

VTF7-01

Glass Beads

A One-Round Dungeons & Dragons® Living Greyhawk™ VTF Metaregional Adventure

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A court case draws the attention of some powerful figures. The Mouqollad Consortium chooses to intervene and attempts to change the outcome...maybe they will succeed. A one-round VTF metaregional adventure set in and around Polvar in Ket for characters level 4-15 (APL 6-14). Those characters with soul-bound items and anything they cannot part with may find themselves at a disadvantage in finishing the adventure. Part One of the Audience series.

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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 rule 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. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
o f	1	1	1	2	3
A n	2	2	3	4	5
	3	3	4	5	6
i m	4	4	6	7	8
	5	5	7	8	9
a l	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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 VTF Metaregional adventure, set in Polvar province of Ket. All metaregional (Ket, Tusmit, Ekbir, Zeif, Verbobonc, Veluna and Dyvers) characters pay 1 Time Unit per round, all other characters pay 2 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

City Law in Ket

Ket has strict laws about weapons and armor inside all walled cities and towns

- no armor including shields, may be worn or carried, nor any magical items used that emulate armor or shields;
- no weapons may be worn or carried, save for openly carried daggers (including kukri), saps and quarterstaves;
- all forbidden items are handed to the city guards at the entrance to the city and stored safely, to be returned when the owner leaves the city;
- Mullahs (clerics) of the True Faith may carry a scimitar or falchion openly; nobles of Ket may openly carry either one scimitar or falchion ;
- higher-ranking beys and those who have the specific permission of the Beygraf may wear full armor—these people are always specifically defined in an adventure and nobody should assume they are one without explicit directions;
- PCs paying for Luxury upkeep (or benefiting from Luxury upkeep) may make a DC 20 Disguise check to appear as a noble for the purposes of carrying a scimitar or falchion;
- If arrested and convicted of carrying a forbidden weapon or armor, the penalty is 20 TU in the copper mines; in addition, the offending items are confiscated without compensation. There are no mitigating circumstances for this offense that will lessen the severity of the penalty, See Appendix Four: Laws of Ket.

Farid ibn Rakshar and Gnorfil – Partners?

Farid ibn Rakshar is a particularly ruthless and cunning merchant, and a member of the Mouqollad Consortium (MC). He does not, however, feel that his position is rising fast enough for his expensive tastes (particularly very expensive and rare wines). As a result, he has been seduced by the influence and power promised by the Church of Hextor. However, his selfish aims have generally been ignored by the Consortium since he continues to promote trade and increase profits.

In his latest venture, however, Farid has taken risk to new heights. In partnership with a gnome adventurer and resident of Ket named Gnorfil Farid has funded a mining expedition just north of Polvar to the tune of 100,000 gp worth of equipment and labor. The Consortium is pleased with the deal, since it promises a source of mithral and adamantine worth at least 500,000 gp based on the purity of the initial metal deposits provided by Gnorfil.

However, Gnorfil is swindling them, or at least attempting to score it big without revealing the whole truth—he has not found a mine, but an ancient battleground deep below an abandoned mine where a band of dwarven fighters apparently died during a desperate last stand against some forgotten enemy.

Gnorfil determined that the remains of about 60 dwarves with mithral and adamantine equipment lie in a water-filled maze of tunnels. The dwarven armor is intricately crafted (Dwarvencraft items, see *Races of Stone* for reference) and was produced for the now eradicated Silver Pick clan of the Yatils. (For full details on the destruction of this clan, see the *Natural Evolution* storyline from Ket.)

Gnorfil found this site completely by accident and managed to recover some scraps of equipment. He paid a discreet metalsmith to melt the equipment and produce a small sample of pure mithral. With his lump of mithral in hand, Gnorfil planned how he could borrow enough money to buy equipment that would enable him to surreptitiously loot the rest of the armor and weapons He planned this knowing full well that he would be desecrating the bodies of the dwarves. He also knew that the dwarves, by virtue of their historical connection to Ket, would likely be considered Citizens and therefore their estates were subject to extensive legal protection. In other words, Gnorfil knew what he was about to do was likely illegal in Ket.

Gnorfil struck upon the concept of a “mine” —after all, it was beneath an actual mine, albeit one that was worked-out and abandoned. His idea was to recover the dwarves’ equipment, melt it down, and produce metal as if he were processing it from ore.

This concept would require a good deal of funding to provide a smelter—which he would need—and crushing equipment—which he would not need except to further the deception. Furthermore, Gnorfil needed to pay off at least a dozen “laborers” to pretend to work, while he himself did the retrieval and smelting. To afford all of this, Gnorfil approached Farid with the idea of funding a mine, showing Farid his lump of pure mithral. Farid sensed a scam—he knew the mine that Gnorfil wanted him to invest in was played out, and the dwarves who had run it would have found more mithral if there was mithral to be found. Ordinarily Farid would have kicked

the gnome out of his office, but this time he sensed a big-time scam, a lifetime opportunity.

