

VTF5-04

Secrets and Lies

A One-Round D&D® LIVING GREYHAWK™

Tuflik, Fals and Volverdyva

Metaregional Adventure

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Falsridge has regained its status as the western trade hub of Veluna. A request from the church of St. Cuthbert brings you to the world of Secrets and Lies. Can you survive the secrets and expose the lies? An investigative adventure especially suited for members of the Pack and the Alliance metaorg of character levels 3 to 15 (APL 4-14).

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Bardic Knowledge

Unless specifically noted in the adventure, all Knowledge checks can be duplicated by Bardic Knowledge, with a +5 DC modifier to the skill check. If the DM feels that the information in question would in no way be distributed in this fashion, they may apply a +10 modifier instead (since no matter what, some details always seem to slip out). Should there be multiple DCs for a single item, choose the highest to apply the modifier for Bardic Knowledge to establish the DC.

Motivations of characters from the lands of the Veluna and Dyvers.

The Alliance is making a power play to take over the Pack in Veluna. There are those from Dyvers and Veluna who would very much like to see this happen. There are those in Veluna especially who would like to not see this happen.

Motivations of characters from the lands of the VTF Metaregion

Followers of St. Cuthbert will be interested because the origin of this mission supposedly comes from the church of the cudgel. Additionally, the Pack causes inflation to trade prices and crippling the Pack would be in the best interest of other governments who rely on traffic through Veluna. Otherwise, there is the age old motivation of coin. The PCs are being offered money to do this task.

Motivations for those beyond the VTF Metaregion

Followers of St. Cuthbert will be interested because the origin of this mission supposedly comes from the church of the cudgel. Otherwise, there is the age old motivation of coin. The PCs are being offered money to do this task.

The Pack

The Pack is the "Thieves Guild" of Veluna. They have a rather strict hierarchical ordering. This hierarchical setup is mainly for control of the organization, whose main focus is to stay below the notice of the lawful government of Veluna. Pack cells exist in most major cities in Veluna.

The Alliance

The Alliance has decided to expand their influence into Verbobonc and Veluna. In doing so they are looking to take over existing organizations such as the Family in Verbobonc and the Pack in Veluna. The Alliance has been infiltrating the Pack for some time now and now has someone in position to grab control of the organization if something unfortunate should happen to the current leader. The plan is simple, send some unwitting fools after the Alpha Male to remove the problem. Thus if the plan fails the Alliance agent has not been compromised for a future attempt.

What has happened up to this point.

The Alliance has been infiltrating the Pack for some time now. Their highest ranking member has recently ascended to the leader in Veluna City and has been quickly consolidating power there, preparing to take control of the organization. The Alpha Male has learned of a plot to assassinate him and has gone into

hiding in Mitrik. At this point the Alliance has lost track of him. This is where the PCs come in to find and eliminate the Alpha Male. It also gives the Alliance plausible deniability if the PCs get caught.

State of Veluna

Veluna has been at war with an army of orcs, undead, and devils for almost 2 years now. The ex-canon Herion, now a divine lich dedicated to Nerull, has returned to claim his "rightful" rule over Veluna. His forces made it as far south as Mitrik with a group taking Fals Keep early in CY 594. At the end of CY 594 the Bissel contingent returned and reclaimed Fals Keep in the name of Veluna. Early in CY 595, contingents from Falsridge and Bissel reinforced by troops coming in from the south moved on and relieved the siege on Mitrik. Now the forces of Veluna are preparing to march north and reclaim Whitehale and Castle Sephar from Mitrik.

During this time, a new cannon was selected, Cannon Truft, which caused the Plar of Veluna, Redin Sarnath, to secede Greyington from Veluna and declare himself the One True Cannon of the Faithful. He then pulled his troops from their protective role in Veluna City, placing the burden of keeping the peace there on the beleaguered Mitrik Temple Guard.

Falsridge

Falsridge has almost completely recovered from the attacks in early CY 594. While many of the Knights of the Cudgel are off in Mitrik preparing to march north with the armies of Veluna there is still a healthy cadre here in Falsridge to maintain order here and man and protect Falls Keep. The authorities will be the most responsive to the PCs requests in this city, because most are looking for something to do now the attention has moved away from this area of the country.

Duke Grinish

The Duke is not your typical noble. As a young man he left home with nothing but his sword and some clothes and set out to see the world. He returned 10 years later with a wife on his arm and a reputation across Veluna as a champion of Justice. His father stepped down 5 years later and the Duke has ruled since. He is a man of very strong convictions. He has seen some of the best and worst the world has to offer and it has made him a better ruler for it. He also has the title of Master of the Cudgel as the leader of the Knights of the Cudgel. He

met his wife Keri while adventuring in Geoff and they were married two years later. His oldest son, Theron, is currently out on his own seeing the world and last rumor put him somewhere in the City of Greyhawk area.

Duke Grinish recently has gained notoriety in leading the attack to liberate Fals Keep and striking the first major victory against Herion's forces.

Maleous Narthan

Maleous is the Duke's right hand man. He acts as the dukes orderly and is in charge of the Duke's security. While not technically the second in command of the Knights of the Cudgel any request coming from Maleous is assumed to come from the Duke himself.

Mitrik

Mitrik has only been recently relieved from the siege which held most of the city except the temple and college district. Early CY 595 the southern half of Mitrik has been liberated and workers are furiously rebuilding the once glorious center of learning. Mitrik currently has large encampments of troops stationed to the north of it preparing to head north to strike. With all the additional people in the area and the reduced infrastructure in the Mitrik area, the authorities are having difficulties meeting everybody's needs. The Mitrik Temple Guard is in charge of law and order here. While they will be mindful of the PCs needs, they will add it to a queue of about a million things they have to do, so very little is going to get done quickly. If the PCs push them they quickly lose patience with the PCs.

Jelemanar

Jelemanar was in charge of the pack in Falsridge up to the end of CY 593, when the serving Alpha Male died under mysterious circumstances. Under pack rules the city leaders gather to pick another alpha male in such a circumstance. This particular conclave was difficult due to a number of accusations being passed around about the Alpha Male's death. When it was finally proven that about the only one who couldn't have done it was Jelemanar he was quickly chosen as the new Alpha Male. He has served in this role for the past two years maintaining the tradition of the pack and attempting to keep a low profile.

Recently he discovered some information about the former Alpha Male's death and a possible threat on his life. At this point he has gone into hiding sending his

most trusted compatriot Zassen out to discover who is behind the threat on his life.

Veluna City

Veluna City has been relatively peaceful during the recent times of trouble. Other than a couple of high profile assassination attempts, the city has been quiet as a bell. With the Plar removing his troops from Veluna City it has fallen on the Mitrik Temple Guard to maintain law and order within the city. The Mitrik Temple Guard is understaffed in Mitrik and they are really understaffed here. They will react to the PCs in about the same way they do in Mitrik. They will be mindful of the PCs requests, but will not be able to get to them in a timely manner.

Duke Grinish and Maleous

See Falsridge entry for information about these two.

Zessen

Zessen is currently in charge of the Pack in Falsridge. He was Jelemanar's lieutenant when he was there and got promoted the same time Jelemanar did. Zessen has been Jelemanar's staunchest ally and would do anything for him. He has currently been tasked with discovering who is planning on killing Jelemanar and to take care of the problem if possible.

Arthan Enastal

Arthan is a member of the Alliance based in Dyvers. Two years ago he had worked his way up to second in command in Veluna City and had his boss's complete confidence. He gained this confidence because he was a master expeditor of illicit goods, due to his Alliance connections. When Arthan thought his boss was in a perfect position to take command of the Pack, he eliminated the Alpha Male. This would have been a perfect setup the Alliance basically running things, but any real heat falling on the Pack. To Arthan's surprise his boss was politically inept and Jelemanar was selected as the new Alpha Male.

Arthan's new plan arranged for a particularly embarrassing incident to happen to his former boss, which got him sent to jail for a long period of time. Now Arthan has been consolidating power as the leader of the Pack in Veluna City. It has come time to eliminate Jelemanar and take control himself.

Adventure Summary

Introduction – The PCs receive a meeting request from one of the knights of the cudgel who is an Alliance agent in disguise. He is requesting their help in removing a known doppelganger from a position of power. Alliance and Pack members get their secret mission.

Encounter One – Highland Inn. The PCs meet Maleous Narthen at the Highland Inn. This is actually Arthan Enastal, who is posing as Maleous. He gives the PCs the mission to kill the Alpha Male.

Encounter Two – Falsridge. The PCs are given the location of an old pack hideout, which has been abandoned. In addition they can gather additional information around the Falsridge area about Pack operations in the area. They will eventually be pointed to Mitrik

Encounter Three – Attacking the Culprit. If the PCs do not believe Arthas and either attack him or follow him back to Veluna City.

Encounter Four – Great Western Road. As the PCs travel the Great Western Road to Mitrik they are attacked. These are Alliance agents trying to do 1 of 2 things. If the PCs discovered that the knight of the cudgel was actually an Alliance agent they will try to prevent the PCs getting to Mitrik. Otherwise, they will claim to be Pack members attempting to nudge the PCs along in their quest.

Encounter Five – Mitrik. Now it is the PCs job to locate the Alpha Male operating in Mitrik. In this encounter if they have not caught on that they are the tools of a greater plot a member of the Pack will approach them to try to sway their opinion to their side.

Encounter Six – Jelemanar's Hideout. If the party decides to go after the Pack here is the encounters within the headquarters of the Pack.

Encounter Seven – Veluna City: The PCs have decided the Alliance is the enemy. They head to Veluna City to root them out.

Encounter Eight – Alliance Hideout. If the party decides the alliance is the enemy then here is the encounter within the Mitrik headquarters of the alliance.

Conclusion – Murder Investigation. Assuming the PCs have killed one or the other of the leaders they have some explaining to do. The church does not look kindly upon the murder of a citizen of Veluna. Depending on which organization they went after they get some unexpected help in smoothing things over.

Introduction – Initial Moves of the Alliance

It would be a good time to get the PCs Sense Motive skill level. They are going to run into a number of people with agendas whose cover stories could be blown by a simple request for a Sense Motive check.

All PCs should get **Player Handout #1**. Pack members should get **Player Handout #2**. Alliance members should get **Player Handout #3**.

It is a cold day in the city of Falsridge at the end of the Fals Gap. Snow has yet to come to this area, but from the feel of the mountain breeze it will not be long. From what seems to be out of nowhere a boy appears before you and says, "Excuse me sir (madam) I was requested to give you this letter." Upon the acceptance of the letter the boy gives a small bow and takes his leave.

The note is **Player Handout #1**

At this point many PCs may want to question the boy. His name is Ranos and he was given a silver to deliver this letter by a Knight of the Cudgel. He was presented this note near the gates the PCs have just entered. He does not know who the knight was and if a PC makes him take them back to the gate the knight is gone.

Later that day members of the Pack receive a visit from a junior Pack member. **Player Handout #2** is given to them with little or no fanfare. The messenger does not know anything and does not reveal anything about where it came from. If the PC in question gets too pushy the junior pack member points out the less he knows, the less that can hurt him and scolds the PC about asking too many questions.

Also later that day members of the Alliance receive a visit from another member of the Alliance. They are presented with **Player Handout #3**.

If the PCs decide to check up on Maleous Narthen with the church of St. Cuthbert they gain the following information:

- Maleous Narthen is on assignment with Duke Grinish in Veluna City. They do not know the specifics of his current mission because the request came directly from the Duke.
- If the church is asked why he is in town, the church's reply is that Maleous has not checked in with them. To the church this is unusual, but not completely unheard of. The Knights of the Cudgel have the same response.
- Maleous can not be found before the meeting with the PCs (because Arthan has not dressed up yet).

Since the PCs have some time to kill they may want to make a Gather Information check.

General:

DC 5+ There is a war going on up north. Apparently an ex-cannon has returned to claim Veluna for himself.

DC 10+ Fals Keep has just recently completed repairs from the battle that took place there almost a year ago.

DC 15+ Redin Sarnath and Bishop Velt Harkin were just kidnapped from their residence in Greyington at the request of the Celestial Order of the Moons.

DC20+ Herion's forces consist of devils, orcs, and undead.

25+ There is an underground organization called the Pack who keeps the thieving activities under control within Veluna.

DC 30+ Cannon Truft has become less tolerant entities who exist outside of the law of the land. He has taken a more hard-line position on a number of organizations.

DC 35+ An organization known as the Alliance has started making moves within Veluna, although their actual motivations and background are still a bit fuzzy.

DC 40+ There is a power play taking place currently between the Alliance and the Pack for control of the underground in Veluna.

Maleous:

DC 10+ Maleous is a member of the Knights of the Cudgel.

DC 15+ He has close ties with Duke Grinish and can usually be found where the Duke is located.

DC 20+ Maleous left with the Duke 7 days ago on their way to Veluna City.

DC 25+ Maleous has not been seen in Falsridge in the past 7 days.

Knights of the Cudgel:

Knowledge (VTF) 10+, Knowledge (Nobility) 15+, or Knowledge (Religion) 20+:

The Knights of the Cudgel pledge their loyalty to St. Cuthbert. They are based out of Falsridge and are in charge of protecting the Fals Gap area from incursions from the west (eg. Ket). They are one of the many knightly organizations to reside within Veluna.

Duke Grinish:

Knowledge (VTF) 10+ or Knowledge (Nobility) 10+

Duke Grinish is in charge of the Falsridge Diocese and a leader of the Knights of the Cudgel. He is an ex-adventurer and has returned to take his place as the head of House Grinish. He gained notoriety recently while reclaiming Fals Keep and striking the first blow against Herion's occupation forces. The Duke is using this to his advantage to gain political power.

Encounter One – The Highland Inn

Arthan Enastal (impersonating Maleous) is not telling the whole truth and in some cases outright lying. Roll the PCs sense motive check versus Arthan's bluff check (Bluff Check per APL +15/+21/+23/+25/+27/+29) to see if they pick up on it. Note: Maleous is one of Arthan's cover identities (see spymaster abilities in appendix 2) at APL 6+ and the bluff bonus is already taken into account above.

The Highland Inn is bustling at this time of night. A number of guards and workers are here bringing

the day to a satisfactory close. A local bard is in the corner, singing of the heroic return of the Bissel contingent and the reclaiming of Falls Keep. Over in another corner you see a man seated in silver full plate with an impressive cudgel painted on the chest plate of the armor.

As you approach he looks up and says, "Welcome my friends, I am Maleous Narthan, I assume you are here because of my message?"

Upon receiving your response he begins, "We have a mission of a rather sensitive nature. Are you familiar with a local organization known as the Pack?"

"The Pack," Maleous explains, whether the answer is negative or not, "is what could be best described as the Thieves Guild of Veluna. They exist under the radar of the official authority of Veluna. In the past there has been an agreement between the Pack and the authorities, basically as long as they didn't cause the authorities too much trouble the authorities ignored their activities as a group and went after individual offenders. It has come to our attention that the leader of the Pack, known as the Alpha Male is actually a doppelganger, the same creatures that have given us troubles in other areas of the country. As you can see, we can not let one of these creatures maintain a position of power within Veluna, even a technically illegal organization such as the Pack."

"We want you," he continues, "to eliminate this new threat to Veluna's security. Unfortunately, we do not have much to go on in finding this Alpha Male. We do know the location of an old hideout of the Pack here in Falsridge. Other than that we don't have much information, I am afraid."

Arthan (Maleous) does know more about the Pack than he is letting on. He does not want the PCs to destroy the whole Pack in trying to find the Alpha Male. The Alliance wants something to control after everything is said and done.

The following are answers to questions that the PCs may ask Arthan (Maleous).

What are we going to be paid?

Maleous replies, "Ahh...the mercenary's heart. The rightful wrath of retribution is worth something to

us. I am willing to offer 100 gp per party member up front for this task."

Where is this old hideout?

Maleous says, "The old hideout is in the craft district north of market square. The house still has burn marks from the attack last year."

What attack?

"You must be a stranger to this land. Fals Keep fell to the forces of Herion due to the treachery of a noblewoman. Shortly thereafter they tried to claim the city. Thankfully, due to some quick thinking of some local adventurers they were able to turn back the attack."

Do you have anything else to go on?

This statement is true, but a sense motive roll versus bluff roll could tell the PCs that Arthan (Maleous) is holding something back.

"The Pack is a secretive organization and do not announce their intentions to us. I would go after their primary areas of operation, look for operatives in the market place or possibly the docks. They may have more information."

How do we contact you again?

"You don't. I will be going back to Veluna City to maintain the cover that I am there protecting the Duke. My visible presence here is only to meet with you – I will leave immediately after this. Please do not contact me there because I do not want this operation blown. We do not want to miss this opportunity to take out one of those who plague this land."

Are you telling us everything?

Arthan (Maleous) attempts another lie to get out of answering too many more questions along this line.

"I am sorry," Maleous says, "I am not used to this cloak and dagger stuff. We are trying to do this without going through the Celestial Order of the Moons. We believe if this came up in a meeting the doppelganger would hear about it, change forms and disappear. This is a chance we cannot take. As a result we are trying to do this without drawing too much attention."

Why didn't you check in with the Knights when you returned to town?

"I want as few people as possible to know of my presence here. As long as everyone thinks I am still in Veluna City I can operate relatively freely."

There are three likely outcomes to this encounter. The PCs accept Arthan's mission without question. If this is the case proceed to **Encounter Two**. They could also decide that Arthan is lying and not accept the mission. Finally, they could decide, for any number of reasons known only to adventurers, to kill him. If either of the last two are the case proceed to **Encounter Three**.

Encounter Two – Falsridge

There are a number of things the PCs could do at this point. This encounter encompasses what information is available in Falsridge and how to get it. Once the PCs go to the Old Pack Hideout they pick up a Pack member who tails them and tries to discover what they are up to in the city. When the PCs are outdoors and within the city of Falsridge let them make Spot checks versus the the Tails take 10 Hide result of 22. Once the tail has started following the PCs he remains at least 30' away. If the PCs spot him, give them the opportunity to plan a way to capture the tail.

Old Pack Hideout

Once the PCs go to this building they pick up a Pack tail. At appropriate times you can make an opposed Hide vs. the PCs Spot check to pick up the tail (as noted above). This is the easiest way to capture a Pack member and be able to talk to them.

The building that must be the remains of an old Pack hideout sits just off the busy merchant district street. It is the only one that still has fire damage in th roof area and the front windows have been knocked out and never repaired.

This building is mapped out as **DMs Map #1**.

The inside of the building has been thoroughly trashed. Very little remains of what once was the Pack headquarters in Fals Ridge. The alarm traps near the entrance both no longer operate. If the PCs search room D they find 2 things. First they find the secret

exit to the alley behind the house. Second they find **Player Handout #4**. The signature on the note is Jastam Sasin. At the time Jastam was only in charge of the Pack in Falsridge, but since that time he has become Alpha Male, in charge of the entire Pack.

