

VTF4-01

Flicker

A One-Round D&D LIVING GREYHAWK[®]

VTF Metaregional Scenario

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Tensions are on the rise between the nations of Ket and Tusmit as spring brings with it the return of commerce to the Baklunish West. Rumors and insinuations are the order of the day here in Fort Avernand, at the southern tip of the Irafa Road. An adventure for APLs 6 to 16.

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

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

Preparation

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

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

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

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

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

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard one round metaregional adventure, set in Ket. Characters native to the VTF metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Background

Setting: Begin at the bottom of the Irafa Road, just inside the Bramblewood forest. The time is early spring, just after the first thaw of snow. The entire affair takes place inside the borders of Ket, but with distinct connections to the rest of the VTF. See the **Player Map #1** provided for the general geography of Ket.

The Temple of Elemental Evil

The Temple of Elemental Evil (ToEE) cultists in this module are trying to get to the node in Tusmit and reinforce it with both people and information. The initial plan concocted was to obtain a rare poison recently used in Ket (see Ket Regional Module Ket3-06, *Burned Flour in Highdough*) – this poison is derived from the Dedicari flower, a plant harvested in the Infinite Layers of the Abyss and not a natural poison. *Neutralize poison* will not work on the poison, as it is not natural and resists the divine nature of the spell by virtue of the changes noted below (nor will similar spells such as *heroes feast*, nor the standard monk and druid venom immunities since this is from another plane).

This poison was harvested from the Dedicari flower by forces unknown (at least in this module) and the timing of its arrival on Oerth is still the subject of investigation in Ket. The very fact that it is here is a considerable worry for the Beygraf, especially in light of troubles that erupted in Molvar recently that were linked to the poison (again, this refers to a regional Ket Module, Year 3). The Temple of Elemental Evil does not, on the face of things, have anything to do with this import or the timing but they have been more than willing to use the Dedicari poison and, indeed, modify it.

The Temple has worked to modify it even further and infused it with negative energy. This energy has changed it from a poison to more of a spiritual leech. The results are that only a *death ward* will protect a character and *neutralize poison* or similar spells will only work if cast after a *death ward* is in effect. The Dedicari dust causes

all arcane casters to make a Will Save (DC 10+Spellcaster level of the target - it gets more potent as their affinity for magic grows) or suffer the effects of a *confusion, lesser* (if the result is “attack spellcaster” change this to “closest person”) – those characters who are not arcane casters do not have to make this check, which is extra to the standard poison save noted below. The dust is very sensitive to wind and movement and easily gets everywhere. One exposure to it lasts at least 10 minutes (minimum time) but could easily be longer given the proper circumstances – in general, however, the exposure to the *confusion* aspects of the poison last for as many rounds as the character has combined arcane spell-casting levels. These effects require a separate save each round until the exposure is worn off. The poison itself works on contact (absorbed through the skin or by breathing) and requires a Fort Save [DC 16]. Damage is 1d4 temporary Charisma/1d4 temporary Charisma with the new “modifications”.

With this poison, the cult would release it along with doing property damage in Lopolla, the capital of Ket (in North-Western Ket) – the resulting confusion amongst spellcasters will limit their ability to do anything substantive about the damage as well as possible causing other problems. The cultists do care about the war (they want it to start) but not about the outcome of the war (they just want de-stabilization in the region). They are using *potions of non-detection* and other protections to keep from being scried or detected magically. Scentbreakers are employed every time they change trails drastically but they think they are almost there now (just passing through Ket) and have become more lax with security.

Tarqaan, the wizard in charge of everything, is directly from VTF3-05, *Firestorm*, and the head of the Worldburners cult. His favorite spells all relate to fire and there is nothing more that he likes better than a good burning...

Background for Shahal Qarim

Shahal Qarim is a Justiciar (PrC) and Golden Scorpion (Ket has an elite investigation unit known as the Black Scorpions, previously seen in VTF3-07 – the Golden Scorpions are individual investigators sent on secret missions for the government). He has connections to the government but is frequently working on his own, with his own agenda at the forefront.

Shahal is in his early thirties and has a background hunting down rogue spellcasters and Archons for the government of Ket (his first specialized training was as an

Occult Slayer). He grew up in Molvar and spent a good deal of time in the Yatil Mountains just to the north of the city, with a great affinity for the outdoors that gave him his start as a ranger and led him to work for the Black Scorpions as a tracker and investigator. The final training of his career took him onto the path of Justiciar, a life choice he takes very seriously.

Shahal and Walker Salidious (from the Year 3 VTF series) were recently captured (3 months ago) by the ToEE and tortured extensively. Shahal was chosen because he was investigating reports of a pair of Black Scorpions abusing their power (they turned out to be disguised ToEE cultists) and Salidious because of his interference in the plans of the Temples. Neither admitted to their true identity but managed a limited communication between themselves in their joint cell. There, Shahal learned of the plot that was brewing by the various ToEE cultists to enact some sort of ritual of great power. He does not know what the ritual is or whether it actually involves them operating in conjunction or separately. From his own experience he considers it just as likely that the different factions may be racing to try and finish whatever ritual it is themselves to gain the power alone. Whatever it is, however, Shahal fears that the impact on Ket will be fearsome and the sheer evil of it all must be stopped. Salidious is dead, killed during interrogations and eaten by creatures from a plane of evil – or at least that is what Shahal believes, although he did not see the death himself.

A guard bearing a bloody symbol of Fharlanghn helped the Justiciar escape at this point, apparently having a change of heart after seeing the Walker killed. Swearing vengeance, Shahal managed to escape with his assistance and began his plans to hunt down the cultists and end their plot. His abilities as a Justiciar serve him well and he has recovered and started to track down those who captured him. For some reason, they are on the move and he is following, intent on catching up. He has gained two days on them in the past week, as they stop and he does not, but he is worried that their final destination might be much closer than he suspects, perhaps in Ket itself.

Immediate Background for Shahal Qarim

Shahal arrived here in town this morning, on the trail of the ToEE cultists. Lacking obvious clues about the cultists but well aware of their typical activities, he searched out the inns until he discovered their overnight location and knew he was still on their trail. One dead merchant in a local warehouse aroused his suspicions that they came for something here but he has been

unable to determine what it is in the short time he has had. After talking to the Innkeeper, he is aware that he is but three days behind them now. He then arranged to leave immediately but ran into a problem just outside of town. The trail of the cultists split in two, one group heading up the Irafa Road and into the Bramblewood and the other heading west, skirting the forest. Not knowing which contained the cultists (or if they both did), he returned to town and hopes to find a solid band of adventurers here and enlist their assistance. He finds the current political climate distasteful and entirely unnecessary but, as befits his station, he does what he can to support the position of Ket. Nevertheless, despite this official status, he does not judge those who seek other paths or even those who support Tusmit nor does he treat them poorly.

Should he be queried, Shahal cannot reveal how he knows about those he seeks nor of their actual plans. His cover story is that they are Tusmit sympathizers and he seeks them out for his own reasons. Given his status as a Golden Scorpion, he is barred by oath from revealing his other activities, which includes where he was captured, what he was doing there, and what he intends with the “sympathizers”. Nevertheless, he will be as forthcoming as he can be if that is required to win the assistance of the characters – this is an important task that needs to be completed. It is quite possible that Shahal will be confronted by evidence at some point that the parties being pursued are not infiltrators but rather Temple of Elemental Evil Cultists (or perhaps both). At this point, should it be in his best interest and the characters deemed trustworthy, he shares with them his capture and torture at the hands of the Temple and what little he knows of the ToEE plans.

His major goal is to catch up to the cultists. The problem is that he really does not know where they are headed, other than in very general terms (up the Irafa Road, around the end of the Bramblewood). For that reason, he does not suggest or recommend rapid transit spells such as *teleport*. These might have a place later on but not now. Instead, he heartily recommends standard tracking. The speed of the local light war-horses (available for purchase in **Encounter 1**) are as fast as anyone flying and the path is very straight. He does not recommend flying over the Bramblewood at all, save the Ket areas of it (see **Encounter 1** for more details) but leaves final decisions to the characters.

Lopolla, the eventual goal of the cultists, seems far away from the current location and is just one of many possible destinations. Unless specifically asked, there is no reason he would expect to see the infiltrators head in that

direction. The past half hour before the module saw Shahal return to the town, just before the characters arrived. He is making his own plans, trying to decide which route to follow, when the caravans begin to roll into town and another plan forms, that of asking likely adventurers for help.

Geography of the Irafa Road and the Bramblewood

The Irafa Road is the single main road that passes through the Bramblewood Forest in Ket, heading for the Bramblewood Gap leading down into the Sheldomar valley and beyond. It is heavily patrolled by Ket as a result of the importance of the trade but remains a wild and dangerous place beyond the narrow stretch of the road itself. A series of seven forts, starting with Fort Avernand in the south (located at the southern end of the Road, just before it turns east and south toward Thornward and begins to skirt the edge of the Forest) dot the road, each approximately one-days travel from the next. From south to north, they are Avernand, Daris, Minochehr, Stivang, Mahboud, Maldonius, Nesser. The forts save for the first and last, are actually huge stone keeps nestled in the forest, with large kill zones burned all around them. The first and last are walled towns, mostly of stone. There are generally three parts of the Bramblewood – the Ket areas (relatively safe and very restricted in size, mostly up and down the Irafa Road and at the edges of the Bramblewood on all sides), the Near Bramblewood (dangerous but sparsely inhabited) and the Deep Bramblewood (extremely dangerous and almost impossible to penetrate with local guidance). Chris Chesher, former Ket Triad, is credited with the designations of the Bramblewood. Also **Player Map #1** can be shown to get the general layout of ket.

Threshers and Jurats of Ket

Threshers are the police force of Ket. They operate closely with the Jurats, who administer the justice system, and they are zealous about the performance of their duties. Theshers in larger cities act solely as a police force whereas in smaller towns and villages they are frequently also the arbiters of the laws in minor matters. Archons, the registered wizards of Ket, are almost always assigned to Thresher outposts in major cities or important trade outposts and sometimes make patrols in important circumstances.

As the laws of Ket are derived to a great degree from the teachings of Al’Akbar, Mullahs of the True Faith (clerics of the LN version of Al’Akbar) are accorded much status and importance in discussions and Threshers will frequently defer to a mullah (save one who has broken the law). Many Jurats are drawn from the ranks of the

Mullahs, as a result, though it is not required to become one.

Threshers are very lawful and eager in their duties. They are sometimes viewed as “thugs”, not entirely without reason, as they usually round up all suspects and question them harshly – the presumption is guilty until proven innocent. Supplementing the Threshers are Watches in larger cities, with the same authority and power as Threshers within the city.

There is only one known elite unit within the Threshers, the Black Scorpions. This unit performs specialized investigative duties throughout the land and reports only to the local Graf for the District, operating in teams of 10-15 during these missions. In actual fact, a second elite unit does exist, operating as single individuals. This unit, titled the Golden Scorpions, reports directly to the Beygraf (or his Vizier, which is more usual) and there are no more than 15 of them at any one given time. The Golden Scorpions retain all authority of the Black Scorpions and can also invoke the name of the Beygraf in specific circumstances. Their existence is merely rumor and has never been confirmed (or denied).

State of the Nation – Ket – at the beginning of CY594

Ket is currently in the midst of a cold war with Tusmit and essentially uninvolved with any of the remaining neighbors that it possesses. The situation in Thornward is entirely static, as far as the Beygraf is concerned and Ket cares little for the complaints and attacks by Bisselites part of the so-called Grand Army.

On the border with Tusmit, things are different. The diplomatic mission to the Pasha that was ambushed and assassinated last year (CY593) remains a sore point for most in Ket – not to mention that the envoy could not be returned to life. There are rumors that all of this is related to trade and the discovery of a tunnel to Perrenland from Tusmit but most in positions of power in Ket find this implausible in the extreme; Perrenland is certainly no great destination for trade and the majority of the flow of goods goes down through the Bramblewood Gap and into the Sheldomar Valley, not north. Motives of all types are attributed to the Tusmites, serving only to increase tensions with little in the way of diplomacy or information coming out of the land of the Pasha.

All of the above provide a multitude of reasons for characters from Ket or Tusmit to either investigate or otherwise be in Fort Avernand – they might be curious

about the war, want to see it stopped, or just be traveling for trade. Most meta-organizations in both countries are interested in details about the other country and would ask their members to bring back news of “anything interesting” they might find along their travels.

State of the Nation – Tusmit – at the beginning of CY594

Many exciting things in Tusmit have been happening, but the most pressing is the call for the war with Ket. Guards and militia have moved from the northern sheikdoms to the southern border in preparation. Perrenland mercenaries have come by the droves to aid with the Tunnel and they are up and about the Yatils. The upset with the elves seems to be a sore point, but tensions are calming as new threats grab the focus, and - in the background - an old Temple to Al'Akbar has been found. Tensions between the True Faith and the Exalted Faith are on the rise as each try to lay claim to the fabulous temple.

In short, a litmus test that will reveal whether or not Tusmit is on the verge of cracking under its own weight.

****For Characters outside Ket and Tusmit****

Verbobonc

Characters from Verbobonc are free to travel to Tusmit and Ket based on their own interest in the happenings there. If a Verbobonc character at the table requests a more compelling reason to get involved, then use the following:

* If the character is a member of the Mounted Borderers, House Guard, Wrinkle Academy, Church of Heironeous or Church of St. Cuthbert, then their superior (either Lord Deleveu, the noble of their House, Magister Har, Abbot Rudolphus, or Bishop Haufren, respectively) has asked them to investigate the impending war and see how it could affect Verbobonc. The character is instructed to lend aid to whichever side or whichever forces seem to have Verbobonc's best interests in mind.

* If the character has Influence with the Viscount or is a Knight of the Faithful Defender, then an agent of Viscount Langard contacted the character and asked him or her to investigate the impending war. Again, the character is tasked to gather information and aid whichever side seems likely to have Verbobonc's best interests in mind.

* Other Verbobonc characters may choose to have arrived with the caravan; their caravan pay provides them with free Standard lifestyle for this scenario.

Dyvers

As the Dock District repairs near completion, rumors are circulating of trouble along the land trade routes heading west across the mountains. The Merchant's Guild would be quite interested in having firsthand accounts of the situation from experienced adventurers.

Veluna

As tensions rise between Ket/Tusmit the trading companies in Veluna have started to take notice and would like to find out more information. If the High Roads Trading Company sponsors any players then Journeyman Ralish will seek them out and tell them to go visit the area to get a feel of what is transpiring. For players with no affiliations they will be approached by the High Roads Trading Company, Silver Star Trading Company or Iron Rings Consortium to check up on the situation in the area. The players can latch onto a caravan heading in that direction so that they'll reach the first encounter. * DM note if this module is played after May 21 then the option of the caravans telling the Veluna players to check this out will not be valid. They are instead asked to seek out help from Tusmit and see how the war is going by the clergy *

Ekbir

First of all, every Ekbirian is free to travel anywhere in the world.

Ekbir, and more precisely the Caliph and his government, are interested by having more information on what happens in Ket. More precisely, the caliph wishes to know the following points:

1. What are the true links between the Mouqollad and the Beygraf and his government?
2. What is the influence today of the True Faith on the government and the Beygraf?
3. Gathering information on the impending war. What are the forces of the Ket's army and to the opposite side?
4. What is the position of the Mouqollad with that impeding event?

Characters are invited to gather a lot of information (not necessarily all of it – nor will all of it be answered) and come back to report and help the Ekbir Caliphate to take a decision.

Of course, they mustn't draw the attention on them. If they were captured, the Ekbir government will deny all relationship with the PCs.

For all other regions

Players can come up with their own reasons of why they have entered Ket. Most likely it would have been as a guard serving caravan duty or the fact that the hint of possible war has intrigued them enough to come check it out. Whatever the motive let them decide and go with it.

Module Summary

Introduction (Flint and Steel): The characters are introduced to Shahal Qarim, a Justiciar. Shahal has been hard at work, tracking a band of Temple of Elemental Evil (ToEE) cultists masquerading as Tusmit infiltrators in Ket. He is at his wit's end, because the trail splits into two very different paths at this point, one going up the Irafa Road and the other skirting the forest entirely. He cannot be in two places at once and is seeking like-minded individuals to track down the infiltrators. Shahal will use Gather Information beforehand to acquire details about the party and their likely political leanings. This can have four different results and he will appeal as the party majority composition dictates:

- 1) Favor Ket in the conflict taking place;
- 2) Favor Tusmit in the conflict taking place;
- 3) Have no opinion in the conflict taking place, not caring which side wins or loses;
- 4) Want both sides to win, lose, or stop.

Encounter 1 (Sparks): The characters follow the cultists down the road at the behest of Shahal, with the option of staying out at night (possible combats resulting, providing no xp). Elves of the Bramblewood note the movement of the party and link them to the cultists based on faulty divinations.

Encounter 2 (Brushfire): The characters, whichever path has been chosen, will face the native Bramblewood defenders, out for blood (after the results of VTF3-07 and the damage to the Bramblewood). These combats will be from range, with missile weapons and spells. A possible connection to the cultists may be found on the bodies of one of the elves.

Encounter 3 (Smoke Signals): The party travels without further trouble down the Irafa Road or around the western edges of the forest and reaches Lopolla,

where they meet with Shahal once more. The Infiltrators will be gradually losing ground (there will be a mechanic for this, which will include magic at the higher levels) and information will be forthcoming, presuming a serious pursuit by the party.

Encounter 4: (Kindling) The ToEE, being mostly clerics in nature, have procured a rare poison from a source in Lopolla to supplement the quantity they brought with them – it affects only arcane casters (see Ket3-06, Burned Flour in Highdough, for a full description but the outline provided here is sufficient to determine the effects on this module). Parties can choose to either engage them here or later, as they see fit. When Shahal returns, he insists that the perpetrators be stopped immediately, though the ToEE cultists have more time to prepare. The poison will be used at will by the cultists if they see arcane magic being cast about.

Encounter 5 (Bonfire): The top cultist will flee after causing a huge amount of damage in Lopolla, likely with the characters in hot pursuit. He will openly call down devastation before departing and fly the banner of Tusmit during this.

Conclusion (Inferno): Shahal will ask the party to trace the route that the infiltrators took (if they escaped) or were going to take (if not) to see if they can determine what was behind all of this. As a Golden Scorpion, he will be less inclined to let those who sympathized with the ToEE cultists (if any) in light of what has happened and has a duty to see them removed as a threat to Ket. This will send the party on its way toward Tusmit just as the war (probably) is really beginning to break out.

Introduction - Flint & Steel

Dust of the road swirls and forms patterns in the wind as the caravans slowly pull into Fort Avernand. The banners of Ekkbir, Tusmit, Ket, Veluna, Verbobonc, Dyvers and many other nations form a chaotic but colorful display as the procession begins to divide up amongst the open corrals and inns at this, the southern terminus of the Irafa Road. The sheer number of caravans serves as notice that the beginning of spring and the time of new trade for the year is once more in progress.

Typical shouts and catcalls go out as the various caravan guards and attendants spot old friends and rivals, each one hard at work yet with time to wave or shout a greeting across the tumult of the day's end.

The din of the town has reached a crescendo when the banner of Ket can be seen approaching at the head of an impressive collection of Threshers. They stop only momentarily before turning toward the two caravans flying the banner of Tusmit...

Characters can choose how they have arrived here, and for what reason. The presence of the caravans from almost all regions provides a ready excuse for those who are looking, or they may have some specific purpose. If the character cannot enter the town or refuses to do so, this may prove to be an extremely short module for them, as Shahal only trusts and provide information to those he can meet in town. Allow the characters time to introduce themselves and determine their connections, if any. Once this is accomplished, the module can continue.

As a reminder for those from beyond the Ket/Tusmit region, the two countries are in the middle of a rapidly heating up cold war. Characters from these regions may well have been asked by their governments to look into the situation or possibly investigate the impact it will have on trade (or anything else, for that matter). This can certainly be one good reason for characters to be present in Ket for the beginning of the module, all other possible reasons aside.

It is clear to anyone remaining near the corrals that the Threshers are intent upon questioning everyone, even if they did start with those from Tusmit first. A single hulking half-orc Thresher quickly returns a pair of merchants arguing about a bolt of cloth as they march away to the corrals and people are not allowed to leave until they are questioned. The questions are general in nature, asking about the final destination of the traveler, whether have seen anyone matching a description provided (brown hair, black eyes, shorter than normal, Baklunish human in clothes) – they all seem to do with an audacious thief who escaped the stocks this morning - Gather Information [DC 15] determines that the thief was a foreigner and the Threshers suspect he will try to make it here and sneak out of town and away from justice. A further Gather Information [DC 20] can reveal that he actually is a Bisselite sympathizer, though his political connections do not seem to be driving his incarceration.