Without showing his hand, Farid agreed to fund Gnorfil, arranged for equipment and provided a purchaser for the mithral. Then Farid investigated on his own. Using his own much more considerable resources and contacts within the Consortium, as well as the well-paid use of a few sages and diviners, and some good guesses, Farid worked out Gnorfil’s plan. It took a few weeks, but the eventual answer intrigued him. Far from being horrified by the desecration and dishonesty, he approved of Gnorfil’s swindle, and immediately started scheming as to how he could swindle the swindler.

First, Farid demanded the typical amount under Ket law, being collateral worth the entire loan. Gnorfil, mortgaging most of his possessions and drawing upon all his contacts for promissory notes, eventually provided the bond of 100,000 gp worth of diamonds under the watchful eye of Ishtam, priest of Mouqol called in for this task specifically.

He then asked the Church of Hextor for assistance with a significant water problem, and received a pair of dragon shamans. He immediately offered them a share of the double-cross, and they now work for him as part of a paid deal, not simply because of the allegiance of Hextor. Calling upon a favor with the Wolf Nomads, Farid next obtained the additional services of a chraal (*Monster Manual III*). Finally the merchant bought an estate a few miles outside of Polvar that was about 5 miles south of Gnorfil’s “mine” site, ostensibly to be used as part of the mine operation as a waypoint for ore.

Immediately, Farid employed the chraal and the dragon shamans to dig a tunnel from the basement of this new residence toward the underground dwarven battlesite. The chraal made mining through the stone easy, working tirelessly, as the dragon shamans blasted with acid through the stone. What might have taken weeks or months under other circumstances took days instead. Before long, he had breached the maze of water-filled tunnels that held the bodies of the dwarven fighters. The installation of a few large steel doors held back the water and provided a dry area for storage. The dragon shamans, being able to breathe underwater, retrieved all the dwarven equipment, guarded against the cold with the use of the magical armor (see the effect in the AR section of the adventure).

Farid’s final haul was to be:

- Forty +1 *Dwarvencraft Chain shirts* - 1000 gp of mithral in each (40,000 gp total)
- Forty *Dwarvencraft Mithral Heavy Shields* (60,000 gp)
- Twenty +1 *Dwarvencraft Adamantine Full Plate* – 15,000 gp of adamantine each – (300,000 gp)

- Twenty Dwarven-craft Adamantine Heavy Shields – 3000 gp of adamantine each (60,000 gp)

Farid would then summon thoqaa to smelt down the armor and shields into ingots of pure mithral and adamantine.

But Farid's lust for treasure would not let him stop. Hiring a Temple Raider of Oldimarra, he snuck into the temple of Mouqol and replaced the diamonds that were Gnorfil's collateral with white sapphires, only worth about a tenth of the original value (thus reducing the value of the collateral to 10,000 gp).

Next, Farid called in Gnorfil's debt to the Consortium before Gnorfil had a chance to find out that the dwarven grave had been looted ahead of him. Gnorfil, without money, gave up his claim to his surety, the diamonds, thinking he would be able to make the money back when he recovered the dwarven equipment. However, at this point, his nearly worthless collateral was discovered and he was declared to be in complete default of the entire debt. He was immediately arrested by the Threshers.

This was the moment Farid had been waiting for. Farid expected Gnorfil to be caught and punished, of course. Being well-versed in the law, he was also aware that Gnorfil would be sentenced to the mines to work off his debt. Once in the mines, he knew that Gnorfil would be drugged and interrogated about any further crimes. With nothing left to lose, Gnorfil would then confess the whole scheme to desecrate the dwarven battlesite. Once that happened, it would only be a matter of time before Farid's name came up in connection with it—divinations would easily find Gnorfil's abandoned mine, then the battlesite, then the tunnels back to the Rakshar estate and then the jig would be up for Farid.

Knowing this, his plan was to finish looting the mine while Gnorfil waited in jail for his trial date for several weeks or even months. Then Farid would disappear with his Beygraf's ransom of mithral and adamantine while attention was focused on Gnorfil's upcoming trial. Farid would eventually resurface in the City of Dyvers, where he planned to use his share of the loot—80,000 gp in diamonds, 600,000 worth of precious metals and about 200,000 gp worth of other materials lifted from the Consortium vaults in Polvar, not to mention a lot of valuable trade information—to set himself up with the Church of Hextor as his protector, and then live a life of luxury flowing with fine rare wines.

The horseshoe thrown into Farid's beautifully planned caper was the speed of the trial. The size of the defaulted loan—over 75,000 gp—and the influence of the mighty Mouqollad Consortium that had been cheated meant that Gnorfil was immediately brought before the

High Jurats and remanded for trial the very next day. One day of deliberation and questioning and the Jurats found Gnorfil guilty of providing an insufficient collateral, since Farid's substitution of white sapphires for diamonds went completely undetected. It was quickly determined that the gnome could not possibly pay the amount owed. Normally sentencing would have been passed immediately, but the Jurats were unaccountably summoned away, so Gnorfil was remanded in custody until midnight.