Looking in the Market Square

If the PCs arrive during the day read or paraphrase the following, whilst at night the square is very empty.

The market square is bustling with all sorts of vendors selling their wares, many of which come from the Western lands beyond the mountains. You hear the sounds of haggling everywhere within the market. Trying to find anyone here is like trying to find a needle in a haystack.

There are a number of Pack members in the market square applying their trade. Allow the PCs one Spot check each every 10 minutes they spend in the Market Square. This Spot can not be assisted by other PCs. Determine the distance the rogue is away by rolling 1d6 and multiplying it by 10 (for distance modifiers). The Spot Check is the Sleight of Hand Skill roll of 19 plus 1d6 for the number of feet away the thief is making the attempt. Once the PCs spot the rogue set up the map with the rogue at an appropriate distance (already determined by the 1d6 roll) and roll initiative. As the Rogue makes his attempt, he then tries to Hide in the crowd and flee. It is up to the PCs to catch the rogue.

Looking at the Docks

Assuming the PCs arrive during the day.

The smell of riverwater assails your senses as you enter the dock area. A number of dock workers are unloading the cargo from boats that are moored here. The busy streets are bustling here with carts transporting goods to the myriad local warehouse.

There is actually no Pack members working the dock area at this time. The one who usually operates in this area is in jail right now for theft.

Looking in Jail

The jail is in the headquarters of the Knights of the Cudgle. Here a member of the Pack has been captured performing his trade near the docks. Getting in to see the prisoner is somewhat difficult. Assume the jailor is Unfriendly to the idea and the PCs have to

make a Diplomacy check to make him friendly. If the PC making the check is a cleric or paladin of St. Cuthbert the jailor is only Indifferent to the idea. Give the PCs a +2 circumstance bonus to the roll if they drop Maleous' name. The jailor is immune to Intimidate being a well-trained and disciplined Paladin of St. Cuthbert. The jailor has a +15 on Sense Motive checks to be Bluffed and a +7 on a Forgery check to catch forged documents. The jail is open enough such that if a prisoner screams or makes a lot of noise a guard comes to investigate. If the PCs are caught breaking into the jail they are arrested. On the other hand if they want to get thrown in jail for a minor crime like a bar room brawl, reward them with access to the Pack thief. The church of St. Cuthbert already has a room prepared for the Devils who wander the land. It contains a permanent antimagic field, so escape should be impossible for anyone masquerading as one, should they then let themselves be arrested.

Capturing a member of the Pack

This is the stats for any Pack member appearing in this Encounter. Feel free to give the PCs the ability to capture this guy if they come up with some imaginative way to capture him. For example, a PC dressing up as a noble with obvious wealth (and succeeding at a Disguise check at the discretion of the DM) might cause the thief to try to steal something that looks valuable.

ALL APLs (EL 2)

♣ **Pack Rogue:** Rog2; hp 14; See Appendix One.

He tries to resist any sort of interrogation but being relatively low level he probably ends up spilling his guts. An Intimidate check of 13+ automatically does the trick or he starts as Hostile in the diplomatic world and the PCs need to get him to friendly (35+ Diplomacy Check) to obtain the appropriate information

The following are answers to typical questions after the appropriate Diplomacy, Intimidate, or *Speak with Dead*.

Who is Zessen?

"Zessen is my boss here in Falsridge."

Where can we find Zessen?

"Zessen is out of town right now. Last I heard he was in Veluna City taking care of some business."

Who is Jelemanar/ the Alpha Male?

“He is our big boss, he use to be the top dog here in Falsridge before he got promoted upon our former leader’s retirement.”

Where can I find Jelemanar/ the Alpha Male?

“Last I heard he was in Mitrik personally overseeing the recovery operations there.”

Where is your hideout here?

“In the basement of the Drunken Sailor Inn near the docks.”

How do I get into your hideout?

“Tell the bartender that you are a friend of the wild and he will let you into the basement.”

Are there any traps within your hideout here?

“Just a couple of alarm traps at the entrance”

How many people are there?

“With Zessen out of town and me here, the only other one of us in trouble with the law right now, it should be empty.”

Do you know where I would find the Pack in other cities?

“Yes a contact can usually be found at the Drunken Sailor Inn here, the Tannenbaum’s Chalice in Veluna City, and the new Roadside Inn in Mitrik.”

Do you know the hideouts in the other cities?

“No, I do not.”

Did you know your leader was a doppelganger?

“No that can’t be. Jelemanar use to be top dog here. I know him, last time I saw him he was preparing to go to Mitrik to reestablish operations in that city. As far as I know, he has always acted with our best interest at heart.”

Checking the Drunken Sailor Inn

The Drunken Sailor inn is crowded this time of day. From the looks of it, it is probably always crowded. From the looks of the clientele the rough and tumble patrons come here to pass the time. Dock workers and sailors pass salty stories along to any who will listen.

The pack hideout here is cleaner than the one left behind on market street. There are a few beds and places to store items. Down here there are no additional leads for the PCs to investigate. If they do

Search the inn thoroughly (Search Check DC 10 but the innkeeper and patrons will object to a regular search) there is a tunnel that leads out to underneath the docks. There are some secret compartments which currently have nothing of value – minor smuggled items of little worth at this time.

The only viable lead is to head to Mitrik. Quite frankly, that can only be reasonably determined by talking to a Pack member. If the PCs are unable to get this connection, it should be made obvious to them via interaction with a Pack Member, whether deliberate or not (so as not to let the adventure bog down at this point). This can be accomplished as per the Troubleshooting section below. Once the PCs decide to move on to Mitrik proceed to **Encounter Four**.

Going to the Authorities

The authorities in Falsridge are the Knights of the Cudgel and their retainers. They know nothing of Maleous’ doings or even if he is in town. The last information they had was that Maleous was seen with Duke Grinish in Veluna City taking care of business. The Knights of the Cudgel echo what Maleous has told the PCs to do since Duke Grinish is their leader and Maleous would speak the Duke’s wishes.

Unless the PCs present some sort of evidence of a crime, turning in a Pack member is met with Hostility. For example, if the PCs bring in the Pack member from the market somebody neutral (such as a merchant) to attest to a crime the Pack member committed, the knights will not be very happy. If the PCs have some sort of authority within Veluna, any such introductions are met more cordially. Examples include any knightly organization within Veluna, Verbobonc, or Furyondy, the Mitrik Temple Guard, or a member of any Church of Rao, St. Cuthbert, or Heironeous metaorg. Likewise, any PC who gained their last level as a paladin of any faith is believed and treated cordially.

Other Methods

The Alpha Male is under the effects of a *nondetection* spell at all times. The caster level is 19 for any checks. There is flowing water between him and any target (for anything that would be so effected) and he generally hides in dark areas (so those without the means of seeing in darkness cannot see him in any event).

Troubleshooting: If the PCs get lost and cannot decide what to do, have the ambush in **Encounter Four** happen in Falsridge instead. This should serve to push the PCs towards either Mitrik or Veluna City. If

they continue to do nothing have the Pack messenger show up from **Encounter Five** to try to spur them into action.

Encounter Three – Attacking the Culprit

Run this encounter if the PCs decide not to take Maleous up on his offer to hunt down the doppelganger. This is a free flowing encounter.

Attack Arthan (Maleous)

After meeting with the PCs, he returns to Veluna City to make preparations. There are many possibilities for the PCs to attack Maleous. You can use the map of Falsridge to help set up the encounter.

1. Attack him within the Highland Inn. This is a bad option, as the box text states there are a bunch of off duty guards here. If a fight begins the guards go and get help and the guards attempt to arrest the PCs. It takes the guards 10 rounds to mobilize a response to the PCs actions. At that point you have an unlimited supply of guards, paladins, priests with which to take on the PCs (essentially).
2. Attack him within the streets of Falsridge. In this case a guard patrol appears in 10 + 1D10 rounds to witness the combat or the aftermath. At this point they start whistling for help and try to arrest the PCs. If the PCs do not surrender to the guards be sure to give them the appropriate level of punishment and wanted status by Veluna authorities when you give them the AR.

ALL APLs – Standard Guard Patrol (EL 10)

♣**Knights of the Cudgel:** Pal8; hp 60; See Appendix One.

♣**Knights Mount:** Advanced Heavy Warhorse; hp 67; See Appendix One.

♣**Knights of the Cudgel Squire:** Pal4; hp 32; See Appendix One.

♣**Knights of the Cudgel Man-At-Arms (10):** Pal1; hp 11; See Appendix One.

♣**Heavy Warhorses (11):** Heavy Warhorse; hp 35; See *Monster Manual* Pg. 273.

3. Attack Arthan after he leaves town. Arthan leaves the road and travel directly to Veluna City. Unless the PCs keep an eye on him he gathers up his horse and travels overland as fast as he can. The ground is hard this time of year so the track check is 19. Ensure that you add modifiers for the speed of the PCs, time of day and such. It remains dry over the next couple of days.

APL 4 (EL 7)

♣**Arthan Enastal:** Rog5/Spymaster2; hp 44; See Appendix One.

APL 6 (EL 9)

♣**Arthan Enastal:** Rog5/Spymaster4; hp 56; See Appendix One.

APL 8 (EL 11)

♣**Arthan Enastal:** Rog5/Spymaster6; hp 68; See Appendix One.

APL 10 (EL 13)

♣**Arthan Enastal:** Rog6/Spymaster7; hp 80; See Appendix One.

APL 12 (EL 15)

♣**Arthan Enastal:** Rog8/Spymaster2; hp 92; See Appendix One.

APL 14 (EL 17)

♣**Arthan Enastal:** Rog10/Spymaster7; hp 104; See Appendix One.

Follow Arthan

If the PCs try to follow Arthan he returns to Veluna City via horseback after their meeting and then returns to the Alliance/Pack hideout there. The PCs are welcome to follow him. Make sure to give him his Spot check to notice he is being followed. The PCs could also track him back to Veluna City if they wish. The base track check is 19 plus any modifiers for their speed delay although, the area is dry for the next few days so precipitation is not a factor. Once the PCs show up in Veluna City, he tries once more to get them on track by sending the ambush from **Encounter Four** after them.

Do not accept Arthan's Mission and do nothing.

If the characters decide to do nothing about the mission Arthan gives them, he tries to spur them into action. The ambush in **Encounter Four** happens in Falsridge. It occurs in the evening sometime, possibly in the Inn if the PCs are there otherwise on a deserted street. If the PCs continue to do nothing have the Pack messenger from **Encounter Five** try to spur them along in some direction.

Encounter Four – Ambush

This encounter should happen either when the PCs are on the road to Mitrik, Veluna City or within Falsridge itself. It is the judgement of the DM as to when it takes place. The EL is reduced by one as a result of the non-lethal nature of this combat.

APL 4 (EL 7)

Alliance Thugs (4): Rog4; hp 22 each; See Appendix One.

APL 6 (EL 9)

Alliance Thugs (4): Rog6; hp 32 each; See Appendix One.

APL 8 (EL 11)

Alliance Thugs (4): Rog8; hp 42 each; See Appendix One.

APL 10 (EL 13)

Alliance Thugs (4): Rog10; hp 52 each; See Appendix One.

APL12 (EL 15)

Alliance Thugs (4): Rog12; hp 62 each; See Appendix One.

APL 14 (EL 17)

Alliance Thugs (4): Rog14; hp 72 each; See Appendix One.

Tactics: The assassins sneak up on the PCs while they are resting or camping. They attempt to subdue the PCs without killing them. These are regular Pack members who have been asked by Belile to rough up the PCs and thereby dissuade them from attacking Jelemanar. They each attempt to leave if their hit points go below 10 (individually, not collectively).

If the PCs capture any of them they resist all attempts to obtain information from them. Assume their

starting reaction is hostile and they would need to be brought to helpful to reveal any information.

Possible questions the PCs may ask.

Who sent you?

“We were sent by Belile.”

Who is Belile?

“He is second in command to Arthan in Veluna City.”

Who is Arthan?

“Arthan is Veluna City’s pack leader.”

Where can we find Arthan/Belile?

“I am not sure, I know they both reside in Veluna City.”

How do you contact Arthan/Belile?

“At the Tannenbalmn’s Chalice, but we don’t contact them - they contact us. We are to be there when we are available.”

Why did you attack us?

“To stop you from getting to Mitrik and killing the Alpha Male.”

Did you know your leader was a doppelganger?

“No that can’t be... wait a minute Arthan has said he is behaving strangely. Arthan said, he has been disappearing for long periods of time, meeting with strange people. I suppose it could be the case.”

Do you know where the Alpha Male is at right now?

“I think he is in Mitrik, but I am not exactly sure where.”

Will you come to Mitrik and help us find the Alpha Male?

“Are you kidding? I don’t want anything to do with this”

Note that there is no effective means of persuading the Pack members in this encounter to accompany the PCs. If all else fails, they would rather turn themselves over to the authorities than go up against the leadership of the Pack in any fashion.

Encounter Five – Mitrik

The Holy City of Mitrik, the center of faith and learning within Veluna, is still largely under construction after the siege was lifted almost a year ago. A number of districts have yet to return to their pre-war prosperity. North of town resides the military camp containing the armies of Veluna and her allies preparing to strike north into the heart of Whitehale.

This encounter encompasses the avenues of investigation the PCs could take in investigating the location of the Alpha Male. If the PCs attempt a Gather Information check (or just asking about any of the following in an obvious manner) concerning the Pack, the Alpha male, or Jelemanar they receive a visit from a representative of the Pack who tries to talk them out of their current course of action. If the PCs have a plan of action don't interrupt them with the visit it should only happen if the PCs are obvious in the way they are trying to find the Alpha Male.

Gathering information about the Alpha Male

A DC 30 Gather Information check results in the details that he is the leader of an organization known as the Pack and his name is Jelemanar. Proceed to **"Visit from a pack member"** even if this roll fails.

Gathering Information about Jelemanar

It is a DC 20 Gather Information check to determine that Jelemanar has been seen over near the public docks quite often. Proceed to **"Visit from a pack member"** even if this roll fails.

Gathering information about the Pack

A DC 20 Gather Information check determines that if you have the need of an acquisition specialist talk to Grivishel at the New Roadside Inn. Proceed to **"Visit from a pack member"** even if this roll fails.

Visit from a Pack member

As you wander the streets of Mitrik taking in the sites a young Halfling male approaches you with open hands held in front of him in an obviously non-hostile manner. He bows slightly and says, "I would speak to you if you are willing to listen about your current assignment."

The PCs are more than welcome to blow this gentleman off if they wish. More than likely the PCs want to hear what he has to say.

After your approval he continues, "I am Fargan, a member of a group of concerned citizens of Veluna. I understand you have come here to assassinate the Alpha Male. I also understand you are mercenaries sent to do a job. I do not know what you have been told about him, but I assure you he is an upstanding citizen of Veluna with her best interest at heart. But, I also understand the mercenary heart. We can offer you double what you were paid to not go through with this contract, triple if you are willing to go after the source of the contract. What say you?"

At this point the PCs can choose what to do. Fargan answers the PCs questions to the best of his ability. He does not know exactly how much the PCs are being paid, but he is willing to offer up to 400gp for the PCs to just forget the contract and 600gp to go after the originator.

Here are a number of answers to questions the PCs may ask Fargan.

Where is the Alpha Male?

"I honestly do not know, do you think we are so foolish as to have sent someone who knew where he was, whilst negotiating with his would-be assassins?"

So who does?

"Only his closest advisors."

And who are they?

"And why should I answer that?"

If forced to answer the question, he gives the contact of Grivishel here in Mitrik who can be found at the New Roadside Inn.

But he is a doppelganger?

"What is a doppelganger?"

You fool, a doppelganger, you know, a shapechanger and deceiver.

"Oooh...like those things found in Grayington? If he is, the creature is doing a darn good job of hiding himself. He has managed to fool his top people into believing he is the real Alpha Male."

But doppelgangers can read minds.

"My associates are masters of subterfuge, we thrive on knowing what is not supposed to be known. To think such tactics could be used against us is utterly ridiculous."

So how do I go about discovering who is the originator of the contract?

“I would go back to the person who originally sent you on the mission at hand and ask them. By whatever means are necessary...”

Fargan does not know where the Alpha Male actually is, so no amount of prodding or coercion can get it out of him. The only thing they can force out of him is the location of Grivishel at the New Roadside Inn.

ALL APLs (EL 5)

♣ Fargan: Rog5; hp 27; See Appendix One.

The New Roadside Inn

The New Roadside Inn is one of many newly constructed buildings in Mitrik. The inside is clean and smells of freshly cut wood. It is a bustle of activity as patrons conduct the business of relaxing and enjoying another end of the work day.

The PCs may be here with or without Grivishel's name. If they do not know who the Pack contact is here in the New Roadside Inn, they can all make a Spot check DC 15 to notice a human male over in the corner definitely conducting business of some sort. Pack members automatically know Grivishel. Otherwise, the PCs can ask the bartender where Grivishel is located. As long as they give a plausible reason for why they are looking for him, the bartender directs the PCs over to him.

The man doing business in the corner of this bar is gruff looking. He is wearing a well oiled suit of leather armor under a dusty cloak. It is obvious he has not shaved over the past few days. His Flan features are apparent as he smiles at you approach, revealing a gap where his front teeth should be, and says, “Howdy, how may I help some enterprising chaps as yourselves? Have a questionable item you need to get rid of? Need something retrieved? Old Grivishel is your man, I can take care of the problem items no one else seems to want to deal with. So what'll it be?”

Grivishel is a competent dealer and he does not give over the location of the Alpha Male willingly, unless the PCs make him an offer he cannot refuse. One such offer would be 10,000gp. Diplomacy checks have to get him from hostile to friendly to get the information out of him (he is considered Hostile only for the

purposes of getting this information). He is relatively confident that the PCs will not attack him in here and does everything to dodge questions whilst in the Inn. If forced to answer he knows the same as the Pack visitor except for the following additional two items.

Where is the Alpha Male/Jelemanar?

Grivishel knows he is in a warehouse near the public docks and the Halfling enclave. The distinguishing mark on the warehouse is that there isn't a company logo on it. All the other warehouses have a company logo of some sort.

Did you know Jelemanar is a Doppelganger?

“News to me. He has not been acting any different from the time I met him 10 years ago. If he were a fake I think I would notice, and if not I one of my associates would have known. So if he is one, he has been such for the past 10 years. If you had the ability to take shapes and thoughts would you be so patient to wait 10 years to take control of an organization?”

After he sees the PCs leave the bar, Grivishel goes to warn Jelemanar about the PCs who are looking for them. Enterprising PCs could follow him to the location, ask the PCs how far behind Grivishel they are following. The streets of Mitrik are crowded so for Grivishel to spot the PCs following them it is an opposed Spot and Hide check, remember the Grivishel gets -1 to his Spot check for every 10' the PC is away from him.

ALL APLs (EL 7)

♣ Grivishel: Rog7; hp 37; See Appendix One.

