

SHE7-01

Three to One's Wonder

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

Version 1.0

by Will Dover

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The Knights appear to have the upper hand against the Triumvirate and the fortunes of good appear to be on the rise. So when is the other shoe going to drop? It is essential to play SHE5-04 *A Cup O'erturned*, SHE6-01 *Flesh Torn Asunder*, or SHE6-04 *A Book Unburned* before playing this adventure. A Sheldomar Valley metaregional adventure for APLs 8-14, and Part 4 of the *Turf War* series.

Note: This adventure will be of particular interest to Knights of the Watch and Knights of Dispatch and all spellcasters.

Resources: *Complete Adventurer* Jesse Decker, *Complete Arcane* Richard Baker, *Complete Divine* David Noonan, *Complete Warrior* Andy Collins, David Noonan, Ed Stark, *Frostburn* Wolfgang Baur, James Jacobs, George Strayton, "Greyhawk: Regional Feats of Oerth" from *Dragon #315* Erik Mona, *Knights of the Watch metacampaign organization notes* Nick Perch, Pete Winz, Jeff Kahrs, *Miniatures Handbook* Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet, *Races of the Wild* Skip Williams, *Spell Compendium* Matthew Sernett, Jeff Grubb, Mike McArtor.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

A group of three villains who call themselves the Triumvirate want to return the god Vecna to Oerth. Their plan is gather three mystical items and enact a ritual to bring him to the Prime Material Plane. In SHE5-04 *A Cup O'eturned*, they gained the first of these items, a mystical goblet known as the *Cup Insidious*, by smuggling it from the Sea of Dust into Hochoch via a Yeomanry Dustdigger and hiring ex-members of the Gran March rogue organization called The Corporation to steal it from the Dustdigger. As the ex-Corporation members got members of the Midnight Ravens involved, this acerbated an already tense situation, for both The Corporation and a faction of the Midnight Ravens led by the Aspect of Sight were vying for control of the city's underworld before the Knights could bring a mailed fist to crush it. Our heroes caught up with the ex-members and killed them, but the *Cup Insidious* had already been sold to the Triumvirate.

The Triumvirate got the second item for the ritual in SHE6-01 *Flesh O'eturned*. This item, a bit of mummified flesh they believed to be from Vecna himself, came to Hochoch smuggled in an urn containing the ashes of a Knight of the Watch, who fell during the assault on Goarada in Keoland. Before the Triumvirate could get it, however, a Midnight Ravens thief stole the urn and showed it to his boss, Xavier Riverwind, the Aspect of Sight's primary lieutenant dealing with trying to hold on to the Hochoch Underworld. Riverwind then had the thief take the urn to Tywyn the Broker for fencing. The Triumvirate then sent an undead wizard assassin Nycos Dephos to retrieve the urn. He killed Tywyn and Riverwind (the thief had already left Hochoch by then) and, to make it seem like more violence from the Midnight Ravens/Corporation conflict, killed The Corporation's primary agent in Hochoch, Bethany Grenda. Grenda had contacted our heroes to meet with her because she found out that there was something of value to the Knights that was being fenced in town. They came in shortly after she was killed. After investigating the three murders on behalf of Watcher Branwen, Expeditious Vigil, they confronted Dephos who revealed the existence of the Triumvirate before his defeat and apparent demise. Again, however, the Triumvirate had gotten the flesh from Dephos before our heroes arrived.

This left only the third item, a book called the *Manual of the Nether* which describes various rituals of evil. The Knights, however, caught a break because an elven merchant named Parwyn Amastacia had an idea who might have a copy of the book. Unfortunately, the Phaerhaerly brothers, a group of aspiring rogues, kidnapped Amastacia and tried to ransom him to both the Midnight Ravens and The Corporation. Knowing

that the Knights had been meeting with Amastacia, however, both groups decided independently to inform on the rogues anonymously. In SHE6-05 *A Book Unburned*, Watcher Branwen, remembering our heroes, contacted them initially to escort Amastacia to his contact in the Duchy of Ulek, but they ended up first having to rescue him. After the rescue, the Knights sent Amastacia with our heroes as guards to meet with the elven wizard Rhade Lianodel, who had a copy of the book in his library. He was willing to trade the book for someone investigating the disappearance of his apprentice. Our heroes agreed and went to the Ulek village of Mahnagor, where they found that the apprentice along with some other townsfolk had been killed, presumably by a ghost. They then go find the ghost and defeat it in its failing prison inside of a faerie mound. The party then gets the book from Lianodel and returns it to the Knights so that they can figure out the Triumvirate's ultimate plans.

In this adventure, the Knights contact the group to prepare to return the book back to Lianodel, believing that an extradimensional space owned by a powerful wizard is a better hiding place than Waterwatch Castle while honoring their word that they would return the book. Before the party can move the book, however, the Triumvirate launches an assault that succeeds in getting the book. Meanwhile, a third player has entered the battle for control of the Hochoch underworld in the form of Allinel Nightshade, Matron of the Thunderstrike Shadows, a thieves' organization in the Principality of Ulek. Ever desirous of power and sensing weakness in both sides, she is going to grab the underworld from both of them and is using, among her other resources, payments from the Triumvirate to do it.

ADVENTURE SUMMARY

The PCs arrive at Hochoch as a result of a summons from one of the Great Beasts, Watcher Tenellos. The action then proceeds as follows:

Introduction: The party returns to Hochoch at the request of the Knights to return the book to Lianodel. They briefly meet again with Watcher Tenellos and Watcher Branwen, who directs them to the tower laboratory.

Encounter 1: The Attack: The tower is attacked by a diversionary force of impressed adventurers, while the Triumvirate themselves grab the book. The Triumvirate does not engage the party, but uses spells to isolate the lab from the battle with the diversion.

Encounter 2: Interrogation: The party with the Knights interrogates any survivors. They tell the party that their loved ones were being held by the Triumvirate and do not say more unless the Knights promise to liberate them. If the Knights promise that, the survivors tell them that they were contacted by a third party, a woman named Angyra Corezan at the Boar's Other

Knuckle. Corezan gave the group the map of the tower, the means of entry, and instructions on what they were to do once they got in there.

Encounter 3: The Cup, The Flesh, and The Book: Before searching for the hostages, the party may want to know what the Knights found out from the book. Their leading sage talks to them about that if asked.

Encounter 4: The Boar's Other Knuckle: The party starts to ask around about Corezan, when a fire breaks out at the Boar's Other Knuckle. The party must save the patrons in order to gain more information.

Encounter 5: The Return of an Old Friend: After the fire, the newly resurrected Bethany Grenda contacts the party. She tells them about the new situation with the arrival of Nightshade and that Corezan was one of Nightshade's lieutenants. To Corporation members, she tells them that she is there to strike a deal with Nightshade as the group's attention needs to be returned to repairing their assets in Shiboeth.

Encounter 6: Ravens Flying the Nest: Midnight Ravens may want to find out what is going on with their people. They find out that the Convergence has "recalled" the Aspect of Sight and has reiterated firmly the order to leave Hochoch. Eventually, he plans to send a representative back to Hochoch to make some sort of deal with The Corporation, but not right away.

Encounter 7: Meeting the New Player: Nightshade is currently staying in a well-guarded rented house in the Old City section of Hochoch, but has been traveling around the city in a carriage. This is when she is most approachable. She admits to little, but is willing to trade information about the hostages for immunity in the matter of the theft of the book. If pressed, she agrees to hand over any more information she finds out about the Triumvirate.

Encounter 8: Finding the Hostages: Nightshade's information leads the party to an old warehouse. Searching the warehouse finds a hidden trapdoor that is trapped with a poisoned scythe (while the trap automatically resets, it only has enough poison for three successful poisoned attacks).

Encounter 9: Defeating the Guards: The hostages are guarded by a group of devils the Triumvirate gated in. The devils are getting impatient and are about to dine on a hostage when the party bursts in. As the devils were not summoned, they can summon a bunch of their buddies (assume the first summoning attempts succeed and others fail).

Conclusion: The hostages are rescued, the adventurers from the diversionary attack tell everything they know, which appears to be very little, and the Knights promise to call on our heroes again for the final battle with the Triumvirate.

PREPARATION FOR PLAY

This adventure assumes that each PC has played at least one of the previous three adventures in this series (SHE5-04 *A Cup O'erturned*, SHE6-01 *Flesh Torn Asunder*, or SHE6-05 *A Book Unburned*) before playing this adventure. If any PC has not, strongly recommend to the player not to play this adventure until the PC has played one of the others.

After determining that all of the PCs are suitable for this adventure, DMs should find out about each PC's metacampaign organizational memberships. This affects what they know prior to this adventure and whom they may contact.

BISSEL

The Bissel Free Companies and a small company of Bissel regulars operate in Geoff assisting with security and reconstruction. Given that Hochoch has served as a rear area for the conflict with the giants, it is reasonable for PCs in these armed forces to find rest and recreation in the city. This is considered as part of the mandatory military service for those PCs.

PCs who are members of the Thieves' Guild of Dountham may want to report to their guild about what they find out about the changes in the Hochoch underworld. The Guild is too involved in Dountham affairs to expand their operations into Hochoch. DMs should note on the Critical Event Summary if these PCs do make such a report.

During the course of the adventure, PCs who are Mist Chameleons may find out more about the gathering of these various evil artifacts. Knowing that this might be of interest to Evard the Necromancer and, subsequently, to Regent Saralind, they may want to make a report to a Bissel noble on these events. DMs should note this in the Critical Event Summary.

GEOFF

As Hochoch was, until recently, Gyri territory, many Geoff PCs have various reactions to the city's new government. With the recent victory over the giants, Hochoch is still flush with returning veterans waiting to be released from service.

PCs who are members of the Midnight Ravens have an altogether different interest in this situation. In SHE6-01 *Flesh Torn Asunder*, the PCs found out that the Aspect of Sight, one of the Convergence's lieutenants, has been trying to keep a Ravens' presence in Hochoch in violation of the Convergence's express orders. To date, all that has happened is that a lot of good Ravens are dead, either from strikes by the Corporation or by actions of the Triumvirate. It is reasonable to expect that repercussions are coming against the Aspect of Sight. Ravens PCs can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to

know this (this is more difficult for higher level PCs because they are more than likely off adventuring and less involved in regional affairs).

GRAN MARCH

With the victory over the giants, many Gran March soldiers come to Hochoch for rest and recreation while waiting for reassignment or release. The Gran March military would have little interest in any of the events in this adventure at this time; Commandant Vrianian has instructed all military commanders that Hochoch's problems are now Watcher and Dispatcher problems. Thus, players cannot use military TUs for this adventure. Members of the School of Hard Knocks are also heading out to see if there are any giant items that would be worth displaying in their Great Hall in Shiboeth.

Corporation PCs, on the other hand, know that their group has been looking to Hochoch for new territory. The shift in leadership from Gran March to the Knights caused only a small wrinkle in their plans to control the criminal rackets in Hochoch. However, recent events in SHE6-01 *Flesh Torn Asunder* have caused a stalemate in this action, particularly with the death of the primary investigator, Bethany Grenda. It is possible that the Corporation is now no longer in a position to take over the Hochoch underworld. Corporation PCs can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to know this (this is more difficult for higher level PCs because they are more than likely off adventuring and less involved in regional affairs).

KEOLAND

Those PCs with strong ties with the Keoish nobility are in Hochoch to observe the transition of power to the Watchers and Dispatchers. It is no secret that many in the Court of the Land do not like them being in control of Hochoch and would be very interested in anything that would undermine the Knights' claim on the city. Evidence of strong underworld activity and evil influences would be very useful at court. This should be noted on the Critical Event Summary.

Also, the ex-Regent Jessa recently sent 15,000 soldiers into Geoff to defeat the giants and make the nation stable. PCs who are in the Royal Army would likely find their way to Hochoch for rest and relaxation like the other foreign soldiers assisting in the final cleanup of Geoff.

If the PCs discover that the events in this adventure are related to the previous adventures in this series, they may want to inform the Silent Ones of the situation. The Silent Ones are starting to do research on the matter and are interested in any relevant information. DMs should note any reports to them on the Critical Event Summary.

The Nirole Dra Thieves' Guild, being information brokers, are very interested in what's going on in Hochoch. Even if they do not act on it directly, they could sell the intelligence to someone else. DMs should note if any PC sends word to this organization on the Critical Event Summary.

KNIGHTS OF THE WATCH/KNIGHTS OF DISPATCH

This group is taking over Hochoch after Commandant Vrianian gave it to them in CY 595. Thus, Knight PCs may be here on business related to the establishment of a new city government or out looking for a new home (particularly if these PCs are from Bissel or Keoland). There is plenty of work to be done, especially tasks befitting a Squire or Senior Squire. They can stay at the Knights of the Watch Chapterhouse located in the Old City located at O3 on the players' map of Hochoch (*Players Handout #3*). Furthermore, Knights have police powers within Hochoch and can arrest criminals if necessary. If any Knight PCs choose to report what they find during the course of this adventure to their superiors, DMs should note this on the Critical Event Summary.

In SHE6-04 *A Book Unburned*, Knights (not Squires or Senior Squires) may have found out that the leader of the Knights, the Grandiose Imperial Wyvern, Hugo of Geoff, wants the order "prepared for the passing." Since that adventure, there are many rumors to what exactly that means. The one that seems to have the most belief is that Hugo, who is very old and has been ill off and on for many years, is finally dying and that the title of Grandiose Imperial Wyvern is to pass to another soon.

As a result of the prior adventures of this series, the Knights have placed the capture of the Triumvirate as a top priority, one that the group hopes to accomplish before the "passing". All Knights, from Squires on up, are aware of this threat. While they are under orders not to discuss the Triumvirate openly to avoid panic in the Valley, they are to investigate any and all leads to this evil group when such occur.

PRINCIPALITY OF ULEK

While Hochoch is far from the Principality, there is at least one group who is paying attention to the situation. PCs who are members of the Society of Shadows can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to know this (this is more difficult for higher level PCs because they are more than likely off adventuring and less involved in regional affairs). If successful, they are aware that Allinel Nightshade, Matron of the Thunderstrike Shadows, has disappeared from the Principality of Ulek. If the PC makes the check by 10 or more, the PC knows that she and a large retinue have moved into the city of Hochoch. Those who noticed her at the end of SHE6-04 *A Book*

Unburned automatically know that she is in Hochoch, but do not know that she has a retinue with her unless they make the higher Knowledge (local - Sheldomar Valley metaregion) check.

Naturally, any Society PCs who can confirm her location should send word back to the Society. If they do this, this should be noted on the Critical Event Summary.

YEOMANRY

The Academy of Lore is particularly interested in developments in Hochoch, since they have learned that one of their members actually transported the Cup in SHE5-04 *A Cup O'erturned*. They are extremely interested in events related to the Cup so as to remove the blot on their reputation that this incident might bring. Any contact with the Academy should be noted on the Critical Event Summary.

The Rascals have more than enough to do in the Yeomanry than to work to acquire more criminal territory. However, they would be interested in any intelligence concerning who controls the Hochoch underworld. DMs should note whether or not PCs contact the Rascals in the Critical Event Summary.

INTRODUCTION

Each of the PCs receives an important summons from Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend, one of the Great Beasts, the upper echelon of the Knights of the Watch and the Knights of Dispatch. The notice is very simple:

Please return to Waterwatch Castle in Hochoch with all due haste. The Knights have need of your talents once again.

The PCs, unless there would be some reason that they are traveling together, should be treated as traveling separately for such things as preparatory spellcasting. PCs who have not played any of the previous encounters should be allowed to come with the assumption that they were summoned to Hochoch by mistake. Once the preliminaries are complete, hand out *Players Handout #1* and *Players Handout #2* so that they have a map of Hochoch for reference and read the following:

The cold winter air is bitterly cold and assails your senses as you make your way through the new City of the Knights to their headquarters at Waterwatch Castle. The crunch of the new fallen snow echoes against the stone walls of Hochoch's buildings as you progress through the city streets. Most of Hochoch's townspeople are inside, away from the chill of the morning. As you approach the castle, you see two guards silently standing guard against the backdrop of a gloomy sky. They ask you to state your business at the castle.

Conditions: The outside weather is overcast. There is lightly falling snow, but not enough to obscure vision.

The party needs only to show their notices from Watcher Tenellos, and the guards quickly grant them access to the castle. When player characters show their letters, read the following:

The guards, satisfied with your need for business with the Knights, politely escort you to the entrance of a small tower near the main keep. As you cross the courtyard, you see two dozen armored soldiers wearing Watcher tabards executing formation changes and tactical maneuvers in preparation for some great battle, possibly in Bissel. You also notice some soldiers on the opposite end of the courtyard building a gallows.

The party might ask about the soldiers in the courtyard. To those PCs not in the Knights of the Watch or Dispatch, the guards simply note that such practice is common here at the castle. To those in the order (even Squires), they add that they are indeed in preparation to go to Bissel.

The party might also ask about the gallows. The guards then say that it is for the last of the Phaerhaerly brothers. Players might remember them as the kidnappers from SHE6-04 *A Book Unburned*. They also might recall (Knowledge (local – Sheldomar Valley Metaregion) check DC 10) that kidnapping in Hochoch does not warrant a death sentence. The guards agree that kidnapping ordinarily means a long term in the dungeons under the castle. The brothers, however, attempted to escape, failed miserably, and in the process killed a couple of guards. Those murders resulted in the death penalty. The other brothers were hanged over the last couple of days, but the guards do not know which brother is being hanged today.

“Wait here,” one guard orders, “Watcher Tenellos will be here momentarily.” The guard leaves you outside of the tower in the cold morning air.

At this point, while they are waiting, have each player introduce his or her PC to the rest of the group. Parties where the PCs know each other can skip over the introductions. After introductions are complete, read the following (adjusting for party composition):

After an uncomfortable period of waiting, the door to the tower opens to present two individuals wearing tabards of the Knights of the Watch. The first is a man in his late thirties in mithral full plate. The armored man, of mixed heritage, studies your group with steel grey eyes. He has auburn hair, and many ioun stones fly around his head. His smile, made up of sharpened teeth, leads you to the conclusion that he is none other than Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend. Of course, he is the one who sent for you.

The second is a woman in finely crafted full plate armed with lance and shield. She is a rather tall woman with a sturdy build. Her blond hair is tied in a single braid running down her spine to her belt. You recognize her as Watcher Branwen, Expeditious Vigil and the Knight in charge of the city guard.

Watcher Tenellos speaks at last, “Greetings! I am glad you all responded to my summons so quickly. Time is, of course, short so I will get down to task. We need you to return the intact copy of the Manual of the Nether to the elven wizard Rhade Lianodel in the Duchy of Ulek. He had loaned us the tome only for the duration of our study of it and, as we have learned as much as we can from it and as we do not wish to sour our relationship with the wizard, we are returning it to him with all haste.

“As many of you were involved in transporting it previously, we ask that you do so again, with subtlety and quiet. We do not wish to have our enemies know that the book is on the move again. Are you up to this task?”

It is possible that a PC shows up here who has not played any of the previous adventures in this series. If so, DMs should feel free to give some of the information found in the Adventure Background section to get this player up to speed.

Once the PCs agree, proceed on to Encounter 1.

ENCOUNTER 1: THE ATTACK

This encounter is where the book gets stolen while the PCs deal with the diversion.

The Great Beast smiles proudly and says to you, “Thank you. The book is in the top room of the tower. Take this note to Watcher Ulmyr Gradsorn, the sage studying the tome. He will release it to your possession and stamp the note showing that you have received the item.” At that point, Watcher Branwen presents you with a simple bag. Watcher Tenellos continues, “Use this bag to secure the book while it is in the tower. After which time, come down here.”

Watcher Branwen then notes, “Once you have come down from the tower, I will have horses for your journey. If you have the ability to teleport and know the location of Lianodel’s home, you can use that means to get there. Just be sure to come down here to confirm to us that you have the book before you leave. Any questions?”

All APLs

🔱 Watcher Branwen, Expeditious Vigil, Female Human Pal₁₂/Knight of the Watch₂: hp 126, see Appendix 5.

🗡️ **Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend, Male Human Ftr9/Knight of the Watch9:** Diplomacy +21, Intimidate +23.

The party has the opportunity to ask questions of the Knights at this point. Use the Adventure Background section to provide answers to these as they come up. After this, read the next section.

THE TOWER

The tower itself is five stories, rising above the walls by at least two stories. It takes little time for you, however, to reach the top floor. The stairs end at a small sitting room with a solid metal door opposite the stairs. The walls of the room are made of tightly-fitting brick and mortar. The room has four chairs around a table. There are several arrow slots surrounding this room, presumably for use by archers.

Seated in the chair closest to the steel door is an older male human. Though his blond hair has streaks of gray mixed in and his face is lined with age, he is clearly of Suel extraction. The man still appears fit enough to swing a sword in service of the Knights. His blue eyes have the gleam of intellect behind them. He greets you, "Morning, I am Watcher Ulmyr Gradsorn, Studious Vulture and keeper of tomes for our order. I assume you have the proper papers for the tome you require?"

Conditions: The outside weather is overcast, thus this floor of the tower is torch-lit to provide additional illumination. The tower rooms are quiet aside from the various character conversations. The area radiates faint, transmutation magic due to the magical treatments on the walls.

Use DM Aid: Map #1 – The Tower for this encounter. Once the party presents the note from Tenellos to Gradsorn, read the following:

Gradsorn studies the note intently and finally says, "This seems to be in order. I shall now go into the secure area so that I can stamp the note and retrieve the item. You do have the bag for securing the item, yes?"

Watcher Tenellos has instructed Gradsorn to have the book ready for transport so it should take little time to find it. Upon confirmation by the party, read the following:

Gradsorn, pleased with your response, then heads to the steel door, pulls a key from underneath his Knights' tabard, and inserts the key in the lock. He pulls the door open, letting it swing toward you, and closes it behind him. You hear the turn of the key inside of the lock as the sage locks the door from the inside.

The walls are as they appear: brick and mortar walls. Players may have their PCs attempt to breach the walls to provide additional room for the combat. The drop from this height is 50 feet and thus any falls from this floor result in 5d6 points of damage.

🗡️ **Magically Treated Superior Masonry Walls:** 12 in. thick; hardness 16; hp 180; Break DC 55; Climb DC 20).

THE DIVERSION

At this point, have each PC make a Listen check at DC 15. Those who are successful get the following:

After only a few seconds, you hear a large indeterminate noise from behind the steel door with a muffled scream quickly following.

Then read the following to all:

Suddenly, four figures appear with weapons drawn. They have no uniforms or other insignia. They are prepared to fight you.