Political Situation: The current climate in Ket is one of distrust of Tusmit. War is brewing and tensions have been rising between both nations. Any person openly declaring allegiance to Tusmit or any open follower of the Exalted Faith (the LG version of Al'Akbar) will suffer a -4 circumstance penalty to all social checks. Recent incursions and actions in Ket by Bisselite sympathizers

have continued to make individuals from Bissel unwelcome and likewise, any person openly declaring allegiance to Bissel will suffer a -4 penalty to all social checks.

If characters are suffering from the Ire of Ket from VTF3-07 (or were caught) they are currently in the Fort Avernand area trying to either sneak out of Ket or escape the law – DMs should check the AR records of those participating to make sure that this is not the case beforehand, as it can have serious social repercussions in this module. Shahal himself is likely to know of their crimes (with his Gather Information rolls as noted below) but remember that he does not think much of the current political climate and is more than willing to accept the help of good people, rather than hold their past indiscretions against them. This does not mean that he wants them to break the law again, but rather that he is willing to forgive and forget in return for good service.

It is important, after reading the introduction, to ascertain the political sympathies of the party. There are four possible variants (if it is not possible to make a determination, choose option 4) for that character). Make sure that these choices are noted per character, as this will have a later impact. If there is a conflict in the party, the majority decision governs further options provided in the module. In the case of no majority, the GM decides randomly. Here are the choices:

- 1) Sympathetic toward Ket;
- 2) Sympathetic toward Tusmit;
- 3) Sympathetic toward both;
- 4) Sympathetic to nobody.

At the Corral

During this time, if anyone is actively looking about the corrals and inns, they are allowed a Spot check [DC 10+APL] as the Threshers appear. This Spot check is provided only to characters, not animal companions, familiars, etc. If successful, the characters note a single man leaning up underneath an awning at the far end of the corrals, intently watching the approach of the Threshers.

He is dressed in flowing black robes and has a covering of scarves almost completely obscuring his face. A pair of scimitars hang from his belt and a massive recurved longbow can be seen on his back, while a money purse made out of the paw of some beast catches the eye on his belt – it flickers constantly as if on fire (Shahal made this from the pelt of one of the fiendish dire tigers killed during his escape). His racial type is impossible to tell

with all the coverings but he is at least 6 feet tall and muscular. If Shahal notices any character has spotted him (unless they are hiding or bluffing about spotting, he likely does so with his take 10 Spot of 38, he moves over and attempts to initiate a conversation.

When talking to Shahal, make it clear that only his eyes can be seen behind the scarves. He is badly scarred on his face, the result of torture at the hands of the Temple and his fight with the Fiendish Dire Tiger during his escape. Until he trusts a group or senses that it will serve to calm them for the purposes of diplomacy he will not reveal his face to anyone. For more details, see below.

Conversation with Shahal Qarim

As a covert operative good at his job, Shahal Qarim seeks to find out what the characters are doing here in town without revealing his own plans. He gradually gets around to asking about their job prospects and if they have immediate plans. During this time, Shahal assesses the relative worth of the characters and asks about their individual weapons, armor and so on. He intersperses this with pleasantries about the weather, his own equipment and similar details.

Shahal, as already noted, is horribly scarred under the coverings on his face. A Heal check [DC 18] can identify torture marks and only partially healed scars. All of them, save for a huge claw mark on the right cheek, were from the torture at the hands of the temple.

Shahal is provided with a Gather Information check on anyone who provides their real name to him (or a known pseudonym). With a successful roll, he knows a good deal about the background of the character, much like he has read their dossier. While he will not act overly familiar, it will let him determine their relative worth. The DC for this check is 30 less the character level of the person involved to reflect Shahal's extensive series of contacts and travel, which have provided him with a rundown on the character (so, an 8th level character is DC 22 – this is designed to have those of greater level be more noticeable). He suffers a -4 circumstance penalty for people from the VTF region not from Ket or Tusmit and -8 for those outside of the VTF.

Shahal has a good grasp of body language and makes a credible effort to go along with the majority view of their political sympathies (see above). Indeed, he uses the political leanings of the group to decide which group of cultists to send them after. For people who choose 1) or 2), Shahal prefers to send them down the Irafa Road, as he feels they can use their fervor (one way or the other)

to convince any in the forts to let them pass or otherwise influence the strong military tradition on the road. For others, Shahal sends them skirting the forest and he takes the Irafa Road. This second option is not so much of a decision about them but rather a choice on his part to take the more dangerous option. His analysis indicates that the characters are not fervent in this particular matter and will need the extra space to operate properly.

If Shahal is satisfied with the answers the party has given, he proceeds to ask them for assistance. Shahal makes no promises of any reward save for the potential good this will do. His public reason for following the ToEE cultists is as suspected Tusmit sympathizers or infiltrators (he prefers to use the latter designation, to keep things simple). Remember that he does not admit to the actual political leanings of the group nor their affiliation during any of the opening encounters.

During the time he is analyzing the PC's, Shahal will suggest that they retire to the Prancing Mare Inn for a more private conversation. If they accept, he will purchase a Rich meal for all present, though he does not have any himself (as he will not want to remove the scarves yet). See **Leaving the Corral** for the interlude to this point.

If characters are sympathetic to Tusmit or both sides, he emphasizes that he wants to ensure they are not being suspected without reason and that, as sympathizers, he has no indication they have yet broken the law. If anything, he is worried that they might intend to do so and is trying to stop a problem before it gets out of control. He will also mention that it is his suspicion that the "Tusmites" are actually interested only in provoking a war and thereby make a mockery of the guidance of the Pasha and perhaps show him to be incompetent (in other words, take matters into their own hands and embarrass Tusmit in the process). They may in fact have nothing to do with Tusmit beyond appearing to be from the nation.

To sympathizers for Ket or with no caring at all he notes that these are probably infiltrators bent on no good. He will note, in particular, that he is more concerned about catching them and questioning them than preventing bloodshed or problems – that is up to the authorities to do.

There is absolutely no reward being offered. The choice is to do this for the concern about the good of one or both countries, or even concern about general good. This is a very important thing to Shahal and he believes in it fervently. He will employ all arguments that he can,

short of coercion, to have the characters assist him – but he cannot reveal that they are from the Temple.

His last resort is to share that he is a good friend with Walker Salidious and have the characters draw their own conclusions. If they seem to accept this, he will also share his knowledge of the Walker's last days and ask them to do it for his memory, if nothing else. Should it be clear this will not work, he simply walks away and looks for other people to help him.

If convinced of their worth or they are joining him regardless, Shahal arranges to meet the characters at the exit to Fort Avernard in the morning at first light. He is not available for questioning during the course of the night but can be asked basic questions either immediately or the next morning. He cannot be convinced to leave immediately, as he knows full well the dangers of the Bramblewood at night (see later Encounters) and will not risk a successful pursuit for a foolhardy few hours of daylight – he gladly shares this knowledge with any who ask. When he meets the characters in the morning, he mentions that he can be found in Lopolla at the Inn of the Laughing Serpent, once they are complete with their task of catching the infiltrators.

Unofficially, Shahal does intend to reward the party as soon as he can contact an official with connections to the Beygraf (and thereby utilize the Golden Scorpion connections). He cannot reveal this, however, and must follow the above directives as much as possible.

If the characters agree, Shahal informs them that there are approximately 2 dozen in the main group, which split in two almost evenly just north of the Fort Avernard. They are all humans and dwarves, as far as he can determine, with a mix of men and women in the groupings. All are dressed typical to the West, in flowing robes and on horseback. Their trail should be relatively easy to follow, providing nothing has been done to obscure it. For higher-level parties, he will warn against using teleportation or similar magic when in sight of the cities and towns, not to mention that making big jumps might actually slow the party down if they make the wrong assumptions.

Leaving the Corral

In order to leave the Corral, the characters must pass through the cordon of Threshers. The Threshers only ask three questions of every person – who are they, when did they arrive in Fort Avernard, and did they see a young man, scruffy appearance, cut on his right arm,

oeridian origins, anywhere in the corral area? (The answer to the last should be no, as the thief in question is hiding in a wagon from a Verbobonc caravan already and was quite adept at his movement). The Threshers are polite but firm and expect immediate answers from everybody. Delays or counter-questions are not appreciated or tolerated – at first, they simply ignore such inquiries but, after the third such attempt, they get more forceful. The first is a warning to cease. If the delays or counter-questions persist, the Threshers take the character in question in for questioning. Make every effort to warn the character(s) that their questioning or tactics are irritating the Threshers – it might also be a good time to remind them that these are the law figures in Ket and unused to being either questioned or delayed.

If characters persist in their actions, the Threshers take them in for questioning. This lasts overnight and any spellcasters (arcane or divine) do not have their spells memorized for the morning – spontaneous casters do not have the rest needed to recharge their spells. In the morning (first light) they are released with a warning. Again, there is no answer to any counter-questioning that took place, although they do at least have the privilege of knowing (by virtue of being in the cells at the time) that the thief was re-captured late in the evening.

Gather Information

It is possible to gather information in the early evening and night before departing the next day. Details can be provided as follows, with one check allowed for every 2 hours of work put into this task, and 2d6 gold expended (the caravans in town have made everything more expensive!):

[DC 10]: None of the caravans from Molvar and the Gryphon Pass have yet to reach the south. There is a rumor that they have been delayed for some reason and will only arrive at the end of spring, at the earliest. It is possible that a celebration about to be announced in Lopolla has delayed some caravan masters from reaching their starting points in Molvar.

[DC 15]: Veseri ibn Saqar, a respected dealer in rare pharmaceuticals, was discovered dead three days ago. He had been strangled in a ritualistic fashion and his safe chest was open when the body was found. Thus far the Threshers have not revealed whether any contents were missing.

[DC 18]: A small symbol of Fharlanghn was delivered three days ago to the Prancing Mare Inn. It was covered

in blood and had the name Salidius engraved into it. Two days ago, the Threshers without explanation took it.

[DC 20]: The infiltrators met with someone who went by the last name of Rhadgast. He/She provided them with a small box of fancy carved wood. A local opportunist named Elir saw the transaction but recently decided to leave town after hearing of the death of Veseri ibn Saqar.

***** DM Note:** Tarok Rhadgast provided the initial large allotment of Dedicari Dust poison, through the auspices of Veseri. Tarok arranged to have Veseri killed to cover his own involvement here but slipped up when introducing himself.***

[DC 25]: Elir apparently left town after receiving a garrote emblazoned with the symbol of Tusmit upon it. He furthermore tried to deliver this to the local Threshers but it is reported that the garrote has gone missing from their offices, possibly along with the symbol of Fharlanghn they were investigating.

[DC 30]: A single person entered the offices of the Threshers this morning and there was much commotion afterward. Whether the item went missing at that point or not is unknown. The individual seen left shortly thereafter and was seen leaving town in the company of two dozen men and women on horseback. *** If this information is passed to Shahal, he can confirm it was one of the infiltrators – in actual fact, it was one of the ToEE, masquerading as a Black Scorpion, and ordering a search of the town so as to slow down any pursuit. ***

[DC 35]: One of the women (a dwarf, in fact!) riding out of town in the group above dropped a single coin on the road and did not seem to notice it missing. A local child gave it to a Mullah leaving town today, who took it in custody, but the child says that it had an inverted pyramid with a strange spiral design upon it.

Purchases in Fort Avernand

Fort Avernand, as a nexus of trade in Ket, is a good place to buy equipment and other necessities. Any goods available in a standard city up to 5000 people can be bought here at the regular price (although, for role-playing purposes, haggling would be the order of the day).

♣ **Shahal Qarim:** male Baklunish human
Rgr5/OcSl1*/Jst10*: hp 125, see Appendix 1.

Encounter One: Sparks

It was a warm spring day riding out of Fort Avernand a few hours ago. Only a brief time passed before Shahal called a halt, pointing off the Irafa Road as it began to enter the Bramblewood proper. Here, he split off and continued on his way, pointing further in the direction you are headed and reminding you to do your best.

If the Party was sympathetic to Tusmit or Ket: *The road has been unremarkable since that time, with the light of the sun warming you as midday has come and gone. The animals of the forest remain distant but there are the unmistakable sounds of the wilderness all around.*

If the Party was sympathetic to both or neither: *This small offshoot of the Irafa road certainly skirts the western edge of the Bramblewood itself. From what has been relayed by Shahal, this little offshoot meanders around the outer edges for the entirety of its length and eventually ends up in the northern half of Ket. With any luck, your quarry will long since be tracked down.*

The party reaches their first overnight destination (the first at the fort inside the Bramblewood, a small inn on the edge of the Bramblewood for the second) without incident (save of their own making). Flying far overhead, amidst some of the other birds in the sky, is a druid of the Wood Elves, trying to intercept the ToEE as well. They have made a mistake, however, and associated the party with the cultists by virtue of a mistaken divination (the ToEE are taking precautions against this). The scouting continues for the day and is very difficult to notice (the druid keeps up the regular routine of the bird), save with a Spot check [DC 55 - height and natural surroundings working to a great advantage]. Anyone flying must determine their altitude and, for every 100' feet off the ground (up to a maximum of 300'), they can take 5 off the DC (down to a minimum of 40). Only characters may make this spot check – all other companions and animals have little or no reason to be curious about yet another animal.

Ensure that the party knows that the coming of spring has started the typical wild grass and other growth all over the road and the sides. Not only should things appear green in their impression of the forest, signifying the new season, they should be at least warned ahead of time that the grasses might be used in spells such as *entangle*. It is also early in spring and all underbrush is

light (not having grown in yet). Movement off the road (either of them) is not impeded save when a tree occupies an entire square.

As a further note, it is a Knowledge (nature) [DC 20], Bardic Knowledge [DC 25], or Knowledge (geography) [DC 22], to remember that the Bramblewood is known for having a lot of dangerous flying creatures. Those flying are actually encouraged to stay near the ground, where repeated arrow and crossbow bolt volleys from the army of Ket have driven home the dangers of the Irafa road to the monsters of the Bramblewood. If anyone goes over 100' in the sky while flying, they can potentially attract unwanted attention. There is a 10% each hour of such attention (not cumulative), and it is 100% if the character(s) head into the Bramblewood itself, even at height.

Similarly, camping at night in the Bramblewood (Near or Deep) is not advisable (same DCs for knowing this detail as with the flying creatures above). For the first night there is no conflict, however, as the Elves shadowing the group keep animals away to prevent any problems with their later ambush. After the first night, however, each hour spent camped in the Bramblewood has a 10% chance of seeing an encounter. For ease of reference, utilize the Flying Creature chart provided. The road skirting the Bramblewood is considered a Ket area and safe (relatively) from monsters.

Flying Creatures Faced (no experience, these should be avoided):

APL 6 –	1 Wyvern (as per <i>Monster Manual</i>)
APL 8 –	2 Wyverns (as per <i>Monster Manual</i>)
APL 10 –	2 Hellwasp Swarms (as per <i>Monster Manual</i>)
APL 12 –	4 Hellwasp Swarms (as per <i>Monster Manual</i>)
APL 14 –	3 Elder Air Elementals (as per <i>Monster Manual</i>)
APL 16 –	6 Elder Air Elementals (as per <i>Monster Manual</i>)

During the course of the ride down the Irafa Road or skirting the Bramblewood, the characters may choose to investigate the reason for the split. The ToEE cultists split up for two reasons – the first group, heading down the Irafa Road, are supposed to lay a trail of documented evidence of their passage through the country, for investigators afterward to point to the ease with which they entered. Even with this, however, they are traveling fast and do not want a conflict at this point. The second, skirting the Bramblewood, intends to travel secretly – they have the supply of Dedicari Dust poison with them that was obtained in Fort Avernand and are taking a

greater amount of precautions than the first. There is no set difficulty to gathering details, save that the first group is being obvious and the second is trying to stay hidden and discrete. If required, assess a Gather Information check [DC APL+8] for any research or scouting undertaken, noting that this will take time as well (assess a penalty for the pursuit if this is appropriate).

Encounter Two: Brushfire

It is a hot day once more, as the spring air brings no breeze at all. Before long, everyone is underway on the road again, following the trail that has been set before you.

It is quite possible that the characters might have the Dragonhide armor from VTF3-07 and therefore be recognized as a potential friend by these elves. They assume (as part of a tragic string of mistaken assumptions) that the character is a prisoner or working under magical influences. Under no circumstances do they target the character with spells, abilities or attacks if they can avoid it. If the character tries to communicate with them, they readily talk and negotiate, providing the discussion is reasonable. They also shout things such as “Free yourself from these vermin, great hero” and “Why have you chosen to betray us, dragonslayer” to give more emphasis to their motivations.

On the second day, things begin to happen. The druid and her compatriots make their plans having seen the party the day before. They anticipate similar styles of dress and mounts (if any). The ambush takes place just before 10 am in the morning on the projected march route down the road. If the party bypasses this ambush site but a number of different means, the druid arranges for another ambush at the exit to the Irafa Road or at the northern part of the Bramblewood outskirts (depending on the party route).

At a few minutes to 10 am, the ambush takes place. Platforms are located in solid, old growth trees beyond the clear-cutting of the road and the sides. They are 40 feet off the ground and plant-growthed areas of solid (1 foot thick) wood. Merging into the tree with cunning design, they platforms provide a +5 circumstance bonus to Hide checks and +5 to Move Silently (muffling), over and above any modifiers for distance or other factors. People on the platforms have coiled knotted ropes they use to get down Climb Check ([DC 0] - with bracing from the tree) or free climbing [DC 15]. Each platform takes up a 5 by 5 space and is shown in this size, although actual footage is different and conforms to the tree – anybody climbing up and wanting to attack an elf inside

must make a Balance check [DC 20] to attack that turn. People on the platform have cover from all those attacking from the same height or lower (+4 to AC, +2 modifier to Reflex Saves, Operate is if they had Evasion) – they do not have a roof, however, and do not get this benefit from above. The location of the platforms are noted on the associated map, choosing A and B for the druid(s), and C, D and E for the archers. Ground at the base of the trees has been soaked with water and carefully arranged to appear normal. Stepping within 5' of the tree base, however, is the equivalent of walking into an *entangle* spell cast by a 3rd level Druid [DC 14, Reflex Save]. This is considered a trap, for the purposes of Trap Sense and bonuses with respect to Reflex saves, but it cannot be disabled in the timeframe of the combat.

Should nobody in the party notice the elves, the first volley of arrows and spell is a complete surprise. Undertake the attack before setting up the party into a formation, using just general descriptions for the marching order, placing them on the road (if they are traveling on it, or close to it if not) and about halfway in.

Please see **DM Map #1** for the location of the enemy. The location of the platforms and their construction, as well as the defenses at the base of the trees, is considered a CR 5 creature for the purposes of EL calculation. At APL 12 and above it is not considered in the calculations of the EL given that it falls well beneath half of the threat level CR. For the purposes of spotting the elves, they are all considered to be taking 10 in their trees, subject to the circumstance modifiers noted above, distance (-1 per 10 feet) and their individual skills. The dire wolf animal companion of the druid remains back in the trees, out of sight of the road and cannot be spotted prior to combat (taking 100% cover, his position is noted). It can be scented at the tree line nearest to platform but it is likely that combat will have already started at this point. Being downwind (cunning blighter!), it will scent approaching people 60' away and can warn the druid mentally, if anyone should choose to sneak.

Creatures:

APL 6 (EL 8)

☞ **Talondark:** Wood Elf Drd7; hp 47; see Appendix 1

☞ **Gut-Toss:** Dire Wolf Animal Companion; hp 45; see Appendix 1.

APL 8 (EL 10)

☞ **Talondark:** Wood Elf Drd7; hp 47; see Appendix 1

☞ **Gut-Toss:** Dire Wolf Animal Companion; hp 45; see Appendix 1.

☞ **Daggerstrike, Swiftstride, Tallbranch (3):** Wood Elf Bar1/Rgr2/Ftr2; hp 39; see Appendix 1.

APL 10 (EL 12)

☚ **Talondark:** Wood Elf Drd11; hp 71; see Appendix 1

☚ **Gut-Toss:** Advanced Dire Wolf Animal Companion; hp 68; see Appendix 1.

☚ **Daggerstrike, Swiftstride, Tallbranch (3):** Wood Elf Bar1/Rgr2/Ftr2; hp 39; see Appendix 1

APL 12 (EL 14)

☚ **Talondark:** Wood Elf Drd13; hp 83; see Appendix 1

☚ **Gut-Toss:** Advanced Dire Wolf Animal Companion; hp 86; see Appendix 1.