Searching the Public Docks

If the PCs begin to search the docks for where Jelemanar is located, have them make a Sense Motive check DC 30 to notice something strange about a warehouse without any markings on it. If they know that they are searching for an unmarked warehouse in the dock district, reduce this to either a Search, Spot or Sense Motive check of 15 (the PCs can choose one check, and it represents various means of finding the warehouse). Every additional attempt takes one hour and there is no limit to this.

Going to the Authorities

The authorities in Mitrik are hard pressed to keep order of their own. With all the troops in and out of town preparing for advances in the north, they have enough to worry about. They couldn't care less about a doppelganger supposedly running a criminal organization right at this time (although they are concerned). They suggest the PCs look into it if they feel the need (this does not, however, change the conclusion as the temple guard are tipped off by one of the factions that a murder is going to happen). They accept prisoners who were taken on the road, but if the PCs pick people up off the street they are just as likely to land themselves in jail as the person they are trying to apprehend – unless they have irrefutable evidence it is going to be difficult to get the Guard to arrest anyone. It is at the discretion of the DM to determine how such an approach is treated, but err on the side of the characters, emphasizing the lack of care from the Guard as a result of their overwhelming duties.

Other avenues of investigation

If they try the same methods employed in Falsridge to capture a Pack member it is successful and can provide the same information available in **Encounter Two**. Any captured rogue in Mitrik leads them to Grivishel.

The *nondetection* caster level check is still DC 19 to locate Jelemanar through some sort of location spell. Look at the map of Mitrik in appendix 3 to determine if there is flowing water between the caster and target (who is in the public docks district) for locate creature purposes.

Otherwise the PCs do not need to be able to find Jelemanar. These people are masters at their trade and if PCs fail to find him, so be it. The only real method to find the warehouses are presented above and they should be somehow emphasized if the adventure is dragging down without conclusion.

Encounter Six – Jelemanar's Hideout

This warehouse would be just that another nondescript warehouse if only that were not so very, very obvious after a careful look. The problem is it is so nondescript that it stands out to the careful observer. There is no company logo boldly emblazoned here, only a dusty sign that might have once held an emblem long since worn away and no

workers milling about it. There is, in fact, no sign of ownership at all. Just a plain front with a pair of double doors headed out to the street.

This encounter is mapped out in **DMs Map #2**.

Area 1

The door is locked with a lock dependant on APL. APL 4 and 6 the lock is a simple lock [DC 20]. APL 8 and 10 the lock is an average lock [DC 25]. APL 12 and 14 the lock is a good lock [DC 30]. They are strong wooden doors with a hardness of 5, hp 20, and a break DC 23.

The traps behind the door are mechanical traps set to trigger upon the door opening and being let go, effectively when they step into the square behind each door. Searching the doors does not find the trap, they have to search the square behind the door to locate the trap. There is one trap keyed to each door. The other trap is a floor pressure plate between the crates.

APL 4 (EL 4)

↖ **Falling Bag Trap (3)**: CR 1; mechanical; location trigger; manual reset; DC 18 Reflex save avoids; sandbags dropped on head (6d6 crush); Search DC 15; Disable Device DC 15.

APL 6 (EL 6)

↖ **Falling Bag Trap (3)**: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; sandbags dropped on head (6d6 crush); Search DC 20; Disable Device DC 20.

APL 8 (EL 8)

↖ **Falling Bag Trap (3)**: CR 5; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; sandbags dropped on head (8d6 crush); Search DC 24; Disable Device DC 25.

APL 10 (EL 10)

↖ **Falling Bag Trap (3)**: CR 7; mechanical; location trigger; manual reset; DC 28 Reflex save avoids; sandbags dropped on head (10d6 crush); Search DC 24; Disable Device DC 25.

APL 12 (EL 12)

↖ **Falling Bag Trap (3)**: CR 9; mechanical; location trigger; manual reset; DC 29 Reflex save avoids; sandbags dropped on head (12d6 crush); Search DC 29; Disable Device DC 29.

APL 14 (EL 14)

✦ **Falling Bag Trap (3):** CR 11; mechanical; location trigger; manual reset; DC 34 Reflex save avoids; sandbags dropped on head (14d6 crush); Search DC 29; Disable Device DC 29.

Entering into this warehouse you see it full of crates and barrels. It looks like most of them have not been moved for some time. In the far left corner from where you are standing you see some stairs leading up to the loft.

In the lower left hand corner of the map there is a bear skin rug. The trap door to the lower level is below this rug. Give the PCs a Search check [DC 20] to find it, or make it automatic if someone decides to look under the rug. Remember the trap between the crates in the only direct path to the rug. The crates are low enough to climb over with little difficulty.

Area 2

Once you have dropped down from the trap door you see a 5' wide hallway covered in hay ending at a plain door 30' away.

The door is locked. At APL 4 and 6 the lock is an average lock [DC 25]. At APL 8 and 10 the lock is a good lock [DC 30]. At APL 12 and 14 the lock is an amazing lock [DC 40]. This door is also a strong wooden door with a hardness of 5, hp 20, and break DC 23.

Once the PCs open the door, read or paraphrase the following.

As you enter the room you see a tall man standing by a desk located on the far side of the room. He looks at you and says, "Ahh...my would-be assassins have arrived. To tell you the truth I am kind of relieved, I have been getting tired of staying down here waiting for the unknown. Shall we finish this?"

People with true seeing up discover he is exactly as he appears, a human male and definitely not a doppelganger. If the PCs want to talk, Jelemanar is more than willing to not fight and discuss the situation.

APL 4 (EL 7)

♣ **Jelemanar:** Rog5/Thief-Acrobat2; hp 44; See Appendix One.

APL 6 (EL 9)

♣ **Jelemanar:** Rog5/Thief-Acrobat4; hp 56; See Appendix One.

APL 8 (EL 11)

♣ **Jelemanar:** Rog6/Thief-Acrobat5; hp 68; See Appendix One.

APL 10 (EL 13)

♣ **Jelemanar:** Rogue8/Thief-Acrobat5; hp 80; See Appendix One.

APL 12 (EL 15)

♣ **Jelemanar:** Rog10/Thief-Acrobat5; hp 92; See Appendix One.

APL 14 (EL 17)

♣ **Jelemanar:** Rog12/Thief-Acrobat5; hp 104; See Appendix One.

Tactics: Jelemanar activates his *ring of blinking* at APL 6+ and then tries to take down PCs as quick as possible. He uses his mobility as an acrobat to attack mages and clerics and avoid front line fighters until last. If a front-line PC approaches Jelemanar to attack, Jelemanar tumbles away as soon as possible and attacks someone else.

If the PCs choose to talk to Jelemanar he is as honest as possible as long as the PCs don't move into a position where he is at a disadvantage. Jelemanar knows anything any other pack members know in this adventure. The following are answers to probable questions.

Are you the Alpha Male?

"Yes I am. I am Jelemanar of Falsridge, Alpha Male of the Pack."

We were told you were a doppelganger, are you?

"I am not, as far as I know I have always been human."

Who would want to kill you?

"I have made a number of enemies over the years, I am not sure which one had decided my life needed ending today."

Is the offer still good to go after those who sent us?

"Of course, you were enterprising enough to find me here, I am sure you will be able to find who your actual employer is."

Do you have any leads?

“Unfortunately, I do not. I have been trying to discover who is after me, but so far my organization has turned up nothing. I find this rather disturbing. If you go to Veluna City contact my friend Zessen, I have him looking into the matter. He is staying at the Tannenbalm’s Chalice.”

Could it be an inside job?

“It could be... We have a rather strict policy on that though. An organization such as mine has enough problems with the local authorities without having to worry about his brothers.”

If the PCs kill Jelemanar or knock him unconscious, proceed to the **Conclusion**. You may have to return to **Encounter Five** if this does not go well for some reason or they wish to further investigate Mitrik. If they go after their employer they probably want to go talk to Maleous in Veluna City, or even Duke Grinish, so proceed to **Encounter Seven**.

Encounter Seven – Veluna City

Welcome to Veluna City. The city is built around two central structures, the church of Rao and the Hall of the Celestial Order of the Moons. Both these structures can be seen from outside of the city, as the city is built on a small rise the pinnacle of which is at the two centerpieces. The city itself takes the shape of the domed churches and cathedrals dedicated to Rao.

This encounter presents the avenues of investigation for Veluna City.

Maleous Narthan

This is probably the first person the PCs want to go visit after they arrive in Veluna City. Remember that Arthan was impersonating Maleous in Falsridge, so he has no idea what they are talking about. If you would like have the PCs make a spot check vs. Arthan’s disguise check in encounter one to notice the difference, assume Arthan took a 20 on his roll and determine the difficulty in that manner.

Maleous can be found with Duke Grinish at the apartments of the Celestial Order of the Moons. This information can easily be found by asking about anyone on the streets or making a Gather Information check [DC 1].

The following is information Maleous would know and he freely gives it to those who ask. Maleous is a Knight of the Cudgel and a Paladin to St. Cuthbert, and he is disappointed if the PCs won’t take his word for it. Being honorable and just, he submits freely to spells like *zone of truth* and such to prove his honesty.

Maleous knows nothing of what the PCs are speaking about and he claims he left Falsridge 7 days before the adventure started and has not been back since.

Maleous leads Duke Grinish’s personal guard when the Duke travels. He is not a political type so he usually doesn’t get involved in the Duke’s affairs.

The PCs information is the first time he heard that the Alpha Male of the Pack was a doppelganger.

Duke Grinish has definitely not authorized an assassination attempt on the Alpha Male, nor has he informed Maleous about any such matter.

Maleous is very interested in who is impersonating him and it is of value to him to the tune of 200gp per PC.

Duke Grinish

While they are talking to Maleous, Duke Grinish appears. If the PCs then explain that someone was impersonating Maleous, or if they have already revealed this fact to get in for an audience (should they somehow surmise this fact), he is willing to talk to them. He also is very interested in someone impersonating Maleous. Unlike Maleous he is not willing to submit to spells like *zone of truth*. He ends the interview immediately if the PCs start casting spells of any type and summons the Mitrik Temple Guard for Assault. If this happens the PCs get the Wanted by the Veluna award on the AR.

Duke Grinish can be found at the apartments of the Celestial Order of the Moons. This information can easily be found by asking about anyone on the streets or making a Gather Information check [DC 1].

The following is information Duke Grinish would know, he freely gives it to those who ask. He is very interested in who would be impersonating Maleous and using his name to get “illegal” things done.

Duke Grinish knows nothing of what the PCs are speaking about he claims that Maleous left Falsridge 7

days before the adventure started with him and has not been back anytime between.

Maleous leads Duke Grinish's personal guard when the Duke travels. He is not a political type so he usually doesn't get involved in the Duke's affairs.

The PCs information is the first time he heard that the Alpha Male of the Pack was a doppelganger.

Duke Grinish has definitely not authorized an assassination attempt on the Alpha Male, nor has he informed Maleous about any such matter.

Duke Grinish is very interested in who is impersonating Maleous and using his name to get things done. It is of value to him to the tune of 200gp per PC.

Duke Grinish is willing to call in some favors to look into the matter. This results in the PCs being directed to Zessen at the Tannenbaum's Chalice a few hours later, enough time for one Gather Information check – if they do not already have this contact.

Gather Information on the Pack

DC 10 Yes they exist.

DC 20 You can usually find an member at the Tannenbaum's Chalice conducting business.

DC 30 A Halfling named Zessen is in town making waves about some matter or other.

DC 40 A contract has been put out on the Alpha Male of the pack named Jelemanar.

Gather Information on the Alliance

DC 10 Yes they exist.

DC 20 They operate out of Dyvers.

DC 30 They have recently been expanding their sphere of influence.

DC 40 The Alliance is trying to take over the Pack here in Veluna.

Gather Information on the Zessen

DC 15 He is in town and has been seen quite often at the Tannenbaum's Chalice.

Talking to Zessen Lightfoot

The Tannenbaum's Chalice is an active establishment in a middle-class neighborhood in Veluna City. The stage has a harp player upon it, playing soothing tunes that would quell the savage beast. The walls are painted in light colors with symbols of Rao hung from them.

Zessen Lightfoot is currently listening to the music talking to some local patrons. The bartender or any of the waitresses can point him out. He greets the PCs as they approach him.

Zessen is not willing to talk until the PCs establish who they are and what they are doing in the area. This can be done in three ways.

- 1) The PCs can claim they were sent by Jelemanar;
- 2) The PCs can claim they were sent by Duke Grinish;
- 3) Finally, they can tell him their story and how they got to this point.

Once the PCs have Zessen's trust (by one of the above means in general) read or paraphrase the following box text (which assumes Arthan is still alive – if he is not, change the name to Arthan's assistant, Belile).

"Yes, Jelemanar sent me to look into who is sending someone to assassinate him. So far I have had little luck in this matter. It seems every time I start to make progress I run into a brick wall. Now that Arthan is back, hopefully I will make more headway."

The following are questions that the PCs could ask and answers given.

Why haven't you used the Pack to find the answers?

"I have, every time they get close the trail seems to get cold."

Wouldn't that mean it is an inside job?

"It could be... That is why, with Arthan back, hopefully we will make progress. He knows his people best."

Who is Arthan?

"Arthan is top dog here in Veluna City."

Where was Arthan?

"He was in Falsridge, doing... I am not sure what he was doing, I should ask."

We were hired in Falsridge by someone in the disguise of a Knight of the Cudgel to kill the Alpha Male, could it be Arthan?

"Humm... That does make sense, Arthan is a master of disguise and has even been trained in the use of Heavy Armor. That makes more sense than I care to admit. He is the heir apparent to Jelemanar, no one would be able to challenge him if Jelemanar stepped aside, or was killed."

Where can we find Arthan?

“He has a house at 32 Peaceful Lane. He can usually be found there.”

Zessen knows where Jelemanar is. He will under no circumstances give this information up. Diplomacy does not work. The only option to get the information about Jelemanar is by some sort of spell. Zessen is slavishly loyal to Jelemanar and does not believe anything about Jelemanar being a doppelganger. He defends Jelemanar as doing that are in the interest of his organization (the Pack) and has its best interest at heart. When presented with the strange occurrences that Arthan has presented, Zessen explains this as Jelemanar's job.

Going to the Authorities

While Duke Grinish is interested in capturing anyone who is impersonating his top aide and using his name, the Mitrik Temple Guard in Veluna City is overworked and do not have the time to dedicate themselves to such an endeavor. Only with irrefutable evidence can the PCs bring anyone to the Guard. Otherwise it is at the discretion of the DM to determine how such an approach is treated, but err on the side of the characters, emphasizing the lack of care from the Guard as a result of their overwhelming duties.

Other Avenues of Investigation

It is possible the PCs have followed Arthan all the way back to his house. If they have, they are free to attack immediately or deal with him as they see fit. Proceed to **Encounter Eight**.

If they try to locate Maleous via magic, they find him at the Celestial Order of the Moons. Note: at APL 10+ Arthan has the spymaster ability deep cover, any divination upon him reveals only information about his cover identity of Maleous or Arthan, the PCs are not able to get any information about the Alliance from it. If they try to locate Arthan via magic they find him at home.

If the PCs cannot find the final location, this is quite an acceptable outcome – the people in question are masters of their trade and matters should proceed to the **Conclusion**.

Encounter Eight – Alliance Hideout

If the PCs have already killed Arthan in **Encounter Three** the only person here is Belile. Otherwise, the guards, Arthan, and Belile are here.

32 peaceful lane is typical of this section of Veluna City. It is a single story wood construction, made at the exact same time as its neighbors. If you didn't have the address you wouldn't have been able to pick this house out of the 30 or so others on this street. All the windows are shuttered and barred for the oncoming winter.

The front door is locked. At APL 4 and 6 the lock is a simple lock [DC 20]. At APL 8 and 10 the lock is an average lock [DC 25]. At APL 12 and 14 the lock is a good lock [DC 30]. The door is a strong wood door hardness 5, hp 20, and DC 23 to break.

Area 1

As you enter the house two guard's call from down the hallway, “Hey what are you doing here?” They then proceed to draw their swords and approach.

The guards start in area 2.

Area 2

This is where the guards start.

APL 4 (EL 3)

Alliance Guards (2): Ftr1; hp 12; See Appendix One.

APL 6 (EL 5)

Alliance Guards (2): Ftr3; hp 28; See Appendix One.

APL 8 (EL 7)

Alliance Guards (2): Ftr5; hp 44; See Appendix One.

APL 10 (EL 9)

Alliance Guards (2): Ftr7; hp 60; See Appendix One.

APL 12 (EL 11)

Alliance Guards (2): Ftr9; hp 76; See Appendix One.

APL 14 (EL 13)

Alliance Guards (2): Ftr11; hp 92; See Appendix One.

Tactics: Their job is to prevent people from entering the house. They attack as soon as someone enters the house. They try to bottle anyone up in the entrance way and prevent people from entering the house, so they can fight as few as possible at a time. They move to any area where there is an apparent entry. They move to the door if the PCs take more than 1 round to get through it and make noise.

Area 3

This is where Arthan and Belile are to be found. They do not enter the combat at the door, and only join only when a PC attacks them or enters their room – on the other hand, they prepare as best as possible when they hear the sounds of combat.

As you enter the room a tall man about the same size and build as Maleous looks at you and smiles. He then says, "Too bad you decided not to complete my task, we could have begun a great partnership together. Oh well... I guess I have to kill you now."

APL 4 (EL 8)

♣**Arthan Enastal:** Rog5/Spymaster2; hp 44; See Appendix One.

♣**Belile Crane:** Brd5; hp 35; See Appendix One

APL 6 (EL 10)

♣**Arthan Enastal:** Rog5/Spymaster4; hp 56; See Appendix One.

♣**Belile Crane:** Brd7; hp 45; See Appendix One

APL 8 (EL 12)

♣**Arthan Enastal:** Rog5/Spymaster6; hp 68; See Appendix One.

♣**Belile Crane:** Brd7/Virtuoso2; hp 55; See Appendix One

APL 10 (EL 14)

♣**Arthan Enastal:** Rog6/Spymaster7; hp 80; See Appendix One.

♣**Belile Crane:** Brd7/Virtuoso4; hp 65; See Appendix One

APL12 (EL 16)

♣**Arthan Enastal:** Rog8/Spymaster7; hp 92; See Appendix One.

♣**Belile Crane:** Brd7/Virtuoso6; hp 75; See Appendix One

APL 14 (EL 18)

♣**Arthan Enastal:** Rog10/Spymaster7; hp 104; See Appendix One.

♣**Belile Crane:** Brd7/Virtuoso8; hp 85; See Appendix One

Tactics: At APL 12+ Belile uses his jarring song to attempt to stop spell casting. Belile also uses his spells to help Arthan in combat and summon monsters. He buffs himself and Arthan while the PCs are fighting the guards. They do not join the guards, because they expect the guards to perform their job (and because, when it comes right down to it, they are selfish and chaotic).

Conclusion – Murder Investigation

Run this encounter if you have time at the end of the adventure. The Mitrik Temple Guard operates in both Veluna City and Mitrik, so it does not matter where the PCs end up for this final encounter.