The tower is under attack by adventurers! Only those who made the Listen check are not surprised and can act during the surprise round, as can the attackers.

APL 8 (EL 10)

🗡️ **Delbo Trimblegraf, Male Halfling Rog2/Ftr4/Whisperknife1:** hp 55; see Appendix 1.

🗡️ **Havric Preston, Male Human Sor6:** hp 22; see Appendix 1.

🗡️ **Kragger, Male Half-Orc Bbn7:** hp 73; see Appendix 1.

🗡️ **Seira, Female Human Clr7/Ftr1:** hp 55; see Appendix 1.

APL 10 (EL 12)

🗡️ **Delbo Trimblegraf, Male Halfling Rog2/Ftr4/Whisperknife3:** hp 70; see Appendix 2.

🗡️ **Havric Preston, Male Human Sor8:** hp 30; see Appendix 2.

🗡️ **Kragger, Male Half-Orc Bbn9:** hp 94; see Appendix 2.

🗡️ **Seira, Female Human Clr9/Ftr1:** hp 69; see Appendix 2.

APL 12 (EL 14)

🗡️ **Delbo Trimblegraf, Male Halfling Rog2/Ftr4/Whisperknife5:** hp 85; see Appendix 3.

🗡️ **Havric Preston, Male Human Sor10:** hp 37; see Appendix 3.

🗡️ **Kragger, Male Half-Orc Bbn11:** hp 115; see Appendix 3.

☛ **Seira, Female Human Clr9/Ftr1/Contemplative2:** hp 78; see *Appendix 3*.

APL 14 (EL 16)

☛ **Delbo Trimblegraf, Male Halfling Rog2/Ftr4/Whisperknife7:** hp 100; see *Appendix 4*.

☛ **Havric Preston, Male Human Sor12:** hp 45; see *Appendix 4*.

☛ **Kragger, Male Half-Orc Bbn12/Sct1:** hp 133; see *Appendix 4*.

☛ **Seira, Female Human Clr9/Ftr1/Contemplative4:** hp 89; see *Appendix 4*.

Tactics: The NPCs engage the party with the intent to keep them away from the door for at least two rounds. They have pre-cast spells as indicated in their stat blocks before *teleporting* into the room. Keep in mind that this team has never worked together and have not yet meshed as a team, nor do they have any real interest in the other team members, save for the success of this mission. Thus, they do make mistakes and can occasionally trip over each other. **The EL for this encounter is reduced by one to compensate for inept tactics.** Spellcasters have pre-cast spells as noted in their stat blocks.

APL 8: Delbo throws his masterwork daggers in a rapid shot attack and, when down to his magic dagger, moves in to flank whomever Kragger is attacking. Havric opens up with *fireball* and then uses attack spells as appropriate. He is not afraid to cast area spells if his allies are in the area as long as it serves to protect him. Kragger delays until all of the spell casting goes off and then rages and attacks the nearest opponent. Seira takes a five-foot step to block the door and either casts spells (*divine power, calm emotions* against barbarians, *mass lesser vigor, hold person*) or attacks in melee, using her feat of strength ability from her domain on the first strike.

APL 10: Delbo throws his masterwork daggers and his *+1 returning dagger* in a rapid shot attack. When down to his magic daggers, he goes up to flank whomever Kragger is attacking. Havric opens up with *Evvard's black tentacles* and *fireball* and then uses attack spells as appropriate. He is not afraid to cast area spells if his allies are in the area as long as it serves to protect him. Unless attacked, Kragger delays until all of the spell casting goes off and then rages and attacks the nearest opponent. Seira takes a five-foot step to block the door and either casts spells (*flame strike, divine power, calm emotions* against barbarians, *mass lesser vigor, hold person*) or attacks in melee, using her feat of strength ability from her domain on the first strike. She has also pre-cast *mass align weapon* (against law) for her party.

APL 12: Delbo throws his masterwork daggers and his *+1 returning dagger* in a rapid shot attack. When down to his magic daggers, he goes up to flank whomever Kragger is attacking. Havric opens up with *Evvard's black tentacles, cloudkill, and fireball* and then uses attack spells as

appropriate. He is not afraid to cast area spells if his allies are in the area as long as it serves to protect him. Unless attacked, Kragger delays until all of the spell casting goes off and then rages and attacks the nearest opponent. Seira takes a five-foot step to block the door and either casts spells (*flame strike, divine power, calm emotions* against barbarians, *mass lesser vigor, hold person*) or attacks in melee, using her feat of strength ability from her domain on the first strike. She has also pre-cast *heroes feast* and *mass align weapon* (against law) for her party.

APL 14: Delbo throws his masterwork daggers and his *+1 returning dagger* in a rapid shot attack. When down to his magic daggers, he goes up to flank whomever Kragger is attacking. Havric opens up with *Evvard's black tentacles* and a quickened *snowball storm, cloudkill* and a quickened *magic missile, and fireball* and then uses attack spells as appropriate. He is not afraid to cast area spells if his allies are in the area as long as it serves to protect him. Unless attacked, Kragger delays until all of the spell casting goes off and then rages and attacks the nearest opponent. Seira takes a five-foot step to block the door and either casts spells (*blade barrier, flame strike, divine power, calm emotions* against barbarians, *mass lesser vigor, hold person*) or attacks in melee, using her feat of strength ability from her domain on the first strike. She has also pre-cast *heroes feast* and *mass align weapon* (against law) for her party.

APL 4 or higher parties may have access to *anticipate teleportation* or even *greater anticipate teleportation*. This should work as expected for the party (and thus allow the party an even better chance to defeat the diversion). However, the walls and door of the vault are thick enough to block the effect of these spells so that the caster would not be able to detect any teleportation effects in that area.

Treasure: If the party defeats the diversionary force, they get all of their gear. This is described in the Treasure Summary.

THE REAL STORY

Those who made the Listen check at the start of the encounter may decide to go to the door and unlock it. Normally, the door would be wizard-locked and trapped. However, Watcher Gradsorn only expected to be in the secured room for less than a minute and so did not reestablish the full security of the room. He only locked the mechanical lock in the room; the use of the Open Lock skill (DC 25), the *knock* spell, or physical assault can break the door and/or the lock.

☛ **Magically Treated Steel Door** 2 in. thick; hardness 20; hp 120; Break DC 48; lock (Open Lock DC 25).

The NPC adventurers in the sitting room are of course an expendable diversion while the Triumvirate does its work.

All APLs (EL 20)

🔱 **Yastric ap Bedwin, Male Human (Flan) Warlock17:** hp 107; see *Appendix 5*.

🔱 **Vrairis, Female Planetouched (Tiefling) Clr3/Necromancer3/Mystic Theurge10:** hp 30; see *Appendix 5*.

🔱 **Trevor ap Trevyan, Male Human (Flan) Brd17:** hp 94; see *Appendix 5*.

Here is what they do per round:

Spell Preparation

Yastric casts *eyes of stone* from a scroll Vrairis wrote to view the room. Vrairis casts *neutralize poison* on each Triumvirate member from scrolls she makes herself. Trevor casts *invisibility* on each Triumvirate member from scrolls he has purchased. Vrairis casts *mage armor* and *shield*. Once ready, Yastric casts *greater teleport* from a scroll written by Vrairis when Havric Preston casts *teleport* for the diversionary force.

Surprise Round

After teleporting in invisibly, each Triumvirate member casts a spell. Yastric rolls a Use Magic Device check to cast a *wall of force* from a scroll Vrairis wrote to block the door. Vrairis casts *waves of exhaustion* on Watcher Gradsorn, which makes her appear. Gradsorn yells out. Trevor casts a *dominate person* at DC 24, which Gradsorn fails. This makes him appear as well.

Round One

Yastric drops his *invisibility* and readies to invoke an *eldritch chain* through his *warlock's scepter* if anyone breaks through the *wall of force*. Vrairis delays. Trevor orders Gradsorn to hand over the book to Vrairis. Gradsorn does so. Vrairis takes the book and moves to Yastric to *teleport* them out. Trevor then casts a heightened *hold person* to keep Gradsorn in place (Gradsorn again fails).

Round Two

Yastric touches Vrairis in order to teleport. Vrairis delays. Trevor moves and touches Vrairis. Vrairis casts *greater teleport* or *cloudkill* if it appears that the door is opened.

Round Three (optional)

Yastric, while still touching Vrairis, readies an *eldritch chain* invocation if someone comes within five feet of him. Trevor readies an *Otto's irresistible dance* if someone comes within five feet of him. Vrairis casts *greater teleport* while the other two hold on.

If the PCs breach the door before the second round of combat, describe the scene based on the actions above. Because there is a *wall of force* cast by Yastric between him and the party, even if the party does open the door quickly, they still need to deal with the barrier. The

Triumvirate is not going to spend a lot of time dealing with the party and thus do not affect the EL. They are going to grab the book and *teleport* out. Having cast *neutralize poison* via scrolls before the assault, they have no qualms about dropping a *cloudkill* to obscure their retreat if necessary.

If the PCs breach the door after the second round, the Triumvirate was successful without complications, so read the following:

You enter into the secured room and see the paralyzed form of Watcher Gradsorn frozen in place, apparently after handing someone something.

Developments: The Triumvirate gets away with the book. Whether or not Watcher Gradsorn lives depends on whether or not the Triumvirate got a *cloudkill* off and how fast thereafter do the PCs get to Gradsorn. If the party manages to save Watcher Gradsorn, they gain his favor; do not strikethrough the **Favor of Watcher Ulmyr Gradsorn, Studios Vulture** effect on the AR.

After this attack, if the PCs choose to question the victim and attackers, go to Encounter 2. If the players do not think of this on their own, have Watcher Branwen suggest it; she and a bunch of Knights have, after all, stormed into the tower after the attack anyway.

ENCOUNTER 2: INTERROGATION

This encounter deals with any questioning of the victim Watcher Gradsorn and the attackers. Watcher Tenellos asks Watcher Branwen to conduct the interviews. She in turn asks the party to handle them in her presence, as the Knights have a vested interest in who attacked them. Watcher Branwen forbids the party from using obvious torture, but allows PCs great latitude in their interrogation methods otherwise.

Each of the diversionary force was coerced into the attack by an agent of Allinel Nightshade, who herself was contracted by the Triumvirate to recruit an effective diversionary force. Nightshade had other contractors kidnap the loved ones of the selected individuals. The NPCs never met with Nightshade or any of the Triumvirate, just the one agent: Angyra Corezan.

WATCHER GRADSORN

Watcher Gradsorn describes events exactly as they happened to him. He is rather depressed as he does so. He was close to retirement and had desires of his studies of the book to be his last success before leaving Hochoch. For him to have been an accomplice (no matter how unwilling) has shaken him to his core. He provides no resistance to any questions.

THE DIVERSIONARY FORCE SURVIVORS

Those NPCs who survived the attack answers questions in their own style. Trimblegraf falls back to the glad-handing halfling stereotype despite his fears that his sister Kymbo will be killed. Likewise, Kragger throws out typical half-orc bluster to conceal his concern for his brother Slagga. Preston, being a coward at heart, acts easily cowed and freely admits to everything up to knowledge of the Triumvirate, which he uses as his one bargaining chip to get the release of his girlfriend Chastity. Seira, in contrast to the bombastic tenor of most of Kord's clergy, remains calm and quiet and tries to negotiate reasonably for the rescue of her father Sorn.

Each says that their loved ones were being held by the Triumvirate and do not say more unless the Knights promise to liberate the captives. If the Knights promise that, the survivors tell them that they were contacted by a third party, a woman named Angyra Corezan at the Boar's Other Knuckle. Corezan gave the group the map of the tower, the *teleport* scroll as the means of entry, and instructions on what they were to do once they got in there. They each imply that they have more information about the Triumvirate (which they do have a little), but only talk further upon the release of the hostages.

They explain further that, because the diversion got them captured, their loved ones will surely be killed to cover their tracks. Therefore, time is of the essence. At this point, keep careful time of how long the party takes to get to Encounter 9, where they can rescue the hostages. Every two hours from this point, the captors kill one hostage in their impatience. After all of the hostages are killed, the captors leave for greener pastures. Thus, after eight hours, Encounter 9 does not occur and the party has essentially failed. **THIS IS IMPORTANT: KEEP TRACK OF TIME.**

Higher level parties might attempt to use descriptions of the hostages or Corezan to locate them directly via the *scrying* or *greater scrying* spells. Note that, for *scrying*, there is a rather large and bulky focus item – a two-foot by four-foot mirror or a holy font – required to cast that spell and that even the feat Eschew Materials cannot remove this focus requirement. Those who wish to use *scrying* must have had the focus with them before entering Waterwatch Castle, or they will need to spend a minimum of one half-hour to get it there.

These descriptions are secondhand knowledge (+5 for the save) and are not to the level of a likeness or a picture. If the party wants to have an artist sketch a picture, feel free to allow this, but remind them that it will take three hours to find an artist and make the sketch. At least one hostage is killed in that time (conveniently, the one they were trying to sketch). Corezan had much of her features covered by veils, so the party cannot get a sufficient picture from this description.

Assume that the hostages are commoners with Wis 10 for the Will save (+0). If the scryer succeeds, read the description of the scene in Encounter 9. The scryer will need an hour to study the scene to get the “Studied carefully” familiarity required for the *teleport* spell (count any less time in scrying as “Seen casually”). For some reason, however, attempting to scry Corezan always fails. Feel free to let the party ponder this one at their leisure.

THE DIVERSIONARY FORCE DECEASED

If the party has killed all of the diversionary force, they may wish to cast *speak with dead*. Roll for the others if necessary, but Kragger (if deceased) automatically fails his Will save so that the party does gain some of the intelligence.

Developments: Watcher Branwen offers light warhorses to those who have no mount so that the party can move around Hochoch quickly. If the PCs want to talk more to Gradsorn about what he discovered from the book, go to Encounter 3. If they want to follow up on the lead at The Boar's Other Knuckle, go to Encounter 4.

If the party gets a good scry on a hostage, have some means of directly getting to the hostages, such as *teleport*, and succeed in traveling there (remember to take into account the familiarity gained by scrying), go directly to Encounter 9. The distance from Waterwatch Castle to the sewer room of Encounter 9 is 2,500 feet for purposes of an “Off Target” result and consider all “Similar Area” results as “Off Target” results.

ENCOUNTER 3: THE CUP, THE FLESH, AND THE BOOK

This encounter handles the questions the party may have about what the Knights learned from the book. This may be part of the initial interrogation of Watcher Gradsorn or a follow-up meeting after more investigation. Feel free to use the information here in ad-lib conversations with the party. Read the following if the party seeks out Gradsorn after the initial interrogation:

Upon your request to see Watcher Gradsorn, a guard escorts you to his quarters in Waterwatch Castle. Gradsorn's room has many bookcases with many volumes of exotic lore. You do not notice a bed in this room; perhaps it is hidden behind one of the bookcases.

THE ARTIFACTS

Gradsorn has deduced some things from his research about the items themselves. He is unsure about the validity of his information, but it is sufficient to warrant the caution of the Knights and, by extension, the party.

The goblet is known as the *Cup Insidious*. It has some additional unknown powers of its own, but it is known primarily as a facilitating item for certain evil rituals that typically involve collecting components into the *Cup* and then performing the magic afterward. The *Cup* has both Flan and Suel origins, as noted by its inscriptions. It is rumored to be from the period before the Invoked Devastation, powered by an intelligent spirit contained within it.

The flesh is rumored to be a preserved part of the former lich Vecna. Without examining it, Gradsorn is unsure of the validity of that claim. It is well-known, however, that Vecna placed many plans in motion to facilitate his return to Oerth. Thus, utilizing such an item as his preserved flesh might very well be one such avenue.

The *Manual of the Nether* ties all of this together. It is an otherwise non-magical tome, but it describes certain rituals that could be used with the *Cup Insidious*. One of these involves the summoning of a great evil power using a physical item associated with that power. The flesh, if genuine, could potentially make that a reality.

THE RITUAL

The ritual in question can only be performed during a certain night each year. While it can be performed anywhere, it has the greatest potential for success when cast at a location strongly tied to the great power. In the case of Vecna, Gradsorn believes the temple discovered last year in the Rushmoors (as described in SHE5-01 *Sounds of Silence*) could fit that description. He has made Watcher Tenellos aware of that connection.

THE TRIUMVIRATE

Gradsorn's research indicates that the ritual requires three significant arcane casters to perform the ritual. This number is unusual to those who know anything about Vecna's followers; two is more significant. The number is more likely a function of the ritual rather than the deity as it is not specific as to the nature of the summoned power. What he noticed of the three who assaulted him gives him every indication that each is a powerful caster in his or her own right and thus could fulfill the requirements of the ritual.

Developments: The sole purpose of this encounter is to illustrate the threat of the Triumvirate's plans. This discussion takes about twenty minutes of game time for purposes of the deadlines in Encounter 2. If they want to follow up on the lead at The Boar's Other Knuckle, go to Encounter 4. They may also start trying to scry and teleport directly to the hostages' location as noted in Encounter 3. If they are successful, go to Encounter 9.

ENCOUNTER 4: THE BOAR'S OTHER KNUCKLE

The party comes into this encounter from the interrogations they do in Encounter 2. They may also come back here after a successful rescue of the hostages in Encounter 9 in order to find who was responsible. Use DM Aid: Map #2 – *The Boar's Other Knuckle* for this encounter.

Conditions: The party is reaching this encounter in the late morning, so the temperature is around 35° F. The sky is overcast with some breaks in the clouds occasionally allowing full sunlight. These conditions hold for Encounters 5 and 6 as well as this one.

You find The Boar's Other Knuckle in the rough area of Hochoch known as The Commons. The words on the inn's sign are Flan with a smaller board containing a Common translation hanging under the main sign. The sign for the place reads "The Boar's Knuckle" with the word "Other" hastily painted across the center over the boar's head carving. A female hand turns a sign in the window from "Closed" to "Open." Again, the words on this sign are in both Flan and Common.

Once you enter through the front doors to the main common area, it looks as rough and tumble as the sign and the neighborhood. Not many people are here this early in the day as the waitresses and the bartenders prepare for the lunch crowd.

The dominant feature in the room is, of course, the large wooden bar at the center of the establishment. Whatever color it was stained when it was new is mottled by various stains from years of abuse. A couple of men are sitting near the kitchen door at the bar, waiting to be served. Over the bar, directly opposite the front door, is the stuffed head of a large boar, possibly even a dire boar. It is hard to tell, though, as it too has been subject to years of rowdy bar abuse.

As for the rest of the main common area, a large fireplace is on the left wall and there are a few sets of rectangular tables and wooden chairs placed around the room. A couple of men, drunks from the look of them, are hanging around a table near the front door, waiting for their morning libations.

COREZAN

The party may try to gain information from the patrons about Corezan, but nobody wants to talk readily. Consider all Diplomacy, Gather Information, and Intimidation checks towards gaining this information to be DC 20 + APL. Multiple PCs can assist. Bribery can help, but it takes a lot of gold to do it. Every APL x 10 gp

gains a +1 circumstance bonus to the check for each individual, up to a maximum bonus of +5.

If successful, the PCs can gain the following information (providing they ask):

- Someone named Corezan has been at The Boar's Other Knuckle recruiting for adventurers for some task. She met with four of them yesterday.
- This same Corezan has been seen talking to someone in a distinctive white carriage that has been seen in the city as of late. The carriage has been seen pulling into and out of a rented house in the Old City. They give the party directions.
- Corezan spent a lot of money here to keep people happy and quiet about her activities. This, coupled with the large bodyguards she has with her, has ensured the silence of the patrons (to a point).

THE FIRE

Before the party leaves the tavern, read the following:

Suddenly, a yell comes from the rear of The Boar's Other Knuckle. Then comes another. The smell of smoke starts assailing your senses, and smoky clouds fill the room.

The fire has quickly caught on the greasy walls of the tavern's kitchen. Upon the reading of the boxed text description, the main common area start to fill with smoke. In five rounds, the main area is in flames and, within ten rounds, the room is a fiery area.

For simplicity, there are three types of areas:

- Clear areas have little to no smoke and tolerable heat. PCs can move around in these areas with no ill effects.
- Smoky areas are filled with smoke from the nearby fires. Characters inside these areas are subjected to smoke effects (DMG, p. 304) while in these areas. To quote the DMG entry for quick reference: "A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it."
- Fiery areas are on fire and filled with smoke. In addition to being subject to the smoke effects described above, characters inside these areas also are subject to extreme heat (DMG, p. 303): "Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per

previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell." Characters can also catch on fire in these areas (DMG, p. 303).

As noted, at the start of the fire, the kitchen area is the only fiery area. The main commons room is a smoky area. The upstairs is a clear area.

In five rounds, the walls of the commons room near the kitchen catch fire so the five feet spaces near the walls become a fiery area. At the same time, the upstairs starts getting smoke from below making it a smoky area. The fiery area expands five feet around away from the wall until the entire commons area is a fiery area. At that point, the fire starts advancing on the upstairs.

Ten rounds after that, the entire structure is a fiery area. The next round, the upper floor collapses, making the area much like a trap. As the situation should not devolve to this point, however, this "trap" is not counted towards the ELs for this adventure, but is part of the Story Award.

All APLs (EL 2)

↗ **Collapsing Building:** Search DC 19 or Knowledge (architecture and engineering) DC 15; mechanical; location trigger; see *Appendix 5*.

In the kitchen, there is one human male (the cook) who has been overcome with smoke and heat. The main common area has two human males near the kitchen door who are quickly overcome by the smoke. Upstairs in the common sleeping area are one human male child and one human female child, both six years old, who were playing when the fire started.

The spell *pyrotechnics* can put out a twenty-foot cube of the fire, though at the cost of either adding a smoke cloud (which does no damage but further obscures the room and gives Strength and Dexterity damage) or fireworks which can blind characters. The spell *quench* can put out a twenty-foot cube of the fire per caster level. Every four gallons of water (from either water buckets or from *create water* spells) can put out a five-foot area of fire. DMs should feel free to accept any other methods of putting out the fire that the players devise within reason if it makes sense. Areas that have the fire extinguished act as barriers to the flames so the fires cannot advance in that direction.

"LET'S TRY THIS AGAIN"

If the party manages to contain the fire and/or rescue any of the patrons, the patrons become much more willing to assist them with information on Corezan. If the party asks their questions again, give another +10 circumstance bonus to any checks they make.

Developments: Putting out the fire can take anywhere from ten minutes to an hour depending on how effective the party is. DMs should track the time as noted above in Encounter 2.