There is very little that is unpredictable about the penal code of Ket. Based on his conviction, any street urchin of Polvar could safely predict that Gnorfil would go to the mines and become a qashar—a mining convict. Unfortunately Gnorfil, a resident of Ket, had never applied for Citizenship—retaining his Greyhawk citizenship had apparently meant something to him. As a Citizen, would have become an ushdar or indentured servant, working off his debt in service to a Citizen for the rest of his life. Instead, as a Resident, he would become a qashar.

Once sentenced and hauled off to the mines, Gnorfil would then be branded on his right cheek, be drugged into a stupor and then interrogated—at this point, having nothing further to lose, Gnorfil would confess to his swindle. This whole sequence of events from sentencing to confession will happen very quickly—far too quickly for Farid, who is still in Ket, his loot still hidden in the tunnels of the estate (the armor) and with a banker in town (the jewels and cash)! As a further complication, he has been called as a witness at the trial, since he was Gnorfil's business partner. Still, Farid believes he will have just enough time to escape from Ket between Gnorfil's sentencing, and his interrogation as a qashar.

Ket Citizens and Warrior Levels

In order to earn Citizenship, resident of Ket must join the military for a year, where they receive excellent training. As a result, anyone serving in the military in any capacity is provided with at least a level of Warrior and many go far beyond that. Approximately 30-40% of all commoners or experts encountered in Ket are active members of the Paighan (the militia) or other paramilitary quasi-militias and have increased levels and abilities. With a core of professional military at the heart of the Ket armed forces, these Citizens are intended as a highly effective supplement, far more effective and well-trained than the usual levies of peasants armed with pitchforks found in other regions.

The Veterans of Ket, a metaorg within the region, continues to promote this martial prowess and offers training and training facilities to the Citizenry outside

the main cities. As a result, the effects of distance from the main cities and lack of funding that usually results has a negligible impact across the nation, allowing for equal training and higher grade troops overall. The government of Ket approves of this activity.

Polvar

Polvar is the third-largest city in Ket, perhaps the only one to have almost no reliance upon caravan traffic for its wealth. It is strategically located in the northeast corner of the country, surrounded on two sides by the Yatil Mountains, its western flank guarded by a spur of the Bramblewood Forest. Gem and silver mines, horse-herding and prosperous farms generate a good deal of wealth. The essential silver coinage in Ket comes predominantly from Polvar's mines and is vital to the economy of Ket.

Polvar and Faith

Ketites, already a conservative lot, consider Polvar to be one of the more conservative areas of Ket. The True Faith of Al'Akbar holds even more sway here than most areas. Other religions - particularly those not of the Baklunish, Dwarven or Halfling pantheons – are far less prevalent. Some “outside” deities known and worshipped in the more cosmopolitan cities of Molvar and Lopolla are simply unknown here.

The Graf of Polvar is a noted supporter of the True Faith and is visible and present at all major religious functions, whether expected or not.

However, the Graf is also very careful to support a temple to each of the other Baklunish deities as well – Istus, Mouqol, Azor-Alq, Geshtai and Xan Yae. (The latter temple is also used for the worship of Zuoken, but there is no separate worship area.)

Daoud has not been openly worshipped in Polvar since a priest questioned the virtue of a daughter of the previous Graf. Daoud's temple remains unoccupied as city bureaucrats have wound red tape around every aspect of its re-opening with rigorous diligence.

Relationships, both social and business, are frequently affected by a person's deity of choice. Anyone openly worshipping one of the following deities receives a circumstance bonus to social interaction:

- The True Faith of Al'Akbar: +4 interaction.
- any Baklunish deity except Al'Akbar or Daoud: +2
- Does not openly worship a deity: -1 (for lack of faith)

- Any other deities except Daoud, including the Exalted Faith of Al'Akbar: -2
- Daoud: -4

(Note that it is legal to worship some Lawful Evil deities such as Hextor. It is Chaotic deities that will get one in trouble. Worship of Olidamarra, for instance, is illegal.)

Threshers and Jurats

Threshers and Jurats are the military police and judges of the legal system in Ket. Threshers have the authority to not only apprehend criminals but also to judge crimes and impose sentences of any type that does not involve more than 10 TUs in the stocks. Cities and many towns have a Thresher Station, and the smaller villages are used to seeing a Thresher Patrol ride through on a regular basis. Jurats are either assigned to a town or city, or travel on a circuit, meting out justice as needed. Cities such as Polvar have a Hall of Jurats, where all matters important to the city and province are heard and Jurats remain on permanent assignment. Jurats are almost always also mullahs of the True Faith, although there is no requirement that this be the case—there is a Jurat who is a priest of Hextor.

Time of Year and Temperature

It is late winter. Temperatures in Polvar are approximately -8 degrees C (18-20 F) during the day and drop down to about -14 to -20 degrees C (-12 to -2 F) during the night. Cold winds blow down constantly from the Yatils, and although winter snowstorms have tapered off, thick hard drifts of snow cover the landscape, packed down hard enough to bear the weight of an average human (without equipment!). It is a full moon on the 18th, 19th, and 20th of this month and the adventure begins on the 5th day.

The Velvet One / The Silken One

Encounter Seven is triggered by unwitting agents of the Velvet One, a new personage in the Baklunish West seeking to undermine the influence and power of the Mouqollad Consortium. Scrying and divinations are always blocked, and non-magical means are stringently defended against, meaning nothing important is known about the Velvet One.