Note: This mis-information comes from the faction the PCs ended up opposing (knowingly or not), so even if the PCs knock Jelemanar or Arthan unconscious they are still arrested. They are being setup.

Just as you start to recover from your recent encounter, a patrol of armored men approach wearing the heraldry of the Mitrik Temple Guard. One of the soldiers calls out, "Halt, all of you. Stand down and lower your weapons. We have gotten word that an assassination was taking place and here you are, matching the descriptions provided. Caught red-handed you have been. Drop your weapons now and come with us!"

At this point the PCs have a few options. They can flee the Mitrik temple guard, attempt to fight the temple guard, or surrender to the guard.

ALL APLs (EL 7)

♣**Mitrik Temple Guard Sergeant:** Pal5; hp 44; See Appendix One.

♣**Mitrik Temple Guard Private:** War1; hp 10; See Appendix One.

If they flee or fight the guard mark on the AR Wanted by the Veluna Authorities, be sure to mark whether or not they injured, killed, or just fled the guard.

Surrendering to the guard here is the best option. If the PCs want to roleplay with the guard, allow some leeway but indicate that the guards advise them to tell it to the inquisitor. Allow the PCs to tell their story to the inquisitor, who is a severe and austere Temple Guard. After a couple of days in jail they are released.

“We are sorry for detaining you. Upon a search of the location we were provided, we found that they were planning additional attacks upon you. As a result, we have concluded that you have acted in self defense. In addition, we have a credible witness to an earlier attack upon you by these people. You are therefore free to go, with our apologies. Next time get the authorities involved so we do not run into this sort of trouble again.”

If the PC's did try to get the authorities involved, do not read the last sentence above out loud.

Give the PCs the favor of the Alliance if they killed Jelemanar and give them the favor of the Pack if they killed Arthas. If, somehow, they ended up killing both, give them neither Favor.

Feeling a bit chagrined at the fact that PCs have done their job for them (if the PCs do surrender – this is not provided if they do not), the Mitrik Temple Guard provide access to any items marked with a *. This access not provided if the Guard are hurt in any fashion.

If the PCs have generally acted in a role-playing fashion, taking to the investigative aspects of the adventure, provide them with the “**A Friend of a Friend**” award but there is no indication who is bestowing this award on them...

Finally, any character in the adventure who stayed true to stated moral or character specific goals and ambitions (in other words, did they make an impact as a character and role-play in an outstanding manner) is provided with the “**Blink and You Miss It**” award. This is provided solely at the discretion of the DM and is not available to cohorts. It is primarily designed to reward those for whom an investigative adventure may not be the best place for them to be, but they have overcome this difficulty!

Neither of the final two awards are provided to anyone who gets the **Wanted by the Veluna Authorities** award.

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.

Encounter Three:

Defeat Arthan.	
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter Four:

Defeat the thugs.	
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter Six:

Defeat the Traps	
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP
APL 14	390 XP

Defeat Jelemanar	
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter Eight:

Defeat Alliance Guards

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP
APL 14	390 XP

Defeat Arthan and Belile

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP

Story Award:

Avoid getting the **Wanted** by Veluna Authorities

AR award.

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

Treasure Summary

Treasure Key:

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

Encounter One:

APL 4: L: 100; C: 0; M: 0.

APL 6: L: 100; C: 0; M: 0.

APL 8: L: 100; C: 0; M: 0.

APL 10: L: 100; C: 0; M: 0.

APL 12: L: 100; C: 0; M: 0.

APL 14: L: 100; C: 0; M: 0.

Encounter Three:

APL 4: L: 128; C: 0; M: *+1 dagger* (192 gp per character).

APL 6: L: 128; C: 0; M: *+1 dagger* (192 gp per character), *ring of blinking* (2,250 gp per character).

APL 8: L: 128; C: 0; M: *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *ring of blinking* (2,250 gp per character).

APL 10: L: 128; C: 0; M: *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *ring of blinking* (2,250 gp per character).

APL 12: L: 128; C: 0; M: *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *ring of blinking* (2,250 gp per character).

APL 14: L: 128; C: 0; M: *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *ring of blinking* (2,250 gp per character).

Encounter Four:

APL 4: L: 139; C: 0; M: 0.

APL 6: L: 139; C: 0; M: 4x *ring of protection +1* (167 gp per character).

APL 8: L: 139; C: 0; M: 4x *ring of protection +1* (167 gp per character).

APL 10: L: 139; C: 0; M: 4x *ring of protection +2* (667 gp per character).

APL 12: L: 35; C: 0; M: 4x *ring of protection +2* (667 gp per character), 4x *+1 short sword* (193 gp per character).

APL 14: L: 2; C: 0; M: 4x *+1 chain shirt* (104 gp per character), 4x *ring of protection +2* (667 gp per character), 4x *+1 short sword* (193 gp per character).

Encounter Six:

APL 4: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *+1 dagger* (192 gp per character), *+1 mithral chain shirt* (188 gp per character), *+1 short sword* (193 gp per character).

APL 6: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *+1 dagger* (192 gp per character), *+1 mithral chain shirt* (188 gp per character), *ring of blinking* (2,250 gp per character), *+1 short sword* (193 gp per character).

APL 8: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *+1 short sword* (193 gp per character).

APL 10: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character).

per character), *gloves of dexterity +4* (1,333 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *+1 short sword* (193 gp per character).

APL 12: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character), *gem of seeing* (6,250 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *+1 shocking short sword* (692 gp per character).

APL 14: L: 0; C: 0; M: *amulet of proof against detection and location* (2,916 gp per character), *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character), *gem of seeing* (6,250 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+3 mithral chain shirt* (854 gp per character), *ring of blinking* (2,250 gp per character), *+1 flaming shocking short sword* (1,526 gp per character).

Encounter Eight:

APL 4: L: 335; C: 0; M: *+1 dagger* (192 gp per character), *+1 mithral chain shirt* (188 gp per character), *+1 short sword* (193 gp per character).

APL 6: L: 335; C: 0; M: *+1 dagger* (192 gp per character), *+1 mithral chain shirt* (188 gp per character), *ring of blinking* (2,250 gp per character), *+1 short sword* (193 gp per character).

APL 8: L: 334; C: 0; M: *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+1 leather armor* (97 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *+1 short sword* (193 gp per character), *songblade* (533 gp per character).

APL 10: L: 334; C: 0; M: *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+1 leather armor* (97 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *2x ring of protection +1* (167 gp per character), *+1 short sword* (193 gp per character), *songblade* (533 gp per character).

APL 12: L: 254; C: 0; M: *+1 buckler* (97 gp per character), *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character), *gem of seeing* (6,250 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+1 leather armor* (97 gp per character), *2x +1 longsword* (193 gp per character), *+2 mithral chain shirt* (438 gp per character), *ring of blinking* (2,250 gp per character), *2x ring of protection +3* (1,500 gp per character), *+1 shocking short sword*

(693 gp per character), *songblade* (533 gp per character).

APL 14: L: 254; C: 0; M: *2x belt of giant's strength +4* (1,333 gp per character), *+1 buckler* (97 gp per character), *cloak of charisma +4* (1,333 gp per character), *+1 dagger* (192 gp per character), *gem of seeing* (6,250 gp per character), *gloves of dexterity +4* (1,333 gp per character), *+1 leather armor* (97 gp per character), *2x +1 longsword* (193 gp per character), *+3 mithral chain shirt* (854 gp per character), *ring of blinking* (2,250 gp per character), *2x ring of protection +3* (1,500 gp per character), *+1 flaming shocking short sword* (1,526 gp per character), *songblade* (533 gp per character).

Maximum Possible Treasure

APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp
APL 14	6,600 gp

Appendix One – Creatures

All APLs

Encounter Two

Pack Rogue: Rog2; Male Flan Human: CR 2; Medium Humanoid (5' 7" tall); HD 2d6+4; hp 14; Init +4; Spd 30 ft; AC 16, touch 14, flat-footed 12 (+2 for leather armor, +4 dexterity); Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger, 19-20) or +5 ranged (1d4, dagger, 19-20); Full Atk +1 melee (1d4, dagger, 19-20) or Full Atk +5 ranged (1d4, dagger, 19-20); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CN; SV Fort +2, Ref +6, Will +0; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +9, Bluff +5, Climb +5, Disable Device +5, Gather Information +5, Move Silently +9, Search +5, Slight of Hand +12; Dodge, Skill Focus (Slight of Hand).

Possessions: Leather armor, 3 daggers, backpack.

Encounter Three

Knight of the Cudgel: Pal8; Male Flan Human: CR 8; Medium Humanoid (5' 7" tall); HD 8d10 +8; hp 60; Init +1; Spd 20 ft; AC 23, touch 11, flat-footed 22 (+9 for +1 mithral full plate, +3 for +1 heavy steel shield, +1 dexterity); Base Atk +8; Grp +10; Atk +11 melee (1d8 + 3, +1 longsword, 19-20) or Atk +12 melee (1d8 + 4, +1 lance, x3) or +9 ranged (1d8 + 2, composite longbow +2, x3); Full Atk +11/+6 melee (1d8 + 3, +1 longsword, 19-20) or Atk +12/+7 melee (1d8 + 4, +1 lance, x3) or Full Atk +9/+4 ranged (1d8 + 2, composite longbow +2, x3); SA Smite evil 2/day; SQ Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 1/week, special mount, spells, turn undead; AL LG; SV Fort +9, Ref +5, Will +5; Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Handle Animal +13, Knowledge (Religion) +11, Ride +12; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (lance).

Spells Prepared (2; Save DC = 11 + Spell Level) 1st – [Cure light wounds, divine sacrifice[Ⓜ]];

Possessions: +1 longsword, +1 lance, +1 mithral full plate, +1 heavy steel shield, composite longbow +2, quiver with 20 arrows.

* see Appendix Two: New Rules Items

Paladin Heavy Warhorse: CR 3; Large animal; HD 8d8 + 24; hp 67; Init +2; Spd 60 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (1d8 + 5, hoof); Full Atk +11/+11/+6 melee (1d8 + 5, 2 hooves) and +6 melee (1d4 + 2, bite); Space/Reach 10 ft./ 5 ft.; SQ empathic link, improved evasion, improved speed, low-light vision, scent, share spells, share saving

throws; SV Fort +9, Ref +7, Will +3; Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +4; Endurance, Improved Natural Attack (Hoof), Run.

Knight of the Cudgel Squire: Pal4; Male Flan Human: CR 4; Medium Humanoid (5' 7" tall); HD 4d10 + 4; hp 32; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +4; Grp +6; Atk +7 melee (1d8 + 2, masterwork longsword, 19-20) or Atk +7 melee (1d8 + 3, masterwork lance, x3) or +5 ranged (1d8 + 2, composite longbow +2, x3); Full Atk +7 melee (1d8 + 2, masterwork longsword, 19-20) Atk +7 melee (1d8 + 3, masterwork lance, x3) or Full Atk +5 ranged (1d8 + 2, composite longbow +2, x3); SA Smite evil 1/day; SQ Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, spells, turn undead; AL LG; SV Fort +7, Ref +4, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +9, Knowledge (Religion) +7, Ride +8; Mounted Combat, Ride-by Attack, Spirited Charge.

Spells Prepared (1; Save DC = 11 + Spell Level) 1st – [Cure light wounds];

Possessions: masterwork longsword, masterwork lance, full plate, steel shield, composite longbow +2, quiver with 20 arrows.

Knight of the Cudgel Man-At-Arms: Pal1; Male Flan Human: CR 1; Medium Humanoid (5' 7" tall); HD 1d10 + 1; hp 11; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +1; Grp +3; Atk +3 melee (1d8 + 2, longsword, 19-20) or Atk +3 melee (1d8 + 3, lance, x3) or +3 ranged (1d8, longbow, x3); Full Atk +3 melee (1d8 + 2, longsword, 19-20) Atk +3 melee (1d8 + 3, lance, x3) or Full Atk +3 ranged (1d8, longbow, x3); SA Smite evil 1/day; SQ aura of good, detect evil; AL LG; SV Fort +3, Ref +1, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 13.

Skills and Feats: Handle Animal +5, Knowledge (Religion) +4, Ride +5; Mounted Combat, Ride-by Attack.

Possessions: longsword, full plate, heavy steel shield, longbow, quiver with 20 arrows.

Encounter Five

Fargan: Rog5; Male Flan Human: CR 5; Medium Humanoid (5' 7" tall); HD 5d6 +5; hp 27; Init +4; Spd 30 ft; AC 16, touch 14, flat-footed 12 (+2 for leather armor, +4 dexterity); Base Atk +3; Grp +3; Atk +8 melee (1d6, masterwork short sword, 19-20) or +7 ranged (1d4, dagger, 19-20); Full Atk +8 melee (1d6, masterwork short sword, 19-20) or Full Atk +7 ranged (1d4, dagger, 19-20); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +2, Ref +8, Will +1; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Balance +12, Bluff +8, Climb +8, Disable Device +9, Gather Information +8, Move Silently +12, Search +8, Slight of Hand +15, Tumble +12; Dodge, Weapon Finesse, Skill Focus (Slight of Hand).

Possessions: Leather armor, 3 daggers, masterwork short sword, backpack.

Grivishel: Rog7; Male Flan Human: CR 7; Medium Humanoid (5' 7" tall); HD 7d6 +7; hp 37; Init +4; Spd 30 ft; AC 18, touch 14, flat-footed 14 (+3 for +1 studded leather armor, +4 dexterity); Base Atk +5; Grp +5; Atk +10 melee (1d6 + 1, +1 short sword, 19-20) or +9 ranged (1d4, dagger, 19-20); Full Atk +10 melee (1d6, +1 short sword, 19-20) or Full Atk +7 ranged (1d4, dagger, 19-20); SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +9, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +11, Balance +14, Bluff +10, Climb +10, Diplomacy +13, Gather Information +10, Knowledge Local (VTF) +11, Move Silently +14, Search +10, Tumble +14; Dodge, Weapon Finesse, Skill Focus (Diplomacy).

Possessions: +1 studded leather armor, 3 daggers, +1 short sword, backpack.

Conclusion

Mitrik Temple Guard Sergeant: Pal5; Male Flan Human: CR 5; Medium Humanoid (6' 1" tall); HD 5d10 + 10; hp 44; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +5; Grp +7; Atk +8 melee (1d8 + 2, masterwork longsword, 19-20) or Atk +8 melee (1d8 + 3, masterwork lance, x3) or +6 ranged (1d8 + 2, composite longbow +2, x3); Full Atk +8 melee (1d8 + 2, masterwork longsword, 19-20) Atk +8 melee (1d8 + 3, masterwork lance, x3) or Full Atk +6 ranged (1d8 + 2, composite longbow +2, x3); SA Smite evil 2/day; SQ aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, special mount, spells, turn

undead; AL LG; SV Fort +7, Ref +4, Will +4; Str 14, Dex 12, Con 14, Int 10, Wis 13, Cha 14.

Skills and Feats: Handle Animal +9, Knowledge (Religion) +7, Ride +8; Mounted Combat, Ride-by Attack, Spirited Charge.

Spells Prepared (1; Save DC = 11 + Spell Level) 1st – [Cure light wounds];

Possessions: masterwork longsword, masterwork lance, full plate, steel shield, composite longbow +2, quiver with 20 arrows.

Mitrik Temple Guard Sergeant Heavy Warhorse:

CR 2; Large animal; HD 6d8 + 18; hp 51; Init +1; Spd 50 ft; AC 18, touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk +8 melee (1d8 + 4, hoof); Full Atk +8/+8 melee (1d8 + 4, 2 hooves) and +3 melee (1d4 + 2, bite); Space/Reach 10 ft./ 5 ft.; SQ empathic link, improved evasion, low-light vision, scent, share spells, share saving throws; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +4; Endurance, Improved Natural Attack (Hoof), Run.

Mitrik Temple Guard Private:

War1; Male Flan Human: CR 1; Medium Humanoid (5' 11" tall); HD 1d8 + 2; hp 10; Init +1; Spd 20 ft; AC 18, touch 11, flat-footed 17 (+5 for breast plate, +2 for heavy steel shield, +1 dexterity); Base Atk +1; Grp +4; Atk +5 melee (1d8 + 3, longsword, 19-20) or +2 ranged (1d8, longbow, x3); Full Atk +5 melee (1d8 + 3, longsword, 19-20) or Full Atk +2 ranged (1d8, longbow, x3); AL LG; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Ride +5; Weapon Focus (longsword), Power Attack.

Possessions: longsword, breast plate, heavy steel shield, longbow, quiver with 20 arrows.

APL 4

Encounter Three

Arthan Enstal: Rog5/Spymaster*2; Male Flan Human: CR 7; Medium Humanoid (5' 11" tall); HD 7d6 + 14; hp 44; Init +8; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +4; Grp +4; Atk +4 melee (1d8, longsword, 19-20) or Atk +9 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +9 (1d4 + 1, +1 dagger, 19-20); Full Atk +4 melee (1d8, longsword, 19-20) Atk +9 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +9 (1d4 + 1, +1 dagger, 19-20); SA sneak attack +3d6; SQ cover identity*, evasion, quick change*, scrying defense*, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +3, Ref +11, Will +1; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +12, Disguise +12, Escape Artist +14; Forgery +12, Gather Information +12, Hide +14, Move Silently +14, Sense Motive +10, Spot +10, Tumble +14; Armor Proficiency (heavy), Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

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

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog4; Male Flan Human: CR 4; Medium Humanoid (5' 9" tall); HD 4d6 + 4; hp 22; Init +7; Spd 30 ft; AC 17, touch 13, flat-footed 14 (+4 for chain shirt, +3 dexterity); Base Atk +3; Grp +3; Atk +7 melee (1d6, masterwork short sword, 19-20) or Atk +6 melee (1d4, dagger, 19-20) or Atk +6 ranged (1d4, dagger, 19-20); Full Atk +7 melee (1d6, masterwork short sword, 19-20) or Atk +6 melee (1d4, dagger, 19-20) or Atk +6 ranged (1d4, dagger, 19-20); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Balance +10, Climb +7, Disable Device +8, Escape Artist +10, Hide +10, Move Silently +10, Search +8, Slight of Hand +10, Tumble +10; Dodge, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword, dagger x3, chain shirt.