After the fire, the party has three different courses of action. If there are PCs in the party who have played SHE5-04 *A Cup O'erturned* or SHE6-01 *Flesh Torn Asunder*, the negotiator Bethany Grenda is in the crowd looking at the fire. She tries to get their attention, thus leading to Encounter 5. Midnight Ravens PCs, as well as some PCs who played SHE6-01 *Flesh Torn Asunder*, may see Ffagan the Nimble in the crowd and want to talk to him. Go to Encounter 6 for this encounter. Finally, the party may gain enough information from the patron to go directly to Nightshade herself. This leads them to Encounter 7.

ENCOUNTER 5: THE RETURN OF AN OLD FRIEND

This encounter is for any PCs who are members of the Gran March metaorganization known as The Corporation or for anyone who has played SHE5-04 *A Cup O'erturned* or SHE6-01 *Flesh Torn Asunder*. It is helpful, but not essential to the plot, but rather adds continuity with the prior adventures. Read the following after the fire is out in Encounter 4:

In the crowd watching the fire dying out, you spy an attractive red-haired human female dressed in much finer clothes than the rest of the Knuckle's clientele, clothes that cling to her slender form in a demure, but appealing manner. She appears to be watching your actions with appreciation. A slight smile crosses her lips and her green eyes widen in recognition.

The woman is Bethany Grenda, the chief operative for the Corporation working in Hochoch. If the party is unaware of her allegiance, she simply acknowledges that she is a factor working on the behalf of Keoland merchants interested in opening trade opportunities in Hochoch.

Those who played SHE6-01 *Flesh Torn Asunder* may also remember that she was the first victim they found at the start of that adventure. If pressed on that point, Grenda simply states that, realizing that she was going into an unknown and potentially dangerous situation, she had "other arrangements" in place in the event of her demise. She, of course, hedges on the details. The only addition she makes is that *"Death is such a . . . trying ordeal."*

PCs who have encountered Grenda before may know that she could be a source of information. If asked, she states that she is in Hochoch to negotiate a trade contract with one Allinel Nightshade who has started some businesses in town. Grenda does not know Nightshade personally, but knows that she has come to

Hochoch with lots of money. Nightshade is making a big show of her presence as well, riding around in a white ornate carriage while doing her business. Grenda can also tell the party the location of the manor house where Nightshade is located.

Members of The Corporation may want to try to establish contact with her. Again, she does not respond to any overt and clumsy attempt at contact. If the player of a Corporate PC thinks to make a Bluff check to communicate with her by delivering a secret message as described in the Bluff skill description in the *Players Handbook*, she can give three pieces of information. First, she acknowledges her membership if the Corporation PCs had not previously confirmed this in a prior conversation. Second, she tells them that she believes the thieves were members of the Midnight Ravens. Finally, she tells them that she is there to strike a deal with one Allinel Nightshade as the group's attention needs to be returned to repairing their assets in Shiboeth. The earthquake and subsequent problems with outsiders in that city have caused them to rethink their plans for expansion. Nightshade is a woman of great wealth from the Principality of Ulek who has apparently bought out the interests of the Midnight Ravens here in Hochoch (at least that is what she and The Corporation think, anyway).

All APLs

🔮 **Bethany Grenda, Female Human Rogio:** hp 58; see Appendix 5.

Developments: As Grenda was already a bystander at The Boar's Other Knuckle fire, finding her takes little time, and the conversation takes only about ten minutes in game time.

ENCOUNTER 6: RAVENS FLYING THE NEST

This encounter is for any PCs who are members of the Geoff metaorganization known as the Midnight or for anyone who has played SHE5-04 *A Cup O'erturned* or SHE6-01 *Flesh Torn Asunder*. It is helpful, but not essential to the plot, but rather adds continuity with the prior adventures. Read the following after the fire is out in Encounter 4:

In the crowd watching the fire dying out, you notice a small, slender human male entertaining a crowd. He is dressed in motley tights with a tattered brown cloak pulled around him. The man, upon seeing you, ducks quickly into the crowd.

Those who played SHE6-01 *Flesh Torn Asunder* might recognize him as Ffagan the Nimble, a street performer. Midnight Ravens PCs who have visited Hochoch before automatically recognize him as a member.

Upon seeing the party, Ffagan tries to escape in the crowd. He first tries to hide in the group and then, failing that, tries to tumble his way out. If successful in his escape, he goes into hiding. Midnight Ravens PCs can find him with a Diplomacy, Gather Information, or Intimidate check at DC 15. The checks are DC 30 for non-members. If Ffagan is found, he does not run.

Ffagan the Nimble is an attractive Flan male in his mid-twenties. He makes his way through the Sheldomar Valley as an acrobat and comedian who swings through Hochoch often, but not often enough to call it home.

Ffagan knows little about what is going on. To PCs who are not Midnight Ravens, he simply states that he is a down-on-his-luck performer trying to find work. He knows about the white carriage and can tell the PCs where to find it, adding that he has been trying to get a meeting with the lady of the carriage with no success. He can tell them where to find the carriage and the lady.

If approached correctly, Ffagan readily converses with PCs who are members of the Midnight Ravens. Other PCs who want to talk with him must gain his trust. This is not easy, for Ffagan is well trained in reading people (in part so that he can tailor a performance to a crowd). PCs trying to pass as Midnight Ravens must succeed at an opposed Bluff check against Ffagan's Sense Motive. If this fails, Ffagan's initial reaction is Hostile, and he attempts to flee by tumbling into a crowd and hiding. He even goes so far as to find a city guard and get himself arrested for something to avoid talking to the PCs. If it succeeds, he treats them like any other Midnight Raven and starts out with them as Friendly. If the party approaches him honestly, he starts out at Unfriendly. Obviously, his attitude is Friendly towards members of the Midnight Ravens.

If the party can ever get Ffagan's attitude to Friendly, he shares with them the following:

- The leader of their group told them to leave Hochoch as soon as possible. Ffagan had planned to leave months ago but decided that he might try to work for the "new management". He thinks he is a nobody among the Ravens and so is likely not to be missed.
- He has heard that the Aspect of Sight wanted to keep the operations in Hochoch, but the Convergence found out about it. No one has heard from the Aspect of Sight since.
- Ffagan knows that the woman is named Allinel Nightshade and that she is from the Principality of Ulek. She has a number of human and dwarven bodyguards. They have been keeping him from seeing her and probably will give the PCs problems as well if they approach.

All APLs

☛ **Ffagan the Nimble, Male Human Brd3:** hp 14; see *Appendix 5*.

Developments: Finding one Midnight Raven in Hochoch was a difficult proposition before and extremely difficult now. If they do not catch Ffagan at the scene, it takes two hours to track him down. His information, however, leads the party to Nightshade in Encounter 7.

ENCOUNTER 7: MEETING THE NEW PLAYER

The party gets to this encounter through information gathered from Encounters 4, 5, and/or 6. The party needs information from Allinel Nightshade in order to find the hostages before the devils kill them and to recover the book eventually.

Conditions: The party is reaching this encounter later in the day so the temperature is around 40° F. The sky is overcast with some breaks in the clouds occasionally allowing full sunlight.

THE MANOR HOUSE AND THE CARRIAGE

Read the following once the party decides to seek out Nightshade:

The directions you have take you into the Old City section. After a short time of searching in the crisp winter air, you come upon an ornate manor home on a small plot of land. Whoever lives here apparently is of means.

You can readily see six guards, males of both human and dwarven heritage, either standing guard by the front door or patrolling around the house. Getting past these guards without causing a great disturbance (not to mention taking a lot of time) appears to be difficult, if not impossible.

The manor house has some abjuration spells cast upon it. Doors have *alarm* spells on them, which could lead the party to think that they are trapped (they are not yet, but why give the party the satisfaction of knowing for sure?). The walls, ceilings, and floors are stone, lined on the interior with lead and with wood paneling and wainscoting on top of that. This will prevent further divinations via *arcane eye* or *eyes of stone*. Thus, the party should have no way of determining the layout of the manor house.

The Old City section of Hochoch is an established community that does not tolerate many disturbances. With a DC 10 Knowledge (local -Sheldomar Valley Metaregion) check, the party knows this. Allow them to

think about this for a short time before reading this next passage:

While you observe the house, a sturdy white carriage pulled by two horses rolls out from a side street. Its sides are well-polished so that it gleams even in this poor light. The carriage stops in front of the house, and a guard opens the carriage door.

The front door to the house opens, and a human female in fine, but simple, attire steps into the dim sunlight. While she is cloaked and the hood almost obscures her face, the woman appears to be an attractive woman who appears to cast an indifferent eye around her. Her seeming unconcern is no doubt the result of the two bodyguards accompanying her. She and the guards quickly step into the carriage. It then pulls away slowly from the house.

This is the best opportunity for the party to meet with Nightshade. The carriage is proceeding slowly through the city streets (20 feet per round), so it is a relatively simple matter for a party to follow and overtake the cab. How the party chooses to get the driver's attention is open so long so it is non-violent. A simple hail is sufficient. DMs should again remind the players that they are in a nicer part of Hochoch, and violence is not well received here.

Once they get the carriage to stop, it comes to rest under the shadow of a nearby building. The driver asks the party to state their business. If they mention the Knights, the events at the tower, ap Trevyan, or other related topics, Nightshade then asks the party to converse with her through the carriage window.

ALLINEL NIGHTSHADE

Read the following once Nightshade decides to invite the party to the carriage:

The person in the carriage is a strikingly beautiful woman of mixed Suel-Oeridian descent. Her hair and much of her face is concealed by a cloak of exquisite quality. A soft alto voice passes from her lips. "How may I, Allinel Nightshade, assist you today?"

Nightshade is a crafty manipulator of the first order and willing to do most anything (including taking lives) to achieve her objectives. She is also, however, a pragmatist. She realizes that, in order for her to establish a position in Hochoch, she needs to make some accommodations with the Knights and maintain a genteel persona of a merchant to fit in without suspicion. Nightshade's underworld connections are not publicly known in the city, and she would like to maintain that façade for as long as she can. Getting tied in with any major crimes goes against that goal.

To this end, Nightshade is willing to play along with the party. Under no circumstances does she agree to

undergo strenuous interrogation and balks at even the mention of the casting of *zone of truth*. She can mention the following:

- A man claiming to be Trevor ap Trevyan contacted her to bring certain people in contact with one another. (True)
- She used her lieutenant Corezan to do the research and find suitable candidates to do a specific job. (True)
- The man did not give details as to what the job entailed. (False; ap Trevyan gave the details as well as the scrolls of teleport used to gain entry into the tower.)
- The man did request that the candidates have family or close friends in Hochoch. (True)
- As to why ap Trevyan chose her as a relative newcomer to broker such a deal, Nightshade cannot say. (False; Nightshade had known ap Trevyan from his extensive travels in the Sheldomar Valley. The fact that she showed up in Hochoch at the time he needed her is a lucky happenstance for the Triumvirate.)
- As part of his instructions for closing the transaction, ap Trevyan gave instructions as to where the hirelings were to pick up their payment. Nightshade knows the location. (True)
- She knew nothing about any kidnappings. (Partially true; ap Trevyan never said why he was interested in whether or not the candidates had family, but Nightshade could see the obvious.)

Nightshade, of course, does not reveal anything until she has assurances that she will not be charged with anything in this matter. She is willing to use any tactic at her disposal (such as mentioning that the party appears to be in hurry, that kidnappings tend not to end well with time, etc.) in order to force the party into an agreement.

Furthermore, if the party somehow has already managed to save the hostages (for example, by teleporting into Encounter 9), whatever Nightshade tells them is not sufficient for the authorities to charge her with anything. At this point, the party must settle with the knowledge that she was involved at least indirectly and with the successful rescue of the hostages, which was the point of the adventure.

All APLs

☛ **Allinel Nightshade, Female Human Rog7/Shadowdancer1/Assassin3/Thief-acrobat2/Marshal1: hp 76; see Appendix 5.**

THINGS GET OUT OF HAND

It is possible that the party decides to use force against the carriage. Use *DM Aid: Map #3 – The Carriage* for this portion of the encounter. This ill-advised action yields two results.

Trap: First, Nightshade, if attacked, triggers the traps on the carriage as a move-action. This is a nonlethal trap designed to incapacitate mobs outside of the carriage.

APL 8 (EL 11)

↗ **Nonlethal Delayed Blast Electricball Trap:** Search DC 32, magic; spell trigger (*alarm*); see *Appendix 1*.

↗ **Nonlethal Maximized Electricball Trap:** Search DC 30, magic; spell trigger (*alarm*); see *Appendix 1*.

APL 10 (EL 13)

↗ **Nonlethal Maximized Electricball Trap:** Search DC 30, magic; spell trigger (*alarm*); see *Appendix 2*.

↗ **Nonlethal Empowered Maximized Electricball Trap:** Search DC 32, magic; spell trigger (*alarm*); see *Appendix 2*.

APL 12 (EL 15)

↗ **Nonlethal Empowered Sculpted Greater Electricburst Trap:** Search DC 35, magic; spell trigger (*alarm*); see *Appendix 3*.

APL 14 (EL 17)

↗ **Nonlethal Empowered Sculpted Greater Electricburst Trap:** Search DC 35, magic; spell trigger (*alarm*); see *Appendix 4*.

↗ **Nonlethal Empowered Sculpted Greater Coldburst Trap:** Search DC 35, magic; spell trigger (*alarm*); see *Appendix 4*.

Creatures: Second, the noise from the trap causes the citizens of the Old City to cry out for the guards. Led by Watcher Branwen, they come in two rounds after the traps go off in force.

All APLs (EL 17)

🗡 **Watcher Branwen, Expeditious Vigil, Female Human Pal10/Knight of the Watch2:** hp 108, see *Appendix 5*.

🐎 **Challenger (Paladin Mount), heavy warhorse:** hp 70, see *Appendix 5*.

👤 **City Guards (16), Male and Female Human Ftr8:** hp 72 each, see *Appendix 5*.

Tactics: Watcher Branwen is not looking for a fight here, but gives one if the party is unruly. She orders the

troops to ready weapons and then Unleash Inner Strength on herself. She recognizes adventurers are tough opponents and tries to knock them out unless the party uses lethal force. After that, it is no holds barred. The party can try to talk their way out of the encounter. Branwen, however, is Indifferent because of the disruption, and it requires her to become Friendly before the party is off the hook. If they succeed, they avoid getting arrested. If they fail, they get arrested on a minor charge.

All the while, Nightshade uses her Shadowdancer abilities and magic items to make her escape. She uses the *cape of the mountebank* to escape the carriage 400 feet off the map to the south (she has been in Hochoch for a few months and knows this area well enough to visualize her destination) and the *scroll of invisibility* to finish off her escape. If asked later where she was, she says that she was at her home. Her driver was taking her carriage out for an errand. The driver sticks to that story no matter what.

Developments: Finding Nightshade from any of the previous encounters takes only about ten minutes. The actual conversation might take as long as thirty minutes depending on how the players approach it. Thus, the elapsed time from Encounter 2 could be anywhere from forty minutes to over two hours. It is very possible that one hostage will be dead because of the party's delays. If the party was successful in negotiating with Nightshade, go to Encounter 8. If the party was successful in negotiations, but had already rescued the hostages, go to the Conclusion: Success section of the Conclusion.

Of course, if the party decides to force the issue, they do not find out where the hostages are in time and thus fail their mission. If they got arrested, go to the Conclusion: Outlaws? section of the Conclusion. If not, Watcher Branwen allows them to continue on with their investigations. It will take another eight hours of searching and interviewing before the party finds the dead hostages. DMs should not feel like they have to describe this additional search time in great detail. Just allow the party to do this, tell them how much time it takes, and move on to Encounter 8.

ENCOUNTER 8: FINDING THE HOSTAGES

The party gets to this encounter by successfully negotiating with Allinel Nightshade in Encounter 7 or by spending eight additional hours in that encounter following up leads as described in the Development section of Encounter 7. Either way, the party has the directions to a large drain outside of the city walls where runoff from storms empties into the Realstream River.

Conditions: The storm drain is illuminated by daylight for the first 10 feet, but fades to total darkness at 40 feet. The outside air is near freezing, but as the party

proceeds underground the temperature actually raises to about 50° F.

The directions that you have lead you outside the city walls to a large storm drain, ten feet in diameter. The grate is only loosely attached to the pipe. Icicles hang from the bottom of the drain.

Use DM Aid: Map #4 – In the Storm Drain for this encounter and Encounter 9. The drain goes down about 60 feet until it reaches a rough-hewn corridor, also 10 feet in diameter, running out from the east. As noted on the map, there is a trap 10 feet into the side corridor:

Trap: The trap here is a simple, poison-coated wall scythe. The full description of its operation is found in its stat block.

APL 8 (EL 9)

↗ **Deathblade Wall Scythe:** Search DC 24; mechanical; touch trigger; see Appendix 1.

APL 10 (EL 11)

↗ **Deathblade Wall Scythe:** Search DC 26; mechanical; touch trigger; see Appendix 2.

APL 12 (EL 13)

↗ **Black Lotus Extract Wall Scythe:** Search DC 26; mechanical; touch trigger; see Appendix 3.

APL 14 (EL 15)

↗ **Black Lotus Extract Wall Scythe:** Search DC 30; mechanical; touch trigger; see Appendix 4.

Note that the party could also get to this area by teleporting to Encounter 9 first and then by exiting by foot. If so, reverse the boxed-text descriptions until the party reaches the trap and then resolve the encounter. If the party completely bypasses this trap (such as by teleporting back out of the room in Encounter 9), do not award them xp for defeating the trap as they never encountered it.

Developments: When it goes off, the trap makes a large clanking sound. The guard devils can hear this on a DC 15 Listen check; Encounter 9 describes how they react to it. The corridor past the trap leads the party to Encounter 9. However, if the party has not gotten here before the devils killed all of the hostages, go to the Conclusion: Dead Hostages section of the Conclusion.

ENCOUNTER 9: DEFEATING THE GUARDS

The party gets to this encounter by defeating the trap in Encounter 8. The passage continues down the hall to this encounter.

Conditions: This devils' hideout is completely dark. The devils have no need for light, and the darkness adds

to the terror of the hostages. All is quiet until the hostages become aware of the party's entrance, at which time they scream for help. The room is about 50° F, also discomforting to the hostages while leaving the devils unaffected.

How this encounter begins depends on how the party dealt with the trap in Encounter 8 and on how long the party took to get to this encounter. The party sees nothing until a light source or darkvision becomes available. Once that happens, read the following if they disabled the trap and are not using a light source, but managed to get to here in less than two hours.

You move around the bend to a room cut from the bedrock. It is sixty feet long by forty feet wide by ten feet high. Manacled along the right side wall are three hostages. A fourth hostage is strapped to a long table, writhing in pain and fear. Two (or four) unnatural creatures are arguing in some guttural and foul language over the hostage.

The devils are arguing in Infernal about whether or not to kill the hostage. One is saying that it is not time to kill the hostage yet while the others are saying that it is and, besides, they are hungry.

If the party managed to disable the trap and are not using a light source, but got here in over two hours, read the following:

You move around the bend to a room cut from the bedrock. It is sixty feet long by forty feet wide by ten feet high. Manacled along the right side wall are three hostages. A fourth hostage is strapped to a long table, obviously dead with much blood on the floor of the room. Two (or four) unnatural creatures are arguing in some guttural and foul language over the hostage.

The devils are arguing in Infernal about who gets the first portion of hostage. Each devil is making logical arguments as to which one deserves the first cut.

The most likely course of action is that the party either did not disable the trap or is using a light source. If they managed to get here within two hours, read the following:

You move around the bend to a room cut from the bedrock. It is sixty feet long by forty feet wide by ten feet high. Manacled along the right side wall are three hostages. A fourth hostage is strapped to a long table, writhing in pain and fear. Two (or four) unnatural creatures stand at the ready. They smile at your approach.

If they did not manage to get here within two hours, read the following:

You move around the bend to a room cut from the bedrock. It is sixty feet long by forty feet wide by ten feet high. Manacled along the right side wall are three hostages. A fourth hostage is strapped to a

long table, obviously dead with much blood on the floor of the room. Two (or four) unnatural creatures stand at the ready. They smile at your approach.

Vrairis is using these devils as guardians of the hostages. The Triumvirate has no intention of releasing them, but gave the devils the impression that they could not kill them until eight hours passed. The Triumvirate left instructions that they could kill and eat anyone who stumbles upon their room. Thus, the devils are quite glad at the arrival of the party.

APL 8 (EL 11)

☛ **Bone Devils (2):** hp 97 each; see *Monster Manual*, page 52.

APL 10 (EL 13)

☛ **Barbed Devils (2):** hp 126 each; see *Monster Manual*, page 51.

APL 12 (EL 15)

☛ **Ice Devils (2):** hp 147 each; see *Monster Manual*, page 56.

APL 14 (EL 17)

☛ **Horned Devil:** hp 168; see *Monster Manual*, page 55.

☛ **Barbed Devils (3):** hp 126 each; see *Monster Manual*, page 51.

Tactics: Vrairis brought these devils here, not via a summoning spell, but via a *gate*. Thus, the devils summon other devils as their first action. This is a full round action so (if they have surprise) they spend the surprise action moving into better position for their summoned allies. The first summoning attempts all succeed, but all subsequent summoning effects fail.

The first full round of combat in this encounter is always summoning more help. Quick-thinking adventurers could attack the devils as they summon, forcing them to make a Concentration check. If a devil fails in the check, the summoning does not occur and all subsequent attempts fail.

APL 8 (EL 11)

☛ **Summoned Bone Devils (2):** hp 97 each; see *Monster Manual*, page 52.

APL 10 (EL 13)

☛ **Summoned Bearded Devils (4):** hp 49 each; see *Monster Manual*, page 52.

APL 12 (EL 15)

☛ **Summoned Bone Devils (4):** hp 97 each; see *Monster Manual*, page 52.

APL 14 (EL 17)

☛ **Summoned Barbed Devils (3):** hp 126 each; see *Monster Manual*, page 51.

Subsequent actions vary by APL. Depending on the placement of these attacks, the devils and/or the party may kill the hostages outright (consider the hostages to be neutral in alignment and to have 2 hp remaining). The devils do not care whether or not the hostages die in the combat. Note that all non-summoned devils have explored the tunnel all the way back to the storm drain and thus are familiar with the area for use of *greater teleport*. All summoned devils do not know of areas beyond the hideout. The tactics by APL are as follows:

APL 8: After the summoning, all bone devils practice divide-and-conquer tactics by generating *walls of ice* and then using *greater teleport* to go to isolated combatants. After isolating a target, a bone devil engages in melee, trying to get full attacks where possible.