☚ **Daggerstrike, Swiftstride, Tallbranch (3):** Wood Elf Bar1/Rgr3/Ftr4; hp 59; see Appendix 1

APL 14 (EL 16)

☚ **Talondark:** Wood Elf Drd13; hp 83; see Appendix 1

☚ **Gut-Toss:** Advanced Dire Wolf Animal Companion; hp 86; see Appendix 1.

☚ **Lightningclaws:** Wood Elf Drd13; hp 83; see Appendix 1

☚ **Darter:** Advanced Dire Wolf Animal Companion; hp 86; see Appendix 1.

☚ **Daggerstrike, Swiftstride, Tallbranch (3):** Wood Elf Bar1/Rgr5/Ftr4; hp 73; see Appendix 1.

APL 16 (EL 18)

☚ **Talondark:** Wood Elf Drd15; hp 95; see Appendix 1

☚ **Gut-Toss:** Advanced Dire Wolf Animal Companion; hp 86; see Appendix 1

☚ **Lightningclaws:** Wood Elf Drd15, hp 95, see Appendix 1

☚ **Darter:** Advanced Dire Wolf Animal Companion; hp 86; see Appendix 1

☚ **Daggerstrike, Swiftstride, Tallbranch (3):** Wood Elf Bar1/Rgr5/Ftr6; hp 87; see Appendix 1

Tactics: This is all about revenge for the Wood elves, after the finale of VTF3-07. The druid's use their highest level *summon natures ally* spell first, drop movement inhibiting spells where they can, then flame strike the party. Talondark (and later Lightningclaws) stays in the form of an eagle and flies when necessary, but does not need to stay on a platform – he/she starts wherever the Judge decides is appropriate. The archers go after lightly or not armored opponents first, then fighters second – everybody gets a sleep arrow first, spread out as much as possible, to ensure that they can capture opponents (well, try to ensure it). The goal of the animal companions (the dire wolf/wolves) is to provide a distraction and second line of defense – the ambushing archers do not bring their animal companions with them. The creatures make attacks to harry and delay. It is actually the presumption of the elves that the party will have some defense against

Fire (since the elves believe them to be ToEE cultists) but they find this approach “poetic justice”.

Should the party opt to surrender, negotiate forcefully (e.g. place the elves in a bad position both tactically and hp-wise but still want to talk) or be rendered unconscious easily, the elves are taken aback and begin to question their assumptions. They retreat into the forest in confusion (if possible), abandoning the fight – or they just call a truce and try to find out what is going on. Should it prove reasonable, opposed Diplomacy checks can be made to determine their course of action. If they win and have prisoners, this likewise is the result after some interrogations and questions. The general principle here is to have the Elves act as an ambushing force but to note that presumptions and mistakes are abounding (if it is possible to convey this in a meaningful fashion).

Development: The elves, if they can be reasoned with or have an opportunity to evaluate the characters after combat, will be genuinely shocked. This may be the first clue for the party that the “infiltrators” are not who they appear to be. The elves will not explain their reasoning in attacking the party, only that they know these people were evil but they certainly do not agree that they are Tusmit infiltrators but something far worse – they want to keep the atrocity that was perpetrated in the end of VTF3-07 a secret, but also punish those responsible. Any elves that are captured readily admit to this and those who are dead can be likewise queried with spells to the same effect. If anyone specifically mentions Gelzifa, the shard or other pertinent details from VTF3-07, they are accorded a +4 circumstance bonus to any opposed Diplomacy checks that might be deemed appropriate to stop the combat.

If the druid(s) is captured, they also have upon them instructions in a scroll tube, written in Sylvan, to capture the “cultists”, although there is no further explanation.

As a final note, these elves, though aware of the Silvertip clan in the Bramblewood, are not members and are not subject to Influence points with from Ket Regional Modules.

Treasure:

APL 6: L: 5; C: 0; M: *divine scroll of summon nature's ally IV* (58 gp per character), *divine scroll of flamestrike* (58 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character)

APL 8: L: 187; C: 0; M: *divine scroll of summon nature's ally IV* (58 gp per character), *divine scroll of flamestrike* (58 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character), *sleep arrows* [18] (11 gp per character).

APL 10: L: 216; C: 0; M: *divine scroll of summon nature's ally VI* (137 gp per character), *divine scroll of empowered flamestrike* (190 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character), *peripart of wisdom +2* (333 gp per character), *sleep arrows* [18] (11 gp per character).

APL 12: L: 42; C: 0; M: *divine scroll of summon nature's ally VII* (190 gp per character), *divine scroll of maximized flamestrike* (319 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character), *+1 mighty (+3 Str) composite longbow* [3] (225 gp per character), *sleep arrows* [18] (11 gp per character).

APL 14: L: 42; C: 0; M: *divine scroll of summon nature's ally VII* [2] (190 gp per character), *divine scroll of maximized flamestrike* [2] (319 gp per character), *divine scroll of greater magic fang* [2] (31 gp per character), *divine scroll of barkskin* [2] (12 gp per character), *divine scroll of briar web* [2] (12 gp per character), *peripart of wisdom +2* [2] (333 gp per character), *+1 flaming mighty (+3 Str) composite longbow* [3] (725 gp per character), *sleep arrows* [18] (11 gp per character).

APL 16: L: 42; C: 0; M: *divine scroll of summon nature's ally VIII* [2] (250 gp per character), *divine scroll of maximized flamestrike* [2] (319 gp per character), *divine scroll of greater magic fang* [2] (31 gp per character), *divine scroll of barkskin* [2] (12 gp per character), *divine scroll of briar web* [2] (12 gp per character), *peripart of wisdom +4* [2] (1,333 gp per character), *cloak of resistance +1* [3] (83 gp per character), *gauntlets of ogre power* [3] (333 gp per character), *+1 flaming mighty (+4 Str) composite longbow* [3] (733 gp per character), *sleep arrows* [18] (11 gp per character).

Encounter Three: Smoke Signals

Now the chase renews in earnest. The road stretches out ahead and the path continues. Have the infiltrators passed this way or have they finally split off to their final destination?

Now that the ambush is out of the way, it is time for the actual pursuit itself. There are three possible options:

- 1) Serious pursuit;
- 2) Regular pursuit;
- 3) Casual Pursuit/No pursuit at all.

Success in the pursuit: The best possible success is to arrive in Lopolla mere minutes after the cultists. It is not intended that the party catch the infiltrators beforehand.

In a perfect world, if the cultists caught wind of a close pursuit they would probably just abandon everything and head for the border with Tusmit to escape. In addition, the group of cultists together would be a much tougher fight for any party. As a result, it is somewhat of a "fixed" result that the cultists will reach Lopolla first, to prevent such an unbalanced combat, but the timing will have an important impact on the later combats.

Tracking: It is still possible to track the infiltrators given their larger numbers, although each group does have a ranger with them covering their tracks somewhat – it will require the Track feat to succeed at this. One Survival Check [DC 10+APL - at higher levels the infiltrators are taking more precautions] is made per day. Tracking via scent is possible only for the first half-day, at which point Scentbreakers are used on a regular basis, rendering it impossible.

Spell-casting during the pursuit: The pursuit is tough, unless the party is not pursuing or taking it casually. If they are pursuing, long spell-casting is not permitted as it would impact negatively on the timing of the pursuit. This includes such spells as *goodberries* (the time to find the berries) and any spells with a casting time greater than 1 round. The only exception is that a spellcaster willing to forgo re-learning or recharging their spells for one day may cast such spells (note that the 8th day is when they reach Lopolla if they have been pursuing in a diligent fashion, 12 if they just meandered along – or possibly more).

Days of pursuit: There are a total of 8 days of pursuit for a serious or regular pursuit. In theory, the pursuit could take a much shorter period of time, with proper forethought, extra mounts, spells and the like, but this figure is used to generate the overall modifiers.

Distance between villages on the edge of the Bramblewood: The distance between villages is roughly half a day's walk, or two hours on a light war-horse. For those without trackers in their midst, or who consistently fail the check, the best bet is to ask at each village (which is not possible at night – even if they wake people up they are generally told to go away until morning – this is the edge of the Bramblewood, after all) about the passage of the infiltrators. The infiltrators are not being secretive

about their passage as they are looking to have it clear that they passed all the way through Ket without being stopped.

Characters should be advised that the road they are following is little more than a track in some places and entirely overgrown in others. From time to time the road veers toward the Banner Hills. Emphasize the fact that wagons and the like would have a difficult time along this road (so they will understand why the Irafa Road is far more popular, dangerous though it might be).

Distance between forts in the Bramblewood: The forts are all day's journey apart for a burdened light war-horse or an unburdened heavy war-horse. Again, the passage of the infiltrators can be noted herein.

Distances once the Bramblewood is left behind: On day 5 the characters will leave the Bramblewood behind (following either route) and be in northern Ket. Here, distances between villages and towns grow closer together and the three days of hard travel to Lopolla will be filled with fields, villages, and other signs of habitation.

Serious Pursuit: The party makes every effort to go after the infiltrators/cultists. The GM is the judge of this, making note that the characters try everything in their power to catch up.

For such a party, they gain a modifier to a Pursuit DC on the following basis (the cultists are presumed to undertake 1) and 4) each day, for reference):

- 1) +1 for every day spent riding/moving beyond the normal riding/moving time of 8 hours, to a maximum of +4. Note the problems with flying near/in the Bramblewood for those who attempt that course of action;
- 2) +1 for every innovative idea to advance their position further without overshooting the infiltrators (such as sight-to-sight teleportation, which would gain approximately an hour or two, if there was enough capacity for the entire group), to a maximum of +2;
- 3) +1 for spells or spell-like effects that increases the base speed of the entire party – this is not +1 per person so increased, but overall using the slowest member as a guide – beyond 60' per hour (the average speed being traveled by the cultists);
- 4) +2 for having those willing to use healing to repair any non-lethal damage that may have been suffered during the day to gain in the pursuit;

- 5) –4 (total) if the party does not use any magical means to protect their intentions from scrying or divination magic;
- 6) +2 for negotiating with the elves in any fashion;
- 7) +1 per day that the party, to a maximum of +4, with one set of rolls (either individually, assisting one another, or a combination, but only one roll per person) meets the Tracking check defined for pursuit;
- 8) –1 per day, to a maximum of –4, for each day spent with a speed of less than 30 going after the cultists.

There is no advantage for the pursuit to casting divination spells or other information spells – the infiltrators have blocked such pursuit via spells of their own (and potions and scrolls), rendering such details useless. Likewise, the infiltrators are using their own divination magic each day to ensure no pursuit is close – they react poorly if they detect any, thus the reason for 5) above. Likewise, parties should be reminded that making big jumps ahead with *teleportation* and the like (but only if they are about to do this) may prove to be counter-productive if they have not guessed the correct path.

Regular Pursuit: The party makes a normal effort to catch the infiltrators but does not press by every possible means. For such a party, they gain points equal to 1), 2), 5), 6), 7) and 8) above. For 7), however, they only gain +1 modifier for every two successful days of checks.

Casual/No Pursuit: This is the final option. Such a party must have an idea of the final destination point already, through whatever means (or a guess). Otherwise, they simply lose track of the cultists and cannot finish the module. Skip to the Conclusion.

Questions on the Pursuit/Gather Information: During the course of the pursuit, it is quite possible (and likely) that the characters will ask questions of those they pass about the party of infiltrators they are tracking. As long as they make this attempt, the pattern of answers they are provided will allow for a Knowledge (local VTF) check [DC 12], Knowledge (history) check [DC 15] or – if the character(s) are from Ket, Ekbir or Tusmit – an Intelligence check [DC 12]. In addition, any party attempting to Gather Information [DC 10] en route will also get this information, although it might cost them some gold in the process (1d6 gp per attempt). A successful check tells the character that the party they are pursuing, while making efforts to fit in and appear to be Tusmites, is actually making a series of faint mistakes. Furthermore, although there is not one clear item that points to it, they are certainly not civic-minded citizens of either Tusmit or Ket (in this instance, what is being

conveyed is that they are traveling without certain societal cares or concerns, derived from the Four Feet of the Dragon – Honor, Piety, Family, Respect). This is not clear (not blatantly obvious, at least) but it should be made apparent to the characters that there is definitely something odd and probably dangerous about those being pursued (they may need this extra push to investigate in Lopolla).

Pursuit Results (one roll when the party reaches Lopolla, modifiers noted above – this is a skill check, with no ability or ranks utilized, only the modifiers – the roll cannot be assisted or modified in any other way):

[DC 23]: If this is achieved, the party arrives in Lopolla on the same day as the cultists, but much later. Shahal is here already and has located the warehouse with his contacts in the Black Scorpions. The party may attack the warehouse immediately. The Dedicari Dust wagons and *suggestions* are in place but the grenade bags are not available to the cultists

If the party beats the DC by 5 or more, they arrive in only minutes after the cultists, at approximately the same time as Shahal, just as he finishes using his connections with the guards to find out about the warehouses. The initial encounter is changed from the Inn to the main gates. If the characters immediately head for the warehouse after talking to Shahal, the Dedicari Dust wagons are not in place and the impact on the Archons will much reduced. In addition, the cultists will not have any of the Dedicari Dust bags available for use as grenades during the combat;

If the party misses the DC but by less than 5, they arrive in Lopolla one to two days after the cultists. Shahal is here already and has located the warehouse with his contacts in the Black Scorpions. The party may attack the warehouse immediately. The Dedicari Dust wagons and *suggestions* are in place and the cultists have one bag of Dedicari Dust each;

Finally, if the party misses the DC by 10 or more, they arrive in Lopolla three days after the cultists. Shahal is here already and has located the warehouse with his contacts in the Black Scorpions. The events below are unchanged.

Encounter Four: Kindling

Lopolla, the capital of Ket, is one of the West's largest cities. Trade all over the Flanaess flows through this

city and to the lands beyond. It is a reasonably warm late afternoon, for this time of year, though the chill bite of winter is but a few weeks past and the spring air only marginally warmer. Where to in the city?

The ToEE cultists have not had much time to alter their set-up in Lopolla. The actions of the characters in VTF3-07 have caused much confusion and the 2 warehouses in which their activities are based here have not been converted to secure locations as ordered prior to this adventure. They have, however, managed to increase the defenses in the warehouse and prepared to incite the local populace against Tusmit.

The Beygraf has recently declared a Day of Celebration in the capital and promised to announce the reason in a public ceremony tomorrow. The Day of Celebration begins at noon on the current day and lasts until the dawn of the second day (so it is really a 42 hour Day of celebration, but who is counting?). For those who are interested, this particular event and the implications of it will be expanded upon in a regional Year 4 Ket module.

During the Day of Celebration, the laws of Ket are relaxed in the capital – weapons and armor may be worn by all, although standard strictures and laws about assault and all else apply. Guards will be forthright about the relaxation of the restrictions and advise all entering the city of the new facts for the Day. Weapons must be peacebonded before they are allowed in the city but they are not removed. To peacebond a weapon, a complicated knot is attached, requiring 1 minute to untie or a dagger to cut in one round. A strength check [DC 18] can break it in one round. All weapons are tied in this manner and rendered unusable, even for such weapons for which it makes no sense (they have bags and so on attached). It is quite possible, if care is taken and it is not done obviously, to arrange a “fake” peacebond with a simple Use Rope check [DC 5].

ToEE Plan in Lopolla

The plan is to park three wagons filled with Dedicari Dust in the main bazaar in Lopolla and a few smaller wagons with similar cargo on some of the main streets. Members of the cult then plan to target the wagons with Fireballs or other similar spells, hitting as much in the area as possible and spreading the dust out in a large cloud. At the same time, slogans supporting Tusmit are to be planted via *suggestion* into the minds of passerby. When Archons or others show up to investigate (and those who are already present guarding the bazaar), the Dedicari Dust should cause major confusion and possibly even more damage. In particular, the airborne dust will

get into everyone and slow down any magical investigation into the incident – without evidence to the contrary from the local Archons, they hope to see rioting and a start to the war. All of this is pure conjecture and wishful thinking but it could have the desired effect.

Shahal – arrival in town

Shahal made his arrival in town a few minutes after the cultists but has been stymied by their split in locations. As a solitary traveler he was not ambushed by Elves in the Bramblewood and will have no information about them if asked. He has done his research (immediately at the gates) and can help the party if they seek him out. Shahal can be found near the Jurat headquarters in the city, at the Inn of the Laughing Serpent, as he conveyed before they all left Fort Avernand – some half an hour walk from the main gates. Shahal can advise of the presence of two suspicious warehouses, using his Black Scorpion connections in town. He intends to approach the closest, with the hopes that he can catch the infiltrators/cultists unaware – if the characters are present, he asks them to take the second warehouse, to prevent an escape and to round up the remaining infiltrators.

Although the Inn of Laughing Serpent is 20 minutes away from the closest warehouse (on foot, less on horseback), the cultists are quite busy with their own preparations and will not have time to scribe on the characters or otherwise prepare. The ToEE cultists are ready as the Pursuit Encounter dictates and then as much as they can do further to the Tactics in this section.

To find this information on their own, the characters must either use divination magic of some type (which can succeed, as the cult cannot protect all their assets here) – although their previous failure to succeed with this type of spell may not have meant they memorized any more of them - or hope to follow the trail of the infiltrators/cultists in town. The chances of following the infiltrators once they reach the gates of the city are minimal, however. It will take a combined Survival check [DC 42] with the Tracking Feat only and a Gather Information check [DC 38] to follow the ToEE infiltrators to the second warehouse. While it is quite likely that a more extended time in the city would normally allow for a greater chance and more skills to come into play, time is of the essence. It is possible that other methods can succeed and the DM can modify the result accordingly, taking into account very clever players or fortuitous circumstance.

Characters unable to follow the leads and unwilling to go to Shahal miss out on this encounter. They are notified

of the disaster in the bazaar immediately afterward and provided with a chance to go after the fleeing “infiltrators” (see **Encounter Five**).

Legal Note for Ket

It is against the law to harm or kill citizens in Ket and the law is applied without regard for rank or status. Residents have similar legal standing, although damage to an Elf is considered closer to property damage. Any character discussing the situation with Shahal should be reminded of this fact. Should any member actually do bodily harm, it is a 6 TU in the stocks. Manslaughter is 36 TU, diplomacy of 18 or higher to reduce this 18 TU. Murder (pre-meditated killing) is a permanent sentence to the mines.

Warehouse (See DM Map #2): The warehouse is set five feet above the ground, to allow easy access to the loading dock for everything. Stacked goods are set in an orderly fashion in the building, each five feet wide with a similar space to access boxes and so on, save for a large pile of boxes in the south-east corner. This large pile is a false front (consider it to have half a foot of wood for thickness and hardness, and a thin sheet of lead inside that – the latter to block detection magic). Inside that space is the cultist hideout and a hidden stone trap door leading to a 100-foot long tunnel toward the east – Search check [DC 25] to locate. The cultists have a door noted on the bolt-hole; this is the typical entrance or exit but they can, if pressed, collapse the entire siding on any two given sides as a move-equivalent action in around and come out fighting.

The beams noted are 20 feet above the floor, for support and moving heavy loads (and upon which the familiars are hiding and watching). There are no windows on the ground floor into the warehouse, only four windows up top, one at each of the fixed points of the east-west beams. These windows are locked [Open Lock (DC 20)] but very well greased and cared for (the cultists use them as an alternate entrance/exit all the time). The window on the east wall, near the front of the warehouse (where the double doors lead in) is actually open, to allow easy passage for Feathers, Tarqaans familiar. The office in the warehouse is relatively empty, with some books of business and the like, but otherwise entirely unremarkable. There is only one major entry point into the warehouse (the double doors in), but there is a secret back door very much where you might expect one – Search check [DC 21] to locate.

Familiar on the beams: Hidden on the front beam, just where it intersects with the north-south beam, is

Feathers, Tarqaan's familiar. It lies up here for most of the day, dozing but generally aware of the front door (especially with Scent). It has a circumstance modifier of +16 to hide for the location and the cat's coloration – the cat likewise has a +8 circumstance modifier to moving silently on the beam given the care that has been shown to the wood (no squeaky bits, etc.). If it notices anything at all it will provide an empathic warning to Tarqaan. Should it deem it possibly, it will then try to get to the back of the warehouse to join up with Tarqaan otherwise it will just leave the warehouse via the window and head for the rendezvous point in the nearby alley.

Creatures:

APL 6 (EL 8)

♣ **Dwarven Guards (4):** Male/Female Ftr3; hp 31; see Appendix 1

♣ **Sircari, Cleric of Elemental Evil (Fire):** Human Clr5; hp 38; See Appendix 1.