Encounter Six

Jelemanar: Rog5/Thief-Acrobat*2; Male Flan Human: CR 7; Medium Humanoid (5' 8" tall); HD 7d6 + 14; hp 44; Init +8; Spd 30 ft; AC 20, touch 15, flat-footed 15 (+5 for +1 Mithral Chain Shirt, +1 for agile fighting bonus, +4 dexterity); Base Atk +4; Grp +4; Atk +9 melee (1d6 + 1, +1 short sword, 19-20) or Atk +9 melee (1d4 + 1, +1 dagger, 19-20) or Atk +9 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +9 melee (1d6 + 1, +1 short sword, 19-20) or Atk +9 melee (1d4 + 1, +1 dagger, 19-20) or Atk +9 ranged (1d4 + 1, +1 dagger, 19-20); SA sneak attack +3d6; SQ agile fighting +1/+2*, evasion, fast acrobatics*, kip up*, slow fall 20 ft*, steady stance*, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +11, Will +1; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +14, Bluff +12, Climb +10, Escape Artist +14; Forgery +10, Gather Information +10, Hide +14, Jump +10, Move Silently +14, Spot +10, Tumble +14; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 short sword, +1 dagger, +1 mithral chain shirt, amulet of proof against detection and location.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr1; Male Flan Human: CR 1; Medium Humanoid (5' 10" tall); HD 1d10 + 2; hp 12; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +1; Grp +4; Atk +6 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +4 (1d4 + 3, dagger, 19-20) or Atk ranged +2 (1d4 + 3, dagger, 19-20); Full Atk +6 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +4 (1d4 + 3, dagger, 19-20) or Atk ranged +2 (1d4 + 3, dagger, 19-20); AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +3, Ride +5; Combat Expertise, Improved Trip, Weapon Focus (Longsword).

Possessions: masterwork longsword, dagger x3, full plate, steel shield.

Arthan Enstal: Rog5/Spymaster*2; Male Flan Human: CR 7; Medium Humanoid (5' 11" tall); HD 7d6 + 14; hp 44; Init +8; Spd 30 ft; AC 19, touch 14, flat-footed 15 (+5 for +1 mithral chain shirt, +4 dexterity); Base Atk +4;

Grp +4; Atk +9 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +9 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +9 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +9 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +9 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +9 (1d4 + 1, +1 *dagger*, 19-20); SA sneak attack +3d6; SQ cover identity*, evasion, quick change*, scrying defense*, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +3, Ref +11, Will +1; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +12, Disguise +12, Escape Artist +14; Forgery +12, Gather Information +12, Hide +14, Move Silently +14, Sense Motive +10, Spot +10, Tumble +14; Armor Proficiency (heavy), Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

Possessions: +1 *short sword*, +1 *dagger*, +1 *mithral chain shirt*.

* see Appendix Two: New Rules Item

Belile: Brd5; Male Flan Human: CR 5; Medium Humanoid (5' 6" tall); HD 5d6 + 5; hp 35; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+2 for leather armor, +1 buckler, +2 dexterity); Base Atk +3; Grp +3; Atk +4 melee (1d8, masterwork, longsword, 19-20); Full Atk +4 melee (1d8, masterwork longsword, 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +1; AL CN; SV Fort +2, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +11, Escape Artist +10, Intimidate +7, Perform (Oratory) +14, Tumble +10; Combat Casting, Dodge, Skill Focus (Perform (Oratory)).

Spells Known (3/4/2; Save DC = 13 + Spell Level)
0th – [*Detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*]; 1st – [*Cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*]; 2nd – [*Calm emotions*, *cure moderate wounds*, *suggestion*];

Possessions: Masterwork longsword, leather armor, buckler.

APL 6

Encounter Three

Arthan Enstal: Rog5/Spymaster*4; Male Flan Human: CR 9; Medium Humanoid (5' 11" tall); HD 9d6 + 18; hp 56; Init +8; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +6; Grp +6; Atk +6 melee (1d8, longsword, 19-20) or Atk +11 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +11 (1d4 + 1, +1 dagger, 19-20); Full Atk +6/+11 melee (1d8, longsword, 19-20) Atk +11/+6 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +11/+6 (1d4 + 1, +1 dagger, 19-20); SA sneak attack +4d6; SQ cover identity*, evasion, magic aura*, quick change*, scrying defense*, slippery mind, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +4, Ref +12, Will +2; Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +17, Diplomacy +14, Disguise +14, Escape Artist +16; Forgery +14, Gather Information +14, Hide +16, Move Silently +16, Sense Motive +12, Spot +12, Tumble +16; Armor Proficiency (heavy), Dodge, Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

Possessions: longsword, +1 dagger, full plate, steel shield, *ring of blinking*.

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog6; Male Flan Human: CR 6; Medium Humanoid (5' 9" tall); HD 6d6 + 6; hp 32; Init +7; Spd 30 ft; AC 18, touch 14, flat-footed 15 (+4 for chain shirt, +1 for +1 *ring of protection*, +3 dexterity); Base Atk +4; Grp +4; Atk +8 melee (1d6, masterwork short sword, 19-20) or Atk +7 melee (1d4, dagger, 19-20) or Atk +7 ranged (1d4, dagger, 19-20); Full Atk +8 melee (1d6, masterwork short sword, 19-20) or Atk +7 melee (1d4, dagger, 19-20) or Atk +7 ranged (1d4, dagger, 19-20); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +10, Balance +12, Climb +9, Disable Device +10, Escape Artist +12, Hide +12, Move Silently +12, Search +10, Slight of Hand +12, Tumble +12; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword, dagger x3, chain shirt, +1 *ring of protection*.

Encounter Six

Jelemanar: Rog5/Thief-Acrobat*4; Male Flan Human: CR 9; Medium Humanoid (5' 8" tall); HD 9d6 + 18; hp 56; Init +8; Spd 30 ft; AC 21, touch 18, flat-footed 16 (+5 for +1 *Mithral Chain Shirt*, +2 for agile fighting bonus, +4 dexterity); Base Atk +6; Grp +6; Atk +11 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +11 melee (1d4 + 1, +1 dagger, 19-20) or Atk +11 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +11/+6 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +11/+6 melee (1d4 + 1, +1 dagger, 19-20) or Atk +11/+6 ranged (1d4 + 1, +1 dagger, 19-20); SA acrobatic charge*, sneak attack +3d6; SQ agile fighting +2/+3*, defensive roll 1/day*, evasion, fast acrobatics*, kip up*, skill mastery*, slow fall 30 ft.*, steady stance*, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +12, Will +2; Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +16, Bluff +14, Climb +12, Escape Artist +16; Forgery +10, Gather Information +10, Hide +16, Jump +12, Move Silently +16, Spot +12, Tumble +16; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 *short sword*, +1 dagger, +1 *mithral chain shirt*, *ring of blinking*, *amulet of proof against detection and location*.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr3; Male Flan Human: CR 3; Medium Humanoid (5' 10" tall); HD 3d10 + 6; hp 28; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +3; Grp +6; Atk +8 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +6 (1d4 + 3, dagger, 19-20) or Atk ranged +4 (1d4 + 3, dagger, 19-20); Full Atk +8 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +6 (1d4 + 3, dagger, 19-20) or Atk ranged +4 (1d4 + 3, dagger, 19-20); AL CN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +9, Handle Animal +5, Intimidate +5, Ride +7; Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, dagger x3, full plate, steel shield.

Arthan Enstal: Rog5/Spymaster*4; Male Flan Human: CR 9; Medium Humanoid (5' 11" tall); HD 9d6 + 18; hp

56; Init +8; Spd 30 ft; AC 22, touch 16, flat-footed 16 (+6 for +2 *mithral chain shirt*, +4 dexterity); Base Atk +6; Grp +6; Atk +11 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +11 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +11 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +11/+6 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +11/+6 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +11/+6 (1d4 + 1, +1 *dagger*, 19-20); SA sneak attack +4d6; SQ cover identity*, evasion, magic aura*, quick change*, scrying defense*, slippery mind*, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +4, Ref +12, Will +2; Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +17, Diplomacy +14, Disguise +14, Escape Artist +16; Forgery +14, Gather Information +14, Hide +16, Move Silently +16, Sense Motive +12, Spot +12, Tumble +16; Armor Proficiency (heavy), Dodge, Improved Initiative, Skill Focus(Bluff), Weapon Finesse.

Possessions: +1 *short sword*, +1 *dagger*, +1 *mithral chain shirt*, *ring of blinking*.

* see Appendix Two: New Rules Item

Belile: Brd7; Male Flan Human: CR 7; Medium Humanoid (5' 6" tall); HD 7d6 + 7; hp 45; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+2 for leather armor, +1 buckler, +2 dexterity); Base Atk +5; Grp +5; Atk +6 melee (1d8, masterwork, longsword, 19-20); Full Atk +6 melee (1d8, masterwork longsword, 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +1, suggestion; AL CN; SV Fort +3, Ref +7, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +13, Escape Artist +12, Intimidate +8, Perform (Oratory) +16, Tumble +12; Combat Casting, Dodge, Skill Focus (Perform (Oratory)), Subsonics*.

Spells Known (3/4/3/1; Save DC = 13 + Spell Level) 0th – [*Detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*]; 1st – [*Cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*]; 2nd – [*Calm emotions*, *cure moderate wounds*, *glitterdust*, *mirror image*]; 3rd – [*Cure serious wounds*, *haste*];

Possessions: Masterwork longsword, leather armor, buckler.

APL 8

Encounter Three

Arthan Enstal: Rog5/Spymaster*6; Male Flan Human: CR 11; Medium Humanoid (5' 11" tall); HD 11d6 + 22; hp 68; Init +10; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +7; Grp +7; Atk +7 melee (1d8, longsword, 19-20) or Atk +14 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +14 (1d4 + 1, +1 dagger, 19-20); Full Atk +7/+2 melee (1d8, longsword, 19-20) Atk +14/+9 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +14/+9 (1d4 + 1, +1 dagger, 19-20); SA sneak attack +5d6; SQ cover identity*, dispel scrying*, evasion, magic aura*, quick change*, scrying defense*, slippery mind, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +5, Ref +15, Will +3; Str 10, Dex 23, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +16, Disguise +16, Escape Artist +20; Forgery +16, Gather Information +16, Hide +20, Move Silently +20, Sense Motive +14, Spot +14, Tumble +20; Armor Proficiency (heavy), Dodge, Improved Initiative, Skill Focus(Bluff), Weapon Finesse.

Possessions: longsword, +1 dagger, full plate, steel shield, *gloves of dexterity +4*, *ring of blinking*.

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog8; Male Flan Human: CR 8; Medium Humanoid (5' 9" tall); HD 8d6 + 8; hp 42; Init +8; Spd 30 ft; AC 19, touch 15, flat-footed 15 (+4 for chain shirt, +1 for +1 ring of protection, +4 dexterity); Base Atk +6; Grp +6; Atk +11 melee (1d6, masterwork short sword, 19-20) or Atk +10 melee (1d4, dagger, 19-20) or Atk +10 ranged (1d4, dagger, 19-20); Full Atk +11/+6 melee (1d6, masterwork short sword, 19-20) or Atk +10/+5 melee (1d4, dagger, 19-20) or Atk +10/+5 ranged (1d4, dagger, 19-20); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +10, Will +2; Str 10, Dex 18, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +12, Balance +15, Climb +11, Disable Device +12, Escape Artist +15, Hide +15, Move Silently +15, Search +12, Slight of Hand +15, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword, dagger x3, chain shirt, +1 ring of protection.

Encounter Six

Jelemanar: Rog6/Thief-Acrobat*5; Male Flan Human: CR 11; Medium Humanoid (5' 8" tall); HD 11d6 + 22; hp 68; Init +10; Spd 30 ft; AC 24, touch 18, flat-footed 16 (+6 for +2 Mithral Chain Shirt, +2 for agile fighting bonus, +6 dexterity); Base Atk +7; Grp +7; Atk +14 melee (1d6 + 1, +1 short sword, 19-20) or Atk +14 melee (1d4 + 1, +1 dagger, 19-20) or Atk +14 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +14/+9 melee (1d6 + 1, +1 short sword, 19-20) or Atk +14/+9 melee (1d4 + 1, +1 dagger, 19-20) or Atk +14/+9 ranged (1d4 + 1, +1 dagger, 19-20); SA acrobatic charge*, sneak attack +3d6; SQ agile fighting +2/+3*, defensive roll 2/day*, evasion, fast acrobatics*, improved evasion*, kip up*, skill mastery*, slow fall 30 ft.*, steady stance*, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +5, Ref +15, Will +3; Str 10, Dex 23, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +18, Bluff +16, Climb +14, Escape Artist +18; Forgery +11, Gather Information +11, Hide +18, Jump +14, Move Silently +18, Spot +14, Tumble +18; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 short sword, +1 dagger, +2 mithral chain shirt, *gloves of dexterity +4*, *ring of blinking*, *amulet of proof against detection and location*.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr5; Male Flan Human: CR 5; Medium Humanoid (5' 10" tall); HD 5d10 + 10; hp 44; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +5; Grp +8; Atk +10 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +8 (1d4 + 3, dagger, 19-20) or Atk ranged +6 (1d4 + 3, dagger, 19-20); Full Atk +10 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +8 (1d4 + 3, dagger, 19-20) or Atk ranged +6 (1d4 + 3, dagger, 19-20); AL CN; SV Fort +6, Ref +2, Will +1; Str 17, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +11, Handle Animal +7, Intimidate +7, Ride +9; Combat Expertise, Cleve, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, dagger x3, full plate, steel shield.

Arthan Enstal: Rog5/Spymaster*6; Male Flan Human: CR 11; Medium Humanoid (5' 11" tall); HD 11d6 + 22; hp 68; Init +10; Spd 30 ft; AC 22, touch 16, flat-footed 16 (+6 for +2 *mithral chain shirt*, +6 dexterity); Base Atk +7; Grp +7; Atk +14 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +14 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +14 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +14/+9 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +14/+9 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +14/+9 (1d4 + 1, +1 *dagger*, 19-20); SA sneak attack +5d6; SQ cover identity*, dispel scrying*, evasion, magic aura*, quick change*, scrying defense*, slippery mind*, trapfinding, trap sense +1, uncanny dodge, undetectable alignment*; AL CN; SV Fort +5, Ref +15, Will +3; Str 10, Dex 23, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +16, Disguise +16, Escape Artist +20; Forgery +16, Gather Information +16, Hide +20, Move Silently +20, Sense Motive +14, Spot +14, Tumble +20; Armor Proficiency (heavy), Dodge, Improved Initiative, Skill Focus(Bluff), Weapon Finesse.

Possessions: +1 *short sword*, +1 *dagger*, +2 *mithral chain shirt*, *gloves of dexterity* +4, *ring of blinking*.

* see Appendix Two: New Rules Item

Belile: Brd7/Virtuoso*2; Male Flan Human: CR 9; Medium Humanoid (5' 6" tall); HD 9d6 + 9; hp 55; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 13 (+3 for +1 *leather armor*, +1 buckler, +2 dexterity); Base Atk +6; Grp +6; Atk +7 melee (1d6 +1, *songblade**; 19-20); Full Atk +7/+2 melee (1d6 +1, *songblade**; 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +2, suggestion, virtuoso performance (persuasive song)*; AL CN; SV Fort +5, Ref +7, Will +9; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 18.

Skills and Feats: Bluff +16, Concentration +13, Diplomacy +16, Escape Artist +14, Intimidate +11, Perform (Oratory) +21, Tumble +14; Combat Casting, Dodge, Great Fortitude, Skill Focus (Perform (Oratory)), Subsonics*.

Spells Known (3/4/4/2; Save DC = 14 + Spell Level) 0th – [*Detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*]; 1st – [*Cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*]; 2nd – [*Calm emotions*, *cure moderate wounds*, *glitterdust*, *mirror image*]; 3rd – [*Confusion*, *cure serious wounds*, *haste*];

Possessions: *Songblade**, +1 *leather armor*, buckler.

* see Appendix Two: New Rules Item

APL 10

Encounter Three

Arthan Enstal: Rog6/Spymaster*7; Male Flan Human: CR 13; Medium Humanoid (5' 11" tall); HD 13d6 + 26; hp 80; Init +11; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +9; Grp +9; Atk +9 melee (1d8, longsword, 19-20) or Atk +17 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +17 (1d4 + 1, +1 dagger, 19-20); Full Atk +9/+4 melee (1d8, longsword, 19-20) Atk +17/+12 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +17/+12 (1d4 + 1, +1 dagger, 19-20); SA sneak attack +5d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, magic aura*, quick change*, scrying defense*, slippery mind, trapfinding, trap sense +2, uncanny dodge, undetectable alignment*; AL CN; SV Fort +6, Ref +17, Will +4; Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +21, Diplomacy +18, Disguise +18, Escape Artist +23; Forgery +18, Gather Information +18, Hide +23, Move Silently +23, Sense Motive +16, Spot +16, Tumble +23; Armor Proficiency (heavy), Dodge, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: longsword, +1 dagger, full plate, steel shield, *gloves of dexterity* +4, *ring of blinking*.

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog10; Male Flan Human: CR 10; Medium Humanoid (5' 9" tall); HD 10d6 + 10; hp 52; Init +8; Spd 30 ft; AC 20, touch 16, flat-footed 16 (+4 for chain shirt, +2 for +2 *ring of protection*, +4 dexterity); Base Atk +7; Grp +7; Atk +12 melee (1d6, masterwork short sword, 19-20) or Atk +11 melee (1d4, dagger, 19-20) or Atk +11 ranged (1d4, dagger, 19-20); Full Atk +12/+7 melee (1d6, masterwork short sword, 19-20) or Atk +11/+6 melee (1d4, dagger, 19-20) or Atk +11/+6 ranged (1d4, dagger, 19-20); SA crippling strike, sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +4, Ref +11, Will +3; Str 10, Dex 18, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +14, Balance +17, Climb +13, Disable Device +14, Escape Artist +17, Hide +17, Move Silently +17, Search +14, Slight of Hand +17, Tumble +17; Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword, dagger x3, chain shirt, +2 *ring of protection*.

Encounter Six

Jelemanar: Rog8/Thief-Acrobat*5; Male Flan Human: CR 13; Medium Humanoid (5' 8" tall); HD 13d6 + 26; hp 80; Init +11; Spd 30 ft; AC 24, touch 18, flat-footed 16 (+6 for +2 *Mithral Chain Shirt*, +2 for agile fighting bonus, +6 dexterity); Base Atk +9; Grp +9; Atk +17 melee (1d6 + 1, +1 short sword, 19-20) or Atk +17 melee (1d4 + 1, +1 dagger, 19-20) or Atk +17 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +17/+12 melee (1d6 + 1, +1 short sword, 19-20) or Atk +17/+12 melee (1d4 + 1, +1 dagger, 19-20) or Atk +17/+12 ranged (1d4 + 1, +1 dagger, 19-20); SA acrobatic charge*, sneak attack +4d6; SQ agile fighting +2/+3*, defensive roll 2/day*, evasion, fast acrobatics*, improved evasion*, improved uncanny dodge, kip up*, skill mastery*, slow fall 30 ft. *, steady stance*, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +5, Ref +17, Will +3; Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +21, Bluff +20, Climb +16, Escape Artist +21; Forgery +13, Gather Information +15, Hide +21, Jump +16, Move Silently +21, Spot +16, Tumble +21; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Mobility, Weapon Finesse.