APL 10: After the summoning, the barbed devils open up with *unholy blight* and *order's wrath*. Afterward, the barbed devils attempt to grapple and then impale targets. They use *greater teleport* to bypass less opportune targets in favor of ones more susceptible to grappling.

The summoned bearded devils engage high-AC targets, typically fighters, to tie them up from engaging the barbed devils until they have finished off all of the other targets. They immediately go into battle frenzy when they arrive. The glaives they use are reach weapons, and they take advantage of this. If disarmed, the bearded devils resort to claw and (hopefully) beard attacks. They also use *greater teleport* to pursue their targets.

APL 12: Unlike the other APLs, the ice devils summon bone devils as close as possible to them initially so that they can gain a possible *unholy aura*. After the summoning, the ice devil closest to the party casts an *ice storm* to slow the party's progress while the other one casts *unholy aura*, trying to catch both ice devils and as many bone devils as possible in its bursts. After that, they attempt to divide-and-conquer using *walls of ice* and then use *greater teleport* to move near isolated targets. The ice devils always use a free action to activate their *fear* auras so that, if any melee combatants come within ten feet, they must make Will saves. When possible, they cast *cones of cold* and save their less-effective spear attacks until absolutely necessary.

The summoned bone devils also practice divide-and-conquer tactics by generating *walls of ice* and then using *greater teleport* to go to isolated combatants. After isolating a target, a bone devil engages in melee, trying to get full attacks where possible.

APL 14: The horned devil already has *magic circle against good* pre-cast; it lasts 150 minutes per casting, and he can cast it at will. After summoning the additional barbed devils, the horned devil casts a *fireball*, followed by a *lightning bolt* if he can line up targets. His spiked chain

has a reach of 20 feet and can stun targets; coupled with the *magic circle against good* and the ten-foot reach of his tail, he should be effective at attacking targets who want to engage in melee. The horned devil always uses a free action to activate his *fear* aura so that, if any melee combatants come within five feet, they must make Will saves. He, of course, uses *greater teleport* to close with targets.

The summoned barbed devils open up with *unholy blight* and *order's wrath*. Depending on the placement of these attacks, they may kill the hostages outright (consider the hostages to be neutral in alignment and to have 2 hp remaining). Afterward, the barbed devils attempt to grapple and then impale targets. They use *greater teleport* to bypass less opportune targets in favor of ones more susceptible to grappling.

Treasure: The devils received some gold as partial payment for their service. This gold, in addition to whatever gear they possess, is noted in the Treasure Summary.

Developments: Unless the party is very careful, all of the hostages can end up dead. If they at least save one of them, go to the Conclusion: Success section of the Conclusion. Otherwise, go to Conclusion: Dead Hostages section of the conclusion.

Alternately, a high level party may just use *teleport* to enter the room and defeat the devils, thus rescuing the hostages in little time. At that point, the party can choose to investigate who was behind this and thus can go back through the investigative encounters or just leave the adventure with a successful rescue. If they just leave, the adventure ends; go to the Conclusion: Success section directly.

CONCLUSION

The party can reach three possible conclusions of this adventure. They can succeed in rescuing one or more of the hostages, they can end up killing all of the hostages, or they can end up arrested.

CONCLUSION: SUCCESS

You have managed to save a hostage from certain death at the hands of devils. Upon your return, the attackers of the tower make good on their agreement to aid the Knights. At this point, little more can be gained from interrogating them, but who knows what clues the future holds where their information may be useful. Even so, you saved a life and, if nothing else is done, that is a reward in itself.

For succeeding in this task, the party gets access to the **Favor of the Knights of the Watch/Knights of Dispatch** and the **Knights Training** effects of the AR.

CONCLUSION: DEAD HOSTAGES

Read the following if coming from Encounter 8:

You eventually find where the hostages were located, but all too late. Their bodies are partially consumed and in pieces scattered around the floor of the chamber. Obviously, whatever was guarding them got hungry before they left. Regardless of the reason for their condition, the dead bodies leave no means of continuing the investigation. The attackers of the tower will rot in the Waterwatch Castle dungeons before they deal with the Knights. Still, the Knights recognize your efforts and feel you are worthy to aid in the battle ahead.

Otherwise, the party came to this conclusion from accidentally killing off all of the hostages in Encounter 9. Read the following:

The dead bodies of devils and hostages litter the floor of the chamber. Despite your precautions, you have failed. The attackers of the tower will rot in the Waterwatch Castle dungeons before they deal with the Knights. Still, the Knights recognize your efforts and feel you are worthy to aid in the battle ahead.

This is a partial success for the adventure. Strikethrough the **Favor of the Knights of the Watch/Knights of Dispatch** effect on the AR, but allow the party to keep the **Knights Training** effect.

CONCLUSION: ALIENATION

The dungeons of Waterwatch Castle were certainly not in your visitation plans when you arrived at Hochoch. While the guards are treating you well, the holding cell is cold and damp.

The guard brings in Watcher Tenellos and Watcher Branwen. Tenellos orders, "Release these prisoners. While they did act recklessly in the pursuit of our orders, they did not manage to kill anyone. Also, the driver of the carriage is not pressing charges so you are free to go. However, realize that you have embarrassed the Knights of the Watch and the Knights of Dispatch for your inept handling of this matter. You will have to go far and do much before you will have our full trust again."

The PCs are free to go with no criminal record for this incident. For this total failure, however, the party loses access to the **Favor of the Knights of the Watch/Knights of Dispatch** and the **Knights Training** effects of the AR. Strikethrough both.

EPILOGUE

At the end of this adventure, Watcher Tenellos calls the party in to meet with him in the castle for debriefing

before the party goes on its way. Read the following for all parties:

After you have cleaned up and rested from the previous day's adventure, Watcher Branwen calls on you and asks you to come back to the castle as Watcher Tenellos has more questions of you.

Note who does not show up for this meeting. Assuming they agree, read the following:

You arrive at Waterwatch Castle. As Watcher Branwen escorts you down a hallway in the Castle, a young human male in chainmail runs up to you. Branwen asks, "What is it, squire? I am to escort these heroes of the order to Great Beast Tenellos." The young squire says between breaths, "You need to come to the master bedroom. The Grandiose Imperial Wyvern wishes to speak with you and any Knights with you."

What happens next depends on whether there are Knights in the party. DMs should be sure to pull Knights aside for their epilogue and not to reveal the Knights' Epilogue to anyone else.

KNIGHTS' EPILOGUE

With Knights (not Squires or Senior Squires) in the party, read the following:

Branwen replies, pointing to the non-Knights in your group, "Very well, squire. Take these good people to meet with Tenellos." Motioning to the Knights in your midst, "The rest of you, please come with me."

The squire takes everyone who is not a Knight to meet with Tenellos. These PCs will get the next section of the epilogue. DMs should at this point separate the party and take the players with Knight PCs aside. Read the following to them:

Branwen leads you quickly through the castle to a large bedroom. The door is already open and you move in quickly. You can see from the architecture that this was the bedroom of the lord of the castle, but it is sparsely furnished. Many sealed boxes are in here, as if their owner had not had time or opportunity to unpack them.

In the large covered bed, underneath many blankets and sheets, lies the frail form of an old man, whom you all barely recognize as Hugo of Geoff, the leader of your order. He is not as you last saw him, however. His thin parchment-like skin and shaky hand betray the illness and long years that have weakened him.

Hugo starts to speak. He draws a breath. His lips tremble as he tries to form the words. At once, his body shudders and a deep breath expels from his lips.

Before you can reach him, a burst of white light rips the covers in twain and breaks the bed in half. The light takes the form of an elder metallic dragon, shifting from brass to copper, then to bronze, to silver, to gold.

The last dragon form then turns to a ball of white light and flies through the roof of the room, fading into the ceiling and leaving no trace. When your eyes clear, you see the dead form of Hugo with the bed intact and the covers unruffled. The only difference now from before your vision is the strong smell of fresh apple blossoms.

Allow the Knights a brief time to contemplate this passing. If no Knights senior to Branwen think to do so, read the following:

Branwen yells, "We must find Tenellos! Now! Tell no one outside the order of these events for now! Say only that Hugo is dead! This was what Hugo had said before . . ." and runs from the room.

At this point, go to the non-Knights and read the next section.

EPILOGUE FOR EVERYONE ELSE

If no Knights are present in the party, read the following:

Branwen replies, "Very well, squire. Take these good people to meet with Tenellos." The squire escorts you to a small meeting chamber. Watcher Tenellos is there and greets politely, smiling that toothy smile. He says, "I am proud of each of you. You have done well and we have a chance to recover the book from these fiends." He starts to say more when the door to the chamber bursts open. A number of Knights, led by Watcher Branwen, rush into the room.

If there are any Knight PCs in the party, allow them to make the announcement. Otherwise, read the following:

Branwen yells, "Sir! He is dead! Hugo of Geoff, Grandiose Imperial Wyvern, leader of us all for many years is dead!"

At this point, ask the players if they are going to relay this information to any of their campaign organizations. They will not be able to find out more about the death at this time unless Knight PCs choose to say something, which they should not.

CAMPAIGN CONSEQUENCES

The end of the adventure contains a Critical Event Summary. DMs should complete this and turn it in as instructed on the form.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the diversionary party.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

Encounter 7

Defeat or take damage from the trap.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

Defeat the city guards.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

APL 14: 450 xp.

NOTE: Parties can only gain xp from either Encounter 7 or Encounters 8 and 9, but not both. Also, note that the city guards encounter is untiered; the xp gained is the maximum available for each APL.

Encounter 8

Defeat or take damage from the trap.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

APL 14: 450 xp.

Encounter 9

Defeat the devil guards.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

NOTE: Parties can only gain xp from either Encounter 7 or Encounters 8 and 9, but not both.

Story Award

Get the cooperation of the patrons of The Boar's Other Knuckle by putting out the fire.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Get the cooperation of the diversionary party by rescuing their family members.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Discretionary Roleplaying Award

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

TREASURE SUMMARY

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

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

the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1:

APL 8: L: 272 gp (includes mithral buckler), C: 0 gp, M: +1 full plate (220.83 gp), 2 +1 greatswords (195.83 gp each), +1 mithral breastplate (433.33 gp), +1 mithral dagger (191.83 gp), +1 mithral shirt (175 gp), bracers of armor +2 (333.33 gp), brooch of shielding (125 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), scroll of teleport (CL 9th) (93.75 gp), vest of resistance +1 (83.33 gp), wand of invisibility (CL 3rd) (375 gp).

APL 10: L: 174.92 gp, C: 0 gp, M: +1 adamantite greatsword (445.83 gp), +1 full plate (220.83 gp), +1 greatsword (195.83 gp), +1 mithral breastplate (433.33 gp), +1 mithral buckler (180.42 gp), +1 mithral dagger (191.83 gp), +1 mithral shirt (175 gp), +1 returning dagger (691.83 gp), bead of force (333.33 gp), bracers of armor +2 (333.33 gp), brooch of shielding (125 gp), cloak of charisma +2 (333.33 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), ring of protection +1 (166.67 gp), scroll of teleport (CL 9th) (93.75 gp), vest of resistance +1 (83.33 gp), wand of invisibility (CL 3rd) (375 gp).

APL 12: L: 174.92 gp, C: 0 gp, M: +1 adamantite dagger (441.83 gp), +1 full plate (220.83 gp), +1 keen adamantite greatsword (945.83 gp), +1 keen greatsword

(695.83 gp), +1 mithral breastplate (433.33 gp), +1 mithral buckler (180.42 gp), +1 mithral dagger (191.83 gp), +1 mithral shirt (175 gp), +1 returning dagger (691.83 gp), amulet of natural armor +2 (666.67 gp), bead of force (333.33 gp), bracers of armor +2 (333.33 gp), brooch of shielding (125 gp), cloak of charisma +2 (333.33 gp), necklace of adaptation (750 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of greater mage armor (62.5 gp), ring of protection +1 (166.67 gp), scroll of teleport (CL 9th) (93.75 gp), vest of resistance +2 (333.33 gp), wand of invisibility (CL 3rd) (375 gp).

APL 14: L: 174.92 gp, C: 0 gp, M: +1 adamantite dagger (441.83 gp), +1 full plate (220.83 gp), +1 keen bane (human) adamantite greatsword (1,779.17 gp), +1 keen greatsword (1,525.17 gp), +1 keen returning dagger (691.83 gp), +1 mithral dagger (191.83 gp), +2 mithral breastplate (683.33 gp), +2 mithral shirt (425 gp), +3 mithral buckler (847.08 gp), amulet of natural armor +1 (166.67 gp), amulet of natural armor +2 (666.67 gp), bead of force (333.33 gp), bracers of armor +2 (333.33 gp), brooch of shielding (125 gp), cloak of charisma +4 (1,333.33 gp), necklace of adaptation (750 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), 2 potions of greater mage armor (62.5 gp each), ring of protection +1 (166.67 gp), lesser rod of metamagic - silent (250 gp), scroll of teleport (CL 9th) (93.75 gp), vest of resistance +2 (333.33 gp), wand of invisibility (CL 3rd) (375 gp).

Encounter 9:

APL 8: L: 0 gp, C: 0 gp, M: 0 gp.

APL 10: L: 2.67 gp, C: 0 gp, M: 0 gp.

APL 12: L: 0.67 gp, C: 0 gp, M: 0 gp.

APL 14: L: 4.17 gp, C: 0 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 272 gp, C: 0 gp, M: 2,498.06 gp – Total: 2,770.06 gp (1,300 gp).

APL 10: L: 177.59 gp, C: 0 gp, M: 4,370.31 gp – Total: 4,547.90 gp (2,300 gp).

APL 12: L: 175.59 gp, C: 0 gp, M: 8,145.48 gp – Total: 8,321.07 gp (3,300 gp).

APL 14: L: 179.09 gp, C: 0 gp, M: 13,845.48 gp – Total: 14,024.57 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Knights of the Watch/Dispatch:** By furthering the investigation into the Triumvirate, you

have gained their favor. If you are not a member and are a human, a dwarf, or a half-elf, you may spend this favor to gain a recommendation for membership into their ranks and access (Frequency: Adventure) to purchase *goggles of night*. If you are a Squire, you may spend this favor to gain access (Frequency: Metaregional) to *goggles of night*. If you are a Senior Squire, you may spend this favor to gain access (Frequency: Metaregional) to *goggles of night* and *phylactery of faithfulness*. If you are a full Knight, you may spend this favor to gain access (Frequency: Metaregional) to both of the previous items and to *scabbard of keen edges* as well. Mark this favor as USED when it is spent.

☛ **Knights Training II:** The Knights also provide alternatives to their standard training. Members of the Knights of the Watch/Dispatch gain access to the following alternative class features from PH2: Adrenaline Boost (Marshal), Charging Smite (Paladin), Distracting Attack (Ranger), Elusive Attack (Fighter), Spontaneous Domain Casting (Cleric). Non-members can be trained as well, but must spend one Influence Point or Favor with the Knights per benefit gained.

☛ **Knights Training I:** Because of the seriousness of this growing situation, the Knights want you to undergo further training. Member of the Knights of the Watch/Dispatch gain access to the following teamwork benefits from PH2: Cunning Ambush, Improved Cunning Ambush, Massed Charge, and Steadfast Resolve. The rules for how to apply these benefits can be found on the Living Greyhawk Team Roster Form. These benefits can only be gained at the table. Non-members can be trained as well, but must spend one Influence Point or Favor with the Knights per benefit gained.

☛ **Favor of Watcher Ulmyr Gradsorn, Studious Vulture:** For saving the life of Watcher Gradsorn, he persuades the Knights to open up access to certain spellbooks and ancient tomes. Choose two spells from the following list from *Spell Compendium*; you can then copy them to your spellbooks and/or add them to your known spells lists (circle spells chosen): *draconic might*, *firebrand*, *mass curse of impending blades*, *mass snake's swiftness*, *puppeteer*, *sound lance*, *stone body*, *weapon shift*. If you are unable to use a selected spell now, you can add it at any time afterward when you are able to use it.

Item Access

APL 8 (all of the following):

- +1 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- +1 Mithral Dagger (Adventure; Dungeon Master's Guide)
- Arcane Scroll of Teleport (CL 9th; Adventure; Dungeon Master's Guide)
- Mithral Buckler (Adventure; Dungeon Master's Guide)

- Wand of Invisibility (CL 3rd; Adventure; Dungeon Master's Guide)

APL 10 (all of APL 8 plus the following):

- +1 Adamantine Greatsword (Adventure; Dungeon Master's Guide)
- +1 Mithral Buckler (Adventure; Dungeon Master's Guide)
- +1 Returning Dagger (Adventure; Dungeon Master's Guide)

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

- +1 Adamantine Dagger (Adventure; Dungeon Master's Guide)
- Necklace of Adaptation (Adventure; Dungeon Master's Guide)
- Potion of Greater Mage Armor (CL 5th; Adventure; Spell Compendium)

APL 14 (all of APLs 8, 10, 12 plus the following):

- +1 Bane (Human) Keen Greatsword (Adventure; DMG)
- +1 Keen Returning Dagger (Adventure; Dungeon Master's Guide)
- +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- +2 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- +3 Mithral Buckler (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Silent, Lesser (Adventure; Dungeon Master's Guide)

APPENDIX 1 – APL 8

ENCOUNTER 1

DELBO TRIMBLEGRAF CR 7

Male halfling rogue 2 fighter 4 whisperknife 1
N Small humanoid

Init +10; **Senses** Listen +3, Spot +7

Languages Common, Halfling

AC 22, touch 17, flat-footed 22

(+1 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 55 (7 HD)

Fort +7, **Ref** +13, **Will** +3

Speed 20 ft. in +1 *mithral shirt* (4 squares), base movement 20 ft.

Melee +1 *mithral dagger* +10/+5 (1d3+3/19-20) or

Melee mwk cold iron dagger +10/+5 (1d3+2/19-20) or

Melee mwk dagger +10/+5 (1d3+2/19-20) or

Melee mwk silver dagger +10/+5 (1d3+1/19-20) or

Melee unarmed strike +9/+4 (1d2+2)

Ranged +1 *mithral dagger (thrown)* +14/+9 (1d3+3/19-20) or

Ranged mwk cold iron dagger (thrown) +14/+9 (1d3+2/19-20) or

Ranged mwk dagger (thrown) +14/+9 (1d3+2/19-20) or

Ranged mwk dagger (thrown) [rapid shot] +12/+12/+7 (1d3+2/19-20) or

Ranged mwk silver dagger (thrown) +14/+9 (1d3+1/19-20)

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

Atk Options Point Blank Shot, Quick Draw

Special Actions

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*, *potion of cat's grace*

Abilities Str 14, Dex 22, Con 14, Int 14, Wis 12, Cha 8

SQ evasion, halfling traits, sneak attack +1d6, trapfinding, uncanny dodge

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency

Skills Balance +13, Bluff +5, Climb +7, Disable Device +7, Hide +17, Jump +3, Move Silently +15, Open Lock +11, Search +7, Sleight of Hand +15, Spot +7, Tumble +13

Possessions combat gear plus +1 *mithral shirt*, +1 *mithral dagger*, mwk cold iron dagger, mwk dagger, mwk dagger, mwk silver dagger, thieves' tools, small traveler's outfit

Evasion (Ex): No damage instead of half damage on successful save

Halfling Traits: +2 morale bonus on saving throws against fear

Description Delbo is a male halfling who is 34 inches tall and weighs 32 pounds. He has short, blond, kinky hair and dark brown eyes. Delbo dresses in nondescript peasant garb in order to blend in crowds. He sees himself as a protector of halflings and cares little for other races. He is not above killing opponents, but does not make a habit of it.

Sources Whisperknife prestige class (Races of the Wild)

HAVRIC PRESTON CR 6

Male human sorcerer 6

N Medium humanoid

Init +6; **Senses** Listen +0, Spot +3

Languages Common, Flan

AC 20, touch 12, flat-footed 18

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

hp 22 (6 HD)

Fort +3, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d3)

Ranged mwk light crossbow +6 (1d8/19-20) or

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *bracers of armor* +2, *scroll of teleport*, *wand of invisibility*

Sorcerer Spells Known (CL 6th):

3rd (4/day) — *fireball* (DC 16)

2nd (6/day) — *glitterdust* (DC 15), *Melf's acid arrow*

1st (5/day) — *expeditious retreat*, *mage armor* (DC 14) †, *magic missile*, *shield* †

0 (6/day) — *dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*, *prestidigitation* (DC 13), *read magic*

† Already cast

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

SQ summon familiar

Feats Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot

Skills Bluff +9, Concentration +9, Knowledge (arcana) +9, Perform (comedy) +4, Sense Motive +2, Spellcraft +11

Possessions combat gear plus crossbow bolts (10), masterwork light crossbow, mithral buckler, entertainer's outfit

Description Havric Preston is a human male who is 6'1" tall and weighs 165 pounds. He keeps his dark hair and handlebar moustache immaculately trimmed. He is a street performer by trade, but occasionally takes on adventuring work. Preston trusts only his family and one or two true friends. He does not concern himself with ethical or moral issues as they do not affect him day-to-day.

Sources None

KRAGGER

CR 7

Male half-orc barbarian 7

N Large humanoid; *enlarge person*

Init +2; **Senses** Listen +3, Spot +4

Languages Common, Orc, Illiterate

AC 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +0 natural), Dodge, Mobility

hp 73 (7 HD); DR 1/—

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

Speed 40 ft. in +1 *mithral breastplate* (8 squares), base movement 40 ft.

Melee +1 *large greatsword* +13/+8 (3d6+8/19-20) or

Melee unarmed strike +12/+7 (1d4+5)

Base Atk +7; **Grp** +16

Abilities Str 21, Dex 12, Con 14, Int 10, Wis 10, Cha 6

SQ fast movement, improved uncanny dodge, orc blood, rage, trap sense +2, uncanny dodge

Feats Armor Proficiency (light), Armor Proficiency (medium), Dodge, Martial Weapon Proficiency, Mobility

Skills Climb +4, Handle Animal +1, Intimidate +8, Jump +8, Listen +3, Ride +5, Spot +4, Survival +10, Swim +3

Possessions +1 *greatsword*, +1 *mithral breastplate*, traveler's outfit

Improved Uncanny Dodge (Ex): Can't be flanked except by a rogue of 11 level

Rage (Ex): 2 times/day (7 rounds); Rage bonuses: STR +4, CON +4, Willpower +2, AC -2, hp 14

Description Kragger has the appearance of a stereotypical barbarian. He is 6'6" tall and weighs 210. Kragger maintains all the trappings of the stereotype, from the stringy and dirty brown hair to the rags loosely covering his armor. He does this, however, to take opponents off guard. He has above-average intelligence, even when compared to humans and other major races. Kragger tends to play the part as shown, but always keeps an eye for an opening, both in combat and in life. His attitude, however, is always gruff, even in intelligent conversation.