Indeed, although there are at least two different references to people (Silken One/Velvet One) nobody knows if these are two different people or differing aliases of the same person.

In the case of **Encounter Seven**, the two monks and the two bait rogues were *charmed* earlier in the day. The description of the adventurers was obtained, but too late as the meetings and mission to the mansion was already underway. As the Velvet One is simply seeking to gauge potential opposition, this did not impede the plan in any fashion. Instead, the *charmed* victims were left with instructions about setting up an ambush after the PCs were located – and this just happens to be either their inn (if they do not go to the Hall of Jurats) or as they exit the Hall of Jurats.

There is nobody watching or spying on the combat. The Velvet One simply intends to once again *charm* the victims at a later point, many weeks or possibly months down the line, and obtain the details of the fight then. Patience is a virtue...

ADVENTURE SUMMARY

Introduction: Roleplaying encounter. A buzz goes up around town that all of the Jurats of Polvar were called into an emergency meeting. While this is fast becoming the big news for the day, a messenger approaches the PCs to ask them to attend an audience in a tavern. The personage involved is a representative of the Mouqollad Consortium (MC).

Encounter One: Roleplaying encounter. An alternative employer presents himself to the PCs, a woman named Shirae who wants the gnomish adventurer Gnorfil freed.

Encounter Two: Roleplaying encounter. The PCs must enter and investigate the estate of Farid ibn Rakshar, some 5 miles outside Polvar. Tunnels are discovered that lead northward, some 4 miles further (in the direction of a mine). A possible alternative investigation area involves heading directly to the mine.

Encounter Three: Combat encounter. Delving deeper into the tunnels beneath the MC residence, the PCs find the first defender of the area, an advanced chraal named Dare.

Encounter Four: Combat encounter. At the end of the tunnel, immediately after Encounter Three, the PCs encounter Drathil and Erathil Greenhide, dragon shamans in the employ of Farid. The main gates against water have been rigged to open at the command of either dragon shaman (generally so they can enter the water at their leisure).

Encounter Five: Roleplaying encounter. Returning with the evidence, the PCs must decide whether to go to the Mouqollad member or the adventurer with their details, and also determine what they will reveal.

Encounter Six: Roleplaying encounter. The trial of Farid takes place, and the PCs have an opportunity to interact, as dwarven spirits enter the court to attempt to punish him for his crimes in desecrating their bodies and equipment.

Encounter Seven: Combat encounter. As the situation in the Hall of Jurats comes to a close, another party approaches the PC to discuss business, late though it is – however a thug fight intervenes.

Conclusion: Roleplaying encounter. The PCs have earned their pay/favors and they are compensated by their employer. Further rewards may be possible depending on their actions in the adventure and their skills at the conclusion.

PREPARATION FOR PLAY

Know the laws of Ket – provided in **Appendix Four**. These may become very applicable in the final Encounters.

The laws of Ket are harsh and draconian – although a general liberalization by Ket standards has taken place recently, there is little room in general for mercy or mitigating circumstances. This is in keeping with a strict Lawful Neutral society and should be kept in mind when imposing any penalties. On the other hand, familiarity with these laws should be second-nature to anyone who has visited Ket for more than a day or so – warn any PCs who might be about to commit a crime through lack of *player* knowledge, since there would probably be some recollection on the part of the *PC*!

The Four Feet of the Dragon—given variously as Family, Honor, Piety and Generosity or in Ket, Family, Honor, Piety and Respect—are the societal norms Baklunish people cleave to. The laws of Ket derive in large part from the Four Feet and any questions about the spirit or intent of a law should keep this in mind.

Elves in Ket are generally seen as monsters on the loose. There are some individual exceptions, on a one-on-one basis, but elves have historically been viewed with great suspicion, as both competitors for the Bramblewood Forest, and then later as thieves of the holy symbols of the main deity of Ket, Al'Akbar, the Restorer of Righteousness. In actual fact, the elves of the Bramblewood had nothing to do with that theft, but this

has not prevented the populace of Ket from viewing them with distrust and dislike. Furthermore, the generally chaotic bent of the elves conflicts with the strict Lawful Neutral society of Ket.

INTRODUCTION

There is a buzz about the city of Polvar — an unheard of event just took place, a delay in sentencing as all the Jurats of the city were summoned to a special meeting. There is idle speculation about a possible incursion from Veluna, or possibly questions about the succession of the Graf of Polvar, but you quickly realize that rumors greatly outnumber, outflank and overwhelm the truth, whatever that might be on this fine winter's day—and your steps once again turn to your inn.

The Silver Waterfall is a relatively new establishment in Polvar, built by a retired adventurer from Dyvers just outside the city walls. This being the first anniversary of its opening, it is offering free food and drink today to all adventurers, both present and former. Even if the free meal is does not appeal to you, meeting up with old friends and swapping tales of dungeons and mad mages proves irresistible. Many locals pop in from time to time, using this opportunity to hire adventurers while they are gathered in such an easily accessible location and in a good mood too.