Possessions: +1 short sword, +1 dagger, +2 *mithral chain shirt*, *cloak of charisma* +4, *gloves of dexterity* +4, *ring of blinking*, *amulet of proof against detection and location*.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr7; Male Flan Human: CR 7; Medium Humanoid (5' 10" tall); HD 7d10 + 14; hp 60; Init +1; Spd 20 ft; AC 22, touch 12, flat-footed 21 (+8 for full plate, +2 for heavy steel shield, +1 for *ring of protection* +1, +1 dexterity); Base Atk +7; Grp +10; Atk +12 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +10 (1d4 + 3, dagger, 19-20) or Atk ranged +8 (1d4 + 3, dagger, 19-20); Full Atk +12/+7 melee (1d8 + 3, masterwork longsword, 19-20) or Atk melee +10/+5 (1d4 + 3, dagger, 19-20) or Atk ranged +8/+3 (1d4 + 3, dagger, 19-20); AL CN; SV Fort +7, Ref +3, Will +2; Str 17, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Intimidate +9, Ride +11; Combat Expertise, Cleve, Diehard, Endurance, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, dagger x3, full plate, steel shield, *ring of protection* +1.

Arthan Enstal: Rog6/Spymaster*7; Male Flan Human: CR 11; Medium Humanoid (5' 11" tall); HD 13d6 + 26;

hp 80; Init +11; Spd 30 ft; AC 22, touch 16, flat-footed 16 (+6 for +2 *mithral chain shirt*, +6 dexterity); Base Atk +9; Grp +9; Atk +17 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +17 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +17 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +17/+12 melee (1d6 + 1, +1 *short sword*, 19-20) or Atk +17/+12 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +17/+12 (1d4 + 1, +1 *dagger*, 19-20); SA sneak attack +5d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, magic aura*, quick change*, scrying defense*, slippery mind*, trapfinding, trap sense +2, uncanny dodge, undetectable alignment*; AL CN; SV Fort +6, Ref +17, Will +4; Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +21, Diplomacy +18, Disguise +18, Escape Artist +23; Forgery +18, Gather Information +18, Hide +23, Move Silently +23, Sense Motive +16, Spot +16, Tumble +23; Armor Proficiency (heavy), Dodge, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: +1 *short sword*, +1 *dagger*, +2 *mithral chain shirt*, *gloves of dexterity* +4, *ring of blinking*.

* see Appendix Two: New Rules Item

Belile: Brd7/Virtuoso*4; Male Flan Human: CR 11; Medium Humanoid (5' 6" tall); HD 11d6 + 11; hp 65; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15 (+3 for +1 *leather armor*, +2 for +1 *buckler*, +2 dexterity); Base Atk +7; Grp +7; Atk +8 melee (1d6 +1, *songblade**, 19-20); Full Atk +8/+3 melee (1d6 +1, *songblade**, 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +2, suggestion, virtuoso performance (persuasive song)*, virtuoso performance (sustaining song)*; AL CN; SV Fort +4, Ref +8, Will +10; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 22.

Skills and Feats: Bluff +20, Concentration +15, Diplomacy +20, Escape Artist +16, Intimidate +13, Perform (Oratory) +25, Tumble +16; Combat Casting, Dodge, Great Fortitude, Skill Focus (Perform (Oratory)), Subsonics*.

Spells Known (3/4/4/3/1; Save DC = 16 + Spell Level) 0th – [*Detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*]; 1st – [*Cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*]; 2nd – [*Calm emotions*, *cure moderate wounds*, *glitterdust*, *mirror image*]; 3rd – [*Confusion*, *cure serious wounds*, *haste*, *summon monster III*]; 4th – [*Cure critical wounds*, *dominate person*].

Possessions: *Songblade**, +1 *leather armor*, +1 *buckler*, *cloak of charisma* +4.

* see Appendix Two: New Rules Item

APL 12

Encounter Three

Arthan Enstal: Rog8/Spymaster*7; Male Flan Human: CR 15; Medium Humanoid (5' 11" tall); HD 15d6 + 30; hp 92; Init +11; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +11; Grp +11; Atk +11 melee (1d8, longsword, 19-20) or Atk +19 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +19 (1d4 + 1, +1 dagger, 19-20); Full Atk +11/+6/+1 melee (1d8, longsword, 19-20) Atk +19/+14/+9 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +19/+14/+9 (1d4 + 1, +1 dagger, 19-20); SA sneak attack +6d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, improved uncanny dodge, magic aura*, quick change*, scrying defense*, slippery mind, trapfinding, trap sense +2, uncanny dodge, undetectable alignment*; AL CN; SV Fort +6, Ref +18, Will +4; Str 10, Dex 24, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +23, Diplomacy +20, Disguise +20, Escape Artist +25; Forgery +21, Gather Information +20, Hide +25, Listen +18, Move Silently +25, Sense Motive +18, Spot +18, Tumble +25; Armor Proficiency (heavy), Dodge, Elusive Target*, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: longsword, +1 dagger, full plate, steel shield, *gloves of dexterity +4*, *ring of blinking*, *gem of seeing*.

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog12; Male Flan Human: CR 12; Medium Humanoid (5' 9" tall); HD 12d6 + 12; hp 62; Init +8; Spd 30 ft; AC 20, touch 16, flat-footed 16 (+4 for chain shirt, +2 for +2 *ring of protection*, +4 dexterity); Base Atk +9; Grp +9; Atk +14 melee (1d6 +1, +1 *short sword*, 19-20) or Atk +13 melee (1d4, dagger, 19-20) or Atk +13 ranged (1d4, dagger, 19-20); Full Atk +14/+9 melee (1d6 +1, +1 *short sword*, 19-20) or Atk +13/+8 melee (1d4, dagger, 19-20) or Atk +13/+8 ranged (1d4, dagger, 19-20); SA crippling strike, sneak attack +6d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +4, uncanny dodge; AL CN; SV Fort +5, Ref +12, Will +4; Str 10, Dex 19, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +16, Balance +19, Climb +15, Disable Device +16, Escape Artist +19, Hide +19, Move Silently +19, Search +16, Slight of Hand +19, Tumble +19; Combat Reflexes, Dodge, Improved Disarm, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 *short sword*, dagger x3, chain shirt, +2 *ring of protection*.

Encounter Six

Jelemanar: Rog10/Thief-Acrobat*5; Male Flan Human: CR 15; Medium Humanoid (5' 8" tall); HD 15d6 + 30; hp 92; Init +11; Spd 30 ft; AC 24, touch 18, flat-footed 16 (+6 for +2 *Mithral Chain Shirt*, +2 for agile fighting bonus, +6 dexterity); Base Atk +10; Grp +10; Atk +18 melee (1d6 + 1 + 1d6 electrical, +1 *shocking short sword*, 19-20) or Atk +18 melee (1d4 +1, +1 dagger, 19-20) or Atk +18 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +18/+13 melee (1d6 + 1 + 1d6 electrical, +1 *shocking short sword*, 19-20) or Atk +18/+13 melee (1d4 +1, +1 dagger, 19-20) or Atk +18/+13 ranged (1d4 + 1, +1 dagger, 19-20); SA acrobatic charge*, sneak attack +5d6; SQ agile fighting +2/+3*, defensive roll 2/day*, evasion, improved evasion, fast acrobatics*, improved evasion*, improved uncanny dodge, kip up*, skill mastery*, slow fall 30 ft.*, steady stance*, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +6, Ref +18, Will +4; Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +23, Bluff +22, Climb +18, Escape Artist +23; Forgery +15, Gather Information +17, Hide +23, Jump +18, Move Silently +23, Spot +18, Tumble +23; Combat Expertise, Dodge*, Elusive Target, Improved Feint, Improved Initiative, Mobility, Weapon Finesse.

Possessions: +1 *shocking short sword*, +1 dagger, +2 *mithral chain shirt*, *cloak of charisma +4*, *gloves of dexterity +4*, *ring of blinking*, *amulet of proof against detection and location*, *gem of seeing*.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr9; Male Flan Human: CR 9; Medium Humanoid (5' 10" tall); HD 9d10 + 18; hp 76; Init +1; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+8 for full plate, +2 for heavy steel shield, +1 for *ring of protection* +3, +1 dexterity); Base Atk +9; Grp +13; Atk +16 melee (1d8 + 7, +1 *longsword*, 19-20) or Atk melee +13 (1d4 + 4, dagger, 19-20) or Atk ranged +10 (1d4 + 4, dagger, 19-20); Full Atk +16/+11 melee (1d8 + 7, +1 *longsword*, 19-20) or Atk melee +13/+8 (1d4 + 4, dagger, 19-20) or Atk ranged +10/+5 (1d4 + 4, dagger, 19-20); AL CN; SV Fort +8, Ref +4, Will +3; Str 18, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +15, Handle Animal +11, Intimidate +11, Ride +13; Combat Expertise, Cleve,

Diehard, Endurance, Greater Weapon Focus (Longsword), Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, dagger x3, full plate, steel shield, *ring of protection* +3.

Arthan Enstal: Rog8/Spymaster*7; Male Flan Human: CR 15; Medium Humanoid (5' 11" tall); HD 15d6 + 30; hp 92; Init +11; Spd 30 ft; AC 22, touch 16, flat-footed 16 (+6 for +2 *mithral chain shirt*, +6 dexterity); Base Atk +11; Grp +11; Atk +19 melee (1d6 + 1 + 1d6 electricity, +1 *shocking short sword*, 19-20) or Atk +19 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +19 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +19/+14/+9 melee (1d6 + 1 + 1d6 electricity, +1 *shocking short sword*, 19-20) or Atk +19/+14/+9 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +19/+14/+9 (1d4 + 1, +1 *dagger*, 19-20); SA sneak attack +6d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, improved uncanny dodge, magic aura*, quick change*, scrying defense*, slippery mind*, trapfinding, trap sense +2, uncanny dodge, undetectable alignment*; AL CN; SV Fort +6, Ref +18, Will +4; Str 10, Dex 24, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +23, Diplomacy +20, Disguise +20, Escape Artist +25; Forgery +20, Gather Information +20, Hide +25, Listen +18, Move Silently +25, Sense Motive +18, Spot +18, Tumble +25; Armor Proficiency (heavy), Dodge, Elusive Target*, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: +1 *shocking short sword*, +1 *dagger*, +2 *mithral chain shirt*, *gloves of dexterity* +4, *ring of blinking*, *gem of seeing*.

* see Appendix Two: New Rules Item

Belile: Brd7/Virtuoso*6; Male Flan Human: CR 13; Medium Humanoid (5' 6" tall); HD 13d6 + 13; hp 75; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15 (+3 for +1 *leather armor*, +2 for +1 *buckler*, +2 dexterity); Base Atk +8; Grp +8; Atk +9 melee (1d6 +1, *songblade**, 19-20); Full Atk +9/+4 melee (1d6 +1, *songblade**, 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +2, suggestion, virtuoso performance (jarring song)*, virtuoso performance (persuasive song)*, virtuoso performance (sustaining song)*; AL CN; SV Fort +5, Ref +9, Will +11; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 23.

Skills and Feats: Bluff +22, Concentration +17, Diplomacy +22, Escape Artist +18, Intimidate +15, Perform (Oratory) +27, Tumble +18; Combat Casting, Dodge, Extra Music, Great Fortitude, Skill Focus (Perform (Oratory)), Subsonics*.

Spells Known (3/4/4/4/3; Save DC = 16 + Spell Level) 0th – *detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*, 1st – *cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*; 2nd – *calm emotions*, *cure moderate wounds*, *glitterdust*, *mirror image*; 3rd – *confusion*, *cure serious wounds*, *haste*, *summon monster iii*; 4th – *cure critical wounds*, *dominate person*, *freedom of movement*.

Possessions: *Songblade*, +1 *leather armor*, +1 *buckler*, *cloak of charisma* +4.

* see Appendix Two: New Rules Item

APL 14

Encounter Three

Arthan Enstal: Rog10/Spymaster*7; Male Flan Human: CR 17; Medium Humanoid (5' 11" tall); HD 17d6 + 34; hp 104; Init +11; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 for full plate, +2 for heavy steel shield, +1 dexterity); Base Atk +12; Grp +12; Atk +12 melee (1d8, longsword, 19-20) or Atk +20 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +20 (1d4 + 1, +1 dagger, 19-20); Full Atk +12/+7/+2 melee (1d8, longsword, 19-20) Atk +20/+15/+10 melee (1d4 + 1, +1 dagger, 19-20) or Atk ranged +20/+15/+10 (1d4 + 1, +1 dagger, 19-20); SA crippling strike, sneak attack +7d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, improved uncanny dodge, magic aura*, quick change*, scrying defense*, slippery mind, trapfinding, trap sense +3, uncanny dodge, undetectable alignment*; AL CN; SV Fort +7, Ref +19, Will +5; Str 10, Dex 25, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +25, Diplomacy +22, Disguise +22, Escape Artist +27; Forgery +23, Gather Information +22, Hide +27, Listen +20, Move Silently +27, Sense Motive +20, Spot +20, Tumble +27; Armor Proficiency (heavy), Dodge, Elusive Target*, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: longsword, +1 dagger, full plate, steel shield, *gloves of dexterity +4*, *ring of blinking*, *gem of seeing*.

* see Appendix Two: New Rules Item

Encounter Four

Alliance Thugs: Rog14; Male Flan Human: CR 14; Medium Humanoid (5' 9" tall); HD 14d6 + 14; hp 72; Init +8; Spd 30 ft; AC 21, touch 16, flat-footed 17 (+5 for +1 chain shirt, +2 for +2 ring of protection, +4 dexterity); Base Atk +10; Grp +10; Atk +15 melee (1d6 +1, +1 short sword, 19-20) or Atk +14 melee (1d4, dagger, 19-20) or Atk +14 ranged (1d4, dagger, 19-20); Full Atk +15/+10 melee (1d6 +1, +1 short sword, 19-20) or Atk +14/+9 melee (1d4, dagger, 19-20) or Atk +14/+9 ranged (1d4, dagger, 19-20); SA crippling strike, sneak attack +7d6; SQ evasion, improved evasion, improved uncanny dodge, trapfinding, trap sense +4, uncanny dodge; AL CN; SV Fort +5, Ref +13, Will +4; Str 10, Dex 19, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +18, Balance +21, Climb +17, Disable Device +18, Escape Artist +21, Hide +21, Move Silently +21, Search +18, Slight of Hand +21, Tumble +21; Combat Reflexes, Dodge, Improved

Disarm, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 short sword, dagger x3, +1 chain shirt, +2 ring of protection.

Encounter Six

Jelemanar: Rog12/Thief-Acrobat*5; Male Flan Human: CR 17; Medium Humanoid (5' 8" tall); HD 17d6 + 34; hp 104; Init +11; Spd 30 ft; AC 25, touch 18, flat-footed 17 (+7 for +3 Mithral Chain Shirt, +2 for agile fighting bonus, +6 dexterity); Base Atk +12; Grp +12; Atk +20 melee (1d6 + 1 + 1d6 electrical + 1d6 fire, +1 flaming shocking short sword, 19-20) or Atk +20 melee (1d4 + 1, +1 dagger, 19-20) or Atk +20 ranged (1d4 + 1, +1 dagger, 19-20); Full Atk +20/+15/+10 melee (1d6 + 1 + 1d6 electrical + 1d6 fire, +1 flaming shocking short sword, 19-20) or Atk +20/+15/+10 melee (1d4 + 1, +1 dagger, 19-20) or Atk +20/+15/+10 ranged (1d4 + 1, +1 dagger, 19-20); SA acrobatic charge*, sneak attack +6d6; SQ agile fighting +2/+3*, defensive roll 2/day*, evasion, improved evasion, fast acrobatics*, improved evasion*, improved uncanny dodge, kip up*, skill mastery*, slow fall 30 ft.*, steady stance*, trapfinding, trap sense +4, uncanny dodge; AL CN; SV Fort +7, Ref +19, Will +5; Str 10, Dex 25, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +25, Bluff +24, Climb +20, Escape Artist +25; Forgery +17, Gather Information +19, Hide +25, Jump +20, Move Silently +25, Spot +20, Tumble +25; Combat Expertise, Dodge, Elusive Target*, Improved Feint, Improved Initiative, Mobility, Weapon Finesse.

Possessions: +1 flaming shocking short sword, +1 dagger, +3 mithral chain shirt, *cloak of charisma +4*, *gloves of dexterity +4*, *ring of blinking*, *amulet of proof against detection and location*, *gem of seeing*.

* see Appendix Two: New Rules Item

Encounter Eight

Alliance Guards: Ftr11; Male Flan Human: CR 11; Medium Humanoid (5' 10" tall); HD 11d10 + 22; hp 92; Init +1; Spd 20 ft; AC 24, touch 12, flat-footed 23 (+8 for full plate, +2 for heavy steel shield, +1 for ring of protection +3, +1 dexterity); Base Atk +11; Grp +17; Atk +20 melee (1d8 + 9, +1 longsword, 19-20) or Atk melee +17 (1d4 + 6, dagger, 19-20) or Atk ranged +12 (1d4 + 6, dagger, 19-20); Full Atk +20/+15/+10 melee (1d8 + 9, +1 longsword, 19-20) or Atk melee +17/+12/+7 (1d4 + 6, dagger, 19-20) or Atk ranged +12/+7/+2 (1d4 + 6,

dagger, 19-20); AL CN; SV Fort +9, Ref +4, Will +3; Str 18, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +17, Handle Animal +13, Intimidate +13, Ride +15; Blind-Fighting, Combat Expertise, Cleve, Diehard, Endurance, Greater Weapon Focus (Longsword), Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, dagger x3, full plate, steel shield, *ring of protection* +3, *belt of giant's strength* +4.

Arthan Enstal: Rog10/Spymaster*7; Male Flan Human: CR 17; Medium Humanoid (5' 11" tall); HD 17d6 + 34; hp 104; Init +11; Spd 30 ft; AC 23, touch 16, flat-footed 16 (+7 for +3 *mithral chain shirt*, +6 dexterity); Base Atk +12; Grp +12; Atk +20 melee (1d6 + 1 + 1d6 electricity + 1d6 fire, +1 *flaming shocking short sword*, 19-20) or Atk +20 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +20 (1d4 + 1, +1 *dagger*, 19-20); Full Atk +20/+15/+10 melee (1d6 + 1 + 1d6 electricity + 1d6 fire, +1 *flaming shocking short sword*, 19-20) or Atk +20/+15/+10 melee (1d4 + 1, +1 *dagger*, 19-20) or Atk ranged +20/+15/+10 (1d4 + 1, +1 *dagger*, 19-20); SA crippling strike, sneak attack +7d6; SQ cover identity*, deep cover*, dispel scrying*, evasion, improved uncanny dodge, magic aura*, quick change*, scrying defense*, slippery mind*, trapfinding, trap sense +3, uncanny dodge, undetectable alignment*; AL CN; SV Fort +7, Ref +19, Will +5; Str 10, Dex 25, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +25, Diplomacy +22, Disguise +22, Escape Artist +27; Forgery +22, Gather Information +22, Hide +27, Listen +20, Move Silently +27, Sense Motive +20, Spot +20, Tumble +27; Armor Proficiency (heavy), Dodge, Elusive Target*, Improved Initiative, Mobility, Skill Focus(Bluff), Weapon Finesse.