Sources None

SEIRA

CR 8

Female human cleric 7 fighter 1

CN Medium humanoid

Init +0; **Senses** Listen +4, Spot +4

Aura aura of courage

Languages Common

AC 19, touch 10, flat-footed 19

(+0 size, +0 Dex, +0 class, +10 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance 20%

hp 55 (8 HD)

Immune sneak attacks, critical hits, *fireball*

Fort +9, **Ref** +3, **Will** +10

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

Melee +1 *mighty cleaving greatsword* +11/+6 (2d6+7/19-20) or

Melee unarmed strike +8/+3 (1d3+2)

Ranged mwk composite longbow (+2 Str) +7/+2 (1d8+2/x3)

Base Atk +6; **Grp** +8

Combat Gear *brooch of shielding*, *vest of resistance* +1

Cleric Spells Prepared (CL 7th):

4th — *divine power*, *freedom of movement* †, *greater magic weapon* (DC 18) †, *spell immunity*^P (DC 18) †

3rd — *dispel magic*, *magic vestment*^P (DC 17) †, *mass lesser vigor* (DC 17), *weapon of the deity* (DC 17) †

2nd — *bull's strength*^P (DC 16) †, *calm emotions* (DC 16), *cure moderate wounds* (DC 16), *hold person* (DC 16), *living undeath* (DC 16) †

1st — *bless*, *cure light wounds* (2) (DC 15), *divine favor*, *enlarge person*^P (DC 15) †, *entropic shield* †

0 — *cure minor wounds* (2) (DC 14), *detect magic*, *guidance* (DC 14), *inflict minor wounds* (DC 14), *resistance* (DC 14)

D: Domain spell. Deity: Kord. Domains: Strength, Courage

† Already cast

Abilities Str 18, Dex 10, Con 12, Int 10, Wis 18, Cha 12

SQ aura, turn undead

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Casting, Craft Magic Arms and Armor, Extra Turning, Martial Weapon Proficiency

Skills Concentration +10, Heal +5, Knowledge (religion) +11, Ride +1, Spellcraft +10

Possessions combat gear plus +1 *full plate*, +1 *greatsword*, arrows (20), mwk composite longbow (+2 Str), silver holy symbol, cleric's vestments

Aura (Ex): Chaotic

Granted Power - Courage Domain (Su): Seira radiates an aura of courage that grants all allies within 10 feet (including herself) a +4 morale bonus on saving throws against fear effects. This ability functions only while she is conscious.

Turn Undead (Su): 4/day (Turn Level 7 ~ Turn Damage 2d6+8)

Description Seira is a robust young woman of Suel descent. She is 5' 10" tall and weighs 135 pounds. Her hair is platinum blond, her eyes are pale violet, and her skin is a creamy pale. In her early years, she was quite the hellion, exemplifying the chaotic nature of her deity. As she has seen more of the world, however, she is more of a contemplative of Kord's teachings in the larger sense.

Sources All non-Open spells and the Courage Domain (Spell Compendium)

ENCOUNTER 7

NONLETHAL *DELAYED BLAST ELECTRICBALL* TRAP **CR 8**

Description This bomb trap on Nightshade's carriage comes out from near the front axle. The bottom and sides of the carriage provide complete cover from the explosion

Search DC 32; **Type** magic

Trigger spell (*alarm*), **Init** +4

Effect nonlethal substitution energy substitution (electricity) *delayed blast fireball*, 13d6 electricity nonlethal, DC 22 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 24 (upgrade), hp 36, entire location

Disarm Disable Device DC 32, entire location

Dispel DC 24

Source *Complete Arcane*

NONLETHAL *MAXIMIZED ELECTRICBALL* TRAP **CR 10**

Description This bomb trap on Nightshade's carriage comes out from near the rear axle. The bottom and sides of the carriage provide complete cover from the explosion

Search DC 30; **Type** magic

Trigger spell (*alarm*), **Init** +5

Effect nonlethal substitution maximized energy substitution (electricity) *fireball*, 60 hp of electricity nonlethal, DC 18 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 27 (upgrade), hp 45, entire location

Disarm Disable Device DC 28, entire location

Dispel DC 26

Source *Complete Arcane*

ENCOUNTER 8

DEATHBLADE WALL SCYTHE **CR 9**

Description A medium-sized, poison-coated scythe slices out from the corridor wall across a 10' by 10' area of the hallway. The touch trigger is the forward two 5' squares. The shaft and blade of the scythe is made of steel. The weapon is recoated with poison before every swing. On the opposite wall is a handle which locks the scythe in place, disabling the trap.

Search DC 24; **Type** mechanical

Trigger touch, **Init** +4

Effect +9 melee (2d4+6/x4 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con) (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 24) allows action)

Duration 12 rounds

Destruction AC 23, hp 40, hardness 10, entire location

Disarm Disable Device DC 24, entire location (disadvantage: one central disarm location shuts down the trap)

APPENDIX 2 – APL 10

ENCOUNTER 1

DELBO TRIMBLEGRAF

CR 9

Male halfling rogue 2 fighter 4 whisperknife 3

N Small humanoid

Init +10; Senses Listen +3, Spot +12

Languages Common, Halfling

AC 22, touch 17, flat-footed 22

(+1 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 70 (9 HD)

Fort +8, Ref +14, Will +4

Speed 20 ft. in +1 mithral shirt (4 squares), base movement 20 ft.

Melee +1 mithral dagger +12/+7 (1d3+3/19-20) or

Melee +1 returning dagger +12/+7 (1d3+3/19-20) or

Melee mwk cold iron dagger +12/+7 (1d3+2/19-20) or

Melee mwk dagger +12/+7 (1d3+2/19-20) or

Melee mwk silver dagger +12/+7 (1d3+1/19-20) or

Melee unarmed strike +11/+6 (1d2+2)

Ranged +1 mithral dagger (thrown) +16/+11 (1d3+3/19-20) or

Ranged +1 returning dagger (thrown) +16/+11 (1d3+3/19-20) or

Ranged mwk cold iron dagger (thrown) +16/+11 (1d3+2/19-20) or

Ranged mwk dagger (thrown) +16/+11 (1d3+2/19-20) or

Ranged mwk dagger (thrown) [rapid shot] +14/+14/+9 (1d3+2/19-20) or

Ranged mwk silver dagger (thrown) +16/+11 (1d3+1/19-20)

Base Atk +8; Grp +6

Atk Options Point Blank Shot, Quick Draw

Combat Gear *potion of bull's strength*, *potion of cat's grace*, *potion of cure moderate wounds*

Abilities Str 14, Dex 23, Con 14, Int 14, Wis 12, Cha 8

SQ defensive throw, evasion, halfling traits, improved catch, sneak attack +1d6, trapfinding, uncanny dodge

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency

Skills Balance +13, Bluff +5, Climb +7, Disable Device +7, Hide +21, Jump +3, Move Silently +19, Open Lock +11, Search +10, Sleight of Hand +15, Spot +12, Tumble +13

Possessions combat gear plus +1 mithral shirt, +1 mithral dagger, +1 returning dagger, mwk cold iron dagger, mwk dagger, mwk dagger, mwk silver dagger, thieves' tools, small traveler's outfit

Defensive Throw (Ex): At 3rd level, you learn special defensive techniques for attacking with thrown weapons. You no longer provoke attacks of opportunity for attacking with a thrown weapon

(however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Evasion (Ex): No damage instead of half damage on successful save

Halfling Traits: +2 morale bonus on saving throws against fear

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

HAVRIC PRESTON

CR 8

Male human sorcerer 8

N Medium humanoid

Init +6; Senses Listen +0, Spot +3

Languages Common

AC 20, touch 12, flat-footed 18

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

Miss Chance 20%

hp 30 (8 HD)

Fort +3, Ref +4, Will +6

Speed 30 ft. (6 squares)

Melee unarmed strike +4 (1d3)

Ranged mwk light crossbow +7 (1d8/19-20)

Base Atk +4; Grp +4

Atk Options Point Blank Shot

Combat Gear *cloak of charisma +2*, *bracers of armor +2*, *scroll of teleport*, *wand of invisibility*

Sorcerer Spells Known (CL 8th): (5% arcane spell failure chance);

4th (4/day) — *Evard's black tentacles*

3rd (6/day) — *dispel magic*, *fireball* (DC 18)

2nd (6/day) — *blur* (DC 17) †, *glitterdust* (DC 17), *Melf's acid arrow*

1st (5/day) — *enlarge person* (DC 16) †, *expeditious retreat*, *mage armor* (DC 16) †, *magic missile*, *shield* †

0 (6/day) — *acid splash*, *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *open/close* (DC 15), *prestidigitation* (DC 15), *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 20

SQ summon familiar

Feats Arcane Preparation, Combat Casting, Improved Initiative, Point Blank Shot

Skills Bluff +13, Concentration +11, Knowledge (arcana) +11, Perform (comedy) +6, Sense Motive +2, Spellcraft +13

Possessions combat gear plus +1 mithral buckler, crossbow bolts (10), mwk light crossbow, entertainer's outfit

KRAGGER**CR 9**

Male half-orc barbarian 9

N Large humanoid; *enlarge person***Init** +2; **Senses** Listen +5, Spot +5**Languages** Common, Orc, Illiterate**AC** 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +0 natural), Dodge, Mobility

hp 94 (9 HD); DR 1/—**Fort** +8, **Ref** +5, **Will** +3**Speed** 40 ft. in +1 *mithral breastplate* (8 squares), base movement 40 ft.**Melee** +1 *adamantine greatsword* +15/+10 (3d6+9/19-20) or**Melee** unarmed strike +15/+9 (1d4+6)**Base Atk** +9; **Grp** +19**Atk Options** Power Attack**Abilities** Str 22, Dex 12, Con 14, Int 10, Wis 10, Cha 6**SQ** fast movement, improved uncanny dodge, orc blood, rage, trap sense +3, uncanny dodge**Feats** Armor Proficiency (light), Armor Proficiency (medium), Dodge, Martial Weapon Proficiency, Mobility, Power Attack**Skills** Climb +6, Handle Animal +1, Intimidate +10, Jump +9, Listen +5, Ride +5, Spot +5, Survival +12, Swim +4**Possessions** +1 *adamantine greatsword*, +1 *mithral breastplate*, traveler's outfit**Improved Uncanny Dodge (Ex):** Can't be flanked except by a rogue of 13 level**Rage (Ex):** 3 times/day (7 rounds); Rage bonuses: STR +4, CON +4, Willpower +2, AC -2, hp 18**SEIRA****CR 10**

Female human cleric 9 fighter 1

CN Medium humanoid

Init +0; **Senses** Listen +4, Spot +4**Aura** aura of courage**Languages** Common**AC** 20, touch 11, flat-footed 20

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

Miss Chance 20%**hp** 69 (10 HD)**Immune** sneak attacks, critical hits, *Evard's black tentacles*, *fireball***Fort** +10, **Ref** +4, **Will** +11**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** +2 *mighty cleaving greatsword* +13/+8 (2d6+8/19-20) or**Melee** unarmed strike +11/+6 (1d3+4)**Ranged** *bead of force* +3/-2 (5d6) or**Ranged** +2 *composite longbow* (+2 Str) +10/+5 (1d8+2/x3)**Base Atk** +7; **Grp** +9**Atk Options** Power Attack**Combat Gear** *bead of force*, *brooch of shielding*, *vest of resistance* +1**Cleric Spells Prepared** (CL 9th):5th — *flame strike* (DC 19), *righteous might*^P4th — *divine power*, *freedom of movement* (DC 18) †, *greater magic weapon* (DC 18) †, *spell immunity*^P (DC 18) †3rd — *mass align weapon* (DC 17) †, *dispel magic*, *magic vestment*^P (DC 17) †, *mass lesser vigor* (DC 17), *weapon of the deity* (DC 17) †2nd — *bull's strength*^P (DC 16) †, *calm emotions* (DC 16), *cure moderate wounds* (DC 16), *hold person* (DC 16), *living undeath* (DC 16) †, *silence*1st — *bless*, *cure light wounds* (2) (DC 15), *divine favor*, *enlarge person*^P (DC 15), *entropic shield* †0 — *cure minor wounds* (2) (DC 14), *detect magic*, *guidance* (DC 14), *resistance* (DC 14)**D:** Domain spell. Deity: Kord. Domains: Strength, Courage

† Already cast

Abilities Str 18, Dex 10, Con 12, Int 10, Wis 18, Cha 12**SQ** aura, turn undead**Feats** Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Casting, Craft Magic Arms and Armor, Extra Turning, Martial Weapon Proficiency, Power Attack**Skills** Concentration +12, Heal +5, Knowledge (religion) +13, Ride +1, Spellcraft +12**Possessions** combat gear plus +1 *full plate*, +1 *greatsword*, arrows (20), *ring of protection* +1, mwk composite longbow (+2 Str), cleric's vestments**Aura (Ex):** Chaotic**Granted Power - Courage Domain (Su):** Seira radiates an aura of courage that grants all allies within 10 feet (including herself) a +4 morale bonus on saving throws against fear effects. This ability functions only while she is conscious.**Turn Undead (Su):** 4/day (Turn Level 9 ~ Turn Damage 2d6+10)**ENCOUNTER 7****NONLETHAL MAXIMIZED ELECTRICBALL TRAP**
CR 10**Description** This bomb trap on Nightshade's carriage comes out from near the rear axle. The bottom and sides of the carriage provide complete cover from the explosion**Search** DC 30; **Type** magic**Trigger** spell (*alarm*), **Init** +5**Effect** nonlethal substitution maximized energy substitution (electricity) *fireball*, 60 hp of electricity nonlethal, DC 18 Reflex save**Duration** 1 round (disadvantage: does not reset)**Destruction** AC 27 (upgrade), hp 45, entire location**Disarm** Disable Device DC 28, entire location**Dispel** DC 26**Source** *Complete Arcane***NONLETHAL EMPOWERED MAXIMIZED**
ELECTRICBALL TRAP
CR 12**Description** This bomb trap on Nightshade's carriage comes out from near the front axle. The bottom and

sides of the carriage provide complete cover from the explosion

Search DC 32; **Type** magic

Trigger spell (*alarm*), **Init** +6

Effect nonlethal substitution empowered maximized energy substitution (electricity) *fireball*, 60 + ½ of 10d6 electricity nonlethal, DC 18 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 28 (upgrade), hp 54, entire location

Disarm Disable Device DC 28, entire location

Dispel DC 28

Source *Complete Arcane*

ENCOUNTER 8

DEATHBLADE WALL SCYTHE **CR 11**

Description A large-sized, poison-coated scythe slices out from the corridor wall across a 10' by 10' area of the hallway. The touch trigger is the forward two 5' squares. The shaft and blade of the scythe is made of steel. The weapon is recoated with poison before every swing. On the opposite wall is a handle which locks the scythe in place, disabling the trap.

Search DC 26; **Type** mechanical

Trigger touch, **Init** +5

Effect +11 melee (2d6+8/x4 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con) (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 26) allows action)

Duration 14 rounds

Destruction AC 25, hp 49, hardness 10, entire location

Disarm Disable Device DC 26, entire location (disadvantage: one central disarm location shuts down the trap)

APPENDIX 3 – APL 12

ENCOUNTER 1

DELBO TRIMBLEGRAF

CR 11

Male halfling rogue 2 fighter 4 whisperknife 5

N Small humanoid

Init +10; **Senses** Listen +3, Spot +14

Languages Common, Halfling

AC 23, touch 17, flat-footed 23

(+1 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +1 natural)

hp 85 (11 HD); regeneration/fast healing;

Fort +8, **Ref** +15, **Will** +4

Speed 20 ft. in +1 *mithral shirt* (4 squares), base movement 20 ft.

Melee +1 *adamantine dagger* +14/+9 (1d3+3/19-20) or

Melee +1 *mithral dagger* +14/+9 (1d3+3/19-20) or

Melee +1 *returning dagger* +14/+9 (1d3+3/19-20) or

Melee masterwork cold iron dagger +14/+9 (1d3+2/19-20) or

Melee masterwork dagger +14/+9 (1d3+2/19-20) or

Melee masterwork silver dagger +14/+9 (1d3+1/19-20) or

Melee unarmed strike +13/+8 (1d2+2)

Ranged +1 *adamantine dagger (thrown)* +18/+13 (1d3+3/19-20) or

Ranged +1 *mithral dagger (thrown)* +18/+13 (1d3+3/19-20) or

Ranged +1 *returning dagger (thrown)* +18/+13 (1d3+3/19-20) or

Ranged masterwork cold iron dagger (thrown) +18/+13 (1d3+2/19-20) or

Ranged masterwork dagger (thrown) +18/+13 (1d3+2/19-20) or

Ranged masterwork dagger (thrown) [rapid shot] +16/+16/+11 (1d3+2/19-20) or

Ranged masterwork silver dagger (thrown) +18/+13 (1d3+1/19-20)

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

Atk Options Point Blank Shot, Quick Draw

Combat Gear *amulet of natural armor* +1, *potion of bull's strength*, *potion of cat's grace*, *potion of cure moderate wounds*

‡ Already cast

Abilities Str 14, Dex 23, Con 14, Int 14, Wis 12, Cha 8

SQ close defense, defensive throw, evasion, halfling traits, improved catch, sneak attack +1d6, trapfinding, uncanny dodge

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency

Skills Balance +13, Bluff +5, Climb +7, Disable Device +12, Hide +23, Jump +3, Move Silently +21, Open

Lock +11, Search +15, Sleight of Hand +15, Spot +14, Tumble +13

Possessions combat gear plus +1 *adamantine dagger*, +1 *mithral shirt*, +1 *mithral dagger*, +1 *returning dagger*, masterwork cold iron dagger, masterwork dagger, masterwork dagger, masterwork silver dagger, thieves' tools, small traveler's outfit

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents. If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you. If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Defensive Throw (Ex): At 3rd level, you learn special defensive techniques for attacking with thrown weapons. You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Evasion (Ex): No damage instead of half damage on successful save

Halfling Traits: +2 morale bonus on saving throws against fear

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

HAVRIC PRESTON

CR 10

Male human sorcerer 10

N Medium humanoid

Init +6; **Senses** Listen +0, Spot +3

Languages Common

AC 22, touch 12, flat-footed 20

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

Miss Chance 20%

hp 37 (10 HD)

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares)

Melee unarmed strike +5 (1d3)

Ranged masterwork light crossbow +8 (1d8/19-20)

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *bracers of armor* +2, *cloak of charisma* +4, *necklace of adaptation*, *potion of greater mage armor* ‡, *scroll of teleport*, *wand of invisibility (CL 3rd)*

Sorcerer Spells Known (CL 10th):

5th (4/day) — *cloudkill* (DC 21)
 4th (6/day) — *crushing despair* (DC 20), *Evard's black tentacles*
 3rd (7/day) — *dispel magic*, *fireball* (DC 19), *hold person* (DC 19)
 2nd (7/day) — *blur* (DC 18) †, *glitterdust* (DC 18), *Melf's acid arrow*, *scorching ray*
 1st (6/day) — *enlarge person* (DC 17) †, *expeditious retreat*, *mage armor* (DC 17), *magic missile*, *shield* †
 0 (6/day) — *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 16), *mage hand*, *prestidigitation* (DC 16), *ray of frost*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 22
SQ summon familiar

Feats Arcane Preparation, Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot

Skills Bluff +16, Concentration +13, Knowledge (arcana) +13, Perform (comedy) +7, Sense Motive +2, Spellcraft +15

Possessions combat gear plus +1 *mithral buckler*, masterwork light crossbow, crossbow bolts (10), entertainer's outfit

KRAGGER**CR 11**

Male half-orc barbarian 11
 N Large humanoid; *enlarge person*

Init +2; **Senses** Listen +6, Spot +5

Languages Common, Orc, Illiterate

AC 18, touch 10, flat-footed 17
 (-1 size, +1 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +2 natural), Dodge, Mobility

hp 115 (11 HD); DR 2/—

Fort +9, **Ref** +5, **Will** +3

Speed 40 ft. in +1 *mithral breastplate* (8 squares), base movement 40 ft.

Melee +1 *keen adamantite greatsword* +17/+12/+7 (3d6+10/17-20) or

Melee unarmed strike +16/+11/+6 (1d4+6)

Base Atk +11; **Grp** +16

Atk Options Power Attack,

Combat Gear *amulet of natural armor* +2

† Already cast

Abilities Str 22, Dex 12, Con 14, Int 10, Wis 10, Cha 6

SQ fast movement, greater rage, improved uncanny dodge, orc blood, trap sense +3, uncanny dodge

Feats Armor Proficiency (light), Armor Proficiency (medium), Dodge, Martial Weapon Proficiency, Mobility, Power Attack

Skills Climb +5, Handle Animal +1, Intimidate +10, Jump +16, Listen +6, Ride +0, Spot +5, Survival +12, Swim +4

Possessions combat gear plus +1 *keen adamantite greatsword*, +1 *mithral breastplate*, traveler's outfit

Greater Rage (Ex): 3 times/day (8 rounds); Rage bonuses: STR +6, CON +6, Willpower +3, AC -2, hp 33

Improved Uncanny Dodge (Ex): Can't be flanked except by a rogue of 15 level

SEIRA**CR 12**

Female human cleric 9 fighter 1 contemplative 2

CN Medium humanoid

Init +0; **Senses** Listen +4, Spot +4

Aura aura of courage

Languages Common

AC 21, touch 11, flat-footed 21
 (+0 size, +0 Dex, +0 class, +10 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 78 (12 HD); DR 10/adamantine

Immune sneak attacks, critical hits, *Evard's black tentacles*, *fireball*

Fort +11, **Ref** +5, **Will** +15

Speed 20 ft. in +2 *full plate* (4 squares), base movement 30 ft.