The tavern is already crowded and boisterous, although it is only mid-morning, and two large half-orcs bouncers hulking at the doorway keep the peace, or at least keep warfare reasonably limited. A lithe elven woman beside them directs their attention to altercations as needed — she is apparently oblivious to any displays of dislike on the part of the local Ketite population.

As soon as you step inside the finely carved door, you have multiple invitations for meals, drinks and talk.

For those who are interested, the elf is H'rathi Greenhand — a former adventurer and friend of the tavern owner. She finds it amusing to visit him frequently and offend the very conservative sensibilities of the people of Polvar. That being said, she is very careful to stay on the good side of the law, as there are many who would see her arrested in a moment's notice. Anyone inquiring in the tavern is provided with this information without any sort of checks.

The PCs have had an opportunity to Gather Information during this time, whether consciously or not, and the free food and drink has served to make this a

free check. All PCs may make a single attempt at this time, without charge or taking any additional time. More checks are allowed later, if desired, but these take the standard gp and time allotments:

DC 5 — Polvar was stripped of about half the regular troops, to join those heading into the Bramblewood Forest, likely to teach the perfidious elves a lesson — there is even talk that the Cup and Talisman of Al'Akbar, the most holy of relics to the True Faith (and stolen so many years ago by the elves) have been found again!

DC 10 — A caravan driver from Tusmit recently attempted to impersonate a Thresher for the purpose of subverting justice. Everyone says he was executed and the Threshers have been reminding everyone of the consequences of this action — indeed, for impersonating the Beygraf, there are no circumstances that will reduce the sentence to less than execution. At the request of the Puppeteers of Ket, however, the Council of Jurats has agreed that impersonation of public figures for the purpose of either satire or entertainment, in either a public or private forum, is not against the law.

DC 15 — There is talk to be heard that more and more undead creatures of the vilest kind have been seen in Ket. Why, even now, there is evidence being gathered that one of these most foul of creatures is actually haunting another undead. Something almost poetic in that, don't you think?

DC 20 — The most recent raids into the Bramblewood have met with surprisingly little resistance. Opponents have been identified as Wild Elf by arrows picked up—or drawn out—after skirmishes. They do not seem to miss as often as the Wood Elves and the military has scaled back punitive expeditions for now. (Out of game explanation — wood elves in the Bramblewood generally shoot a warning arrow to try to persuade outsiders not to invade/attack or just plain leave. Wild elves start out shooting to kill...)

DC 25 — I hear tell that the elves (yes, them!) have lost control of an important town in Highfolk. Seems it may have a bad effect on the Velverdyva trade route, as it sits astride it. Figures them elves can't even get trade right and worked out a way to hurt us again.

DC 30 — It's rumored that the Graf of Polvar hasn't been invited to a trade delegation to Furyondy in the next little while. Maybe it was because he insulted the Beygraf during the Needfest celebrations, but more likely because he just does not care about the kingdom on the other side of the Yatils. Who knows when that whole

thing will take place anyhow, we've been hearing talk of it for years!

Sliding onto the bench beside you is a young man, dressed in the robes of a traveler from the West. He smiles, briefly, and extends a glass of bosq in greeting.

"My name is Liraq. Whom might I do the honor of meeting this fine day?" he says in Common, an easy smile upon his face.

The Silver Waterfall is located outside the main city of Polvar, so as not to be subject to the laws of the city with respect to arms and armor, but within a neighborhood that caters to visitors from abroad.

Liraq already has some idea of the adventurers. Elaine has obtained details about all the adventurers present and only the PCs qualify to assist her for a number of reasons (previous commitments, worries about reliability, evil intent, and so on). Liraq was sent to meet with them and invite them upstairs for further discussion. It is a DC 12 Sense Motive check to realize he is not surprised by the introductions made and appears to have been expecting them. He is in his late teens (19), with brown hair and brown eyes. He comes from Zeif but has been traveling in the employ of Elaine (and, by extension, the Mouqollad Consortium) for the last four years and calls the roads of the Western Baklunish lands his home.

When PC introductions are complete, Liraq smiles again and invites them upstairs to meet his employer, if they so desire. He gives no indication of the possible terms of employment and makes no effort to dissuade them if they do not wish to go.

If the PCs do go upstairs, Liraq leads them to the Bey's Quarters, one of four suites on the second floor. (Garth, the retired adventurer, knows how to cater to those who want to spend a bit more on their upkeep...). He opens the door after knocking politely (it is not a coded knock, just one to advise Elaine of his arrival).

Inside, Elaine the Viper sits upon a fine padded seat, reading papers. She does not stand when the PCs enter, but looks up with interest. There are a number of cushions upon the ground for comfortable seating, and she offers these, as well as some refreshments.

During the course of discussions with Elaine, a DC 20 Sense Motive check may be attempted to discern her true feelings on matters. In general, she is truthful, but she always works to appear enigmatic and distant, which may lead to some feelings of distrust.