Possessions: +1 *flaming shocking short sword*, +1 *dagger*, +3 *mithral chain shirt*, *gloves of dexterity* +4, *ring of blinking*, *gem of seeing*.

* see Appendix Two: New Rules Item

Belile: Brd7/Virtuoso*8; Male Flan Human: CR 15; Medium Humanoid (5' 6" tall); HD 15d6 + 15; hp 85; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15 (+3 for +1 *leather armor*, +2 for +1 *buckler*, +2 dexterity); Base Atk +9; Grp +9; Atk +10 melee (1d6 +1, *songblade**, 19-20); Full Atk +10/+5 melee (1d8 +1, *songblade**, 19-20); SQ bardic music bardic knowledge, countersong, fascinate, inspire competence, inspire courage +3, suggestion, virtuoso performance (jarring song)*, virtuoso performance (persuasive song)*, virtuoso performance (song of fury)*, virtuoso performance

(sustaining song)*; AL CN; SV Fort +5, Ref +9, Will +12; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 23.

Skills and Feats: Bluff +23, Concentration +19, Diplomacy +24, Escape Artist +20, Intimidate +17, Perform (Oratory) +29, Tumble +20; Combat Casting, Dodge, Extra Music, Great Fortitude, Skill Focus (Perform (Oratory)), Spell Penetration, Subsonics*.

Spells Known (4/4/4/4/4/2; Save DC = 16 + Spell Level) 0th – *detect magic*, *light*, *message*, *read magic*, *resistance*, *summon instrument*; 1st – *cure light wounds*, *grease*, *summon monster I*, *Tasha's hideous laughter*; 2nd – *calm emotions*, *cure moderate wounds*, *glitterdust*, *mirror image*; 3rd – *confusion*, *cure serious wounds*, *haste*, *summon monster iii*; 4th – *cure critical wounds*, *dominate person*, *freedom of movement*, *greater invisibility*; 5th – *greater dispel magic*, *greater heroism*, *summon monster V*.

Possessions: *Songblade*, +1 *leather armor*, +1 *buckler*, *cloak of charisma* +4.

* see Appendix Two: New Rules Item

Appendix 2: New Rules Items

Divine Sacrifice as presented in *Complete Divine*

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage. For example, an 8th-level paladin can cast this spell with a duration of 4 rounds. If she sacrifices 10 hit points a round and hits every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

Elusive Target [Tactical] as presented in the *Complete Warrior*

Prerequisites: Base Attack Bonus +6, Dodge, Mobility.

Benefit: 1. Negate Power Attack: If the target of your Dodge feat uses Power Attack against you, that target gains no bonus to damage, but still takes an attack penalty.

2. Diverting Defense: Target 1 enemy flanking you with your Dodge feat. The first attack of that round from that attacker instead targets the other flanking enemy, who is considered flat-footed for this attack. Any other attacks that round are as normal.

3. Cause Overreach: If an attack of opportunity caused by your movement misses you, make a free trip attack on that enemy. The enemy may not try to trip you if you fail.

Songblade as presented in *Complete Adventurer*

Every move made with this +1 rapier fills the air with sweet sounds. While holding a *songblade* unsheathed, the sword's wielder gets a +2 enhancement bonus on perform checks. A bard wielding a *songblade* can use her bardic music abilities one additional time per day. The blade is scored in a beautiful, intricate pattern, and as air moves across this magical etching generates the

music of a *songblade*. The blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.

Moderate transmutation; CL 8th, Craft Magic Arms and Armor, *sculpt sound*, creator must have bardic music class feature; Price 6,400 gp; Cost 3,360 gp + 243 XP.

Subsonics [General] as presented in *Complete Adventurer*

Your music can affect even those who do not consciously hear it.

Prerequisites: Perform(any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within the range of your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Spymaster as presented in *Complete Adventurer*

Some adventurers glory in their reputations – the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away for public scrutiny. To ally suspicions, she often maintains a cover identity by pretending to be a member of some other class – typically the one in which she began her career.

Spymasters are rarely popular, but so long as nation distrusts nation there will be work for those who can gather information that others wish to keep hidden. Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations. This set of circumstances, plus the secrecy inherent in the profession of spymaster and its high mortality rate, makes it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for sneakiness. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings. However, a character of any class may become a spymaster – the more unlikely the combination may seem, the better the cover it provides. Some wizards and sorcerers use their spell ability as a cover for

subterfuge, and some barbarians are far more subtle than it seems. Spymasters can be of any alignment. They range from self-serving information brokers who sell their information to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for a spymaster to keep her personal emotions distinct from her professional attachments. She must be ready to liquidate someone she has come to like without a moments thought if so ordered. Betrayal is her business, and her loyalty is always to her mission, not to the people she encounters while carrying it out.

Occasionally, a spymaster may find it expedient to infiltrate an adventuring party heading for an area where her real mission lies. In such a case, she behaves in always a loyal party member until her goals and those of her companions diverge.

Adaptation: Nearly undetectable and constantly covering their tracks, spymasters are easily included in a campaign as single NPCs or villains. Spymasters work best on their own or with a small group of adventuring companions of other classes, so incorporating them into a campaign doesn't usually involve creating spymaster-specific organizations. Rather, spymasters serve as the eyes and ears of many organizations. Several of these organizations described in Chapter 6 of this book might make use of one or more high-level spymasters to train other members, keep tabs on rival organizations, and undertake special missions not suitable for the talents of their regular members. Every kingdom has or wants many spymasters in its employ as possible, and many who have talent for such work find themselves carefully watched and encouraged by agents of the crown.

Hit Die: d6

Requirements

To qualify to become a spymaster, a character must fulfill the following criteria.

Skills: Bluff 8 ranks, Diplomacy 4 ranks, Disguise 8 ranks, Forgery 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks.

Feats: Skill Focus (Bluff).

Class Skills

The spymasters's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script(Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha),

Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Slight of Hand (Dex), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 8 + Int Modifier

Class Features

The following are class features of the spymaster prestige class.

Weapon and Armor Proficiency: Spymasters are proficient with all simple and martial weapons and with light and medium armor.

Cover Identity (Ex): A spymaster has one specific cover identity (such as "Murek, the tailor from Sumberton"). While operating in that identity, she gains +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

A spymaster can add an additional cover identity to her repertoire at 4th level and another at 7th level.

Should a spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster can add her class level to Will saves against divination (scrying) spells, as well as spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul's magic aura* at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

Sneak Attack (Ex): Beginning at 3rd level, a spymaster deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its dexterity bonus. This ability applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 at 6th level. See the rogue class feature, page 50 of the *Player's Handbook*. If a spymaster sneak attack bonus from another source (such as levels of rogue), the bonus on damage stack.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See rogue class feature, page 51 of the *Player's Handbook*.

Dispel Scrying (Su): At 5th level and higher, a spymaster can dispel a scrying sensor as casting a targeted *greater dispell magic*. Her caster level is equal to her class level +10. She can use this ability of times a day equal to 3 + her Intelligence modifier.

Deep Cover (Ex): At 7th level, a spymaster becomes able to quiet her mind and completely immerse herself in her cover identity. While she operates under deep cover divination spells detect information appropriate to her cover identity; they reveal nothing relating to her spymaster persona.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Cover Identity, undetectable alignment
2 nd	+1	+0	+3	+0	Quick change, scrying defense
3 rd	+2	+1	+3	+1	<i>Magic aura</i> , sneak attack +1d6
4 th	+3	+1	+4	+1	Cover identity, slippery mind
5 th	+3	+1	+4	+1	Dispel scrying
6 th	+4	+2	+5	+2	Sneak attack +2d6
7 th	+5	+2	+5	+2	Cover identity, deep cover

Thief-Acrobat as presented in *Complete Adventurer*

A thief-acrobat excels in getting in and getting out. If every street-level entrance to the Jewelers' Guildhouse is locked and well guarded, a thief-acrobat simply jumps atop the building from the roof of a nearby inn, throws a grappling hook to the highest minaret, runs up the attached rope to a shuddered window, and quickly picks the lock. Should a thief-acrobat's escape go awry once she has the goods, her gymnastic combat style keeps her out of harms way.

Most thief-acrobats are rogues who worked their way up through the ranks of the local thieves' guild before learning the second-story trade from more experienced burglars. Characters of other classes – particularly

barbarians and illusionists – often find that the acrobatics and climbing skills of the thief-acrobat class complement their abilities nicely.

Adventuring parties often encounter an NPC thief-acrobat in the middle of committing a crime. Sometimes, however, thief-acrobats hire adventurers to help them with particularly dangerous capers, or even create diversions while they work.

Adaptation: Guilds of thieves large and small could have an elite cadre of cat burglars and second-story people. Changing the class's name slightly can have a great impact on how the prestige class is perceived in your game. Despite its name, members of the thief-acrobat class might have nothing to do with thievery. Labeling the class "adventuring acrobat" or something

similar gives the class a reason to exist that has little to do with high-level burglaries.

Hit Die: d6.

Requirements

To qualify to become a thief-acrobat, a character must fulfill the following criteria.

Skills: Balance 8 ranks, Climb 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Special: Evasion class feature

Class Skills

The thief-acrobat's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex) and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 6 + Int Modifier

Class Features

The following are class features of the thief-acrobat prestige class.

Weapon and Armor Proficiency: Thief-acrobats are proficient with all simple weapons.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her normal speed. She can climb at half her speed as a move action without taking the -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking her normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat stays stable on her feet when others have difficulty standing. She is not considered flat footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armor Class. While fighting defensively or using total

defense, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3 respectively).

In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attacks rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance of falls by 30 feet. See monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): Starting at 3rd level, a thief-acrobat can charge in situations where others cannot. She can charge over difficult terrain that normally slows movement or through allies blocking her path. This ability enables her to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to her target. Depending on the circumstance, she may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, one per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. See the rogue class feature, page 51 of the *Player's Handbook*.

At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery (Ex): At 4th level, a thief-acrobat has become so confident in the use of certain skills that she can use them reliably even under adverse conditions. When making Balance, Climb, Jump, or Tumble checks she can take 10 even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): A 5th-level thief-acrobat can avoid damage from certain attacks with a successful Reflex save and only takes half damage on a failed save. See the monk class feature, page 42 of the *Player's Handbook*.

Class	Base	Fort	Ref	Will	Special
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Level	Attack Bonus	Save	Save	Save	
1 st	+0	+0	+2	+0	Fast acrobatics, kip up, steady stance
2 nd	+1	+0	+3	+0	Agile fighting +1/+2, slow fall 20 ft.
3 rd	+2	+1	+3	+1	Acrobatic charge, defensive roll 1/day
4 th	+3	+1	+4	+1	Agile fighting +2/+3, skill mastery, slow fall 30 ft.
5 th	+3	+1	+4	+1	Defensive roll 2/day, improved evasion

Virtuoso as presented in *Complete Adventurer*

The roar of the crowd, the praise of spectators after a truly great performance, the showers of gifts from attractive admirers – why would anyone trade all that for sleeping in the woods or poking around in smelly old dungeons? The virtuoso leaves creeping down dark corridors and matching wits against deadly traps to others. His place is on the stage, surrounded by adoring fans. Fortunately for him, every place he goes becomes a stage, and so long as there's anyone around to impress, he's in the spotlight.

The typical virtuoso is outgoing, charismatic, and gregarious. He loves to be around people and is quick to win friends with his charming manner. Some might call him a temperamental egomaniac, yet everyone feels a little better in his presence. Many virtuosos are musicians; others accomplished dancers or actors. Still others choose to specialize in obscure and unusual forms of entertainment, such as stage magic or juggling.

Bards are most often drawn to this prestige class, although multiclass rogue/sorcerers or rogue/clerics can also excel in it. Bards tend to perform as musicians or actors, rogues as dancers or slight-of-hand artists, sorcerers as stage magicians, and clerics as orators. Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other outlets for their extroverted tendencies.

Since entertainers are often on the road, an NPC virtuoso can be encountered anywhere, incorporating as much adventuring into his journeys as he wishes. Because of his talent for winning admirers, he usually remains above suspicion should anything underhanded take place in the town he is visiting on tour.

Adaptation: The virtuoso prestige class can play many different roles in a campaign. In one world, members of a specific bardic college might all be members of the class. In another, virtuosos might be dedicated to magic, not music.

Hit Die: d6

Requirements

To qualify to become a virtuoso, a character must fulfill the following criteria.

Skills: Diplomacy 4 ranks, Intimidate 4 ranks, Perform (any) 10 ranks.

Special: Arcane caster level 1st.

Class Skills

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

Skill Points at Each Level: 6 + Int Modifier

Class Features

All of the following are class features of the virtuoso prestige class.

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

Bardic Music: Virtuoso levels stack with bard levels for the purpose of determining the virtuoso's daily uses of his bardic music abilities (if any) and the value of the bonus granted by inspire courage (if the virtuoso has that bardic music ability). For example, a 10th-level bard/4th-level virtuoso could use bardic music fourteen times a day, and his inspire courage ability would grant a +3 moral bonus on the appropriate rolls.

A virtuoso also gains the *fascinate* bardic music ability, if he doesn't already have it. He can use his performance to cause one or more creatures to become fascinated with him. See the bard class feature, page 29 of the *Player's Handbook*.

Virtuoso Performance (Ex): A virtuoso can use his Perform skill to create magical effects on those around him. He can use these abilities once per day per virtuoso level. He can use any form of performance as part of the ability. Although many of the names refer

to musical performances, a virtuoso isn't actually so limited – for example, an actor could perform a “sustaining soliloquy” or “sustaining dance” rather than sustaining song. Each ability requires both a minimum virtuoso level and a minimum number of ranks in any Perform skill to qualify. If a virtuoso does not have the required number of ranks in at least one Perform skill, he does not gain the virtuoso performance ability until he acquires the needed ranks.

Starting a virtuoso performance effect is a standard action. Some virtuoso performance abilities require concentration, which means that the virtuoso must take a standard action each round to maintain the ability. Unlike with bardic music virtuoso performance doesn't restrict a virtuoso's spellcasting or magic item activation. If a virtuoso's performance requires sound, a deaf virtuoso has a 20% chance to fail when attempting to use virtuoso performance. If he fails, the attempt still counts against his daily limit.

If a virtuoso has the bardic music class feature, he can spend two daily uses of bardic music to deliver a virtuoso performance.

Persuasive Song (Ex): A virtuoso with at least 11 ranks in a perform skill can deliver a performance that sways the attitude of his audience. Treat this as a Diplomacy check made to influence NPC attitudes (see pages 71-72 of the *Player's Handbook*), but replace the Diplomacy check with a perform check. Viewers must be within 30 feet of the virtuoso, be able to see him clearly, and be willingly paying attention to his actions. This ability requires at least 10 consecutive rounds of concentration to take effect, and it can affect a particular creature only once per day. Hostile audience members can't be influenced with this ability.

Sustaining Song (Su): A virtuoso of 3rd level or higher with at least 13 ranks in a Perform skill can sustain his dying allies, assisting their recovery. Each round that the song continues, all allies within 30 feet of automatically become stable (if dying) or regain 1 hit point (if stable and between -1 and -9 hit points). A sustaining song has no effect on enemies or on allies with 0 or more hit points. A virtuoso can keep up his sustaining song for 5 minutes. This is a mind affecting ability.

Jarring Song (Su): A virtuoso of 5th level or higher with at least 15 ranks in a perform skill can inhibit spellcasting. Any enemy trying to cast a spell during a jarring song must make a Concentration check with a DC equal to the virtuoso's Perform check to avoid losing the spell. A virtuoso can keep up his jarring song for 10 rounds.

Song of Fury (Su): A virtuoso of 7th level or higher with at least 17 ranks in a Perform skill can use his performance to turn allies into furious berserkers.

Each ally within 30 feet who can see and hear the virtuoso can choose to go into a rage on her turn. This functions identically to the barbarian's rage except that it ends automatically if the virtuoso stops performing. If the ally already has the ability to rage, she can choose to apply the full effect of her own rage, without spending one of her daily uses of rage. A virtuoso can't use song of fury on himself. This is a mind-affecting ability.

Mindbending Melody (Sp): A virtuoso 9th level or higher with at least 19 ranks in a Perform skill can dominate a humanoid that he has already fascinated. This ability functions like a *dominate person* spell with a caster level equal to the virtuoso's class level. The target can make a Will save (DC 10 + virtuoso's class level + virtuoso's Cha modifier) to negate the effect. A mindbending melody is a mind-affecting, language-dependent, enchantment (compulsion) ability.

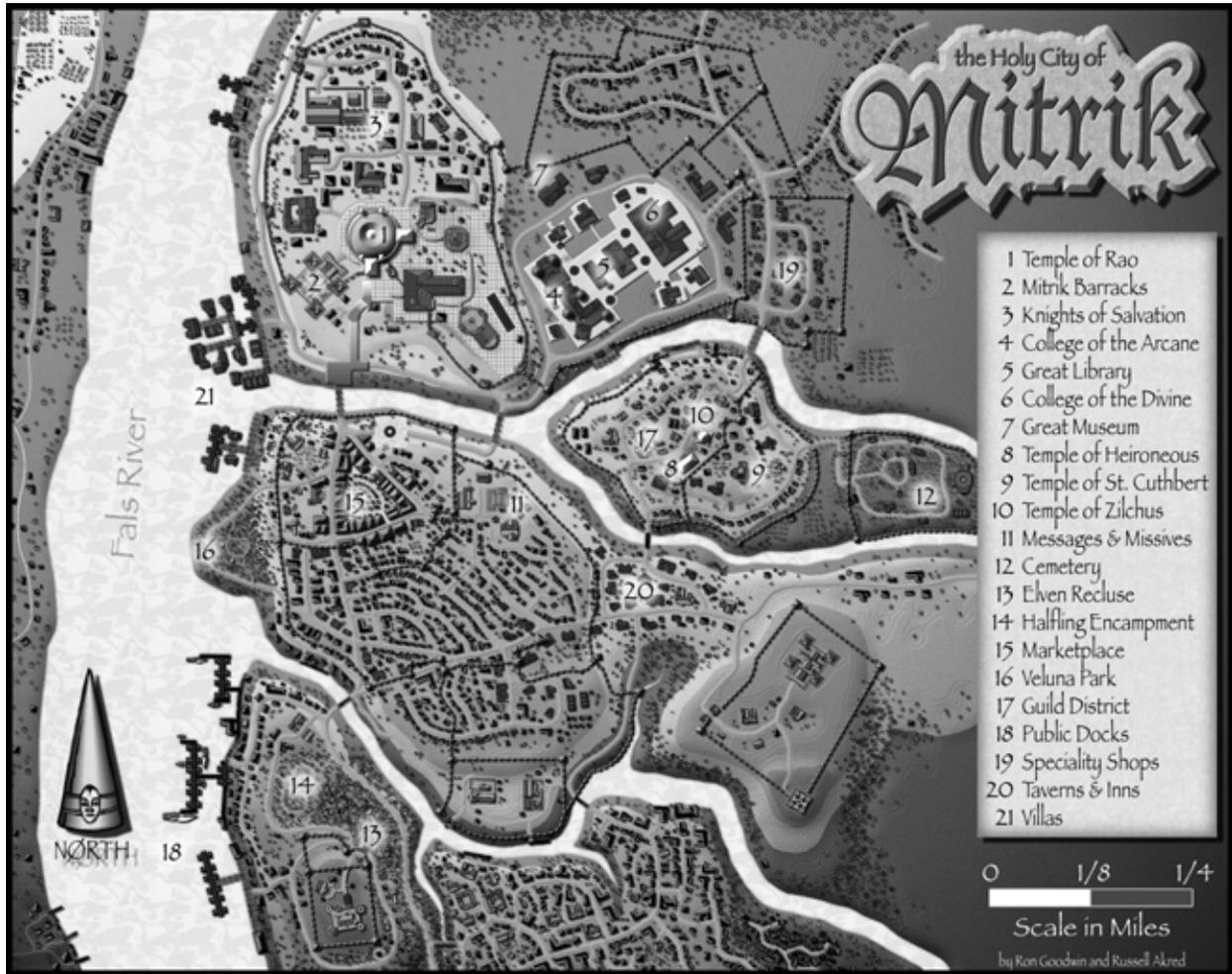
Revealing Melody (Su): A 10th-level virtuoso with at least 20 ranks in a Perform skill can use his performance to reveal all things as they actually are. All allies within 30 feet who can see and hear the virtuoso's performance are affected as if by a *true seeing* spell with a caster level equal to the virtuoso's class level. The effect lasts as long as the virtuoso performs.