Melee +2 *keen mighty cleaving greatsword* +14/+9 (2d6+8/17-20) or

Melee unarmed strike +12/+7 (1d3+4)

Ranged *bead of force* +4 (5d6) or

Ranged mwk composite longbow (+2 Str) +11/+6 (1d8+2/x3)

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

Atk Options Power Attack

Combat Gear *vest of resistance* +2, *bead of force*, *brooch of shielding*

Cleric Spells Prepared (CL 11th):

6th — *heroes' feast* †, *stoneskin*^D (DC 20) †

5th — *flame strike* (DC 19), *righteous might*, *valiant fury*^D (DC 19)

4th — *divine power*, *freedom of movement* (DC 18) †, *greater magic weapon* (DC 18) †, *spell immunity*^D (DC 18)

3rd — *mass align weapon* (DC 17) †, *dispel magic*, *inflict light wounds [empower spell]* (DC 15), *magic vestment*^D (DC 17) †, *mass lesser vigor* (DC 17), *weapon of the deity* (DC 18) †

2nd — *bull's strength*^D (DC 16) †, *calm emotions* (DC 16), *cure moderate wounds* (DC 16), *hold person* (DC 16), *living undeath* (DC 16) †, *silence*

1st — *bless*, *cure light wounds (2)* (DC 15), *divine favor*, *enlarge person*^D (DC 15), *entropic shield*, *inflict light wounds* (DC 15)

0 — *cure minor wounds (2)* (DC 14), *detect magic*, *guidance* (DC 14), *inflict minor wounds* (DC 14), *resistance* (DC 14)

D: Domain spell. Deity: Kord. Domains: Strength, Courage, Luck

† Already cast

Abilities Str 18, Dex 10, Con 12, Int 10, Wis 19, Cha 12

SQ aura, divine health, slippery mind, turn undead

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Casting, Craft Magic Arms and Armor, Empower Spell, Extra Turning, Martial Weapon Proficiency, Power Attack

Skills Concentration +13, Heal +5, Intimidate +3, Knowledge (Religion) +13, Ride +1, Sense Motive +5, Spellcraft +14

Possessions combat gear plus +1 *full plate*, +1 *keen greatsword*, arrows (20), mwk composite longbow (+2 Str), *ring of protection +1*, cleric's vestments

Aura (Ex): Chaotic

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Granted Power - Courage Domain (Su): Seira radiates an aura of courage that grants all allies within 10 feet (including herself) a +4 morale bonus on saving throws against fear effects. This ability functions only while she is conscious.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with slippery mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Turn Undead (Su): 4/day (Turn Level 9 ~ Turn Damage 2d6+10)

ENCOUNTER 7

NONLETHAL EMPOWERED SCULPTED GREATER ELECTRICBURST TRAP CR 15

Description This bomb trap on Nightshade's carriage comes out from near the rear axle. The bottom and sides of the carriage provide complete cover from the explosion

Search DC 35; **Type** magic

Trigger spell (*alarm*), **Init** +6

Effect nonlethal substitution empowered sculpted (into a 20' burst) energy substitution (electricity) *greater fireburst*, 15d8 + ½ of 15d8 electricity nonlethal, DC 20 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 30 (upgrade), hp 63, entire location

Disarm Disable Device DC 30, entire location

Dispel DC 28

Source *Complete Arcane*

ENCOUNTER 8

BLACK LOTUS EXTRACT WALL SCYTHE CR 13

Description A medium-sized, poison-coated scythe slices out from the corridor wall across a 10' by 10' area of the hallway. The touch trigger is the forward two 5' squares. The shaft and blade of the scythe is made of steel. The weapon is recoated with poison before every swing. On the opposite wall is a handle which locks the scythe in place, disabling the trap.

Search DC 28; **Type** mechanical

Trigger touch, **Init** +6

Effect +13 melee (2d4+6/x4 plus poison, scythe); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con) (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 28) allows action)

Duration 16 rounds

Destruction AC 27, hp 58, hardness 10, entire location
Disarm Disable Device DC 28, entire location (disadvantage: one central disarm location shuts down the trap)

APPENDIX 4 – APL 14

ENCOUNTER 1

DELBO TRIMBLEGRAF

CR 13

Male halfling rogue 2 fighter 4 whisperknife 7

N Small humanoid

Init +11; Senses Listen +3, Spot +16

Languages Common, Halfling

AC 24, touch 18, flat-footed 24

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

hp 100 (13 HD)

Fort +9, Ref +17, Will +5

Speed 30 ft. in +2 mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 adamantine dagger +16/+11/+6 (1d3+3/19-20) or

Melee +1 keen returning dagger +16/+11/+6 (1d3+3/17-20) or

Melee +1 mithral dagger +16/+11/+6 (1d3+3/19-20) or

Melee mwk cold iron dagger +16/+11/+6 (1d3+2/19-20) or

Melee mwk dagger +16/+11/+6 (1d3+2/19-20) or

Melee mwk silver dagger +16/+11/+6 (1d3+1/19-20) or

Melee unarmed strike +20/+15/+10 (1d2+2)

Ranged +1 adamantine dagger (thrown) +21/+16/+11 (1d3+3/19-20) or

Ranged +1 keen returning dagger (thrown) +21/+16/+11 (1d3+3/17-20) or

Ranged +1 mithral dagger (thrown) +21/+16/+11 (1d3+3/19-20) or

Ranged mwk cold iron dagger (thrown) +21/+16/+11 (1d3+2/19-20) or

Ranged mwk dagger (thrown) +21/+16/+11 (1d3+2/19-20) or

Ranged mwk dagger (thrown) [rapid shot] +19/+19/+14/+9 (1d3+2/19-20) or

Ranged mwk silver dagger (thrown) +21/+16/+11 (1d3+1/19-20)

Base Atk +12; Grp +10

Atk Options Point Blank Shot, Quick Draw

Combat Gear *amulet of natural armor +1*, *potion of bull's strength*, *potion of cat's grace*, *potion of cure moderate wounds*

† Already cast

Abilities Str 14, Dex 24, Con 14, Int 14, Wis 12, Cha 8

SQ close defense, defensive throw, evasion, fast movement, halfling traits, improved catch, poison use, sneak attack +1d6, trapfinding, uncanny Dodge, vengeful strike 1/day

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Deft Strike, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency

Skills Balance +14, Bluff +5, Climb +7, Disable Device +18, Hide +26, Jump +9, Move Silently +24, Open Lock +12, Search +17, Sleight of Hand +16, Spot +16, Tumble +16

Possessions combat gear plus +1 *adamantine dagger*, +1 *keen returning dagger*, +1 *mithral dagger*, +2 *mithral chain shirt*, mwk cold iron dagger, mwk dagger, mwk silver dagger, mwk cold iron dagger, thieves' tools, small traveler's outfit

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents. If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you. If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Defensive Throw (Ex): At 3rd level, you learn special defensive techniques for attacking with thrown weapons. You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Evasion (Ex): No damage instead of half damage on successful save

Halfling Traits: +2 morale bonus on saving throws against fear

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

Poison Use (Ex): Starting at 6th level, you are trained in the use of poison and never risk accidentally poisoning yourself when applying poison to a blade.

Vengeful Strike (Su): Beginning at 7th level, as a standard action you can execute a single vengeful strike in place of a sneak attack. You coldly whisper the name of your intended victim to your weapon, and then you make a single melee or ranged attack. You gain a +2 morale bonus on the attack roll. If you hit, your foe must make a Fortitude Save (DC 10 + your class level + your Dex modifier) or be stunned for 1d4 rounds.

You must know the victim's name in order to make a vengeful strike; "that orc over there" is not good enough. Creatures without names (most creatures of Intelligence 2 or lower) are not subject to a vengeful strike. You usually use this ability against a person or creature you know to have harmed halflings.

You can use this ability once per day at 7th level and three times per day at 10th level.

HAVRIC PRESTON CR 12

Male human sorcerer 12

N Medium humanoid

Init +6; Senses Listen +0, Spot +3

Languages Common

AC 22, touch 12, flat-footed 20

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

Miss Chance 20%

hp 45 (12 HD)

Fort +5, Ref +6, Will +8

Weakness

Speed 30 ft. (6 squares)

Melee unarmed strike +6/+1 (1d3)

Ranged mwk light crossbow +9 (1d8/19-20)

Base Atk +6; Grp +6

Atk Options Point Blank Shot, Precise Shot, Quicken Spell

Combat Gear *bracers of armor +2*, *cloak of charisma +4*, *potion of greater mage armor*, *potion of greater mage armor* †, *rod of metamagic - lesser silent*, *scroll of teleport*, *wand of invisibility (CL 3rd)*

Sorcerer Spells Known (CL 12th):

6th (2/day) — *greater dispel magic*

5th (3/day) — *cloudkill (DC 21)*, *teleport*

4th (5/day) — *crushing despair (DC 20)*, *Evard's black tentacles*, *solid fog*

3rd (7/day) — *dispel magic*, *fireball (DC 19)*, *fly (DC 19)*, *hold person (DC 19)*

2nd (7/day) — *blur (DC 18)* †, *glitterdust (DC 18)*, *Melf's acid arrow*, *scorching ray*, *snowball swarm (DC 18)*

1st (6/day) — *enlarge person (DC 17)* †, *expeditious retreat*, *mage armor (DC 17)*, *magic missile*, *shield* †

0 (6/day) — *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound (DC 16)*, *mage hand*, *prestidigitation (DC 16)*, *ray of frost*, *read magic*

Sorcerer Spells Prepared (CL 12th): (5% arcane spell failure chance);

6th — *glitterdust* [quicken spell], *snowball swarm* [quicken spell] (DC 18)

5th — *magic missile* [quicken spell] (2)

4th — *ray of frost* [quicken spell] (2)

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 23

SQ summon familiar

Feats Arcane Preparation, Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell

Skills Bluff +18, Concentration +15, Knowledge (arcana) +15, Perform (comedy) +7, Sense Motive +2, Spellcraft +17

Possessions combat gear plus +3 *mithral buckler*, crossbow bolts (10), masterwork light crossbow, entertainer's outfit

KRAGGER

CR 13

Male half-orc barbarian 12 scout 1

N Large humanoid

Init +2; Senses Listen +6, Spot +5

Languages Common, Orc

AC 19, touch 12, flat-footed 18

(-1 size, +1 Dex, +0 class, +7 armor, +0 shield, +0 deflection, +0 insight, +2 natural), Dodge, Mobility

hp 133 (13 HD); DR 2/—

Fort +10, Ref +8, Will +4

Speed 40 ft. in +2 *mithral breastplate* (8 squares), base movement 40 ft.

Melee +1 *keen bane (human) adamantite greatsword* +18/+13/+8 (3d6+10/17-20) or

Melee unarmed strike +17/+12/+7 (1d4+6)

Base Atk +12; Grp +17

Atk Options Power Attack, Resounding Blow

Combat Gear *amulet of natural armor +2*

Abilities Str 22, Dex 12, Con 14, Int 10, Wis 10, Cha 6

SQ fast movement, greater rage, improved uncanny dodge, orc blood, skirmish +1d6, trap sense +4, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Armor Proficiency (medium), Dodge, Martial Weapon Proficiency, Mobility, Power Attack, Resounding Blow

Skills Climb +5, Handle Animal +1, Intimidate +14, Jump +18, Listen +6, Ride +5, Spot +5, Survival +12, Swim +4, Tumble +11

Possessions combat gear plus +1 *keen bane (human) adamantite greatsword*, +2 *mithral breastplate*, traveler's outfit

Greater Rage (Ex): 4 times/day (8 rounds); Rage bonuses: STR +6, CON +6, Willpower +3, AC -2, hp 39

Improved Uncanny Dodge (Ex): Can't be flanked except by a rogue of 16 level

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy

load. If she gains the skirmish ability from another class, the bonuses stack.

SEIRA

CR 14

Female human cleric 9 fighter 1 contemplative 4

CN Medium humanoid

Init +0; **Senses** Listen +4, Spot +4

Immune sneak attacks, critical hits, *cloudkill*, *Evard's black tentacles*, *fireball*

Languages Common

AC 22, touch 11, flat-footed 22

(+0 size, +0 Dex, +0 class, +11 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 89 (14 HD); DR 10/adamantine

Fort +12, **Ref** +6, **Will** +16

Speed 20 ft. in +3 *full plate* (4 squares), base movement 30 ft.

Melee +3 *keen mighty cleaving greatsword* +16/+11 (2d6+9/17-20) or

Melee unarmed strike +13/+8 (1d3+4)

Ranged *bead of force* +5 (5d6) or

Ranged mwk composite longbow (+2 Str) +10/+5 (1d8+2/x3)

Base Atk +9; **Grp** +11

Atk Options Quicken Spell, Empower Spell, Power Attack

Special Actions

Combat Gear *bead of force*, *brooch of shielding*, *vest of resistance* +2

Cleric Spells Prepared (CL 13th):

7th — *flame strike* [empower spell] (DC 19), *spell turning*^P

6th — *blade barrier* (DC 20), *heroes' feast* †, *stoneskin*^P (DC 20) †

5th — *flame strike* (DC 19), *righteous might*, *inflict light wounds* [quicken spell] (DC 15), *valiant fury*^P (DC 19)

4th — *divine power*, *freedom of movement* (DC 18) †, *greater magic weapon* (DC 18) †, *sound lance* (DC 18), *spell immunity*^P (DC 18) †

3rd — *mass align weapon* (DC 17) †, *dispel magic*, *inflict light wounds* [empower spell] (DC 15), *magic vestment*^P (DC 17) †, *prayer*, *mass lesser vigor* (DC 17), *weapon of the deity* (DC 17) †

2nd — *aid*, *bull's strength*^P (DC 16) †, *calm emotions* (DC 16), *cure moderate wounds* (DC 16), *hold person* (DC 16), *living undeath* (DC 16) †, *silence*

1st — *bless*, *cure light wounds* (2) (DC 15), *divine favor*, *enlarge person*^P (DC 15), *entropic shield* †, *inflict light wounds* (DC 15)

0 — *cure minor wounds* (2) (DC 14), *detect magic*, *guidance* (DC 14), *inflict minor wounds* (DC 14), *resistance* (DC 14)

D: Domain spell. Deity: Kord. Domains: Strength, Courage, Luck

† Already cast

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 19, Cha 12

SQ aura, divine health, divine wholeness, slippery mind, turn undead

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Casting,

Craft Magic Arms and Armor, Empower Spell, Extra Turning, Martial Weapon Proficiency, Power Attack

Skills Concentration +15, Heal +5, Intimidate +3, Knowledge (Religion) +15, Ride +1, Sense Motive +5, Spellcraft +16

Possessions combat gear plus +1 *full plate*, +1 *keen greatsword*, arrows (20), mwk composite longbow (+2 Str), *ring of protection* +1, cleric's vestments

Aura (Ex): Chaotic

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Divine Wholeness (Su): At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. 16hp/day.

Granted Power - Courage Domain (Su): Seira radiates an aura of courage that grants all allies within 10 feet (including herself) a +4 morale bonus on saving throws against fear effects. This ability functions only while she is conscious.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with slippery mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Turn Undead (Su): 4/day (Turn Level 9 ~ Turn Damage 2d6+10)

ENCOUNTER 7

NONLETHAL EMPOWERED SCULPTED GREATER ELECTRICBURST TRAP CR 15

Description This bomb trap on Nightshade's carriage comes out from near the rear axle. The bottom and sides of the carriage provide complete cover from the explosion

Search DC 35; **Type** magic

Trigger spell (*alarm*), **Init** +6

Effect nonlethal substitution empowered sculpted (into a 20' burst) energy substitution (electricity) *greater fireburst*, 15d8 + ½ of 15d8 electricity nonlethal, DC 20 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 30 (upgrade), hp 63, entire location

Disarm Disable Device DC 30, entire location

Dispel DC 28

Source *Complete Arcane*

NONLETHAL EMPOWERED SCULPTED GREATER COLDBURST TRAP CR 15

Description This bomb trap on Nightshade's carriage comes out from near the rear axle. The bottom and sides of the carriage provide complete cover from the explosion

Search DC 35; **Type** magic

Trigger spell (*alarm*), **Init** +6

Effect nonlethal substitution empowered sculpted (into a 20' burst) energy substitution (cold) *greater fireburst*, 15d8 + ½ of 15d8 cold nonlethal, DC 20 Reflex save

Duration 1 round (disadvantage: does not reset)

Destruction AC 30 (upgrade), hp 63, entire location

Disarm Disable Device DC 30, entire location

Dispel DC 28

Source *Complete Arcane*

ENCOUNTER 8

BLACK LOTUS EXTRACT WALL SCYTHE CR 15

Description A large-sized, poison-coated scythe slices out from the corridor wall across a 10' by 10' area of the hallway. The touch trigger is the forward two 5' squares. The shaft and blade of the scythe is made of steel. The weapon is recoated with poison before every swing. On the opposite wall is a handle which locks the scythe in place, disabling the trap.

Search DC 30; **Type** mechanical

Trigger touch, **Init** +7

Effect +15 melee (2d6+8/x4 plus poison, scythe); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con) (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 30) allows action)

Duration 16 rounds

Destruction AC 29, hp 67, hardness 10, entire location

Disarm Disable Device DC 30, entire location (disadvantage: one central disarm location shuts down the trap)

APPENDIX 5 – ALL APLS

ENCOUNTER 1

WATCHER BRANWEN, EXPEDITIOUS VIGIL
CR 14

Female human paladin 12 knight of the watch 2
LG Medium humanoid

Aura aura of courage +4, aura of good

Init +1; **Senses** Listen +3, Spot +8

Languages Common, Flan, Giant

AC 22, touch 12, flat-footed 21
(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 126 (14 HD); regeneration/fast healing;

Fort +16, **Ref** +8, **Will** +13

Speed 20 ft. in +1 *full plate* (6 squares), base movement 30 ft.

Melee +1 *adamantine battleaxe* +18/+13/+8 (1d8+3/x3) or

Melee +1 *adamantine longsword* +18/+13/+8 (1d8+3/19-20) or

Melee +1 *lance* +18/+13/+8 (1d8+4/x3) or

Melee light mace +17/+12/+7 (1d6+3) or

Melee unarmed strike +17/+12/+7 (1d3+3)

Base Atk +14; **Grp** +17

Atk Options Cleave, Mounted Combat

Combat Gear *armbands of might, belt of one mighty blow, boots of striding and springing, cloak of charisma +2, eyes of the eagle, gauntlets of ogre power, periapt of wisdom +2, wand of cure light wounds*

Paladin Spells Prepared (CL 12th):

3rd — *heal mount* (DC 16), *greater magic weapon* (DC 16)

2nd — *zeal* (DC 15), *zone of truth* (DC 15)

1st — *bless weapon, divine sacrifice* (DC 14)

† Already cast

Spell-Like Abilities (CL 12th):

At Will — *detect evil*

3/week — *remove disease*

† Already cast

Abilities Str 17, Dex 12, Con 14, Int 10, Wis 16, Cha 16

SQ aura of courage +4, aura of good, code of conduct, *detect evil* at will, divine grace, divine health, free multiclassing, lay on hands, *remove disease* 3/week, secrets of the order, smite evil, special mount, turn undead, unleash inner strength

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Divine Might, Martial Weapon Proficiency, Mounted Combat

Skills Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +15, Handle Animal +5, Heal +5, Knowledge (arcana) +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Knowledge (local - Sheldomar Valley MR) +1, Ride +1, Sense Motive +13, Speak Language (Flan, Giant) +2

Possessions combat gear plus +1 *adamantine battleaxe*, +1 *adamantine longsword*, +1 *full plate*, +1 *lance*, +1 *mithral heavy shield*, light mace, courtier's outfit, *ring of protection* +1, *ring of sustenance*, heavy warhorse – Challenger (special mount)

Lay on Hands (Su): 36 hp/day

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may *charm* a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, *detect thoughts* works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Smite Evil (Su): +12 damage 3/day

Turn Undead (Su): 6/day (Turn Level 9 ~ Turn Damage 2d6+12)

Unleash Inner Strength (Sp): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a –2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Description Watcher Branwen is a human female of mixed Flan/Suel heritage. She is 5'7" tall and weighs 142 pounds. Her blond hair is tied in a single braid running down her spine to her belt. Branwen always tries to temper the needs of law with mercy when possible which makes her effective in dealing with the needs of the Gyri residents of Hochoch.