APL 8 (EL 10)

♣ **Dwarven Guards (4):** Male/Female Ftr3; hp 31; see Appendix 1

♣ **Sircari and Elec'ti, Clerics of Elemental Evil (Fire) (2):** Human Clr5; hp 38; See Appendix 1.

APL 10 (EL 12)

♣ **Dwarven Guards (8):** Male/Female Ftr4/Rog1; hp 47; see Appendix 1

♣ **Sircari and Elec'ti, Clerics of Elemental Evil (Fire) (2):** Human Clr7; hp 52; See Appendix 1.

APL 12 (EL 14)

♣ **Dwarven Guards (8):** Male/Female Ftr4/Rog3; hp 61; see Appendix 1

♣ **Sircari and Elec'ti, Clerics of Elemental Evil (Fire) (2):** Human Clr9; hp 66; See Appendix 1.

APL 14 (EL 16)

♣ **Dwarven Guards (8):** Male/Female Ftr6/Rog3; hp 79; see Appendix 1

♣ **Sircari and Elec'ti, Clerics of Elemental Evil (Fire) (2):** human Clr11; hp 80; See Appendix 1.

APL 16 (EL 18)

♣ **Dwarven Guards (8):** Male/female Ftr6/Rog5; hp 93; see Appendix 1

♣ **Sircari and Elec'ti, Clerics of Elemental Evil (Fire) (2):** human Clr13; hp 94; See Appendix 1.

Tactics: Refer to the pursuit results for the preparedness of the cultists. The cultists are likely surprised by the sudden appearance of the characters but not immediately visible while inside their hiding spot (unless the characters pursued incredibly well). Each wall of the hiding spot has a single watch point at the middle square in the wall, and a guard assigned to watch from it – it is a Spot check [DC 26] to notice and requires active looking at the area for something unusual (e.g. the character has to say he/she is looking over the boxes carefully). To find the watch points via Search takes two rounds per wall side and is the same DC, although the guards will likely react before then. On top of this, the cultists have Feathers (the familiar) to warn them in most circumstances, and possibly the alarm spells. That being said, their first actions are to get protective spells/potions ready and assess the situation. Cultists are not worried about punishment under Ket law (they have already done enough to warrant execution) and attack to kill. If they do seem to be having an easy time of it, they will switch to non-lethal tactics, with the hopes of capturing the attackers and pinning some of the later damage on them.

The leader of the cultists, Tarqaan, immediately begins to flee when notified of the approach of the characters. He is not calculated in the EL of this encounter and any attempt to force him to stay results in a much higher combat rating. His first path is into the bolt hole – at the end he uses a *dimension door* to travel a few blocks over and get on his tethered horse. Then he flees town as fast as possible, using a *wand of expeditious retreat* to speed up the horse for a number of minutes (and burning it up in the process – it is not noted in his possessions at any APL). During this time fleeing the city, at certain key crossroads with good visibility, he uses his fireballs and a wand of fireballs (crossed off on his spell list and charges used) to set off the Dedicari wagons in the bazaar (if they are in place) or just to damage various buildings (if they are not).

Once Tarqaan is gone, the cultists will have no compunction about using some of the Dedicari dust cache – note the effect later on in this encounter. They will throw it as a grenade-like weapon, with a 20-foot burst at the terminus, 10 ft increments, hoping to go for arcane spellcasters. Each cultist has two packages of the dust for use and can throw it with the same hand they use to wield their weapon (the packages are well-designed). Otherwise, they act as a human wall for their leader, trying their best to swarm and flank enemies and delay the combat as long as possible. They have no regard for the laws of Ket, recognizing only their masters in the Temple.

In terms of subsequent leaders, Sircari and Elec'ti (if the latter is present) run the show when Tarqaan is gone. They are both strong-minded individuals who are fanatical in their devotion to the Temple. Neither particularly trusts the other and they always seek to outdo their competitor in the eyes of their superiors. They are both aware that Tarqaan has some greater plan in mind beyond this sabotage in Ket but they have been preoccupied with the details and have had little time to look into it further. If pressed, they can release the fact that he is heading onward to Tusmit to complete whatever it is he has planned, and presumably will contact the Worldburners once more. Beyond that, they do not know much.

The dwarf guards are from the a tribe in the North, near the Wolf Nomads, and go by the names of Steeltongue, Hammerfist, Hammerrock, Vault, Silent Karth, Axeshear, Daggerstrike and Seefor – they were given the names at their rite of passage into adulthood, which also led them to worship of the Temple. Although loyal, they have not paid much attention to the plans that have been concocted and can provide no details save their own names and the fact that the Dedicari poison dust had something to do with it. They know that Tarqaan is the main perpetrator and respect him but do not know his final destination (they were supposed to stay here to keep things safe for the Temple).

The Escape Tunnel: The escape tunnel is 150 feet long and heads directly east. The trap door on the far end is disguised to look like a sewer access point and is barred from the inside – Open Lock [DC 30] or Strength Check [DC 28] to open. There, in an alleyway with a roof over it (preventing easy view from above), Ashael the bodyguard awaits his master with two light warhorses, ready for immediate departure – both men will provide a light load to the warhorses, although Ashael is quite close to the maximum. This is where Tarqaan heads immediately, using his *dimension door* spell if absolutely necessary. From here, it is but a few rounds until he has a line of sight on the wagons nearer to the center of town (this area was deliberately chosen for height and view to the centre). In theory, a very smart or lucky party might be able to ambush Tarqaan either here or just before he is ready for his attack. Tarqaan first deals with the attackers, then enacts his plan. If he has a lesser *rod of quickening*, he splits his spells once per round to the city and damage, once to the party.

The huge banner of Tusmit is actually a triggered spell cast by a hired illusionist, Elenza bar Nassar, elsewhere in town. She is reading from a scroll and was duped into thinking it was some sort of birthday celebration – it is

cast immediately after the first fireball does the damage. Only afterwards (much later) does she realize what has actually happened.

Development: Keep track of the time combating the cultists in the warehouse; starting when the characters actually enter the warehouse or when they are noticed, whichever is later. For every round of actual combat, one hour will pass chasing down Tarqaan – although this should be modified by the DM if it is obvious that the characters are much faster in the pursuit (they are all on *Phantom Steeds*, they are all 16th level monks with *Expeditious Retreat* up, etc.). The time for the assault on the warehouse will take place around 6 pm on most days, all other things being equal (as the party arrived in town in the late afternoon). This will enable the Judge to calculate whether any abilities or items reset before the final conflict (if it is longer than 6 hours, midnight will come and go and this may reset some of these).

If the party goes after the leader (Tarqaan) immediately, rather than heading into town for the problem with the explosions, they can cut a lot of time off their pursuit, as they don't have to delay and don't have to deal with panicking crowds. In that case, simply note the number of rounds lead-time the cultist has and set the combat directly outside the main gates of Lopolla (about half a mile away). The leader will have the rounds of delay in the pursuit to ready buff spells, but otherwise this is far more immediate and will have a great impact on the morale of the people of Lopolla (see the Critical Events Summary).

Dedicari Dust Effects: This poison is derived from the Dedicari flower, a plant harvested in the Infinite Layers of the Abyss and not a natural poison. *Neutralize poison* will not work on the poison, as it is not natural and resists the divine nature of the spell by virtue of the changes noted below (nor will similar spells such as *heroes feast* nor the standard monk and druid venom immunities since this is from another plane). The Temple has worked to modify it even further and infused it with negative energy. This energy has changed it from a poison to more of a spiritual leech. The results are that only a *death ward* will protect a character and *neutralize poison* or similar spells will only work if cast after a *death ward* is in effect. The Temple has worked to modify it even further and infused it with negative energy. This energy has changed it from a poison to more of a spiritual leech. The results are that only a *death ward* will protect a character and *neutralize poison* or similar spells will only work if cast after a *death ward* is in effect. The Dedicari dust causes all arcane casters to make a Will Save (DC 10+Spellcaster level of the target – the poison

gets more potent as their affinity for magic grows) or suffer the effects of a *confusion, lesser* (if the result is “attack spellcaster” change this to “closest person”) – those characters who are not arcane casters do not have to make this check, which is extra to the standard poison save noted below. The dust is very sensitive to wind and movement and easily gets everywhere. One exposure to it lasts at least 10 minutes (minimum time) but could easily be longer given the proper circumstances – in general, however, the exposure to the *confusion* aspects of the poison last for as many rounds as the character has combined arcane spell-casting levels. These effects require a separate save each round until the exposure is worn off. The poison itself works on contact (absorbed through the skin or by breathing) and requires a Fort Save [DC 16]. Damage is 1d4 Temporary Charisma/1d4 Temporary Charisma with the new “modifications”.

Characters noted as “Susceptible” to Dedicari Dust (see the AR for Ket3-06 for reference) suffer a –4 penalty on the Will save to avoid the arcane caster effects, but not on the Fort save.

Treasure:

APL 6: L: 201; C: 0; M: *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *+1 full plate* (221 gp per character)

APL 8: L: 201; C: 0; M: *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *+1 full plate* (221 gp per character)

APL 10: L: 201; C: 0; M: *+2 full plate* (388 gp per character), *+1 heavy mace* (193 gp per character), *cloak of resistance +1* (83 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character)

APL 12: L: 224 gp; C: 0; M: *+2 full plate* [2] (343 gp per character), *+1 heavy mace* [2] (343 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *periapt of wisdom +2* [2] (333 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *potion of haste* [8] (63 gp per character)

APL 14: L: 224; C: 0; M: *+1 dwarven waraxe* [8] (194 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *potion of shield of faith (+3)* [8] (25 gp per character), *potion of haste* [8] (63 gp per character), *+2 full plate* [2] (388 gp per character), *+1 heavy mace* [2] (193 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *periapt of wisdom +2* [2] (333 gp per character)

APL 16: L: 40; C: 0; M: *+1 breastplate* [8] (112 gp per character), *+1 heavy steel shield* [8] (98 gp per character), *+1 dwarven waraxe* [8] (194 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *potion of cat's grace* [8] (25 gp per character), *potion of shield of faith (+4)* [8] (50 gp per character), *potion of haste* [8] (63 gp per character), *+2 full plate* [2] (388 gp per character), *+1 heavy mace* [2] (193 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *periapt of wisdom +4* [2] (1,333 gp per character)

Encounter Five: Bonfire

Two pillars of fire erupt from the centre of the city and screams of panic follow shortly, followed by fiery explosions. Something is clearly amiss, as a gigantic banner of Tusmit appears in mid-air above the center of town, highlighted by the flames. Obviously an illusion but the timing couldn't be worse.

The lead cultist, Tarqaan, has enacted his plan, having fled the warehouse successfully. If this was not the case, this encounter should be skipped and the module wrapped up with the Conclusion. Otherwise, Tarqaan is now fleeing for the Tusmit border with all possible speed and (presumably) with the characters in hot pursuit. If the characters choose not to go after him or intervene, Shahal will meet them almost immediately and try to convince them to pursue the leader of the “infiltrators” to bring him to justice – he himself will organize the locals to deal with the disaster and then come as quick as he can. If the characters still do not wish to go after him or do not want to leave Shahal, continue to the Conclusion after detailing the damage of the explosions.

Dedicari Dust Explosions: The careful plans of the Temple were to set off the Dedicari wagons filled with their poisonous mixture. If they did not have time to put them in place, the explosions are just fireballs cast at specific targets (Thresher barracks, Hall of the Jurats, Rary's Lot, etc.). Should characters choose to go to the centre of the town and ignore or otherwise bypass Shahal on the way out, they are subject to Dedicari poison saves at any of the sites of damage (and it will be in the air for hours, given the explosions). The explosions have definitely caused property damage and more will take place once the first of the Archons arrive and are subjected to the poison – Judges may utilize their discretion in adjudicating the results but they should be dramatic.

Note the timing in the previous encounter and determine how much time it is going to take to hunt down Tarqaan. He has divination protection magic up, blocking all such attempts, but his route out of town is easy to follow. Flying after him is actually slower than riding, given that he is speeding up his horse through magical means on an ongoing basis through the night. This is a real chase scene and the characters must be given the feeling of extreme urgency – Tarqaan must not be allowed to reach the border without being caught! Allow for the use of innovative ideas and instant transport magic to cut down the chase time as deemed applicable.

The time to the border is 9 hours in total. If he reaches the border, the characters can certainly follow him into Tusmit but must note that they are in another country with different laws and so on. They may also have a lot of explaining to do about their unchecked chase. If the characters do not catch up to the leader in a 9-hour period, he reports to his superiors and starts to wreak some havoc in Tusmit.

Once Tarqaan reaches the border, he makes every effort to spread mayhem and distrust in Tusmit. His attentions turn to sparking the war in Tusmit itself, insulting guards and tossing around spells where he can. They panic and start a general alarm – the remainder of this is the subject of a future module (VTF4-02). Tarqaan then turns back to deal with pursuers, but with every intention of returning to Tusmit when it is all over and working some more of his special brand of magic...

Logic of this event: The wizard Tarqaan is a key element to this. He was necessary in Lopolla to drop the fireballs from a long range and set off the Dedicari Dust explosions. Furthermore, knowing the dislike and antipathy of the general Ket populace toward unregistered spellcasters, his presence is another major dig at the public and setting them off against Tusmit. With the Archons (hopefully) disabled with the Dedicari dust, only the visible effects of a wizard riding out of town, dressed like a Tusmiter, with the Exalted Faith symbol prominently displayed, mouthing homage's to the Pasha, and with a huge banner over his head from Tusmit will be remembered. Obvious, yes, but there is little to combat the immediate situation as it stands. Only bringing the wizard back before he can reach the border will help to short-circuit this effect. The visibility also means he cannot just teleport away once his job is done – he is supposed to reinforce the fact that Tusmit is involved and this means riding toward the border and being seen to do so. Furthermore, to complicate matters, Tarqaan is indeed from Tusmit itself and any attempts to

look into the truth of that matter will be rendered more difficult by that fact.

Map: There is no map for this encounter. The terrain is gently rolling hills and the combat takes place somewhere on them. Presume visibility of at least 1500 feet during daylight hours (the hills preventing much more) but set up his initial attack just below the crest of one and within a *dimension door* of another. Otherwise, there is no terrain for concealment or hiding and everything is normal movement.

Legal Note

Once more, it should be remembered that it is against the law to harm or kill citizens in Ket and the law is applied without regard for rank or status. Residents have similar legal standing, although damage to an Elf is considered closer to property damage. Any character discussing the situation with Shahal should be reminded of this fact. Should any member actually do bodily harm, it is a 6 TU in the stocks. Manslaughter is 36 TU, diplomacy of 18 or higher to reduce this 18 TU. Murder (pre-meditated killing) is a permanent sentence to the mines.

Creatures:

APL 6 (EL 8)

☛**Tarqaan of the Flames:** Human male Wiz5/ES3; hp 49; see Appendix 1

APL 8 (EL 10)

☛**Tarqaan of the Flames:** Human male Wiz5/ES4*; hp 55; see Appendix 1

☛**Ashael Blackhand:** Human male Ftr4/Rog2/Bar1; hp 59; see Appendix 1.

APL 10 (EL 12)

☛**Tarqaan of the Flames:** Human male Wiz5/ES6*; hp 78; see Appendix 1

☛**Ashael Blackhand:** Human male Ftr6/Rog2/Bar1; hp 75; see Appendix 1.

APL 12 (EL 14)

☛**Tarqaan of the Flames:** Human male Wiz5/ES8*; hp 92; see Appendix 1

☛**Ashael Blackhand:** Human male Ftr8/Rog2/Bar1; hp 91; see Appendix 1.

APL 14 (EL 16)

☛**Tarqaan of the Flames:** Human male Wiz5/ES10*; hp 106; see Appendix 1

☛**Ashael Blackhand and Servello d'Castillaeri (2):** Human male Ftr8/Rog2/Bar1; hp 91; see Appendix 1.

APL 16 (EL 18)

☛ **Tarqaan of the Flames:** Human male Wiz5/ES10*/AM2; hp 120; see Appendix 1

☛ **Ashael Blackhand and Servello d'Castillaeri (2):** Human male Ftr10/Rog2/Bar1; hp 107; see Appendix 1.

Tactics: At APL 6, Tarqaan left without meeting up with his bodyguard (elsewhere in the city). Otherwise, Ashael Blackhand, the bodyguard, is present. The tactics are simple. The bodyguard is to slow down attacks and Tarqaan is to set up some defenses and then drop fiery death upon the characters. Tarqaan has no pity, as he is well aware of the troubles the characters have now caused – at the same time, he wants people alive to spread news of the devastation he has wrought. He will make no effort to keep characters alive but once he has downed them he is content to leave. Also note that he is far more concerned about reporting with his success back to the Temple than being captured or killed; any obvious danger to him will be attacked first, then he will make every effort to escape instead, rather than risking his own life. His *arcane eye* cast from scrolls should warn him about incoming trouble, giving him 5 rounds to do preparation spells – if the party does not succeed in surprising him.

At APL 10+, he uses his *rod of quickening (lesser)* to drop a *fireball* on the party each round, so long as he has any left, and his second spell per round to improve his defenses (e.g. *improved invisibility*, *flight*, *haste*, etc.). Once he attains 16th level, a favorite tactic is to drop a two round-delayed fireball right around him (but centered away from the bodyguard). Next round a one round delay and finally on the third round a regular *fireball*. The explosion will not hurt him at all but it might make others think twice about approaching.

Ashael Blackhand: Ashael Blackhand - the bodyguard - is a hired hand working for the ToEE cultists without knowing their goals or plans (or, quite frankly, caring about them). The bodyguard is a well-muscled 6'0" tall Oeridian man hailing from Molvar in Ket. He will surrender if at less than ¼ hp and cooperate to help the characters in what little way he can. Until then, Ashael acts to the best of his capabilities to slow the party down – he will be careful about dealing killing blows, if at all possible, as he really does not want to be sent to the mines. At higher levels, he is joined by a second bodyguard, Servello d'Castillaeri, a man of Flan descent who claims to come from the former duchy of Tenh – but who works with a similar outlook and attitude as Ashael.

Treasure

APL 6: L: 23 gp; C: 0 gp; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +2* (333 gp per character), *headband of intellect +4* (333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (166 gp per character), *scroll of fly* (31 gp per character).

APL 8: L: 421 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +2* (333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1,000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +2* (333 gp per character), *ring of protection +2* (666 gp per character), *scroll of fly* (31 gp per character).

APL 10: L: 476 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +3* (666 gp per character), *ring of protection +2* (666 gp per character), *+1 greatsword* (196 gp per character), *potion of bull's strength* (25 gp per character), *potion of bear's endurance* (25 gp per character), *ring of protection +1* (166 gp per character)

APL 12: L: 476 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +3* (666 gp per character), *ring of protection +3* (1,500 gp per character), *+1 greatsword* (196 gp per character), *potion of bull's strength* (25 gp per character), *potion of bear's endurance* (25 gp per character), *ring of protection +1* (166 gp per character)

APL 14: L: 81; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +4* (1,333 gp per character), *cloak of resistance +4* (1,333 gp per character), *ring of protection +3* (1,500 gp per character), *+1 greatsword* [2] (196 gp per character), *+1 mithral half-plate* [2] (479 gp per character), *potion of bull's strength* [2] (25 gp per character), *potion of bear's endurance* [2] (25 gp per character), *ring of protection +1* [2] (166 gp per character), *lesser rod of quickening* (2,916 gp per character),

APL 16: L: 81; C: 0; M: *wand of fireballs* (7th level – 30 charges left) (788 gp per character), *amulet of health +4*

(1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +4* (1,333 gp per character), *cloak of resistance +4* (1,333 gp per character), *ring of protection +3* (1,500 gp per character), *lesser rod of quickening* (2,916 gp per character), *+1 greatsword* [2] (196 gp per character), *+1 mithral half-plate* [2] (479 gp per character), *potion of bull's strength* [2] (25 gp per character), *potion of bear's endurance* [2] (25 gp per character), *ring of protection +2* [2] (666 gp per character), *cloak of resistance +1* [2] (83 gp per character)

Conclusion: Inferno

Fires burn bright in the night as a cloud of smoke hangs over the city of Lopolla, visible in the starlight. From here to the border with Tusmit, there is mayhem and panic as wild rumors spread, faster than the Threshers and Archons can possibly react.

Into this mix, the military (and the Beygraf in short order) orders the Kaman Regiments (light horse archers) around Lopolla onto full alert and to the border with Tusmit. Other elements of the army follow in the morning. The sound of horses and hoof beats is in the air all night, giving further emphasis to the urgency of the matter. In the morning, the army of Ket starts a full deployment to the border, finishing what was started the previous year.