Spells per Day/Spells Known: Beginning at 2nd level, a virtuoso gains new spells per day (and spells known, if applicable) as if he had gained a level in an arcane spell casting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If he has more than one arcane spellcasting class before becoming a virtuoso, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Bardic music (<i>fascinate</i>), virtuoso performance (persuasive song)	
2 nd	+1	+0	+0	+3		+1 level of existing arcane spellcasting class
3 rd	+1	+1	+1	+3	Virtuoso performance (sustaining song)	+1 level of existing arcane spellcasting class
4 th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
5 th	+2	+1	+1	+4	Virtuoso performance (jarring song)	+1 level of existing arcane spellcasting class
6 th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7 th	+3	+2	+2	+5	Virtuoso performance (song of fury)	+1 level of existing arcane spellcasting class
8 th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9 th	+4	+3	+3	+6	Virtuoso performance (mindbending melody)	+1 level of existing arcane spellcasting class
10 th	+5	+3	+3	+7	Virtuoso performance (revealing melody)	+1 level of existing arcane spellcasting class

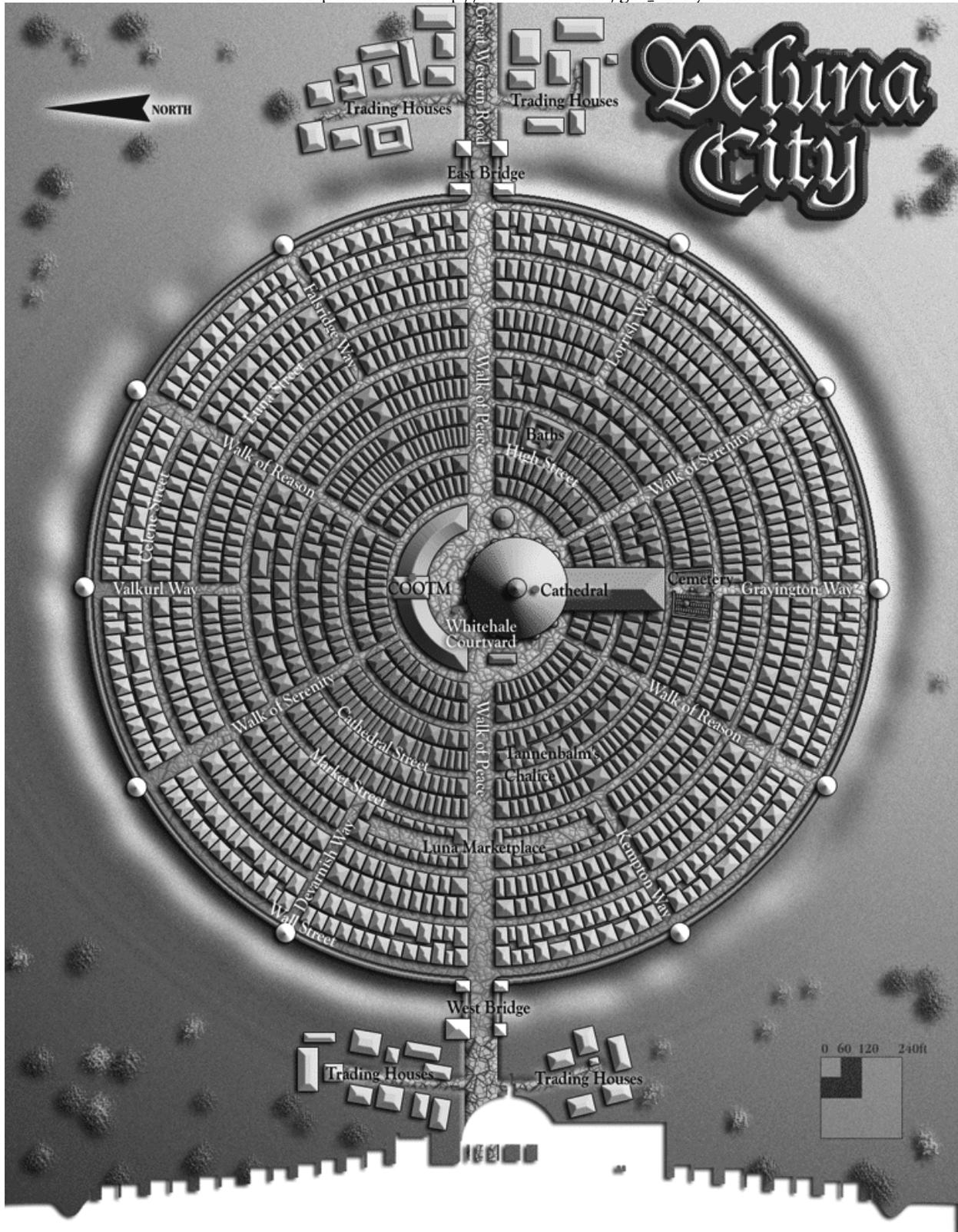
Player Map #3 – Mitrik

Full color map available at http://www.veluna.net/images/citymaps/map_mitrik.jpg.

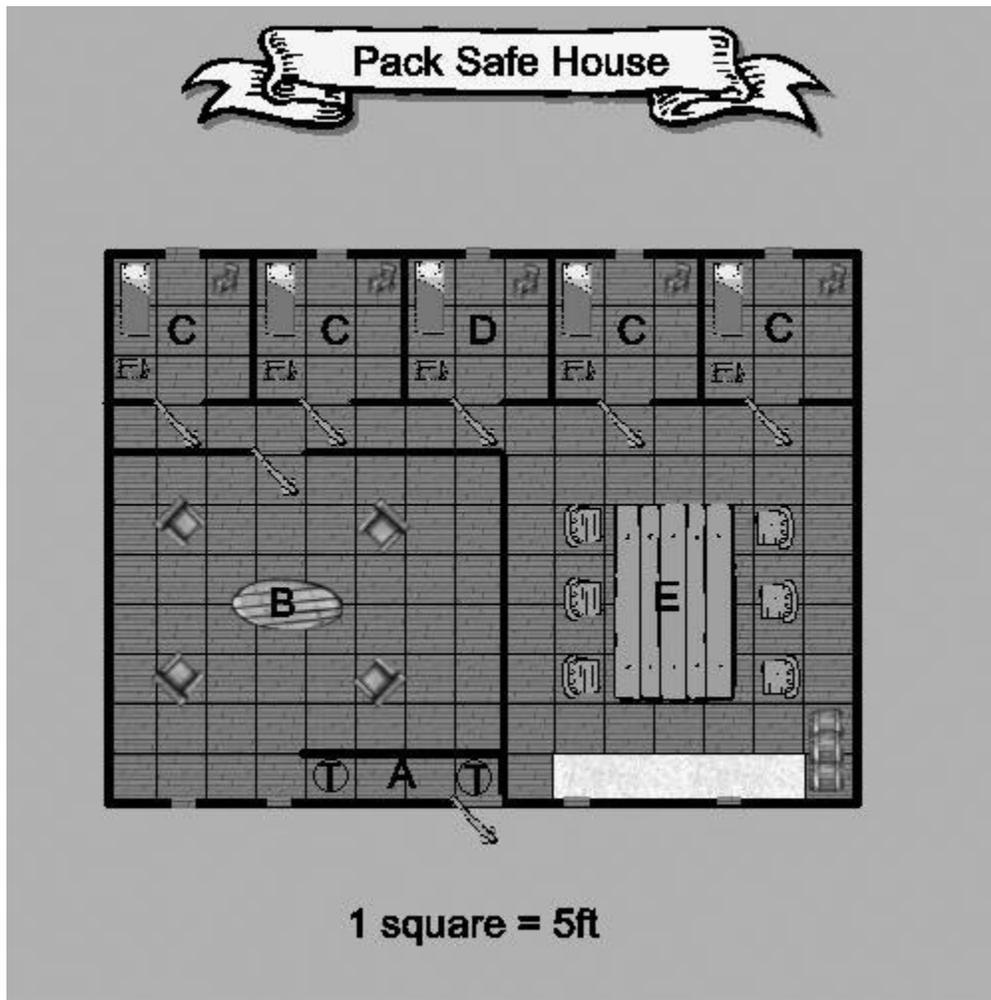


Player Map #4 – Veluna City

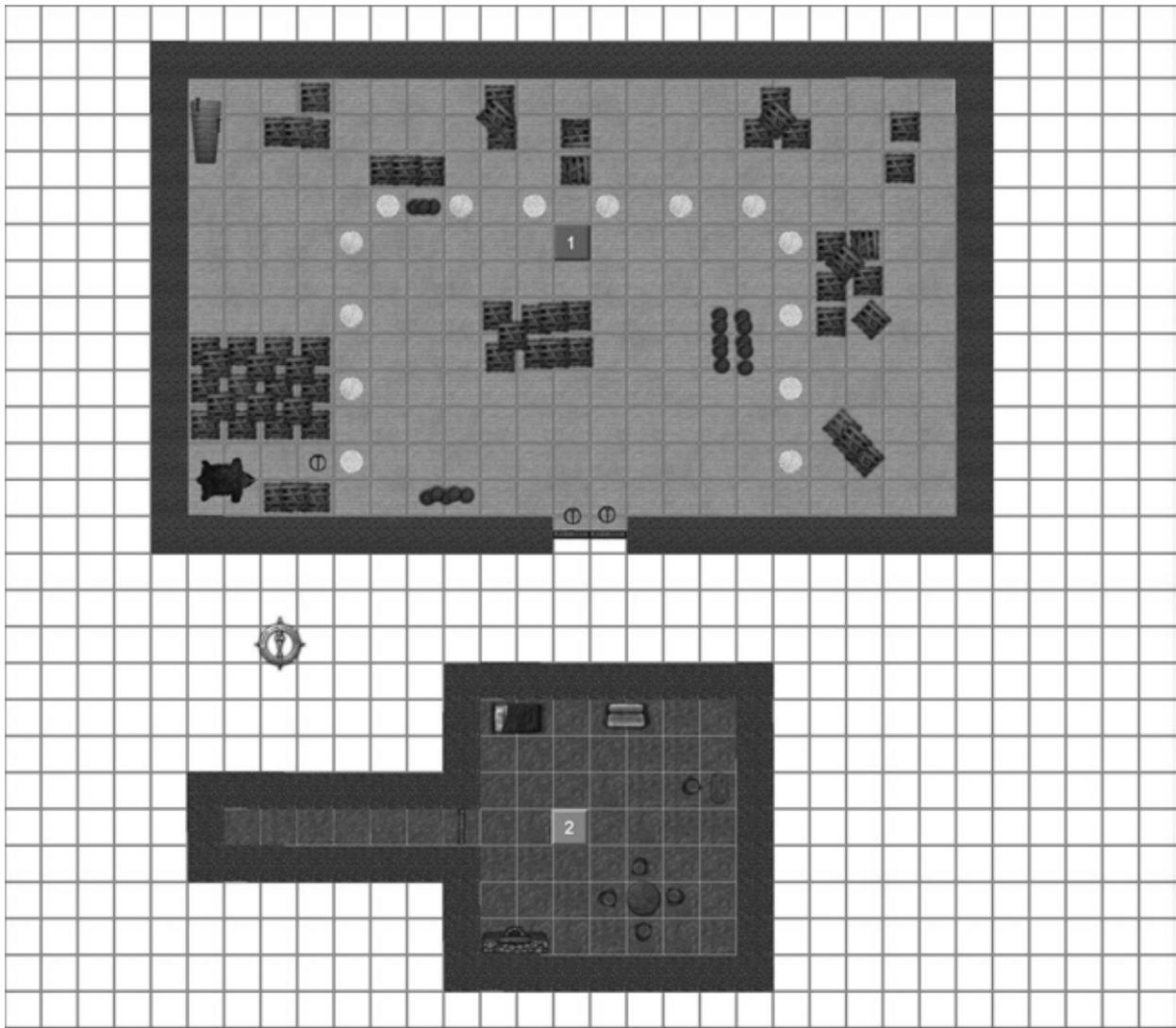
Full color map available at http://www.veluna.net/geo_m-city.html



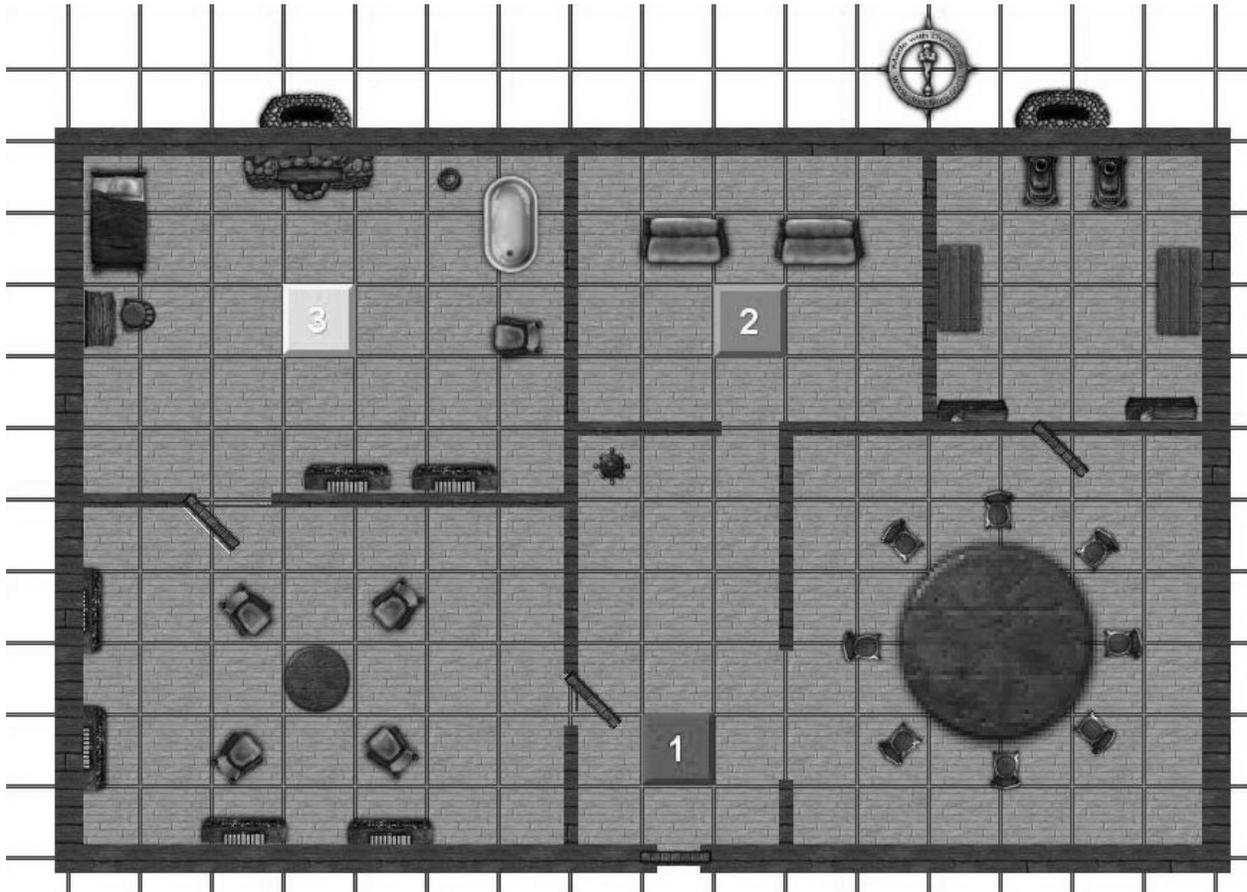
DM Map #1 – Falsridge Pack Hideout



DM Map #2 – Jelemanar’s Mitrik Hideout



DM Map #3 – Arthan’s House



Appendix 4 – Player Handouts

Player Handout #1

Dear Sir or Madam,

I overheard your interview as you entered the gates of Falsridge. I believe your skills can be of use to the Knights of the Cudgel in a particular sensitive matter that needs to be taken care of. If you would be so kind to meet me at the Highland Inn at 7 bells this evening so we can discuss the matter and fees for such a task.

*Sir Maleous Narthen
Knight of the Cudgel*

Player Handout #2

Dear Brother,

It has come to our attention that there is a plot to assassinate the alpha male. We want you to discover who is behind this plot and attempt to stop it.

Player Handout #3

Friend,

It is time to take over this pitiful organization known as the Pack. Unfortunately, the leader has learned of our goals and has gone into hiding. We need him found and eliminated so we can smooth over the transition process. Be sure to take standard protocols in eliminating this communication.

Player Handout #4

Zessen,

Since my ascension to Alpha Male I have had to leave the group in Falsridge relatively leaderless. I need you to oversee a couple of things for me. First, find a new hideout, I have come to believe after recent events your current one may be compromised. Second, bring operations in Falsridge back under the fold. If you can complete these two tasks satisfactorily I think we may have found the new top dog in Falsridge.

Your friend,

Jelemanar

Alpha Male

Player Handout #5

Gentlemen,

We have discovered who is attempting to kill the Alpha Male. There will be a party of adventurers matching this description coming here over the next few days.

(Followed by a good description of the PCs.)

Take care of the problem and do not let them get to Mitrik.

The Alpha Male