Sources Divine Might (*Complete Divine*), Knight of the Watch prestige class (Knight of the Watch metaregional documentation)

TREVOR AP TREVYAN

CR 17

Male human bard 17

NE Medium humanoid

Init +3; **Senses** Listen +2, Spot +0

Languages Ancient Suloise, Common, Draconic, Flan, Old Oeridian

AC 22, touch 13, flat-footed 19

(+0 size, +3 Dex, +0 class, +5 armor, +4 shield, +0 deflection, +0 insight, +0 natural)

hp 87 (17 HD)

Fort +6, **Ref** +13, **Will** +10

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

Melee +2 *defending rapier* +15/+10/+5 (1d6+3/18-20) or

Melee unarmed strike +13/+8/+3 (1d3+1)

Base Atk +12; **Grp** +13

Atk Options Heighten Spell

Combat Gear *amulet of proof against detection and location, circlet of persuasion, cloak of charisma +6, gloves of dexterity +4, Heward's handy haversack*

Bard Spells Known (CL 17th): (0% arcane spell failure chance);

6th (2/day) — *dirge* (DC 24), *Otto's irresistible dance, rapture of the deep* (DC 25)

5th (4/day) — *greater blink, cacophonous burst* (DC 23), *greater dispel magic, greater heroism* (DC 24)

4th (5/day) — *mass charm person* (DC 23), *dominate person* (DC 23), *freedom of movement* (DC 22), *legend lore*

3rd (6/day) — *confusion* (DC 22), *crushing despair* (DC 22), *deep slumber* (DC 22), *dispel magic*

2nd (6/day) — *calm emotions* (DC 21), *glitterdust* (DC 20), *heroism* (DC 21), *hold person* (DC 21), *sound burst* (DC 20)

1st (6/day) — *charm person* (DC 20), *expeditious retreat, identify, Tasha's hideous laughter* (DC 20), *undetected alignment* (DC 19)

0 (4/day) — *detect magic, know direction, lullaby* (DC 19), *mage hand, prestidigitation* (DC 18), *resistance* (DC 18)

‡ Already cast

Abilities Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 26

SQ bardic knowledge (+20), bardic music 17/day, countersong, fascinate - can effect 6 creatures, inspire competence, inspire courage +3, inspire greatness - can affect 3 people, inspire heroics- can affect 1 person, song of freedom, *suggestion*

Feats Armor Proficiency (light), Armor Proficiency (medium), Battle Caster, Blackmoorian Rhymes, Enchanting Song, Heighten Spell, Magical Aptitude

Skills Appraise +13, Bluff +26, Diplomacy +28, Gather Information +26, Hide +7, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (local - Sheldomar Valley MR) +14, Listen +2, Move Silently +7, Perform (sing) +30, Speak Language (Ancient Suloise, Draconic, Old Oeridian) +3, Spellcraft +16, Use Magic Device +32

Possessions combat gear plus +1 *mithral chain shirt*, +2 *defending rapier*, +3 *mithral buckler*, courtier's outfit, *ring of evasion, ring of mind shielding*

"Greyhawk: Regional Feats of Oerth" from *Dragon #315*), Enchanting Song (Source)**VRAIRIS** **CR 17**

Female tiefling cleric 3 necromancer 3 mystic theurge 10

NE Medium outsider

Init +3; **Senses** *arcane sight*, darkvision 60 ft., Listen +6, Spot +6

Languages Ancient Suloise, Common, Draconic, Flan

AC 18, touch 13, flat-footed 15

(+0 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 87 (16 HD) *false life*

Resist acid 5, cold 5, electricity 5

Fort +11, **Ref** +11, **Will** +22

Speed 30 ft. (6 squares)

Melee +1 *adamantine dagger* +9/+4 (1d4+1/19-20) or

Melee unarmed strike +8/+3 (1d3)

Ranged +1 *adamantine dagger (thrown)* +12/+7 (1d4+1/19-20)

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

Atk Options Quicken Spell

Combat Gear *bracers of armor +5, cloak of charisma +4, hat of disguise, headband of intellect +4, pearl of power (1st level), pearl of power (2nd level), pearl of power (3rd level), pearl of power (4th level), pearl of power (5th level), periapt of wisdom +4, vest of resistance +3, wand of greater invisibility (CL 7th, 5 charges)*

Cleric Spells Prepared (CL 16th):

7th — *blasphemy, greater bestow curse*^D

6th — *greater dispel magic, mass inflict moderate wounds* (DC 23), *warp destiny*^D

5th — *flame strike* (DC 21), *sanctuary [quicken spell]*, *summon undead V, true seeing*^D (DC 21)

4th — *bestow curse*^D (DC 21), *divination, greater magic weapon* (DC 20), *sound lance* (DC 20), *summon undead IV, wrack* (DC 21)

3rd — *death delay*^D (DC 20), *dispel magic (2), invisibility purge, summon undead III, mass lesser vigor* (DC 19)

2nd — *align weapon* (DC 18), *augury*^D, *calm emotions* (DC 18), *hold person (2)* (DC 18), *living undeath* (DC 19), *sound burst* (DC 18)

1st — *bane* (DC 17), *comprehend languages, deathwatch, detect secret doors*^D, *entropic shield, omen of peril* (DC 17), *protection from good* (DC 17), *shield of faith* (DC 17)

0 — *cure minor wounds (2)* (DC 16), *detect magic, inflict minor wounds (2)* (DC 17), *read magic*

D: Domain spell. Deity: Vecna. Domains: Knowledge, Destiny

‡ Already cast

Wizard Spells Prepared (CL 16th):

7th — *finger of death* (DC 24), *greater teleport*
6th — *disintegrate* (DC 22), *flesh to stone* (DC 22),
greater dispel magic, *ray of entropy*
5th — *cloudkill* (DC 21), *cone of cold* (DC 21),
teleport, *wall of force*, *waves of fatigue* (DC 22),
wrack (DC 21)
4th — *enervation*, *Evard's black tentacles*, *force*
missiles, *lightning bolt* (DC20), *mindfrost* (DC 21),
wall of ice (DC 20)
3rd — *arcane sight* ‡, *chain missile*, *mass curse of*
impending blades (DC 20), *ray of exhaustion* (2)
(DC 20), *mass snake's swiftness* (DC 19)
2nd — *false life* ‡, *fireburst* (DC 18), *glitterdust* (DC
18), *ray of sickness*, *scorching ray* (2), *spectral*
hand
1st — *chill touch* (DC 18), *magic missile* (2), *ray of*
enfeeblement (2), *shield*, *targeting ray*
0 — *acid splash*, *detect magic*, *ray of frost*, *resistance*
(DC 16), *touch of fatigue* (DC 17)

‡ Already cast

Spell-Like Abilities (CL 17th):

1/day — *darkness* (DC 10)

‡ Already cast

Abilities Str 10, Dex 16, Con 12, Int 22, Wis 22, Cha 10
SQ rebuke undead: 3/day (rebuke level 3 - rebuke
damage 2d6+3), summon familiar

Feats Armor Proficiency (heavy), Armor Proficiency
(light), Armor Proficiency (medium), Craft Wondrous
Item, Lore of the Ur-Flan, Practiced Spellcaster
(Cleric, Wizard), Quicken Spell

Skills Concentration +14, Decipher Script +19,
Knowledge (arcana) +19, Knowledge (history) +13,
Knowledge (religion) +16, Knowledge (the planes)
+13, Sense Motive +10, Spellcraft +21, Use Magic
Device +9

Possessions combat gear plus +1 *adamantine dagger*,
cleric's vestments

Wizard Spellbook (barred schools enchantment and
illusion) spells prepared plus 0 — all cantrips; 1st —
critical strike, *expeditious retreat*, *identify*, *mage*
armor, *ray of clumsiness*, *ray of flame*, *true strike*;
2nd — *bear's endurance*, *blade of pain and fear*,
bull's strength, *curse of impending blades*, *eagle's*
splendor, *flaming sphere*, *fox's cunning*, *ghoul touch*,
knock, *Melf's acid arrow*, *owl's wisdom*, *protection*
from arrows, *resist energy*, *snake's swiftness*,
snowball swarm, *summon undead II*; 3rd —
flashburst, *gentle repose*, *halt undead*, *lightning bolt*,
magic circle against good, *nondetection*, *protection*
from energy, *sound lance*, *vampiric touch*; 4th —
anticipate teleportation, *contagion*, *dimension door*,
dimensional anchor, *fear*, *forceward*; 5th — *animate*
legion, *greater blink*, *greater dimension door*, *magic*
jar, *prismatic ray*, *reciprocal gyre*, *shrieking blast*,
symbol of pain; 6th — *Bigby's forceful hand*, *chain*
lightning, *create undead*, *eye of stone*, *eyebite*,
guards and wards; 7th — *greater arcane sight*, *arrow*
of bone, *barghest's feast*, *delayed blast fireball*,
greater dispelling screen, *forcecage*, *limited wish*,

prismatic spray, *greater scrying*, *statue*, *sword of*
darkness, *vision*, *waves of exhaustion*

Skills: A tiefling has a +2 racial bonus on Bluff and Hide
checks.

“Greyhawk: Regional Feats of Oerth” from *Dragon*
#315 **YASTRIC AP BEDWIN** **CR 17**

Male human warlock 17

NE Medium humanoid

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

Languages Common, Flan, Giant

AC 23, touch 15, flat-footed 20

(+0 size, +3 Dex, +0 class, +4 armor, +4 shield, +0
deflection, +0 insight, +0 natural)

hp 107 (17 HD); fast healing (see fiendish resilience
below); DR 4/cold iron

Fort +10, **Ref** +11, **Will** +14

Speed 30 ft. (6 squares)

Melee warlock's scepter +14/+9/+4 (1d6+2) or

Melee unarmed strike +12/+7/+1 (1d3)

Ranged *eldritch blast* +17 ranged touch (8d6)

Base Atk +12; **Grp** +12

Atk Options Ability Focus (*eldritch blast*), Empower
Spell-Like Ability (*eldritch blast*), Quicken Spell-Like
Ability (*eldritch blast*)

Combat Gear *bracers of armor* +4, *greater chasuble of*
fell power, *circlet of persuasion*, *gloves of dexterity*
+2, *ioun stone (clear)*, *ioun stone (dusty rose)*, *ioun*
stone (pink), *spellsight spectacles*, *vest of resistance*
+3, *wand of greater invisibility* (CL 7th, 5 charges),
warlock's scepter

Invocations (CL 17th; 1d20 + 19 to overcome SR):

Dark — *retributive invisibility* (DC 21)

Greater — *chilling tentacles* (DC 20), *devour magic*
(DC 21), *vitriolic blast* (DC 21)

Lesser — *brimstone blast* (DC 18), *eldritch chain* (DC
19), *fell flight* (DC 18)

Least — *devil's sight* (DC 17), *hideous blow* (DC 16),
see the unseen (DC 17)

Spell-Like Abilities (CL 17th):

At Will — *detect magic* (DC 10),

Abilities Str 10, Dex 16, Con 14, Int 14, Wis 8, Cha 20

SQ cold resistance 8, deceive item, *eldritch blast* 8d6,
fiendish resilience 2, fire resistance 8, imbue item,
spell-like abilities

Feats Ability Focus (*eldritch blast*), Armor Proficiency
(light), Craft Wondrous Item, Empower Spell-Like
Ability (*eldritch blast*), Iron Will, Quicken Spell-Like
Ability (*eldritch blast*), Scribe Scroll, Simple Weapon
Proficiency, Spell Penetration

Skills Bluff +28, Concentration +12, Intimidate +20,
Knowledge (arcana) +12, Knowledge (religion) +12,
Knowledge (the planes) +12, Spellcraft +14, Use
Magic Device +28

Possessions combat gear plus +3 *mithral buckler*,
noble's outfit, *ring of feather falling*, *ring of protection*
+1

Deceive Item (Ex): At 4th level and higher, a warlock
has the ability to more easily commandeer magic
items made for the use of other characters. When

making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with *eldritch blast*, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is equivalent to a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* does half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

Fiendish Resilience (Sp): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that last for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

greater chasuble of fell power, **ENCOUNTER 4**

COLLAPSING BUILDING

CR 2

Description This duplicates the effect of the upper floor of The Boar's Other Knuckle collapsing down to the first floor, thus crushing and burning anyone below. PCs with Knowledge (architecture and engineering) can substitute that skill for the search check at a lower DC.

Search DC 17 or Knowledge (architecture and engineering) DC 15; **Type** mechanical

Trigger timed (does not fire for 10 rounds from the start of the encounter), **Init** +2 (upgrade)

Effect 1d6 falling/crushing damage plus 1d6 fire damage; Reflex save DC 15 to avoid

Duration 1 round (disadvantage: does not reset)

Destruction AC 12, hp 4, hardness 5, one 5 foot by 5 foot location; AC 13, hp 9, hardness 5, entire location (simulates a controlled destruction of an area, making it safe)

Disarm one 5 foot by 5 foot location Disable Device or Knowledge (architecture and engineering) DC 17; entire location Disable Device or Knowledge (architecture and engineering) DC 19 (simulates adding additional support in an area, making it safe)

ENCOUNTER 5

BETHANY GRENDA

CR 10

Male human rogue 10

LN Medium humanoid

Init +3; **Senses** Listen +0, Spot +1

Languages Common, Corporate Speak, Flan, Giant

AC 19, touch 14, flat-footed 19

(+0 size, +3 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 58 (10 HD)

Fort +5, **Ref** +10, **Will** +5

Speed 20 ft. in +1 *mithral chain shirt* (4 squares), base movement 30 ft.

Melee +1 *rapier* +6/+1 (1d6/18-20) or

Melee sap +6/+1 (1d6) or

Melee unarmed strike +6/+1 (1d3)

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

Atk Options Improved Feint

Combat Gear, *cloak of charisma* +2, *amulet of health* +2, *gloves of dexterity* +2, *hat of disguise*

Abilities Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 19

SQ evasion, improved uncanny dodge, slippery mind, sneak attack +5d6, trap sense+3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Improved Feint, Investigator, Iron Will, Persuasive, Simple Weapon Proficiency

Skills Bluff +19, Diplomacy +21, Disable Device +13, Disguise +12, Gather Information +19, Hide +12, Intimidate +20, Knowledge (nobility and royalty) +6, Knowledge (local - Sheldomar Valley MR) +13, Move Silently +12, Open Lock +3, Search +16, Sense Motive +13, Speak Language +1, Spot +1

Possessions combat gear plus +1 *mithral buckler*, +1 *mithral chain shirt*, +1 *rapier*, noble's outfit, *ring of mind shielding*, *ring of protection* +1, sap

Description Grenda is an attractive female human of Flan descent. She is twenty-five years old, stands 5' 8" tall, and weighs about 125 pounds. She has red hair naturally and green eyes, though she can appear as anyone with her *hat of disguise*. Grenda is a mid-level member of The Corporation, specializing in reconnaissance and infiltration. She is an expert on the various organizations within the Sheldomar Valley

and can infiltrate any of them. Her more recent missions have taken her to Hochoch to provide intelligence on the city for possible Corporate acquisition.

Sources None

ENCOUNTER 6

FFAGAN THE NIMBLE

CR 3

Male human bard 3

CN Medium humanoid

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

Languages Common, Flan, Giant

AC 16, touch 12, flat-footed 14

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

hp 14 (3 HD)

Fort +1, **Ref** +5, **Will** +3

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

Melee dagger +3 (1d4+1/19-20) or

Melee quarterstaff -2;-2 (1d6+1/) or

Melee quarterstaff (head 1 only) +3 (1d6+1) or

Melee quarterstaff (head 2 only) +3 (1d6+1) or

Melee unarmed strike +3 (1d3+1)

Ranged dagger (thrown) +4 (1d4/19-20) or

Base Atk +2; **Grp** +3

Bard Spells Known (CL 3rd): (20% arcane spell failure chance);

1st (2/day) — *charm person* (DC 13), *expeditious retreat*, *Tasha's hideous laughter* (DC 13)

0 (3/day) — *dancing lights*, *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *lullaby* (DC 12), *prestidigitation* (DC 12)

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

SQ bardic knowledge (+5), bardic music 3/day, countersong, fascinate, inspire competence, inspire courage +1

Feats Acrobatic, Armor Proficiency (light), Dodge, Skill Focus (Tumble)

Skills Balance +8, Bluff +8, Diplomacy +8, Disguise +6, Gather Information +3, Hide +2, Jump +5, Knowledge (local - Sheldomar Valley MR) +4, Move Silently +2, Perform (act) +5, Perform (comedy) +8, Perform (sing) +4, Sense Motive +6, Sleight of Hand +8, Tumble +11

Possessions combat gear plus chain shirt, dagger, entertainer's outfit, quarterstaff

Description Ffagan the Nimble is an attractive Flan male in his mid-twenties. He makes his way through the Sheldomar Valley as an acrobat and comedian. He does not call Hochoch home per se, but does manage to swing through here often.

Sources None

ENCOUNTER 7

ALLINEL NIGHTSHADE

CR 14

Female human rogue 7 shadowdancer 1 assassin 3 thief acrobat 2 marshal 1

NE Medium humanoid

Aura motivate dexterity

Init +14; **Senses** Listen +8, Spot +9

Languages Common, Dwarven, Oeridian, Suloise

AC 23, touch 18, flat-footed 23

(+0 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural), Dodge, Mobility

hp 76 (14 HD)

Fort +8 (+9 against poison), **Ref** +21, **Will** +11

Speed 40 ft. in +1 *glamered shadow silent moves mithral chain shirt* (8 squares), base movement 40 ft.

Melee *assassin's dagger* +16/+11 (1d4+2/19-20) or

Melee *cold iron sword of subtlety* +15/+10 (1d6+1/19-20) or

Melee unarmed strike +14/+9 (1d3)

Ranged *assassin's dagger (thrown)* +16/+11 (1d4+2/19-20) or

Ranged mwk light crossbow +15/+10 (1d8/19-20)

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

Atk Options Combat Reflexes

Combat Gear *Heward's handy haversack*, *boots of striding and springing*, *cape of the mountebank*, *circlet of persuasion*, *goggles of minute seeing*, *lens of detection*, one dose of deathblade poison, one dose of dragon bile poison, one dose of giant wasp poison, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of haste*, *potion of nondetection*, *scroll of invisibility*, *scroll of obscuring mist*, *scroll of true strike*, *scroll of undetectable alignment*, *vest of resistance* +2

Assassin Spells Known (CL 3rd): (10% arcane spell failure chance);

1st (3/day) — *critical strike* (DC 12), *obscuring mist*, *true strike*

‡ Already cast

Abilities Str 10, Dex 22, Con 12, Int 13, Wis 12, Cha 18

SQ agile fighting, aura, death attack (DC 14), evasion, fast acrobatics, hide in plain sight, improved uncanny dodge, kip up, minor aura: motivate dexterity, poison use, save bonus against poison +1, slow fall, sneak attack +6d6, steady stance, trap Sense +2, trapfinding, uncanny dodge (Ex)

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Force of Personality, Improved Initiative, Martial Weapon Proficiency, Mobility, Shield Proficiency, Simple Weapon Proficiency

Skills Balance +23, Climb +10, Diplomacy +17, Disable Device +8, Disguise +11, Escape Artist +16, Gather Information +12, Hide +26, Intimidate +14, Jump +19, Knowledge (local) +8, Knowledge (local - Sheldomar Valley MR) +5, Listen +8, Move Silently +26, Open Lock +21, Perform (dance) +14, Search +10, Speak Language(Dwarven, Suloise) +2, Spot +9, Tumble +22, Use Magic Device +9

Possessions combat gear plus +1 *glamered shadow silent moves mithral chain shirt*, *assassin's dagger*, silvered crossbow bolts (10), climber's kit, *cold iron sword of subtlety*, disguise kit, masterwork light crossbow, masterwork thieves tools, traveler's outfit, ring of lockpicking, *ring of protection* +1

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively).

In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone.

This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal use a free action to dismiss it or activate another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex) A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet.

If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Steady Stance (Ex) The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

WATCHER BRANWEN, EXPEDITIOUS VIGIL
CR 14

Female human paladin 12 knight of the watch 2
LG Medium humanoid

Aura aura of courage +4, aura of good

Init +1; **Senses** Listen +3, Spot +8

Languages Common, Flan, Giant

AC 22, touch 12, flat-footed 21

(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 126 (14 HD); regeneration/fast healing;

Fort +16, **Ref** +8, **Will** +13

Speed 20 ft. in +1 *full plate* (6 squares), base movement 30 ft.

Melee +1 *adamantine battleaxe* +18/+13/+8 (1d8+3/x3) or

Melee +1 *adamantine longsword* +18/+13/+8 (1d8+3/19-20) or

Melee +1 *lance* +18/+13/+8 (1d8+4/x3) or

Melee light mace +17/+12/+7 (1d6+3) or

Melee unarmed strike +17/+12/+7 (1d3+3)

Base Atk +14; **Grp** +17

Atk Options Cleave, Mounted Combat

Combat Gear *armbands of might, belt of one mighty blow, boots of striding and springing, cloak of charisma* +2, *eyes of the eagle, gauntlets of ogre power, periapt of wisdom* +2, *wand of cure light wounds*

Paladin Spells Prepared (CL 12th):

3rd — *heal mount* (DC 16), *greater magic weapon* (DC 16)

2nd — *zeal* (DC 15), *zone of truth* (DC 15)

1st — *bless weapon, divine sacrifice* (DC 14)

‡ Already cast

Spell-Like Abilities (CL 12th):

At Will — *detect evil*

3/week — *remove disease*

‡ Already cast

Abilities Str 17, Dex 12, Con 14, Int 10, Wis 16, Cha 16

SQ aura of courage +4, aura of good, code of conduct, *detect evil* at will, divine grace, divine health, free multiclassing, lay on hands, *remove disease* 3/week, secrets of the order, smite evil, special mount, turn undead, unleash inner strength

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Divine Might, Martial Weapon Proficiency, Mounted Combat

Skills Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +15, Handle Animal +5, Heal +5, Knowledge (arcana) +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Knowledge (local - Sheldomar Valley MR) +1, Ride +1, Sense Motive +13, Speak Language (Flan, Giant) +2

Possessions combat gear plus +1 *adamantine battleaxe*, +1 *adamantine longsword*, +1 *full plate*, +1

lance, +1 *mithral heavy shield*, light mace, courtier's outfit, *ring of protection +1*, *ring of sustenance*, heavy warhorse – Challenger (special mount)

Lay on Hands (Su): 36 hp/day

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may *charm* a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus.

Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, *detect thoughts* works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Smite Evil (Su): +12 damage 3/day

Turn Undead (Su): 6/day (Turn Level 9 ~ Turn Damage 2d6+12)

Unleash Inner Strength (Sp): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a –2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Description Watcher Branwen is a human female of mixed Flan/Suel heritage. She is 5'7" tall and weighs 142 pounds. Her blond hair is tied in a single braid running down her spine to her belt. Branwen always tries to temper the needs of law with mercy when

possible which makes her effective in dealing with the needs of the Gyri residents of Hochoch.

Sources Divine Might (*Complete Divine*), Knight of the Watch prestige class (Knight of the Watch metaregional documentation)

CHALLENGER

CR 2

Male heavy warhorse (paladin's mount)

LG Large magical beast

Init +1; **Senses** Listen +8, Spot +7

Languages Common

AC 27, touch 10, flat-footed 26

(+1 size, +1 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +12 natural)

Miss Chance

hp 86 (10 HD); regeneration/fast healing;

Fort +10 (+X against poison), **Ref** +8, **Will** +4

Weakness +1 *mithral chain shirt barding*

Speed 80 ft. in +1 *mithral chain shirt barding* (16 squares), base movement 80 ft., Run

Melee bite +7 (1d4+3) or

Melee hoof +13/+13 (1d6+6)

Space 10'; **Reach** 5'

Base Atk +7; **Grp** +17

Combat Gear *horseshoes of speed*

Abilities Str 22, Dex 13, Con 16, Int 8, Wis 12, Cha 6

SQ command creatures of its kind, empathic Link, improved evasion, scent (Ex), share saving throws, share spells

Feats Diehard, Endurance, Run, Weapon Focus (Hoof)

Skills Jump +26, Listen +8, Spot +7

Possessions combat gear plus +1 *mithral chain shirt barding*, bit and bridle, mwk military saddle, saddlebags

CITY GUARD

CR 8

Female or male human fighter 8

LN Medium humanoid

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

Languages Common

AC 20, touch 15, flat-footed 17

(+0 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 72 (8 HD);

Fort +8, **Ref** +5, **Will** +2

Speed 20 ft. in +1 *breastplate* (4 squares), base movement 30 ft.