Elaine comes to the point immediately. She wants the PCs to work for her and the Mouqollad Consortium (MC). If any PC does not know of it, she explains it is a collection of powerful merchant houses in the Baklunish West dedicated to the expansion and maintenance of

trade regardless of politics or creed. It might be considered analogous to the Great Western Trading Company, or perhaps the Church of Zilchus in the Eastern Flanaess. The Consortium is headquartered in Zeif but powerful local trading houses in the various regions actually run affairs in practice. Elaine is an agent of the Consortium, acting outside the confines of the local trading house structures and represents the Worthy Elders (those that run the Mouqollad Consortium itself) directly.

Elaine briefly notes that there is a trial whose sentencing has been delayed. She recaps the situation briefly – a gnomish adventurer by the name of Gnorfil has been tried and found guilty of fraud over 100,000 gp. He apparently put up collateral for some sort of commercial transaction with a local Consortium member and that collateral—supposedly 100,000 gp worth of diamonds—has now been found to be white sapphires that are, compared to diamonds, essentially worthless. The trial confirmed these facts and the adventurer was to be sentenced at the end of his trial this morning. Through certain means, the Consortium has requested an emergency meeting of the Jurats – this has had the effect of delaying the sentence to midnight, but Ket custom (which requires sentencing to take place within 48 hours of the final verdict) means that it will take place then, regardless of other circumstances.

Elaine does not care about the adventurer, but the local Consortium member, Farid ibn Rakshar, is known to have sunk to deceit and betrayal. Her investigation over the past two weeks has revealed that his allegiances have changed from Mouqol to Hextor. Furthermore, he has closed down a number of profitable trade agreements recently, taking payments in cash and jewels to sell the rights, and the Consortium has not authorized or received any benefits. Although the Threshers could be called in, Farid might have a means of escaping or seeing evidence destroyed.

The reason for the sentencing delay is simple – Farid is present at the court and currently will not leave until the sentencing is complete. Elaine wants incriminating evidence found now, to be able to prove that Farid is unequivocally guilty of various crimes. If this has the added side benefit that the gnome is freed, so be it, his fate is of little interest to her. It will also serve to show the MC is interested in seeing the laws of the land upheld in a correct manner, something that will prove necessary when it emerges that their representative was breaking those same laws for his own benefit.

In order to do this, Elaine has obtained the floor plans for the mansion of Farid, which she will provide to the PCs if they accept the task. This mansion is where his base of operations is located and is some 5 miles outside the city (and yes, she can provide directions and a

description!). She has officially revoked his membership in the Mouqollad Consortium as of this morning, meaning that all official documents at the premises are the property of the Consortium and not him (so taking them is not illegal). In addition, the property was bought by Farid using Consortium money as part of the mining operation, so entering it as agents of the MC is not considered illegal in Ket. The PCs will enter as soon as possible, search it thoroughly, and bring back all evidence of his activities. This is to be used to corroborate any legal action against Farid.

Elaine confirms that she also suspects Farid of somehow switching the diamonds used as loan surety for the worthless white sapphires, and therefore being the cause of the entire court case currently in motion, but she has been unable to determine exactly how. She does know that the deal between Gnorfil and Farid was for the funding of a mine outside of Polvar, that it has not yet produced any results, and that somehow Farid chose to call the loan early (well within the rule of law, as the court reviewed that aspect). Gnorfil apparently returned much of the MC's money that had been loaned to him, save for some that was already expended to set up the mine, but he was arrested when the gems used as security were found to be worth less than 10% of what had been assessed, hence the charge of fraud.

If asked, Elaine can confirm that Gnorfil is a Resident of Ket, but not a Citizen, having looked into military service but not completed it. He is furthermore an adventurer of some repute and a citizen of Greyhawk City, although he also is known to get into debt quite frequently – but he always seems to repay it, and often comes out ahead!

She would prefer that the PCs investigate the mansion, since she is more interested in the details of Farid's dishonesty and law-breaking, but she does know the location of the mine (another 5 miles from the mansion, due north, near the Yatil foothills) and can provide both that and directions if asked.

Elaine can offer either the services of the Consortium or payment to the PCs, in return for bringing her directly any evidence discovered. She gives them the specifics of payment immediately; there is no room for haggling or bartering it up or down – anyone with Knowledge (Local – VTF) or claiming any Baklunish nation as a home region knows immediately that this is an excellent indication of the importance of this task; all others can make a DC 15 Knowledge (Local – Core) or Intelligence check to realize the importance of bargaining in such matters, and the implications when there is none.

For the purposes of Services, all characters gain one item access. If the character has the Favor of the Mouqollad Consortium (from any adventure) or is a

member of the Mouqollad Consortium at the time of this AR, a second item access is granted. If two item accesses are granted, they do have to be from the same AR (because the same contacts and details are being employed).

Services of the Consortium: The Consortium, in return for an extra 2 TU spent on this AR, familiarizes you with local contacts and provides access for an item previously offered. Any one previous AR set in the VTF metaregion may have one/two item(s) in the Item Access area become Adventure Access for the PC at any point in the next six months from the real-time date the adventure is played – this favor is useable once only. Note the item(s) and AR originally found, and the AR upon which the favor is used here when employed:

Payment

The MC will offer 50 gp x APL to the PC for their services in this adventure – as indicated above, this will not be altered by discussion. Members of the Mouqollad Consortium also have their payment automatically increased to the cap in this adventure (but not beyond) if they are below cap at the end of the adventure.