There are a number of possible different conclusions, depending on various outcomes, which will all generate different endings:

Fight with the Cultists and the leader, whether successful or not, all with the help of Shahal:

Shahal rides up fast from behind, his mount breathing hard in the cool air of the spring night. The sounds of many hooves can be heard all around and riders are bypassing your small band both to the north and south. Shahal glances down at the scene of the battle, then looks in the direction of the border with Tusmit.

"There, somewhere, lie answers for us. Why did they feel the need to spark this war? We must find out, and soon, lest we find ourselves in a struggle that is neither honorable nor justified. If you are persons of good intent and conviction help me and ride fast."

With that, he spurs his mount and heads toward the border. Do you follow?

Fight with the Cultists (all of them, including the leader) without the help of Shahal:

The burning fires make one thing clear – war may be soon upon this kingdom and her Baklunish neighbor, a war that is being stoked by those who revel in destruction. If they seek this course of action, those of good and true intentions will see harm and evil in their future – will you seek to avert this catastrophe or let it come to pass? Tusmit awaits, as does destiny, as the galloping sounds of the mounted troops of Ket move into action.

Failure to pursue the cultists at all (no fight with them or the leader) – from the point of view of someone south of Lopolla by a good distance, awoken by shouts of surprise from natives (or their own watch):

In the distance, pillars of flames and smoke erupt into the night sky. The cause is unknown but the damage is significant. Within minutes, horns are heard throughout the countryside, summoning the troops of Ket to wakefulness and action. It is not much later that the first of the Kaman pass your location, galloping hard toward the border with Tusmit. Something has happened to spark a war that has been some time in the making – is there anything to be done about it at all or just let it take its course?

Fighting the Cultists but losing, or not pursuing Tarqaan out of the city (with or without Shahal):

In the early morning, the remains of burning fires make one thing clear – war may be soon upon this kingdom and her Baklunish neighbor to the west, a war that is being stoked by those who revel in destruction. If they seek this course of action, those of good and true intentions will see harm and evil in their future – do you seek to avert this catastrophe or let it come to pass? Tusmit waits, as does destiny, while the army of Ket moves into action.

It is entirely possible that there will be other types of results that cannot entirely be predicted. Utilize the above as an example and modify them accordingly. The intent is to provide a feeling of urgency and immediate action and to connect to VTF4-02 directly from this module.

DM NOTE: The access to upgrades on the AR comes entirely from Shahal. Characters who do not meet up with him again in Lopolla get the rewards for their political sympathies only if they spend an extra TU (or 2 for out of Region) to track him down again and explain the circumstances that caused them to miss him.

The End

Experience Point Summary

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

Introduction:

Accept the task from Shahal

APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP
APL 16	60 XP

Encounter Two:

Defeat or negotiate a passage past the Elves

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter Three:

Pursue the trail to Lopolla

APL 6	30 XP
APL 8	45 XP
APL 10	60 XP
APL 12	75 XP
APL 14	90 XP
APL 16	105 XP

Encounter Four:

Defeat the cultists

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

APL 16 540 XP

Encounter Five:

Defeat or drive off Tarqaan

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter Five (Story Award):

Capture Tarqaan to explain the attacks

APL 6	30 XP
APL 8	60 XP
APL 10	90 XP
APL 12	120 XP
APL 14	150 XP
APL 16	180 XP

Role-Playing Award

Good Role-playing

APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP
APL 16	60 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

Treasure Summary

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

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

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Treasure Key:

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

Encounter 2: Brushfire

APL 6: L: 5; C: 0; M: *divine scroll of summon nature's ally IV* (58 gp per character), *divine scroll of flamestrike* (58 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character)

APL 8: L: 187; C: 0; M: *divine scroll of summon nature's ally IV* (58 gp per character), *divine scroll of flamestrike* (58 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character), *sleep arrows* [18] (11 gp per character).

APL 10: L: 216; C: 0; M: *divine scroll of summon nature's ally VI* (137 gp per character), *divine scroll of empowered flamestrike* (190 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of*

briar web (12 gp per character), *peript of wisdom +2* (333 gp per character), *sleep arrows* [18] (11 gp per character).

APL 12: L: 42; C: 0; M: *divine scroll of summon nature's ally VII* (190 gp per character), *divine scroll of maximized flamestrike* (319 gp per character), *divine scroll of greater magic fang* (31 gp per character), *divine scroll of barkskin* (12 gp per character), *divine scroll of briar web* (12 gp per character), *+1 mighty (+3 Str) composite longbow* [3] (225 gp per character), *sleep arrows* [18] (11 gp per character)

APL 14: L: 42; C: 0; M: *divine scroll of summon nature's ally VII* [2] (190 gp per character), *divine scroll of maximized flamestrike* [2] (319 gp per character), *divine scroll of greater magic fang* [2] (31 gp per character), *divine scroll of barkskin* [2] (12 gp per character), *divine scroll of briar web* [2] (12 gp per character), *peript of wisdom +2* [2] (333 gp per character), *+1 flaming mighty (+3 Str) composite longbow* [3] (725 gp per character), *sleep arrows* [18] (11 gp per character).

APL 16: L: 42; C: 0; M: *divine scroll of summon nature's ally VIII* [2] (250 gp per character), *divine scroll of maximized flamestrike* [2] (319 gp per character), *divine scroll of greater magic fang* [2] (31 gp per character), *divine scroll of barkskin* [2] (12 gp per character), *divine scroll of briar web* [2] (12 gp per character), *peript of wisdom +4* [2] (1,333 gp per character), *cloak of resistance +1* [3] (83 gp per character), *gauntlets of ogre power* [3] (333 gp per character), *+1 flaming mighty (+4 Str) composite longbow* [3] (733 gp per character), *sleep arrows* [18] (11 gp per character).

Encounter Four: Kindling

APL 6: L: 201; C: 0; M: *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *+1 full plate* (221 gp per character)

APL 8: L: 201; C: 0; M: *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *+1 full plate* (221 gp per character)

APL 10: L: 201; C: 0; M: *+2 full plate* (388 gp per character), *+1 heavy mace* (193 gp per character), *cloak of resistance +1* (83 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character)

APL 12: L: 224 gp; C: 0; M: *+2 full plate* [2] (343 gp per character), *+1 heavy mace* [2] (343 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *peript of wisdom +2* [2] (333 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *potion of haste* [8] (63 gp per character)

APL 14: L: 224; C: 0; M: *+1 dwarven waraxe* [8] (194 gp per character), *potion of bull's strength* [8] (25 gp per

character), *potion of bear's endurance* [8] (25 gp per character), *potion of shield of faith (+3)* [8] (25 gp per character), *potion of haste* [8] (63 gp per character), *+2 full plate* [2] (388 gp per character), *+1 heavy mace* [2] (193 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *peripat of wisdom +2* [2] (333 gp per character)

APL 16: L: 40; C: 0; M: *+1 breastplate* [8] (112 gp per character), *+1 heavy steel shield* [8] (98 gp per character), *+1 dwarven waraxe* [8] (194 gp per character), *potion of bull's strength* [8] (25 gp per character), *potion of bear's endurance* [8] (25 gp per character), *potion of cat's grace* [8] (25 gp per character), *potion of shield of faith (+4)* [8] (50 gp per character), *potion of haste* [8] (63 gp per character), *+2 full plate* [2] (388 gp per character), *+1 heavy mace* [2] (193 gp per character), *cloak of resistance +2* [2] (333 gp per character), *ring of protection +1* [2] (167 gp per character), *peripat of wisdom +4* [2] (1,333 gp per character)

Encounter Five: Bonfire

APL 6: L: 23 gp; C: 0 gp; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +2* (333 gp per character), *headband of intellect +4* (333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (166 gp per character), *scroll of fly* (31 gp per character).

APL 8: L: 421 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +2* (333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1,000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +2* (333 gp per character), *ring of protection +2* (666 gp per character), *scroll of fly* (31 gp per character).

APL 10: L: 476 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +3* (666 gp per character), *ring of protection +2* (666 gp per character), *+1 greatsword* (196 gp per character), *potion of bull's strength* (25 gp per character), *potion of bear's endurance* (25 gp per character), *ring of protection +1* (166 gp per character)

APL 12: L: 476 gp; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +2* (333 gp per character),

cloak of resistance +3 (666 gp per character), *ring of protection +3* (1,500 gp per character), *+1 greatsword* (196 gp per character), *potion of bull's strength* (25 gp per character), *potion of bear's endurance* (25 gp per character), *ring of protection +1* (166 gp per character)

APL 14: L: 81; C: 0; M: *wand of fireballs* (5th level – 30 charges left) (562 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +4* (1,333 gp per character), *cloak of resistance +4* (1,333 gp per character), *ring of protection +3* (1,500 gp per character), *+1 greatsword* [2] (196 gp per character), *+1 mithral half-plate* [2] (479 gp per character), *potion of bull's strength* [2] (25 gp per character), *potion of bear's endurance* [2] (25 gp per character), *ring of protection +1* [2] (166 gp per character), *lesser rod of quickening* (2,916 gp per character),

APL 16: L: 81; C: 0; M: *wand of fireballs* (7th level – 30 charges left) (788 gp per character), *amulet of health +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *ring of mage armor* (1000 gp per character), *gloves of dexterity +4* (1,333 gp per character), *cloak of resistance +4* (1,333 gp per character), *ring of protection +3* (1,500 gp per character), *lesser rod of quickening* (2,916 gp per character), *+1 greatsword* [2] (196 gp per character), *+1 mithral half-plate* [2] (479 gp per character), *potion of bull's strength* [2] (25 gp per character), *potion of bear's endurance* [2] (25 gp per character), *ring of protection +2* [2] (666 gp per character), *cloak of resistance +1* [2] (83 gp per character)

Maximum Possible Treasure

APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

Special:

● **Capturing the cultists (all of them):** Upgrade of any one stat item (save *gauntlets of ogre power*) from +2 to +4. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

● **Sympathetic toward Ket or Tusmit:** Upgrade a single standard weapon or ring of protection by +1, to a maximum of +4. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

☛ **Sympathetic toward either regions or neither:**

Upgrade a single standard piece of armor/shield or cloak/vest of resistance by +1, to a maximum of +3. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

☛ **Spells of the Soul:** If the character was subjected to Dedicari dust and failed a saving throw, he/she must make a Will save [DC 16]. If this is successful, the patterns in their mind at the time of the influence have come together to give them a sudden insight. They are accorded the Spell Access on the AR. If they fail the save please circle the Dedicari Dust Influence and mark off the spell access on the AR.

☛ **Purse of the Tiger:** This device allows the bearer to communicate verbally with any feline. The wielder may - three times a day as a free action on its turn - make an Intimidation check to force felines within line of sight to treat the wielder as if under a successful *Sanctuary* spell for a number of rounds equal to his/her Charisma modifier (minimum of 1). This item does not take up a magical item slot. CL 11th, *tongues, sanctuary*, Craft Wondrous Item, 1,800 gp.

☛ **Dedicari Dust Influence:** Any spellcaster failing their save against the Dedicari dust is considered **susceptible** in future. If a character wishes to change this, contact the Ket Triad for a Special Mission.

☛ **Spell Access:** If the conditions noted are met, spellcasters who prepare spells may immediately add one spell to their spellbook at no charge equal to half the APL or less. The spell chosen is _____ (if other than core access, campaign documentation for the spell must be noted and must be presented to the DM at the signing of this AR.). Spontaneous casters may immediately exchange one spell: the spell to be exchanged is _____ and the new spell is _____.

Appendix One: Creatures

Introduction

♣**Shahal Qarim:** Rgr5/OcSlr*/Jst10*; Male Baklunish Human: CR 16; Medium Humanoid (6' 1" tall); 6d8+12+10d10+20; hp 125; Init +9 (Dex, Improved Initiative); Spd 30 ft; AC 24 (T 17, FF 19) (+7 for +3 Mithral Chain Shirt, +5 Dex, Ring of Protection +2); Base Atk +16; Grp +24; Atk +21 melee (1d6+5, [Crit 18-20] [x2], +1 *cold iron scimitar*) or +23 ranged (1d8+4 [Crit 20] [x3] masterwork +4 strength composite longbow); Full Atk +22/+17/+12/+7 melee (1d6+5, [Crit 18-20] [x2], +1 *cold iron scimitar*) or +20/+15/+10/+5 (1d6+5, [Crit 18-20] [x2], +1 *cold iron scimitar*) and +20/+15 (1d4+5, [Crit 20] [x2], +1 *cold iron sickle*); or +23/+18/+13/+8 ranged (1d8+4 [Crit 20] [x3] masterwork +4 strength composite longbow); SA; Bring 'em back alive; SQ Animal companion (none currently – killed during torture), combat style (two weapon fighting), favored enemy outsiders (evil), magical beasts, magical defense +1, weapon bond (scimitars), nonlethal strike (+4d6), crippling blow, street savvy +6, hog-tie, improved hog-tie, intuition; AL LG; SV Fort +12, Ref +15, Will +19; Str 18, Dex 20, Con 14, Int 14, Wis 18, Cha 8.

Skills and Feats: Gather Information +21, Hide +20, Knowledge: Arcana +6, Listen +23, Language: Baklunish, Common, Move Silently +20, Search +21, Spellcraft +5, Spot +28, Survival +23; Combat Expertise, Endurance, Exotic Weapon Proficiency Manacles, Improved Combat Expertise*, Improved Grapple, Improved Initiative, Improved Trip, Improved Two Weapon Fighting, Two Weapon Fighting, Skill Focus (Gather Information), Tracking, Weapon Focus (Scimitar).

Spells prepared (1; DC = 14+Spell Level) 1st – entangle.

Intuition (Su): When hunting a specific person, a 10th level Justiciar can use a Survival check to determine in which direction the culprit might be found if the criminal is within 1 mile of the Justiciar (DC 15+target^{HD}). A Justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check in secret for the Justiciar since the character should not know if he failed the check because of the die roll or because the target is too far away. A Justiciar can make this check once per day for any single target.

Possessions: cloak of elvenkind, boots of elvenkind, eyes of the eagle, belt of giant strength +4, periapt of wisdom +4, gloves of dexterity +4, +1 cold iron sickle, +1 cold iron scimitar (weapon bonded), +2 ring of protection, +3 vest of resistance, wand of cure moderate wounds (35 charges), +3 mithral chain shirt, chain shirt,

masterwork silver scimitar, backpack, bedroll, masterwork mighty (+4) composite longbow, 60 arrows, light warhorse, leather barding, military saddle, masterwork manacles (3 sets).

* See **Appendix 2: New Rules**

Encounter 2: Brushfire

APL 6

♣**Talondark:** CR 7; Male Wood Elf Drd7: Medium humanoid; HD 7d8+7; hp 47; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 leather, +2 shield], touch 13, flat-footed 14; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, scimitar) or +8 ranged (1d6+1, javelin); Atk +6 melee (1d6+1, scimitar) or +8 ranged (1d6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 3/day, wild shape small or medium; AL N; SV Fort +6, Ref +5, Will +8; Str 12, Dex 16, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +11, Knowledge (nature) +10, Hide +6, Spellcraft +2, Spot +12, Survival +10; Augment Summoning, Natural Spell, Spell Focus (conjunction),

Spells Prepared (6/5/4/3/1; Base DC = 13 + Spell Level; DC = 14 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle, magic stone, calm animals; 2nd – bear's endurance, cat's grace, heat metal, resist energy; 3rd – protection from energy, protection from energy, spike growth; 4th – flame strike

Possessions: divine scroll of *summon nature's ally IV*, *flamestrike greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, scimitar, 3 javelins.

♣**Gut-toss; Dire Wolf Animal Companion;** CR 3; Large Magical Beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft; AC 17 [-1 size, +2 Dex, +3 natural, +3 armor] touch 11, flat-footed 14; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, [crit 20] [x2], bite); SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +8, Ref +7, Will +6; Str 25 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +7, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+11 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

APL 8

☛ **Talondark:** CR 7; Male Wood Elf Drd7: Medium humanoid; HD 7d8+7; hp 47; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +5; Grp +6; Atk +6 melee (1D6+1, scimitar) or +8 ranged (1D6+1, javelin); Atk +6 melee (1D6+1, scimitar) or +8 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 3/day, wild shape small or medium; AL N; SV Fort +6, Ref +5, Will +8; Str 12, Dex 16, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +11, Knowledge (nature) +10, Hide +6, Spellcraft +2, Spot +12, Survival +10; Augment Summoning, Natural Spell, Spell Focus (conjunction),

Spells Prepared (6/5/4/3/1; Base DC = 13 + Spell Level; DC = 14 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle, magic stone, calm animals; 2nd – bear's endurance, cat's grace, heat metal, resist energy; 3rd – protection from energy, protection from energy, spike growth; 4th – flame strike

Possessions: divine scroll of *summon nature's ally IV*, *flamestrike greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, scimitar, 3 javelins.

☛ **Gut-toss; Dire Wolf Animal Companion;** CR 3; Large Magical Beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft; AC 17 [-1 size, +2 Dex, +3 natural, +3 armor] touch 11, flat-footed 14; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, [crit 20] [x2], bite); SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +8, Ref +7, Will +6; Str 25 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +7, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+11 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛ **Daggerstrike, Swiftstride, Tallbranch (3):** CR 5; Female/Male Wood Elf Bar1/Rgr2/Ftr2: Medium humanoid; HD 1d12+2d8+2d10+5; hp 39; Init +4; Spd 40 ft; AC 16 [+4 Dex, +2 armor], touch 14, flat-footed 12; Base Atk +5; Grp +8; Atk +8 melee (1d8+3, obsidian longsword) or +11 ranged (1d8+3, masterwork mighty +3 composite longbow); Atk +8 melee (1d8+3, obsidian longsword) or +11 ranged or +9/+9 ranged (1d8+3, masterwork mighty +3 composite longbow); SQ Rage, wild empathy, favored enemy (human); AL N; SV Fort +8,

Ref +7, Will +0; Str 16 Dex 19, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +9, Hide +6, Jump +9, Spot +8, Survival +10; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (Longbow)

Possessions: leather armor, heavy wooden shield, obsidian longsword (2), dagger, masterwork mighty (+3 str) composite longbow, 60 arrows, 6 *sleep* arrows.

APL 10

☛ **Talondark:** CR 11; Male Wood Elf Drd11: Medium humanoid; HD 11d8+11; hp 71; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +8; Grp +9; Atk +10 melee (1D6+1, masterwork scimitar) or +11 ranged (1D6+1, javelin); Atk +10/+5 melee (1D6+1, masterwork scimitar) or +11/+6 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 4/day, venom immunity, wild shape tiny, small, medium, large; AL N; SV Fort +8, Ref +6, Will +12; Str 12, Dex 16, Con 12, Int 10, Wis 20, Cha 6.

Skills and Feats: Concentration +15, Knowledge (nature) +14, Spellcraft +2, Spot +18, Survival +16; Augment Summoning, Natural Spell, Spell Focus (conjunction), Still Spell.

Spells Prepared (6/7/5/5/4/3/1; Base DC = 15 + Spell Level; DC = 16 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle (3), magic stone, calm animals; 2nd – bear's endurance, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth; 4th – flame strike (2), freedom of movement, repel vermin; 5th – call lightning storm, tree stride, wall of fire; 6th – fire seeds

Possessions: divine scroll of *summon nature's ally VI*, *Empowered flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *peripart of wisdom* +2.

☛ **Gut-toss; Dire Wolf Animal Companion;** CR 3; Large Magical Beast; HD 8d8+32; hp 68; Init +3; Spd 50 ft; AC 20 [-1 size, +3 Dex, +5 natural, +3 armor] touch 12, flat-footed 16; Base Atk +6; Grp +18; Atk +14 melee (1d8+12, [crit 20] [x2], bite); SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 26 Dex 16 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +9, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛Daggerstrike, Swiftstride, Tallbranch (3): CR 5; Female/Male Wood Elf Bar1/Rgr2/Ftr2: Medium humanoid; HD 1d12+2d8+2d10+5; hp 39; Init +4; Spd 40 ft; AC 16 [+4 Dex, +2 armor], touch 14, flat-footed 12; Base Atk +5; Grp +8; Atk +8 melee (1d8+3, obsidian longsword) or +11 ranged (1d8+3, masterwork mighty +3 composite longbow); Atk +8 melee (1d8+3, obsidian longsword) or +11 ranged or +9/+9 ranged (1d8+3, masterwork mighty +3 composite longbow); SQ Rage, wild empathy, favored enemy (Human); AL N; SV Fort +8, Ref +7, Will +0; Str 16 Dex 19, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +9, Hide +6, Jump +9, Spot +8, Survival +10; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (R2), Tracking (R1), Weapon Focus (Composite Longbow)

Possessions: Leather armor, heavy wooden shield, obsidian longsword (2), dagger, Masterwork Mighty (+3 Str) Composite Longbow, 60 arrows, 6 Sleep arrows.

