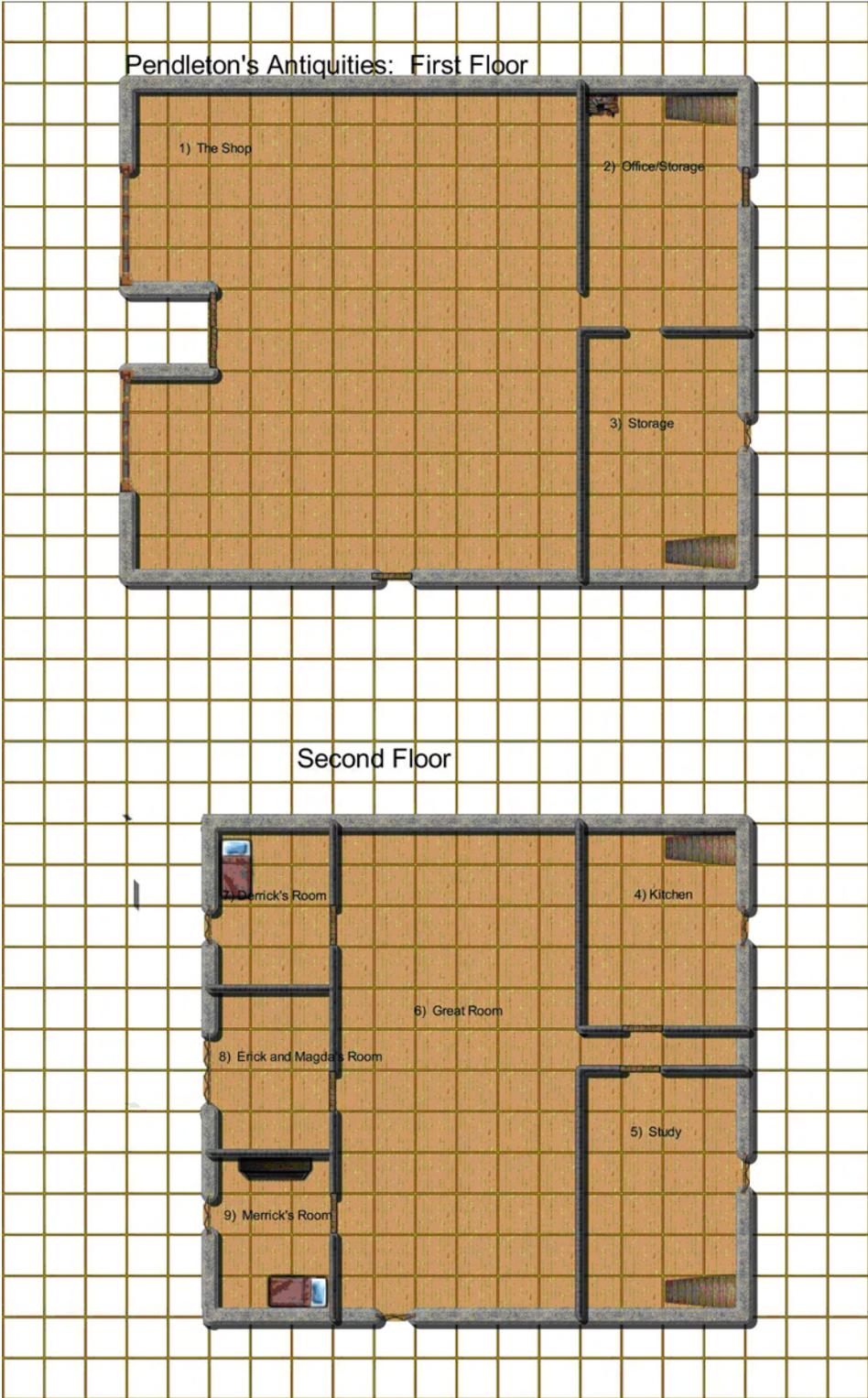
Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 roundWhen you cast this spell, you melee weapons or natural weapons become ghostly andnearly transparent for a brief time. While this spell is in effect, your melee attacks are resolved as mellee touch attacks rather than normal melee attacks.