Questions of Elaine

Elaine knows a good deal more than she is letting on but is not permitted to reveal more – her skills and contacts have allowed her to develop more information but the Mouqollad Consortium has yet to decide whether or not that is to be public knowledge. Elaine attempts to reassure the PCs as best as possible with the information she has at hand (as listed in this Encounter) but cannot provide more. If she is pressed or given an ultimatum, she is openly disappointed but simply asks the PCs to leave – she does not have the permission to do more.

Development

Whether or not the PCs accept the offer, they are presumed to head back downstairs once the meeting is concluded (Elaine asks them to be escorted out of the room). If they wish to immediately leave and do so by instant transport magic (recalling that they need to stop at the city gates for their arms and armor) they can move to **Encounter Two**. Otherwise, proceed to **Encounter One**.

All APLs

Elaine the Viper: female human (baklunish)
Rog7/Ftr1; hp 52; See Appendix One.

Treasure:

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

ENCOUNTER 1: OTHER OPTIONS

A young woman attired in a stunning red dress and with startling green eyes smiles as she approaches. "Good sirs (and madams, if necessary), a moment of your time? I have a favor to ask, and I believe you to be the correct parties." She sweeps her hand toward a nearby table and moves in that direction.

If the PCs accept, she leads them to the table in the Silver Waterfall common room. A DC 15 Spot check notices a brief hand signal as she seats herself, and a small collection of patrons nearby get up and start to discuss matters loudly, with wild hand gestures. Anyone making the Spot check may make a further DC 12 Sense Motive or Intelligence check (or both, if they desire) to recognize a diversion and non-magical means of foiling anyone listening in or attempting to use Spot to read lips. If asked about this, she clearly explains the intent. Should anyone object with good reason, she is willing to dismiss the patrons.

The young woman is Shirae D'Olaer (mid-20's if asked), a resident of Hardby and adventurer in her own right. She has been spending time in Polvar attempting to find out as much as possible about Gnorfil and the trial. Quite frankly, Gnorfil owes her a lot of money (she paid for a *raise dead* spell on him a while back and he still owes her 4000 gp) and she does not want to see him sent to the mines – partially because she is of Good alignment and hates the concept, but also because he will never pay her back in there (the state will take all his possessions and provide the funds to the merchant, from what she has learned).

Shirae is not willing to discuss the history between herself and Gnorfil, but she does want to see his name cleared. She is aware that Elaine is a representative of the Mouqollad Consortium and has been looking into the trial and details as well. Shirae has guessed that Elaine has some further reason to be here, and she assumes it has to do with Gnorfil (she is only partially correct in this assumption).

In essence, Shirae wants the PCs to undertake whatever it is that Elaine has asked (and she makes no further inquiries about what that is) but to bring any evidence that could clear Gnorfil to her, rather than Elaine or any other representative of the MC. She has no particular desire to upset the Consortium, however, and she insists that nothing illegal be undertaken for this task. If asked, she indicates that while Gnorfil might be freed by taking details to the Consortium, she doubts that they particularly care about his plight. She freely admits that her concern for his impending sentence is more than just her conscience, but she does insist that it does not interfere with her desire to see him freed (this is the truth).

Shirae cannot offer any money for this request – obviously, as she is already owed a lot by Gnorfil. She is, however, willing to impart some recently learned oratory skills, to enable the characters to briefly increase one ability of their choice, at a point in the future. It would take some time, and she is only willing to commit to this course of action if she finds the PCs trustworthy – and that will only happen if they help her with Gnorfil.

If the PCs do agree to assist her, she offers to share information that she has gathered over the past week. This information is free and any may make a DC 23 Sense Motive on any piece of information to ensure it is true (at least, as much as she knows). In actual fact, all items are true, but this may not reassure suspicious minds. Note that Shirae has no love of coercive magics and will not voluntarily agree to any being cast upon her, insisting instead that she is telling the PCs the truth:

- Gnorfil is not a miner and has little or no knowledge of mining. He did make friends with some older dwarven miners near Polvar 10 months ago, but they only told him of some played out mine in the hills;
- Something got Gnorfil very excited six months ago. He celebrated pretty fiercely in Polvar, throwing around gold as if it were water in an ocean. Later that week, Gnorfil approached the local Consortium high representative;
- Gnorfil did make some inquiries with a lawyer by the name of Lari the Sheer about old mines and abandoned goods. The lawyer later acted as his advocate at the trial and appeared to be upset at something during the course of the proceedings, but she has refrained from discussing it at any point;
- Five weeks ago, Gnorfil entered into a contract to have a suit of mithral breastplate and gloves produced, and he was to provide the raw materials. Although the courts have speculated this was to be funded by his ill-gotten gains, the

clues that Shirae has gathered indicate that he expected to actually mine the ore!