APL 12

☛Talondark: CR 13; Male Wood Elf Drd13: Medium humanoid; HD 13d8+13; hp 83; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +9; Grp +10; Atk +11 melee (1D6+1, masterwork scimitar) or +12 ranged (1D6+1, javelin); Atk +11/+6 melee (1D6+1, masterwork scimitar) or +12/+7 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 4/day, venom immunity, wild shape tiny, small, medium, plant, large, A thousand faces; AL N; SV Fort +9, Ref +7, Will +13; Str 12, Dex 16, Con 12, Int 10, Wis 21, Cha 6.

Skills and Feats: Concentration +17, Knowledge (nature) +16, Spellcraft +2, Spot +21, Survival +18; Augment Summoning, Natural Spell, Spell Focus (conjunction), Silent Spell, Still Spell.

Spells Prepared (6/7/6/5/5/4/2/1; Base DC = 15 + Spell Level; DC = 16 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle (3), magic stone, calm animals; 2nd – bear's endurance, bull's strength, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth; 4th – dispel magic, flame strike (2), freedom of movement, repel vermin; 5th – baleful polymorph, call

lightning storm, silent flame strike, wall of fire; 6th – fire seeds, still silent flame strike; 7th – fire storm

Possessions: divine scroll of *summon nature's ally VII*, *Maximized flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *peripat of wisdom* +2.

☛Gut-toss; Advanced Dire Wolf Animal Companion:

CR 3; Large Magical Beast; HD 10d8+40; hp 86; Init +3; Spd 50 ft; AC 22 [-1 size, +3 Dex, +7 natural, +3 armor] touch 12, Flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (1d8+12, [crit 20] [x2], bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 27 Dex 17 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +11, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛Daggerstrike, Swiftstride, Tallbranch (3):

CR 8; Female/Male Wood Elf Bar1/Rgr3/Ftr4: Medium humanoid; HD 1d12+3d8+4d10+8; hp 59; Init +5; Spd 40 ft; AC 17 [+5 Dex, +2 armor], touch 15, flat-footed 12; Base Atk +8; Grp +11; Atk +11 melee (1d8+3, obsidian longsword) or +15 ranged (1d8+6, +1 *mighty* +3 *composite longbow*); Atk +11/+6 melee (1d8+3, obsidian longsword) or +15/+10 ranged or +13/+13/+8 ranged (1d8+6, +1 *mighty* +3 *composite longbow*); SQ Rage, wild empathy, favored enemy (Human); AL N; SV Fort +9, Ref +9, Will +2; Str 16 Dex 20, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +11, Hide +10, Jump +11, Spot +11, Survival +10; Endurance, Far Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: leather armor, heavy wooden shield, obsidian longsword (2), dagger, +1 *mighty* (+3 str) *composite longbow*, 60 arrows, 6 sleep arrows.

APL 14

☛Talondark: CR 13; Male Wood Elf Drd13: Medium humanoid; HD 13d8+13; hp 83; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +9; Grp +10; Atk +11 (1D6+1, masterwork scimitar) or +12 ranged (1D6+1, javelin); Atk +11/+6 melee (1D6+1, masterwork scimitar) or +12/+7 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride,

trackless step, wild shape 4/day, venom immunity, wild shape tiny, small, medium, plant, large, a thousand faces; AL N; SV Fort +9, Ref +7, Will +13; Str 12, Dex 16, Con 12, Int 10, Wis 21, Cha 6.

Skills and Feats: Concentration +17, Knowledge (nature) +16, Spellcraft +2, Spot +21, Survival +18; Augment Summoning, Natural Spell, Spell Focus (conjunction), Silent Spell, Still Spell.

Spells Prepared (6/7/6/5/5/4/2/1; Base DC = 15 + Spell Level; DC = 16 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle (3), magic stone, calm animals; 2nd – bear's endurance, bull's strength, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth; 4th – dispel magic, flame strike (2), freedom of movement, repel vermin; 5th – baleful polymorph, call lightning storm, silent flame strike, wall of fire; 6th – fire seeds, still silent flame strike; 7th – fire storm

Possessions: divine scroll of *summon nature's ally VII*, *Maximized flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *periapt of wisdom* +2.

☛Gut-toss; Advanced Dire Wolf Animal Companion: CR 3; Large Magical Beast; HD 10d8+40; hp 86; Init +3; Spd 50 ft; AC 22 [-1 size, +3 Dex, +7 natural, +3 armor] touch 12, Flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (1d8+12, [crit 20] [x2], bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 27 Dex 17 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +11, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛Lightningclaws: CR 13; female Wood Elf Drd13; Medium humanoid; HD 13d8+13; hp 83; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +9; Grp +10; Atk +11 melee (1D6+1, masterwork scimitar) or +12 ranged (1D6+1, javelin); Atk +11/+6 melee (1D6+1, masterwork scimitar) or +12/+7 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 4/day, venom immunity, wild shape tiny, small, medium, plant, large, a thousand

faces; AL N; SV Fort +9, Ref +7, Will +13; Str 12, Dex 16, Con 12, Int 10, Wis 21, Cha 6.

Skills and Feats: Concentration +17, Knowledge (nature) +16, Spellcraft +2, Spot +21, Survival +18; Augment Summoning, Combat Casting, Natural Spell, Spell Focus (conjunction), Silent Spell.

Spells Prepared (6/7/6/5/5/4/2/1; Base DC = 15 + Spell Level; DC = 16 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh, entangle (3), magic stone, calm animals; 2nd – bear's endurance, bull's strength, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth 4th – dispel magic, flame strike (2), freedom of movement, repel vermin; 5th – baleful polymorph, call lightning storm, silent flame strike, wall of fire; 6th – fire seeds, silent call lightning; 7th – fire storm

Possessions: divine scroll of *summon nature's ally vii*, *maximized flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *periapt of wisdom* +2.

☛Darter; Advanced Dire Wolf Animal Companion: CR 3; Large Magical Beast; HD 10d8+40; hp 86; Init +3; Spd 50 ft; AC 22 [-1 size, +3 Dex, +7 natural, +3 armor] touch 12, flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (1d8+12, [crit 20] [x2], bite); SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 27 Dex 17 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +11, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛Daggerstrike, Swiftstride, Tallbranch (3): CR 10; Female/Male Wood Elf Bar1/Rgr5/Ftr4; Medium humanoid; HD 1d12+5d8+4d10+10; hp 73; Init +5; Spd 40 ft; AC 17 [+5 Dex, +2 armor], touch 15, flat-footed 12; Base Atk +10; Grp +13; Atk +13 melee (1d8+3, obsidian longsword) or +17 ranged (1d8+6, +1 *mighty* +3 *composite longbow*); Atk +13/+8 (1d8+3, obsidian longsword) or +17/+12 ranged or +15/+15/+10 ranged (1d8+6+1d6 Fire, +1 *mighty flaming* +3 *composite longbow*); SQ Rage, wild empathy, favored enemy (Human, Halfling); AL N; SV Fort +10, Ref +10, Will +2; Str 16 Dex 20, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +13, Hide +13, Jump +13, Spot +13, Survival +13; Die-Hard, Endurance, Far Shot,

Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (longbow), Weapon Specialization (longbow)

Possessions: leather armor, heavy wooden shield, obsidian longsword (2), dagger, +1 *flaming mighty* (+3 str) composite longbow, 60 arrows, 6 sleep arrows.

APL 16

☛ **Talondark:** CR 15; Male Wood Elf Drd13; Medium humanoid; HD 15d8+15; hp 95; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +11; Grp +12; Atk +13 melee (1D6+1, masterwork scimitar) or +14 ranged (1D6+1, javelin); Atk +13/+8/+3 melee (1D6+1, masterwork scimitar) or +14/+9/+4 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 5/day, venom immunity, wild shape tiny, small, medium, plant, large, huge, timeless body, a thousand faces; AL N; SV Fort +10, Ref +8, Will +15; Str 12, Dex 16, Con 12, Int 10, Wis 23, Cha 6.

Skills and Feats: Concentration +19, Knowledge (nature) +18, Spellcraft +2, Spot +24, Survival +21; Augment Summoning, Eschew Materials, Natural Spell, Spell Focus (conjunction), Silent Spell, Still Spell.

Spells Prepared (6/7/7/6/5/5/4/2/1; Base DC = 16 + Spell Level; DC = 17 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh (2), entangle (2), magic stone, calm animals; 2nd – bear's endurance, bull's strength, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth (2); 4th – dispel magic, flame strike (2), freedom of movement, repel vermin; 5th – baleful polymorph, call lightning storm (2), silent flame strike, wall of fire; 6th – anti-life shell, dispel magic (greater), fire seeds, still silent flame strike; 7th – fire storm, heal; 8th – reverse gravity

Possessions: divine scroll of *summon nature's ally viii*, *maximized flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *peript of wisdom* +4.

☛ **Gut-toss; Advanced Dire Wolf Animal Companion:** CR 3; Large Magical Beast; HD 10d8+40; hp 86; Init +3; Spd 50 ft; AC 22 [-1 size, +3 Dex, +7 natural, +3 armor] touch 12, flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (1d8+12, [crit 20] [x2], bite); SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 27 Dex 17 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +11, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☛ **Lightningclaws:** CR 15; female Wood Elf Drd15; Medium humanoid; HD 15d8+15; hp 95; Init +3; Spd 30 ft; AC 17 [+3 Dex, +2 armor, +2 shield], touch 13, flat-footed 14; Base Atk +11; Grp +12; Atk +13 melee (1D6+1, masterwork scimitar) or +14 ranged (1D6+1, javelin); Atk +13/+8/+3 melee (1D6+1, masterwork scimitar) or +14/+9/+4 ranged (1D6+1, javelin); SA Resist nature's lure, nature sense, wild empathy; SQ Animal companion, woodland stride, trackless step, wild shape 5/day, venom immunity, wild shape tiny, small, medium, plant, large, huge, timeless body, a thousand faces; AL N; SV Fort +10, Ref +8, Will +15; Str 12, Dex 16, Con 12, Int 10, Wis 23, Cha 6.

Skills and Feats: Concentration +22, Knowledge (nature) +18, Spellcraft +2, Spot +24, Survival +20; Augment Summoning, Combat Casting, Natural Spell, Skill Focus (Concentration), Spell Focus (conjunction), Silent Spell.

Spells Prepared (6/7/7/6/5/5/4/2/1; Base DC = 16 + Spell Level; DC = 17 + spell level for Conjunction) 0th – resistance, guidance, read magic, detect magic, detect poison, cure minor wounds; 1st – longstrider, shillelagh (2), entangle (2), magic stone, calm animals; 2nd – bear's endurance, bull's strength, cat's grace, heat metal, resist energy, warp wood; 3rd – cure moderate wounds (2), protection from energy, protection from energy, spike growth (2); 4th – dispel magic, flame strike (2), freedom of movement, repel vermin; 5th – baleful polymorph, call lightning storm (2), silent flame strike, wall of fire; 6th – anti-life shell, dispel magic (greater), fire seeds, silent call lightning storm; 7th – fire storm, heal; 8th – sunburst

Possessions: divine scroll of *summon nature's ally VIII*, *maximized flamestrike*, *greater magic fang*, *barkskin*, *briar web*, studded leather barding on wolf, leather armor, heavy wooden shield, masterwork scimitar, 3 javelins, *peript of wisdom* +4.

☛ **Darter; Advanced Dire Wolf Animal Companion:** CR 3; Large magical beast; HD 10d8+40; hp 86; Init +3; Spd 50 ft; AC 22 [-1 size, +3 Dex, +7 natural, +3 armor] touch 12, flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (1d8+12, [crit 20] [x2], bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Scent, Low Light Vision; AL N; SV Fort +10, Ref +9, Will +7; Str 27 Dex 17 Con 18 Int 2 Wis 12 Cha 10

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +11, Survival +2* (Scent applies); Alertness, Run, Track, Weapon Focus Bite.

Trip (Ex): Any successful bite attack allows a free action to trip the opponent (+12 check modifier). If the attempt fails, the target cannot attempt to trip the wolf.

Scent: +4 to skill when tracking by scent.

Possessions: studded leather barding

☞Daggerstrike, Swiftstride, Tallbranch (3): CR 12; Female/Male Wood Elf Bar1/Rgr5/Ftr6; Medium humanoid; HD 1d12+5d8+6d10+12; hp 87; Init +5; Spd 40 ft; AC 17 [+5 Dex, +2 armor], touch 15, flat-footed 12; Base Atk +12; Grp +16; Atk +16 (1d8+4, obsidian longsword) or +19 ranged (1d8+7, +1 mighty +4 composite longbow, Crit 19-20); Atk +16/+11/+6 (1d8+4, obsidian longsword) or +19/+14/+9 ranged or +17/+17/+12/+7 (1d8+7+1d6 Fire, +1 mighty flaming +4 composite longbow, Crit 19-20); SQ Rage, wild empathy, favored enemy (Human, Halfling); AL N; SV Fort +12, Ref +12, Will +6; Str 18 Dex 21, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +16, Hide +13, Jump +16, Spot +13, Survival +13; Die-Hard, Endurance (R3), Far Shot, Iron Will, Improved Critical (longbow), Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (longbow), Weapon Specialization (longbow)

Possessions: leather armor, heavy wooden shield, obsidian longsword (2), dagger, *cloak of resistance +1*, *gauntlets of ogre power*, +1 flaming mighty (+4 str) composite longbow, 60 arrows, 6 sleep arrows.

Encounter 4: Kindling

APL 6 and 8

☞Dwarven Fighters: Male/Female Dwarven Ftr3; CR 3; Medium Humanoid; 3d10+9; hp 31; Init +2 (Dex); Spd 20 ft; AC 19 [+5 armor, +2 Dex, +2 shield] touch 12, flat-footed 17; Base Atk +3; Grp +6; Atk +8 melee (1d10+3, [crit 20] [x3], masterwork dwarven waraxe) or +5 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +8 melee (1d10+3, [crit 20] [x3], masterwork dwarven waraxe) or +5 ranged (1d8 [crit 19-20] [x2] light crossbow); SQ Dwarven Traits; AL LE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Jump +5; Cleave, Dodge, Power Attack, Weapon Focus Dwarven Axe.

Possessions: breastplate, heavy steel shield, dwarven waraxe, masterwork dwarven waraxe, light crossbow, 20 bolts, bedroll, backpack, dagger, *potion of bull's strength*, *potion of bear's endurance*, 2 bags of dedicari dust powder.

☞Sircari Cleric of the Elder Elemental Eye (Fire): Male Human Clr5; CR 5; Medium Humanoid; 5d8+10; hp 38; Init +1 (Dex); Spd 20 ft; AC 20 [+9 armor, +1 Dex]

touch 11, flat-footed 19; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, [crit 20] [x2], masterwork heavy mace) or +4 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +6 melee (1d8+3, [crit 20] [x2], masterwork heavy mace) or +4 ranged (1d8 [crit 19-20] [x2] light crossbow); SQ Domains of Evil and Fire; AL CE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Healing +11, Knowledge Religion +8; Combat Casting, Skill Focus (Concentration), Extend Spell.

Spells Known (5/4+1/3+1/2+1, DC is 13+Spell Level): 0th – create water, detect magic (2), guidance, virtue; 1st – bless, cure light wounds, divine favor, protection from good*, shield of faith; 2nd – bear's endurance, produce flame*, spiritual weapon (2); 3rd – cure serious wounds, magic circle against good*, extended spiritual weapon.

Possessions: +1 full plate, masterwork heavy mace, heavy mace, light crossbow, 20 bolts, bedroll, backpack, dagger, 2 bags of dedicari dust powder, silver holy symbol.

APL 10

☞Dwarven Fighters (8): Male/Female Dwarven Ftr4/Rog1; CR 5; Medium Humanoid; 4d10+12+1d6+3; hp 47; Init +2 (Dex); Spd 20 ft; AC 19 [+5 armor, +2 Dex, +2 shield] touch 12, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d10+5, [crit 20] [x3], masterwork dwarven waraxe) or +6 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +9 melee (1d10+5, [crit 20] [x3], masterwork dwarven waraxe) or +6 ranged (1d8 [crit 19-20] [x2] light crossbow SA Sneak Attack +1d6; SQ Dwarven Traits, Trap Sense; AL N; SV Fort +7, Ref +5, Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Jump +5, Tumble +6; Cleave, Dodge, Power Attack, Weapon Focus (Dwarven waraxe), Weapon Specialization (Dwarven waraxe).

Possessions: breastplate, heavy steel shield, dwarven waraxe, masterwork dwarven waraxe, light crossbow, 20 bolts, bedroll, backpack, dagger, *potion of bull's strength*, *potion of bear's endurance*, 2 bags of dedicari dust powder.

☞Sircari and Elec'ti, Clerics of the Elder Elemental Eye (Fire) (2): Male Human Clr7; CR 7; Medium Humanoid; 7d8+14; hp 52; Init +1 (Dex); Spd 20 ft; AC 21

[+10 armor, +1 Dex] touch 11, flat-footed 20; Base Atk +5; Grp +7; Atk +8 melee (1d8+4, [crit 20] [x2], +1 heavy mace) or +6 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +8 melee (1d8+4, [crit 20] [x2], +1 heavy mace) or +6 ranged (1d8 [crit 19-20] [x2] light crossbow); SQ Domains of Evil and Fire; AL CE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +15, Healing +13, Knowledge Religion +10; Combat Casting, Skill Focus (Concentration), Empower Spell, Extend Spell.

Spells Known (6/5+1/4+1/3+1/1+1, DC is 13+Spell Level): 0th – Create Water, Cure Minor Wounds (2), Detect Magic (2), Guidance; 1st – Bless, Cure Light Wounds (2), Divine Favor, Protection from Good*, Shield of Faith; 2nd – Bear's Endurance, Bull's Strength, Produce Flame*, Spiritual Weapon (2); 3rd – Cure Serious Wounds, Invisibility Purge, Magic Circle Against Good*, Extended Spiritual Weapon; 4th – Extended Hold Person, Wall of Fire*

Possessions: +2 full plate, +1 heavy mace, cloak of resistance +1, heavy mace, light crossbow, 20 bolts, bedroll, backpack, dagger, 2 bags of dedicari dust powder, silver holy symbol.

APL 12

♣**Dwarven Fighters (8), Ftr4/Rog3; Male/Female Dwarven;** CR 7; Medium Humanoid (4' 8" tall); 4d10+12+3d6+9; hp 61; Init +2 (Dex); Spd 20 ft; AC 19 [+5 armor, +2 Dex, +2 Shield] touch 12, flat-footed 17; Base Atk +6; Grp +9; Atk +11 melee (1d10+6, [crit 20] [x3], +1 *dwarven waraxe*) or +8 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +11/+6 melee (1d10+6, [crit 20] [x3], masterwork *dwarven waraxe*); SA Sneak Attack +2d6; SQ Dwarven Traits, Trap Sense, Evasion; AL N; SV Fort +8, Ref +6, Will +3; Str 17, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +9, Escape Artist +4, Jump +9, Tumble +8; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (Dwarven waraxe), Weapon Specialization (Dwarven waraxe).

Possessions: breastplate, heavy steel shield, +1 *dwarven waraxe*, masterwork *dwarven waraxe*, light crossbow, 20 bolts, bedroll, backpack, dagger, *potion of bull's strength*, *potion of bear's endurance*, *potion of haste*, 2 bags of dedicari dust powder.

♣**Sircari and Elec'ti, Human Clerics of the Elder Elemental Eye (Fire) (2):** Male Human Clr9; CR 9; Medium Humanoid; 9d8+18; hp 66; Init +1 (Dex); Spd 20 ft; AC 22 [+10 armor, +1 Dex, +1 deflection] touch 12, flat-footed 21; Base Atk +6; Grp +8; Atk +9 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*); Full Atk +9/+4 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*) or +7 ranged (1d8 [crit 19-20] [x2] Light Crossbow); SQ Domains of Evil and Fire; AL CE; SV Fort +10, Ref +6, Will +13; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +17, Healing +17, Knowledge Religion +12; Combat Casting, Skill Focus (Concentration), Empower Spell, Extend Spell, Maximize Spell.