Melee +1 *longspear* +15/+10 (1d8+11/19-20x3) or

Melee dagger +14/+9 (1d4+6/19-20) or

Melee short sword +14/+9 (1d6+6/19-20) or

Melee unarmed strike +14/+9 (1d3+6)

Ranged dagger (thrown) +11/+6 (1d4/19-20)

Base Atk +8; **Grp** +14

Atk Options Cleave, Close-Quarters Fighting, Combat Reflexes, Great Cleave

Combat Gear *belt of giant strength +4*, *gloves of dexterity +2*

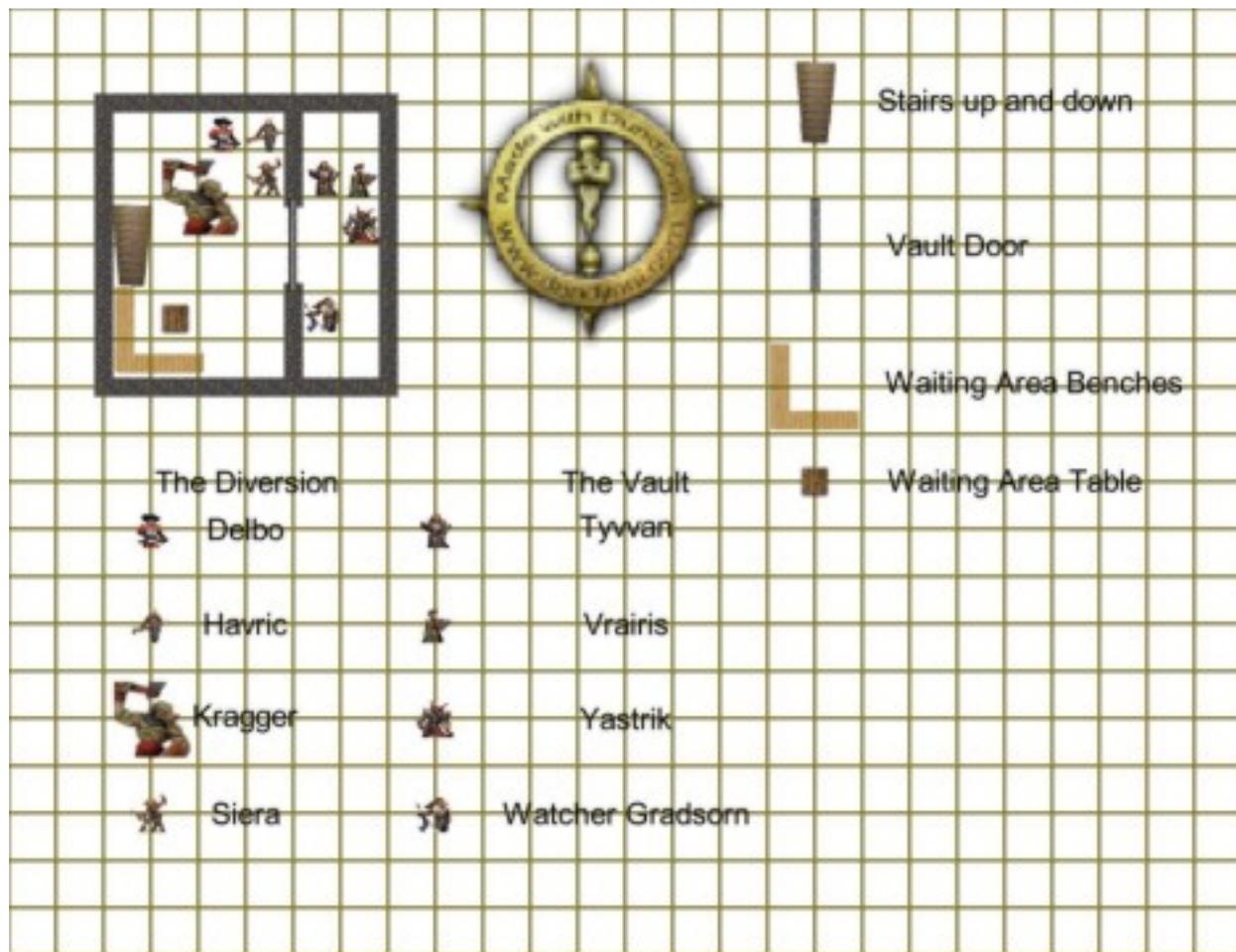
Abilities Str 22, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Close-

Quarters Fighting, Combat Reflexes, Formation Expert, Great Cleave, Improved Critical (longspear)
Skills Climb +8, Craft (armorsmithing) +1, Craft (weaponsmithing) +1, Handle Animal +2, Intimidate +11, Jump +2, Ride +5
Possessions combat gear plus +1 *breastplate*, +1 *longspear*, dagger, peasant's outfit, *ring of protection* +2, short sword

patrols

DM AID: MAP #1 – THE TOWER



DM AID: MAP #2 – THE BOAR’S OTHER KNUCKLE

1 - Main Common Area

2 - Kitchen

3 - Kitchen Storeroom

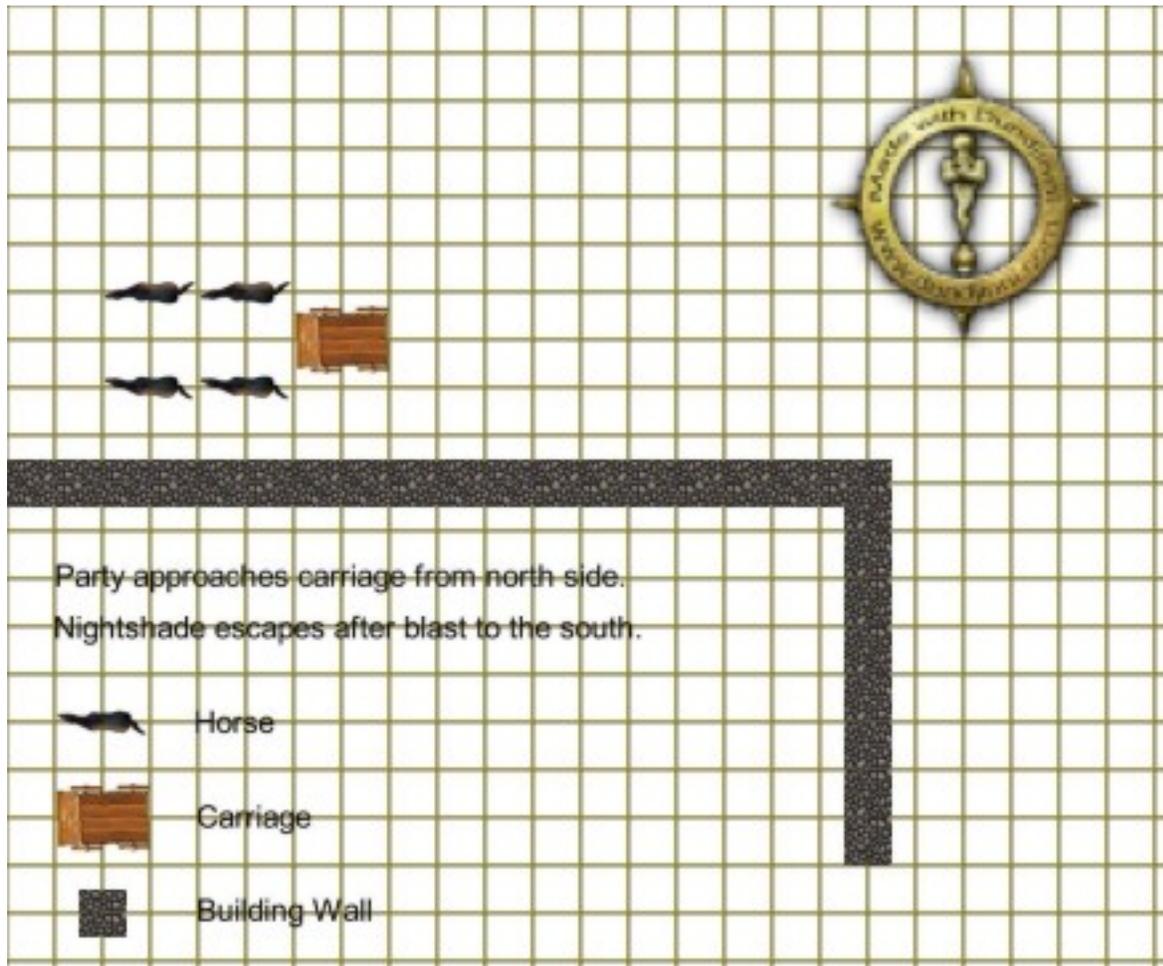
4 - Guestroom

5 - Linen Closet

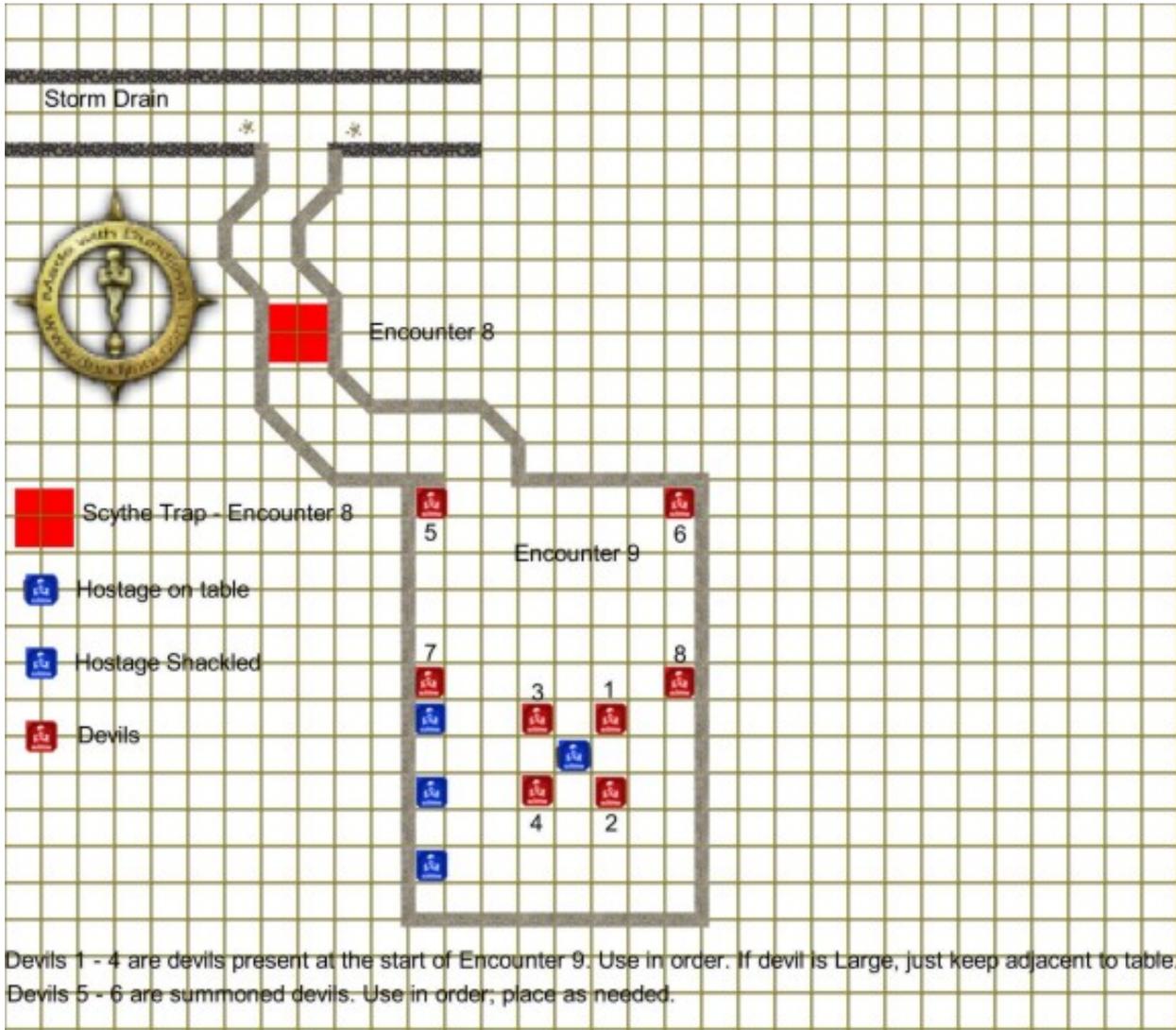
6 - Common Sleeping Area

- Window
- Bar
- Table
- Chair/Barstool
- Soup Cauldron
- Storage Barrel
- Strong Door
- Strong Double Door
- Stairs up and down
- Bed
- Linen Cabinet
- Fireplace
- Adult Humans (near fire)
- Human Children (trapped upstairs)

DM AID: MAP #3 – THE CARRIAGE



DM AID: MAP #4 – IN THE STORM DRAIN



NEW FEATS

Arcane Preparation (*Complete Arcane*)

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell – but without an increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Blackmoorian Rhymes (“Greyhawk: Regional Feats of Oerth” from *Dragon #315*)

You've decoded the eldritch secrets of the ancient Rhymers of Blackmoor.

Region: Blackmoor.

Benefit: You receive a +2 bonus on all Knowledge (arcane) checks. Also, when making a bardic knowledge check, roll 2d20 and ignore the lower result. Add a bonus equal to your bard level plus your Intelligence modifier as normal.

Close-Quarters Fighting (*Complete Warrior*)

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

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or 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 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.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Deft Strike (*Complete Adventurer*)

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally. If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

Divine Might (*Complete Warrior*)

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

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

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

Energy Substitution (*Complete Arcane*)

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

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

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

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

Force of Personality (*Complete Adventurer*)

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisites: Cha 13.

Benefit: You add your Cha modifier (instead of your Wis modifier) to Will saves against mind-affecting spells and abilities.

Formation Expert [Tactical] (*Complete Warrior*)

You are trained at fighting in ranks and files.

Prerequisites: Base attack bonus +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

Step into the Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you. You gain a +2 bonus on attack rolls.

Special: A fighter may select Formation Expert as one of his fighter bonus feats.

Lore of the Ur-Flan (“Greyhawk: Regional Feats of Oerth” from *Dragon* #315)

You’re schooled in the ancient art of Ur-Flan necromancers.

Region: Bright Lands, Flan.

Benefit: Add +2 to the Difficulty Class for all saving throws against necromancy spells with the evil descriptor you cast. This bonus stacks with those granted by the Spell Focus and Greater Spell Focus feats.

Nonlethal Substitution (*Complete Arcane*)

You can modify an energy spell to deal nonlethal damage.

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

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt— for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area. A nonlethal spell uses a spell slot one level higher than the spell’s normal level.

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

NEW ITEMS

***Armbands of Might* (*Complete Adventurer*)**

These bronze armbands grant their wearer a +2 bonus on Strength checks and Str-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll. Faint transmutation; CL 3rd; **Prerequisites:** Craft Wondrous Item, *bull’s strength*; **Market Price:** 4,100 gp.

***Vest of Resistance* (*Complete Arcane*)**

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

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

***Warlock’s Sceptre* (*Complete Arcane*)**

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

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

NEW SPELLS

***Living Undeath* (*Spell Compendium*)**

Necromancy

Level: Clr 2

Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Fort negates (harmless)
Spell Resistance: Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become an undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject becomes not subject to sneak attacks and critical hits, just as undead are. While the spell is in effect, the subject takes a -4 penalty to his Charisma score (to a minimum of 1).

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]
Level: Sorcerer/Wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Snowball Swarm (Spell Compendium)

Evocation [Cold]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: 10 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As you cast this spell, those around you sense an unnatural chill. This vanishes, though, as you release a burst of frost-filled power in the midst of your foes.

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Vigor, Mass Lesser (Spell Compendium)

Conjuration (Healing)
Level: Clr 3, Drd 3
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: One creature/two levels, no two of which can be more than 30 ft. apart
Duration: 10 rounds + 1 round/level (max 25 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

Each subject gains fast healing 1, enabling it to heal 1 hit point per round until the spells ends and automatically becoming stabilized if he or she begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Weapon of the Deity (Spell Compendium)

Transmutation

Level: Blackguard 3, cleric 3, paladin 3

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Wielding the weapon your deity favors, you call upon that divine force to imbue it with power.

You must be holding your deity's favored weapon to cast this spell. You can use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls and an additional special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two ends, as chosen by you.

When you reach caster level 9th, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it becomes +5.

The list below includes deities from the core pantheon as well as other deities described in D&D supplements, along with the five alignment components. If a cleric worshipping a different deity casts this spell, the DM should assign an appropriate weapon special ability of the same power level as those given here.

Deities

Bahamut: +1 frost heavy pick

Boccob: +1 spell storing quarterstaff

Corellon Larethian: +1 keen longsword

Ehlonna: +1 frost longsword

Erythnul: +1 mighty cleaving morningstar

Fharlanghn: +1 defending quarterstaff

Garl Glittergold: +1 throwing battleaxe

Gruumsh: +1 returning shortspear

Heironeous: +1 shock longsword

Hextor: +1 mighty cleaving heavy flail

Kord: +1 mighty cleaving greatsword

Kurtulmak: +1 shock shortspear

Lolth: +1 keen whip

Moradin: +1 throwing warhammer

Nerull: +1 keen scythe

Obad-Hai: +1 defending quarterstaff

Olidammara: +1 keen rapier

Pelor: +1 flaming heavy mace

St. Cuthbert: +1 mighty cleaving heavy mace

Vecna: +1 frost dagger

Wee Jas: dagger of venom

Tiamat: +1 flaming heavy pick

Yondalla: +1 defending short sword

Alignments

Good: +1 frost warhammer

Evil: +1 mighty cleaving light flail

Neutral: +1 defending heavy mace

Law: +1 flaming longsword

Chaos: +1 shock battleaxe

NEW INVOCATIONS

Chilling Tentacles

Greater; 5th.

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Devil's Sight

Least; 2nd.

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magic darkness out to 30 feet.

Devour Magic

Greater; 6th.

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

Eldritch Chain

Lesser; 4th; Blast Shape.

This blast shape allows you to improve your *eldritch blast* by turning it into an arc of energy that “jumps” from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary target if you hit. You can “jump” the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within thirty feet of the previous one, and you can't target the same creature more than once with an *eldritch chain*. If you miss any target in the chain, the attack ends there. Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to your secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*). You must make a separate spell penetration check for each target, if applicable.

Hideous Blow

Least; 1st; Blast Shape.

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including an *eldritch essence* applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

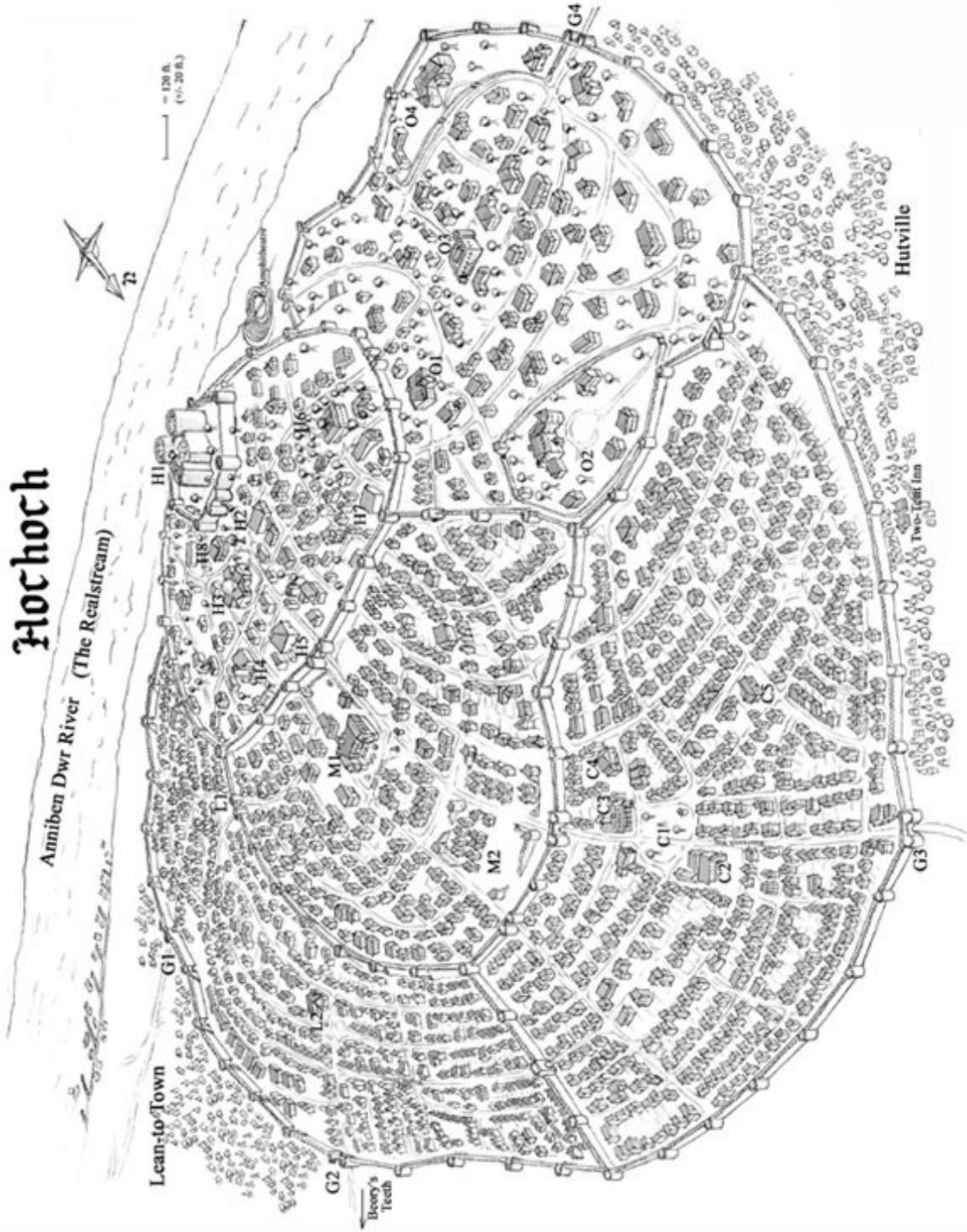
Vitriolic Blast

Greater; 6th; Eldritch Essence.

This *eldritch essence* invocation allows you to change your *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other *eldritch essences* because it ignores spell resistance. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for one round per five class levels.

PLAYER HANDOUT #1 – MAP OF HOCHSCH

(from the Geoff website, created by Jose Ortiz)



PLAYER HANDOUT #2 – KEY TO THE MAP OF HOCHOCH

(from the Geoff YahooGroup)

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – Iowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

Hilltop:

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Trevol Llys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn