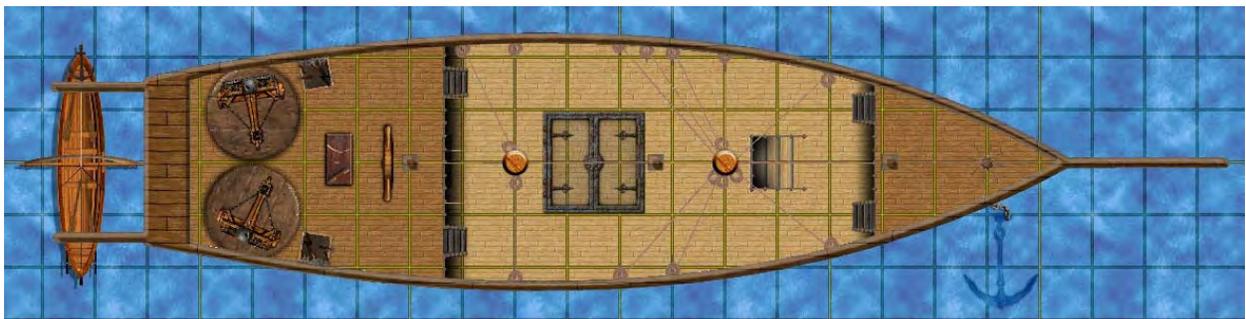
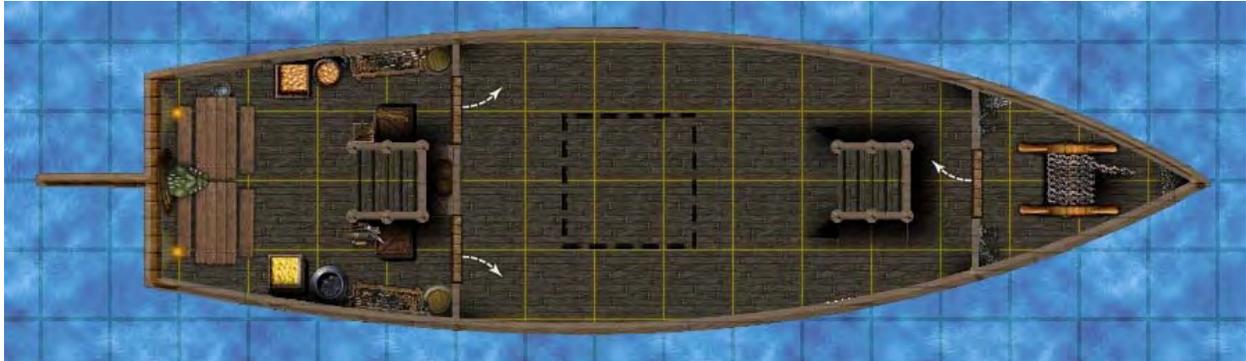
Judge Aid Two



Judge Aid Three

Judge Aid Four

The Sea Horse



Dear Friend,

I have need of your aid again.

There is one bauble still missing from our collection.

Please, come meet my agent at the Five Stones five days hence.

The Keeper

Dear Friend,

You reputation as stalwart and true sends me to you requesting aid.

Please meet my agent five days hence at The Five Stones in Havenhill.

*Karin Whytesmith
Keeper of the Ruby Heart
Congregation of the Hills*

Player Handout Three

The Canticle of Fate

Five, the fingers in a fist

Five, the blessed races

Five gems freed from under stone.

Five lives ever tainted.

One, guides vengeance pure and sweet

Two, holds life eternal

Three, reshapes the land in green

Four, makes thought transcending

The last tempts most with the least

Its power simple knowing

The end result of all you do,

each breath, each thought, each moment

Player Handout Four

Dearest Magda,

I hope all finds you well in Onderill. Again, although I respect your decision to aid our Prince in the reclamation of the disputed territories, I miss you desperately and cannot wait until you return home. I know your cause is just, but I cannot help but feel that in going to Onderill you run away from our loss.

That we have lost Derrick and Merrick to the war is its own source of horror to us both. I understand that to you, the best course is to push on and honor their memory and the things they believed in with your commitment to Ulek's victory. Still, we would have been better served as husband and wife to stand together and face this loss side by side. Sadly my work holds me here.

I have been commissioned as of late to research all that I can about House Corond for Merrick's old comrades. The elves of the Raven's Watch were quite persistent when they last visited that I have the work done within the month. I had always understood elves to be quixotic and given to flights of fancy, but Elissu's anger at my turnaround was surprising. She actually threatened me, and actually placed her hand on that rapier of hers.

Although they returned Merricks to us, I cannot but feel that the first blush of gratitude we placed in them was ill-conceived. What decent sort bases itself out of Greutam, and out of a Keogh bar for that matter.

THE TEXT ENDS HERE, THE LETTER UNFINISHED

Player's Handout 5

Your vision returns. You have been gone for days, of this you are certain.

Hunger burns in your gut like a blazing fire. Your mouth has the dry taste of dust and ash. How long have you slept?

A hand brushes your brow with a damp cloth. "Mistress, he awakes!"

"I Come, I Come!" you hear. The voice is familiar and as your eyes regain focus, you look up into the gentle face of Karen Whytesmith, Keeper of the Ruby Heart.

"Now that was a near thing. You stared into the heart of the goddess and met directly her prophetic eye. Be glad you are whole. Know this, in the days that come you will have flashes of knowing. You will have instants when you can predict what will be. This will give you some element of protection. It is not a alm against harm, but it is the armor of a sort.

"You have been blessed."

"Come, I have prepared Ulaa's Feast for you."