Spells Known (6/6+1/5+1//4+1/3+1/2+1, DC is 15+Spell Level): 0th – Create Water, Cure Minor Wounds (2), Detect Magic (2), Guidance; 1st – Bless, Cure Light Wounds (2), Divine Favor, Protection from Good*, Shield of Faith (2); 2nd – Bear's Endurance, Bull's Strength, Owl's Wisdom, Produce Flame*, Spiritual Weapon (2); 3rd – Cure Serious Wounds, Dispel Magic, Invisibility Purge, Magic Circle Against Good*, Extended Spiritual Weapon; 4th – Freedom of Movement, Magic Weapon (Greater), Wall of Fire*; 5th – Fire Shield*, Flame Strike, Spell Resistance

Possessions: +2 full plate, +1 heavy mace, cloak of resistance +2, ring of protection +1, +2 *periapt of wisdom*, heavy mace, light crossbow, 20 bolts, bedroll, backpack, dagger, 2 bags of dedicari dust powder, silver holy symbol.

APL 14

♣**Dwarven Fighters (8), Ftr6/Rog3; Male/Female Dwarven;** CR 9; Medium Humanoid (4' 8" tall); 6d10+18+3d6+9; hp 79; Init +2 (Dex); Spd 20 ft; AC 19 [+5 armor, +2 Dex, +2 Shield] touch 12, flat-footed 17; Base Atk +8; Grp +12; Atk +14 melee (1d10+7, [crit 19-20] [x3], +1 *dwarven waraxe*) or +10 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +14/+9 melee (1d10+7, [crit 20] [x3], masterwork *dwarven waraxe*); SA Sneak Attack +2d6; SQ Dwarven Traits, Trap Sense, Evasion; AL N; SV Fort +9, Ref +7, Will +6; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +12, Escape Artist +4, Jump +12, Tumble +8; Cleave, Dodge, Iron Will, Improved Critical (Dwarven waraxe), Mobility, Power Attack, Weapon Focus (Dwarven waraxe), Weapon Specialization (Dwarven waraxe).

Possessions: breastplate, heavy steel shield, +1 *dwarven waraxe*, masterwork *dwarven waraxe*, light crossbow, 20 bolts, bedroll, backpack, dagger, *potion of bull's strength*, *potion of bear's endurance*, *potion of shield of faith* (+3), *potion of haste*, 2 bags of dedicari dust powder.

♣**Sircari and Elec'ti, Human Clerics of the Elder Elemental Eye (Fire) (2):** Male Human Clr11; CR 11; Medium Humanoid; 11d8+22; hp 80; Init +1 (Dex); Spd 20 ft; AC 22 [+10 armor, +1 Dex, +1 deflection] touch 12, flat-footed 21; Base Atk +8; Grp +10; Atk +11 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*); Full Atk +11/+6 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*) or +9 ranged (1d8 [crit 19-20] [x2] light crossbow); SQ Domains of Evil and Fire; AL CE; SV Fort +11, Ref +6, Will +14; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +19, Healing +19, Knowledge Religion +14; Combat Casting, Skill Focus

(Concentration), Empower Spell, Extend Spell, Maximize Spell.

Spells Known (6/7+1/5+1/5+1/4+1/3+1/1+1, DC is 15+Spell Level): 0th – Create Water, Cure Minor Wounds (2), Detect Magic (2), Guidance; 1st – Bless, Cure Light Wounds (3), Divine Favor, Protection from Good*, Shield of Faith (2); 2nd – Bear's Endurance, Bull's Strength, Owl's Wisdom, Produce Flame*, Spiritual Weapon (2); 3rd – Cure Serious Wounds (2), Dispel Magic, Invisibility Purge, Magic Circle Against Good*, Extended Spiritual Weapon; 4th – Divine Power, Extended Hold Person, Freedom of Movement, Magic Weapon (Greater), Wall of Fire*; 5th – Fire Shield*, Flame Strike (2), Spell Resistance 6th – Fire Seeds*, Harm

Possessions: +2 full plate, +1 heavy mace, cloak of resistance +2, +1 ring of protection, periapt of wisdom +2, heavy mace, light crossbow, 20 bolts, bedroll, backpack, dagger, 2 bags of dedicari dust powder, silver holy symbol.

APL 16

♣Dwarven Fighters (8), Ftr6/Rog5; Male/Female Dwarven; CR 11; Medium Humanoid; 6d10+18+5d6+15; hp 93; Init +2 (Dex); Spd 20 ft; AC 21 [+6 for armor, +2 Dex, +3 shield] touch 12, flat-footed 19; Base Atk +9; Grp +13; Atk +15 melee (1d10+7, [crit 19-20] [x3], +1 *dwarven waraxe*) or +11 ranged (1d8 [crit 19-20] [x2] light crossbow); Full Atk +15/+10 melee (1d10+7, [crit 20] [x3], masterwork *dwarven waraxe*); SA Sneak Attack +3d6; SQ Dwarven Traits, Trap Sense, Evasion; AL N; SV Fort +9, Ref +8, Will +6; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +14, Escape Artist +12, Jump +14, Tumble +12; Cleave, Dodge, Iron Will, Improved Critical (Dwarven waraxe), Mobility, Power Attack, Weapon Focus (Dwarven waraxe), Weapon Specialization (Dwarven waraxe).

Possessions: +1 breast plate, +1 heavy steel shield, +1 *dwarven waraxe*, masterwork *dwarven waraxe*, light crossbow, 20 bolts, bedroll, backpack, dagger, *potion of bull's strength*, *potion of bear's endurance*, *potion of cat's grace*, *potion of shield of faith (+4)*, *potion of haste*, 2 bags of dedicari dust powder.

♣Sircari and Elec'ti, Human Clerics of the Elder Elemental Eye (Fire) (2), Clr13; Male Human; CR 13; Medium Humanoid; 13d8+26; hp 94; Init +1 (Dex); Spd 20 ft; AC 22 [+10 armor, +1 Dex, +1 deflection] touch 12, Flat-Footed 21; Base Atk +9; Grp +11; Atk +12 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*); Full Atk +12/+7 melee (1d8+4, [crit 20] [x2], +1 *heavy mace*) or +10 ranged (1d8 [crit 19-20] [x2] light crossbow); SQ Domains of Evil

and Fire; AL CE; SV Fort +12, Ref +7, Will +16; Str 14, Dex 12, Con 14, Int 10, Wis 23, Cha 8.

Skills and Feats: Concentration +21, Healing +22, Knowledge Religion +16; Combat Casting, Skill Focus (Concentration), Empower Spell, Extend Spell, Maximize Spell.

Spells Known (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1, DC = is 16+Spell Level): 0th – create water, cure minor wounds (2), detect magic (2), guidance; 1st – bless, cure light wounds (3), divine favor, protection from good*, shield of faith (2); 2nd – bear's endurance, bull's strength, eagle's splendor, owl's wisdom, produce flame*, spiritual weapon (2); 3rd – cure serious wounds (2), dispel magic, invisibility purge, magic circle against good*, extended spiritual weapon; 4th – divine power, extended hold person (2), magic weapon (greater), wall of fire*; 5th – extended freedom of movement, fire shield*, flame strike (2), spell resistance; 6th – blade barrier, extended righteous might, fire seeds*, harm; 7th – blasphemy*, blasphemy

Possessions: +2 full plate, +1 heavy mace, cloak of resistance +2, +1 ring of protection, periapt of wisdom +4, heavy mace, light crossbow, 20 bolts, bedroll, backpack, dagger, 2 bags of dedicari dust powder, silver holy symbol.

Encounter 5: Bonfire

APL 6

♣Tarqaan of the Flames: CR 8; Male Baklunish Human Wiz5/Es3* (Fire); Medium humanoid; HD 8d4+24; hp 49; Init +3; Spd 30 ft; AC 18 [+3 Dex, +4 for ring of mage armor, +1 deflection], touch 14, flat-footed 15; Base Atk +3; Grp +3; Atk +4 melee (1D4, masterwork dagger) or +6 ranged (1D8, light crossbow); Full Atk +4 melee (1D4, masterwork dagger) or +6 ranged (1D8, light crossbow); SQ Familiar, Elemental Resistance 5, Elemental Focus +1, Elemental Penetration +1, Immune to Magical Sleep effects; AL CE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 16, Con 16, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +17, Knowledge (the planes) +17, Knowledge (religion) +17, Knowledge (local – VTF) +17, Spellcraft +17; Energy Affinity (Fire), Craft Wand, Extend Spell, Scribe Scroll, Spell Focus (Evocation), Silent Spell.

Spells Prepared (4+1/6+1/5+1/4+1/3+1; Evoker, No Enchantment or Necromancy, Base DC = 16 + spell Level; DC = 17 + spell level for Evocation, 18 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray; 3rd – fireball*, fire bolt (energy affinity

lighting bolt), fly, haste, nondetection; 4th – dimension door, fire shield, invisibility (greater), silent fireball*.

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, amulet of health +2, headband of intellect +4, ring of mage armor, gloves of dexterity +2, cloak of resistance +1, ring of protection +1, scroll of overland flight (caster level check), 10 scrolls of arcane eye (used up if he is not caught near Lopolla).

*see Appendix 2: New Rules

Feathers; CR NA; Tiny Magical Beast; hp 24; Init +2 (Dex); Spd 30 ft; AC 17 [+3 Natural, +2 size, +2 Dex] touch 14, flat-footed 15; Base Atk +3; Grp –9; Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, 2 claws) and +2 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +2, Ref +4, Will +8; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

APL 8

☛**Tarqaan of the Flames:** CR 9; Male Baklunish Human Wiz5/Es4* (Fire): Medium humanoid; HD 9d4+27; hp 55; Init +3; Spd 30 ft; AC 19 [+3 Dex, +4 for ring of mage armor, +2 deflection], touch 15, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1D4, masterwork dagger) or +7 ranged (1D8, light crossbow); Full Atk +5 melee (1D4, masterwork dagger) or +7 ranged (1D8, light crossbow); SQ Familiar, Elemental Resistance 10, Elemental Focus +1, Elemental Penetration +1, Immune to Magical Sleep effects and paralysis, 60' Dark Vision; AL CE; SV Fort +7, Ref +7, Will +10; Str 10, Dex 16, Con 16, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcana) +18, Knowledge (the planes) +18, Knowledge (religion) +18, Knowledge (local – VTF) +18, Spellcraft +18; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Silent Spell.

Spells Prepared (4+1/6+1/6+1/4+1/3+1/2+1; Base DC = 16 + spell level; DC = 18 + spell level for Evocation, DC = 19 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd – fireball*, fire bolt (energy affinity lighting bolt), fly, haste, nondetection; 4th – dimension door, fire shield, invisibility (greater), silent fireball*; 5th – cone of heat (cold)*, silent dimension door, teleport.

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, amulet of health +2, headband of intellect +4, gloves of dexterity +2, cloak of resistance +2, ring of mage armor, ring of protection +2, scroll of overland flight, 10 scrolls of arcane eye (used up if he is not caught near Lopolla).

*see Appendix 3: New Rules

Feathers; CR NA; Tiny Magical Beast; hp 27; Init +2 (Dex); Spd 30 ft; AC 17 (T 14, FF 15) (+3 Natural Armor, +2 size, +2 Dexterity; Base Atk +4; Grp –8; Atk +8 melee (1d2-4, claw); Full Atk +8 melee (1d2-4, 2 claws) and +3 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛**Ashael Blackhand, Hired Bodyguard:** CR 7; Male human Ftr4/Rog2/Bbn1: Medium humanoid; HD 4D10+2D6+1D12+14; hp 59; Init +2; Spd 30 ft; AC 19 [+2 Dex, +7 armor], touch 12, flat-footed 17; Base Atk +6/+1; Grp +9; Atk +10 melee (2D6+6, greatsword) or +8 ranged (1D8, longbow); Atk +10/+5 melee (2D6+6, greatsword) or +8/+3 ranged (1D8, longbow); SA Fast movement, rage 1/day, sneak attack 1D6, evasion, trapfinding; AL N; SV Fort +8, Ref +6, Will +1; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Knowledge (local VTF) +7, Listen +8, Move Silently +7, Spot +8, Survival +1, Tumble +9, Use Magic Device +4; Power Attack, Cleave, Dodge, Combat Reflexes, Hold the Line, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: greatsword, mithral half-plate, longbow

APL 10

☛**Tarqaan of the Flames:** CR 11; Male Baklunish Human Wiz5/Es6* (Fire): Medium humanoid; HD 11d4+44; hp 78; Init +3; Spd 30 ft; AC 19 [+3 Dex, +4 for ring of mage armor, +2 deflection], touch 15, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1D4, masterwork dagger) or +8 ranged (1D8, light crossbow); Full Atk +6 melee (1D4, masterwork dagger) or +8 ranged (1D8, light crossbow); SQ Familiar, Elemental Resistance 10 fire, Elemental Focus +2, Elemental Penetration +2, Immune to Magical Sleep effects and paralysis, 60' Dark Vision; AL CE; SV Fort +10, Ref +9, Will +12; Str 10, Dex 16, Con 18, Int 24, Wis 10, Cha 10.

Skills and Feats: Concentration +18, Knowledge (arcana) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Knowledge (local – VTF) +21, Spellcraft +21; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/4+1/3+1/2+1; Base DC = 17 + spell Level; DC = 19 + spell level for Evocation, DC = 21 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, nondetection, silent scorching ray; 4th – dimension door, fire shield, invisibility (greater) (2), silent fireball*; 5th – cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th – chain lightning (fire)*, mislead, silent teleport

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, *amulet of health +4*, *headband of intellect +4*, *gloves of dexterity +2*, *cloak of resistance +3*, *ring of mage armor*, *ring of protection +2*, *10 scrolls of arcane eye (used up if he is not caught near Lopolla)*.

*See **Appendix 2: New Rules**

☛ **Feathers**; CR NA; Tiny Magical Beast; hp 39; Init +2 (Dex); Spd 30 ft; AC 17 [+3 Natural Armor, +2 size, +2 Dexterity] touch 14, flat-footed 15; Base Atk +5; Grp –7; Atk +9 melee (1d2-4, claws); Full Atk +9 melee (1d2-4, 2 claws) and +4 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛ **Ashael Blackhand, Hired Bodyguard**: CR 9; Male human Ftr6/Rog2/Bbn1: Medium humanoid; HD 6D10+2D6+1D12+18; hp 75; Init +2; Spd 30 ft; AC 20 [+2 Dex, +1 deflection, +7 armor], touch 13, flat-footed 18; Base Atk +8/+3; Grp +11; Atk +13 melee (2D6+7, *+1 greatsword*, 17-20 Crit) or +10 ranged (1D8+3, Mighty Composite +3 Str longbow); Atk +13/+8 melee (2D6+7, *+1 greatsword*, 17-20 Crit) or +10/+5 ranged (1D8+3, Mighty Composite +3 Str longbow); SA Fast movement, rage 1/day, sneak attack 1D6, evasion, trapfinding; AL N; SV Fort +9, Ref +7, Will +2; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Knowledge (local VTF) +7, Listen +8, Move Silently +7,

Spot +13, Survival +1, Tumble +11, Use Magic Device +4; Power Attack, Cleave, Combat Expertise, Dodge, Combat Reflexes, Hold the Line, Improved Critical Greatsword, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +1 *greatsword*, mithral half-plate, mighty composite +3 str longbow, potion of bull's strength, potion of bear's endurance, +1 ring of protection.

APL 12

☛ **Tarqaan of the Flames**: CR 13; Male Baklunish Human Wiz5/Es8* (Fire): Medium humanoid; HD 13d4+52; hp 92; Init +3; Spd 30 ft; AC 20 [+3 Dex, +4 for ring of mage armor, +3 deflection], touch 16, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1D4, masterwork dagger) or +9 ranged (1D8, light crossbow); or Full Atk +7/+2 melee (1D4, masterwork dagger) or +9/+4 ranged (1D8, light crossbow); SQ: Familiar, Elemental Resistance 15 fire, Elemental Focus +3, Elemental Penetration +2, Immune to Magical Sleep effects, stunning and paralysis, 60' Dark Vision; AL CE; SV Fort +10, Ref +9, Will +13; Str 10, Dex 16, Con 18, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +20, Knowledge (arcana) +23, Knowledge (the planes) +23, Knowledge (religion) +23, Knowledge (local – VTF) +23, Spellcraft +23; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Spell Focus Conjunction, Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; Base DC = 17 + spell Level; DC = 18 + Spell Level for Conjunction; DC = 19 + spell level for Evocation, DC = 22 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, nondetection, silent scorching ray; 4th – dimension door, fire shield, ice storm (fire storm), invisibility (greater) (2), silent fireball*; 5th – break enchantment, cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th – chain lightning (fire)*, chain lightning, mislead, silent teleport; 7th – prismatic spray*, reverse gravity, spell turning.

Possessions: *wand of fireballs* (5th lvl – 30 charges left), masterwork dagger, *amulet of health +4*, *headband of intellect +4*, *gloves of dexterity +2*, *cloak of resistance +3*, *ring of protection +3*, *ring of mage armor*, *10 scrolls of arcane eye (used up if he is not caught near Lopolla)*.

*See **Appendix 2: New Rules**

☛ **Feathers**; CR NA; Tiny Magical Beast; hp 46; Init +2 (Dex); Spd 30 ft; AC 17 ([+3 Natural Armor, +2 size, +2 Dexterity] touch 14, flat-footed 15); Base Atk +6; Grp -7; Atk +10 melee (1d2-4, claws); Full Atk +10 melee (1d2-4, 2 claws) and +5 melee (1d3-4, bite); ; SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +3, Ref +5, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛ **Ashael Blackhand, Hired Bodyguard**: CR 11; Male human Ftr8/Rog2/Bbn1: Medium humanoid; HD 8D10+2D6+1D12+22; hp 91; Init +2; Spd 30 ft; AC 21 [+2 Dex, +1 deflection, +8 armor], touch 13, flat-footed 19; Base Atk +10/+5; Grp +13; Atk +15 melee (2D6+7, +1 *greatsword*, 17-20 Crit) or +12 ranged (1D8+3, Mighty Composite +3 Str longbow); Atk +15/+10 melee (2D6+7, +1 *greatsword*, 17-20 Crit) or +12/+7 ranged (1D8+3, Mighty Composite +3 Str longbow); SA Fast movement, rage 1/day, sneak attack 1D6, evasion, trapfinding; AL N; SV Fort +10, Ref +7, Will +2; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Knowledge (local VTF) +7, Listen +8, Move Silently +7, Spot +14, Survival +1, Tumble +14, Use Magic Device +4; Power Attack, Cleave, Combat Expertise, Dodge, Combat Reflexes, Hold the Line, Improved Critical Greatsword, Improved Disarm, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +1 *greatsword*, +1 *Mithral half-plate*, mighty composite +3 str longbow, *potion of bull's strength*, *potion of bear's endurance*, *ring of protection* +1

APL 14

☛ **Tarqaan of the Flames**: CR 15; Male Baklunish Human Wiz5/Es10*: Medium Elemental (Fire); HD 15d4+60; hp 106; Init +3; Spd 50 ft; AC 21 [+4 Dex, +4 for ring of mage armor, +3 deflection], touch 17, flat-footed 17; Base Atk +7; Grp +7; Atk +8 melee (1D4, masterwork dagger) or +11 ranged (1D8, light crossbow); Full Atk +8/+3 melee (1D4, masterwork dagger) or +11/+6 ranged (1D8, light crossbow); SA Burn; SQ: Familiar, Elemental Perfection, Immunity (fire), Elemental Focus +3, Elemental Penetration +3, Immune to Magical Sleep effects, stunning and paralysis, 60' Dark Vision; AL CE; SV Fort +12, Ref +12, Will +15; Str 10, Dex 18, Con 18, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +22, Knowledge (arcana) +25, Knowledge (the planes) +25, Knowledge (religion) +25, Knowledge (local - VTF) +25, Spellcraft +25; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Skill Focus: Spellcraft, Spell Focus (Evocation), Spell Focus Conjunction, Silent Spell.

Spells

Prepared

(4+1/6+1/6+1/6+1/5+1/4+1/4+1/3+1; Base DC = 17 + spell Level; DC = 18 + Spell Level for Conjunction; DC = 19 + spell level for Evocation, DC = 22 + spell level for Evocation of the Fire Subtype); 0th - detect magic (2), light, ray of frost*, ray of frost; 1st - expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd - glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd - fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, nondetection, silent scorching ray; 4th - dimension door, fire shield, ice storm (fire storm), invisibility (greater) (2), silent fireball*; 5th - break enchantment, cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th - chain lightning (fire)*, chain lightning (fire), chain lightning, mislead, silent teleport; 7th - delayed blast fireball, prismatic spray*, reverse gravity, spell turning.

Possessions: *wand of fireballs* (5th lvl - 30 charges left), masterwork dagger, *amulet of health* +4, *headband of intellect* +4, *gloves of dexterity* +4, *cloak of resistance* +4, *ring of protection* +3, *ring of mage armor*, *rod of quickening (lesser)*, 10 scrolls of *arcane eye* (used up if he is not caught near Lopolla).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creature hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack (1d6 fire), and also catch on fire unless they succeed on a Reflex save.

* See **Appendix 2: New Rules**

☛ **Feathers**; CR NA; Tiny Magical Beast; hp 53; Init +2 (Dex); Spd 30 ft; AC 17 (Touch 14, Flat-Footed 15) [+3 Natural Armor, +2 size, +2 Dexterity]; Base Atk +7; Grp -5; Atk +11 melee (1d2-4, claws); Full Atk +11 melee (1d2-4, 2 claws) and +6 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +4, Ref +6, Will +12; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

♣ **Ashael Blackhand and Servello d'Castillaeri (2), Hired Bodyguards:** CR 11; Male human Ftr8/Rog2/Bbn1: Medium humanoid; HD 8D10+2D6+1D12+22; hp 91; Init +2; Spd 30 ft; AC 21 [+2 Dex, +1 deflection, +8 armor], touch 13, flat-footed 19; Base Atk +10/+5; Grp +13; Atk +15 melee (2D6+7, +1 *greatsword*, 17-20 Crit) or +12 ranged (1D8+3, mighty composite +3 Str longbow); Atk +15/+10 melee (2D6+7, +1 *greatsword*, 17-20 Crit) or +12/+7 ranged (1D8+3, Mighty Composite +3 Str longbow); SA Fast movement, rage 1/day, sneak attack 1D6, evasion, trapfinding; AL N; SV Fort +10, Ref +7, Will +2; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Knowledge (local VTF) +7, Listen +8, Move Silently +7, Spot +14, Survival +1, Tumble +14, Use Magic Device +4; Power Attack, Cleave, Combat Expertise, Dodge, Combat Reflexes, Hold the Line, Improved Critical Greatsword, Improved Disarm, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +1 *greatsword*, +1 *mithral half-plate*, mighty composite +3 str longbow, *potion of bull's strength*, *potion of bear's endurance*, +1 *ring of protection*

APL 16

♣ **Tarqaan of the Flames:** CR 17; Male Baklunish Human Wiz5/Es10*/AM2: Medium Elemental (Fire); HD 17d4+68; hp 120; Init +3; Spd 50 ft; AC 21 [+4 Dex, +4 for ring of mage armor, +3 deflection], touch 17, flat-footed 17; Base Atk +8; Grp +8; Atk +9 melee (1D4, masterwork dagger) or +12 ranged (1D8, light crossbow); Full Atk +9/+4 melee (1D4, masterwork dagger) or +12/+7 ranged (1D8, light crossbow); SA Burn; SQ: Familiar, Elemental Perfection, Elemental Focus +3, Elemental Penetration +3, Immune to Magical Sleep effects, stunning and paralysis, fire, 60' Dark Vision, High Arcana (Mastery of Shaping, Spell-like Ability: *Limited Wish* 2/Day); AL CE; SV Fort +12, Ref +12, Will +18; Str 10, Dex 18, Con 18, Int 26, Wis 10, Cha 10.

Skills and Feats: Concentration +23, Knowledge (arcana) +28, Knowledge (the planes) +28, Knowledge (religion) +28, Knowledge (local – VTF) +28, Spellcraft +28; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus (Evocation), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Conjuration), Silent Spell.

Spells *Prepared*
(4+1/6+1/6+1/6+1/6+1/4+1/4+1/3+1/3+1; Base DC = 18 + spell Level; DC = 19 + Spell Level for Conjuration; DC = 20 + spell level for Evocation, 23 + spell level for Evocation of the Fire Subtype); 0th – detect magic (2),

light, ray of frost*, ray of frost; 1st – expeditious retreat, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, nondetection, silent scorching ray; 4th – dimension door, fire shield, ice storm (fire storm), invisibility (greater) (2), silent fireball*, silent fireball; 5th – break enchantment, cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th – chain lightning (fire)*, chain lightning (fire), chain lightning, mislead, silent teleport; 7th – delayed blast fireball, prismatic spray*, reverse gravity, spell turning; 8th – silent delayed blast fireball*, mind blank (2), maze.

Possessions: *wand of fireballs* (7th lvl – 30 charges left), masterwork dagger, *amulet of health* +4, *headband of intellect* +4, *gloves of dexterity* +4, *cloak of resistance* +4, *lesser rod of quickening*, *ring of protection* +3, *ring of mage armor*, 10 *scrolls of arcane eye* (used up if he is not caught near *Lopolla*).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creature hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack (1d6 fire), and also catch on fire unless they succeed on a Reflex save.

High Arcana: Mastery of Shaping: The archmage can alter the area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimensions for these spaces is a 5-foot cube. For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th level spell slot.

*See **Appendix 2: New Rules**

♣ **Feathers;** CR NA; Tiny Magical Beast; hp 60; Init +2 (Dex); Spd 30 ft; AC 17 (Touch 14, Flat-Footed 15) [+3 Natural Armor, +2 size, +2 Dexterity]; Base Atk +8; Grp –4; Atk +12 melee (1d2-4, claws); Full Atk +12 melee (1d2-4, 2 claws) and +7 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +4, Ref +6, Will +15; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛ **Ashael Blackhand and Servello d'Castillaeri (2), Hired Bodyguards:** CR 13; Male human Ftr10/Rog2/Bbn1; Medium humanoid; HD 10D10+2D6+1D12+26; hp 107; Init +2; Spd 30 ft; AC 22 [+2 Dex, +2 deflection, +8 armor], touch 14, flat-footed 20; Base Atk +12/+7/+2; Grp +15; Atk +18 melee (2D6+9, *+1 greatsword*, 17-20 Crit) or +14 ranged (1D8+3, Mighty Composite +3 Str longbow); Atk +19/+14/+9 melee (2D6+9, *+1 greatsword*, 17-20 Crit) or +14/+9 ranged (1D8+3, Mighty Composite +3 Str longbow); SA Fast movement, rage 1/day, sneak attack 1D6, evasion, trapfinding; AL N; SV Fort +12, Ref +9, Will +6; Str 18, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Knowledge (local VTF) +7, Listen +8, Move Silently +7, Spot +14, Survival +1, Tumble +14, Use Magic Device +4; Power Attack, Cleave, Close Quarters Fighting, Combat Expertise, Dodge, Combat Reflexes, Hold the Line, Improved Critical (Greatsword), Improved Disarm, Iron Will, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: *+1 greatsword*, *+1 mithral half-plate*, mighty composite +3 str longbow, *potion of bull's strength*, *potion of bear's endurance*, *+1 cloak of resistance*, *ring of protection* +2.

Appendix 2 – New Rules and Feats

Feats:

Improved Combat Expertise [General] as presented in *Complete Warrior*

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you can subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5

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

Prestige Classes:

Occult Slayer as presented in *Complete Warrior*

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways – although they may still cast spells, they rely primarily upon their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a prenatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers and wizards – the primary targets of occult slayers – tend

not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for the prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8

Requirements

To qualify as an occult slayer, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills

The occult slayer's class skills (and the key ability for each skill are Bluff (Cha), Craft (any) (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the

focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detections spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it only affects the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Occult Slayer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Magical Defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious Strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magical defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magical defense +3

Justiciar as presented in *Complete Warrior*

Where there are laws, there are those who defy them, and where citizens live in fear of those lawbreakers, brave souls hunt them down. These are the justiciars. They don't do it for money; they don't do it for glory. They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living by kicking the daylight out of a criminal who desperately deserves it.

Justiciars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court,

but pretty words don't change the facts of the case or absolve a criminal of guilt. A justiciar is not necessarily judge, jury or executioner; often he simply sees to it that those people get the chance to do their jobs. When it is impractical to bring a miscreant to the hands of the law, or if the criminal resists, a justiciar doesn't hesitate to bring final justice to someone who deserves it. Some evil justiciars prefer torturing their prisoners into confessing before turning them in.

When faced with a difficult challenge, justiciars may team up with each other or with a posse of other characters to hunt those wanted by the law. The presence of one or more justiciars in a posse might come as a rude surprise to a group of individuals that have been robbing from the rich to give to the poor....

Most justiciars begin as rangers. Some paladins find being a justiciar in line with their ideology. Fighters often find enough reward in killing; bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justiciars; obvious exceptions include clerics of St. Cuthbert, as well as those of Hextor and certain other lawful evil deities. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer or wizard (especially diviners) enters the field, wielding spells as their weapons instead of steel.

Hit Die: d10

Requirements

To qualify as a justiciar, a character must fulfill the following criteria.

Alignment: Any lawful

Base Attack Bonus: +6

Skills: Gather Information 5 ranks, Search 5 ranks, Survival 5 ranks.

Feats: Skill Focus (Gather Information), Track.

Class Skills

The justiciar's class skills (and the key ability for each skill are Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are class features of the justiciar prestige class.

Weapon and Armor Proficiency: Justiciars gain no proficiency with any weapon or armor.

Bring 'em Back Alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Nonlethal Strike (Ex): A justiciar can make nonlethal strikes. Any time the character uses the bring'em back alive ability and his target would be denied her Dexterity bonus to Armor Class (whether she actually

has a Dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A Justiciar can use nonlethal strike only on a living creature with discernible anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes 1 point of Strength damage.

Street Savvy (Ex): A Justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see *If You're Pinning an Opponent* on page 156 of the *Player's Handbook*). A justiciar must have a rope, chain, or manacles in one hand to use this ability.

A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halving justiciar can attempt to hog-tie a Medium or smaller opponent). He can use the ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog-tie is resolved with an opposed check. The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check.

If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie attempt fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape Artist check opposed by the justiciar's Use Rope check (including his +10 bonus; see *Bind a character* on page 86 of the *Player's Handbook*) or a Strength check (DC

23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Improved Hog-Tie (Ex): A justiciar of 8th level or higher can make a hog-tie attempt without first pinning an opponent. Whenever a grapple is established, the justiciar can use an attack action to make a hog-tie attempt. Also, if the justiciar has the Quick Draw Feat, he does not need to be holding the rope, chain, or manacles in his hand before make the attempt.

Intuition (Su): When hunting a specific person, a 10th level justiciar can use a Survival check to determine in which direction the culprit might be found if the criminal is within 1 mile of the justiciar (DC 15+target" HD). A justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check in secret for the justiciar since the character should not know if he failed the check because of the die roll or because the target is too far away. A justiciar can make this check once per day for any single target.

Multiclass Note: A paladin who becomes a justiciar can continue advancing as a paladin.

Justiciar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Bring 'em back alive, nonlethal strike +1d6
2 nd	+2	+0	+0	+3	Improved grapple, crippling strike
3 rd	+3	+1	+1	+3	Exotic Weapon Proficiency (manacles), street savvy +2
4 th	+4	+1	+1	+4	Nonlethal strike +2d6
5 th	+5	+1	+1	+4	Hog-tie
6 th	+6	+2	+2	+5	Street savvy +4
7 th	+7	+2	+2	+5	Non-lethal strike +3d6
8 th	+8	+2	+2	+6	Improved hog-tie
9 th	+9	+3	+3	+6	Street savvy +6
10 th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

Elemental Savant as presented in *Tome and Blood*

Elemental savants study the basic building blocks of existence – air, earth, fire, and water – learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on

display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4

Requirements

To qualify as a elemental savant, a character must fulfill the following criteria.

Knowledge (arcana): 8 ranks.

Knowledge (planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity or fire) – altered to Energy Affinity.

Spells: Ability to cast at least three spells with one of the acid, cold, electricity or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell o f3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire or Water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Craft (Alchemy) (Int), Concentration (Int), Handle Animal (Cha), Knowledge (any) (Int), Profession (Wis), Speak Language, Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental Savants gain no weapon or armor proficiencies.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spell-casting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spell-casting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition (Ex): Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution (Energy Affinity). Each element also has an opposing element and energy form. The elemental savant cannot use Energy Substitution (Energy Affinity) to insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid. Fire – opposed by Water, Cold.

At 1st level the elemental savant becomes immune to magical sleep effects. At 4th level she gains darkvision with a range of 60 feet and immunity to paralysis. At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus (Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element (Fire). The save DC for any spell using that type of energy increases by +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at third level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20+caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection (Ex): At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to "elemental," which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*. She gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks and special qualities of a medium elemental of the appropriate type, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn or vortex) is 20+her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element (Fire).

Elemental perfection is not without cost. The elemental savant can be hedged out by a *magic circle*

spell against her alignment. She also takes double damage from energy attacks allied with her opposing element (water) unless the attack allow a saving throw for half damage, in which case she takes half damage even on a successful save.

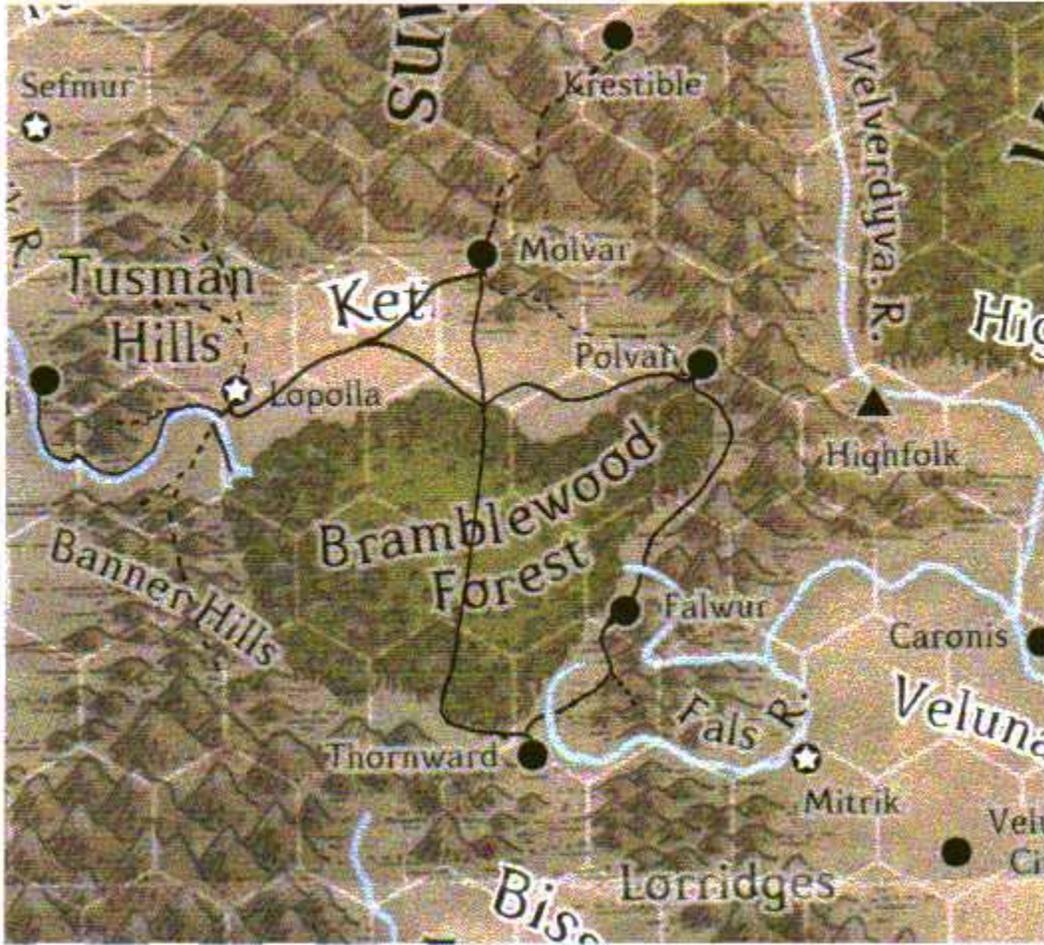
Immunity (Ex): At 10th level, the elemental savant is completely comfortable with the energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (See Elemental Perfection above).

Elemental Savant

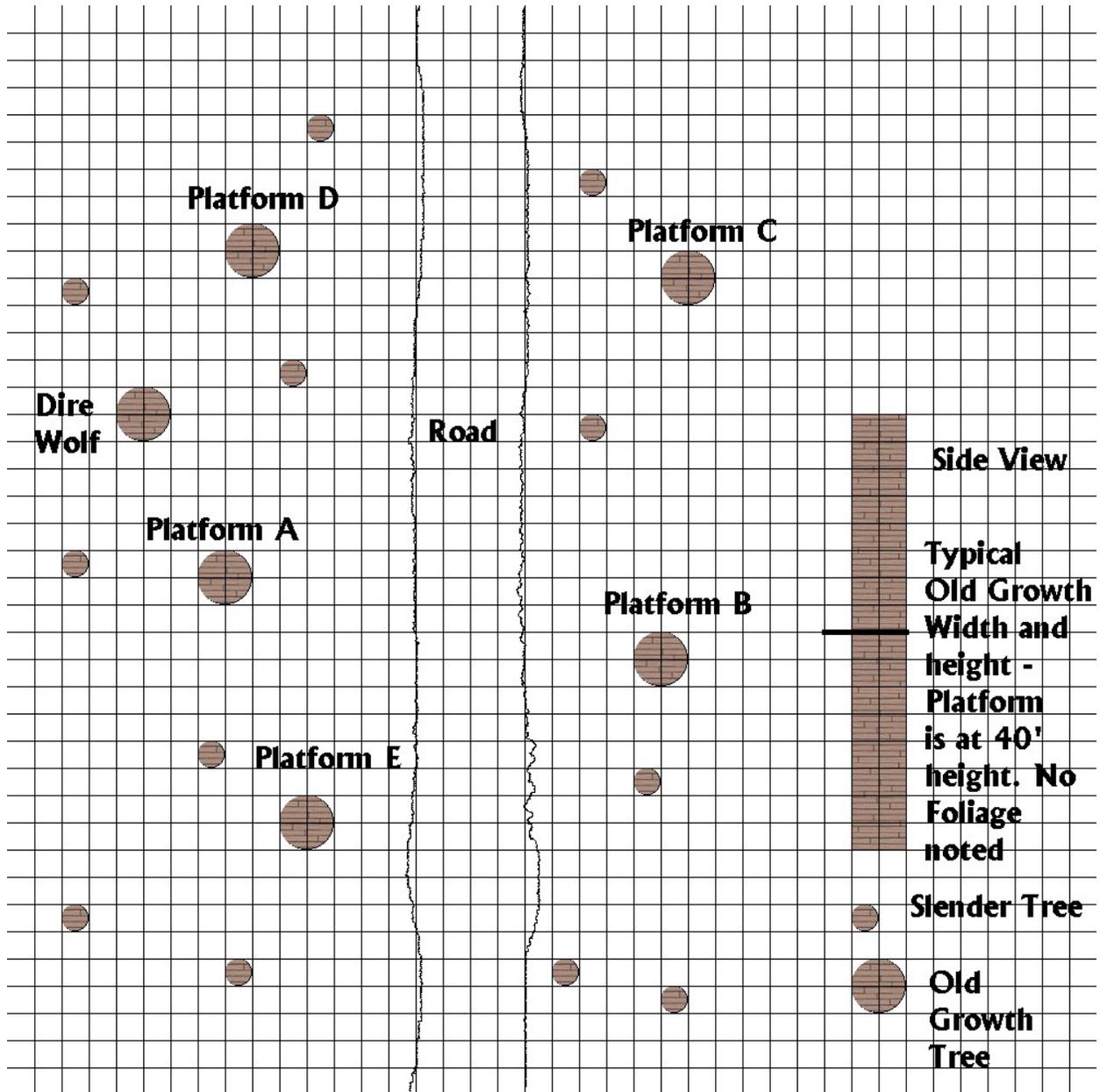
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Elemental Transition, resistance 5	+1 Level of Existing Class
2 nd	+1	+0	+0	+3	Elemental Focus +1	+1 Level of Existing Class
3 rd	+1	+1	+1	+3	Elemental Penetration +1	+1 Level of Existing Class
4 th	+2	+1	+1	+4	Elemental Transition, resistance 10	+1 Level of Existing Class
5 th	+2	+1	+1	+4	Elemental Focus +2	+1 Level of Existing Class
6 th	+3	+2	+2	+5	Elemental Penetration +2	+1 Level of Existing Class
7 th	+3	+2	+2	+5	Elemental Transition, resistance 15	+1 Level of Existing Class
8 th	+4	+2	+2	+6	Elemental Focus +3	+1 Level of Existing Class
9 th	+4	+3	+3	+6	Elemental Penetration +3	+1 Level of Existing Class
10 th	+5	+3	+3	+7	Elemental Perfection, Immunity	--

Maps

Player Map #1 of Ket



DM Map #1: Bramblewood Ambush Map – Encounter Two (Brushfire)



DM Map #2: Warehouse Combat – Encounter Four (Kindling)