- Confidential mining studies by the Earth Archons confirm that no natural mithral deposits exist where the mine was located. Obtaining these studies was expensive and Shirae certainly has not revealed them to the authorities, since it would only give the impression that the entire deal with the Consortium was a con job;
- Two months ago, Gnorfil bought five suits of cold weather gear and had them carefully waterproofed. He complained during the purchase about “changing conditions” and seemed quite despondent.

This is the extent of what Shirae has been able to glean from her investigation thus far. More time was spent on the Mouqollad Consortium and the appearance of Elaine, to be honest, and now time is running out (in fact, were it not for the intervention of some third party, it would have run out).

Inspiration of Shirae (Ex): Spending an extra 2 TU on this AR, you have learned the secret of concentrating your mental or physical prowess. As an immediate action, usable once only, you may add your character level to a single stat (your choice) for one round. This is an enhancement bonus. Mark used when employed.

Development:

If the PCs do not have any interest in assisting either Shirae or Elaine and do not want to investigate and retrieve details from either the mine (if they think of this) or the house of Farid (as suggested) then the adventure is over. Gnorfil is sentenced at midnight and Farid escapes with his ill-gotten gains, leaving an innocent man to work out his time as an ushdar in the mines of Ket with no hope of escape.

If the PCs do want to investigate either possible option, move to **Encounter Two – Mansion** or **Encounter Two – Mine**.

All APLs

Helen D'Olaer: female human (baklunish) Marshal 2 / Brd4; hp 41; See Appendix One.

ENCOUNTER 2: INVESTIGATION

Mansion

The mansion purchased by Farid is an imposing affair located in the hilly terrain north of Polvar. Local legend has that it was built for a Bey as a gift for his new bride, only to be abandoned by him when she accused him of breaching his duty to his family and forsaking her – or at least, this is what a young man tending to a herd of sheep advised quickly while pointing out the house.

It is a DC 18 Knowledge (History) or Bardic Knowledge check to realize that this legend is correct – and provide the following further details: The Bey was Ifar the Green, a noted breeder of light warhorses some 50 years ago. The house and bride both represented the biggest failure of his life and he abandoned them rather than defend himself against the accusation. The bride lived in the house until five years ago, when she passed away from old age. It remained unoccupied until earlier this year, when Farid bought it, loudly proclaiming to the locals that he planned to use it as a through point for ore from the new mine he was supporting.

The maps for the mansion are provided to the PCs and are entirely accurate, except for the basement – there is no map included in the adventure but something suitably grand can be drawn if needed. The goods and furniture in all rooms except the main bedroom on the top floor have been carefully packed up and everything boxed, neatly labeled. The main bedroom remains in use but is mostly packed as well. Other than the main bedroom and the basement (see below), there is nothing of interest in the rest of the house. A DC 25 Search check of the main bedroom discovers that a single bookcase contains a false backing, lined in lead (to prevent scrying or detection by magical means). In this false backing is a ledger with a detailed itemized listing of all of the proceeds from a series of payments going to the petty cash account for the Consortium in Polvar. This is not, in itself, a terribly unusual item, but the amount in petty cash is huge (280,000 gp or so). The payments are all for cancellations and transfers of existing commercial contracts. Anyone with Profession (lawyer), (bureaucrat) or (accountant) can make a DC 12 check here to realize that only Farid has access to this account and is stashing money in what is probably an illegal manner. Anyone may attempt a DC 20 Intelligence check for a similar result, except that they do not realize that only Farid has access to this account.

Also in the false backing is a summary of receipts for a series of payments for jewels made in the last month. They are entirely unremarkable but anyone can make a DC 12 Craft (jewelry) or ranks in Appraise may make a check to realize that the jewels in question (noted in a shorthand typical of jewelers) are those that can be easily substituted for more valuable types. It is a DC 14 Intelligence check with this detail to recall a fact from the trial that a substitution of this type of jewelry took place with the collateral and was the basis for the charges against Gnorfil when they were brought. Naturally, if the players put this information together, at least in part, they can move to the next stages of questioning without having to have the appropriate skills noted above.

There are a series of regular ledgers and other books of account on the bookshelf in the main bedroom but they are both unremarkable and of no help. They detail the typical transactions that would be expected and allowed. Farid was very careful to continue his normal operations until quite recently and there is nothing in these that might implicate him – but the ledger for petty cash is substantial circumstantial evidence that something unusual was going on and is therefore hidden.

If the regular ledgers are taken and reviewed, even with a cursory glance, it is a DC 15 Knowledge (accounting), (bureaucracy) or Intelligence check to realize that the petty cash ledger is missing (this is only necessary if it was not discovered).

Basement Exit

The basement is exactly as indicated on the map, except for a large tunnel dug into the ground beneath it. There are clear drag marks leading into the tunnel but none leading back out. It is a DC 35 Survival check with the Track feat to note the passage of three medium-sized humanoid creatures (two Dragon Shaman and Farid) and one larger, more imposing creature (the chraal, Dare). The drag marks can be determined by everyone with a DC 9 Search check to be boxes or boxed-shaped objects some three feet wide and six feet long. The tunnel itself is roughly hewn from the ground but there is no evidence of how the dirt was disposed of, at least in the area. (Farid had summoned thoqqaa destroy it, actually), It is a DC 15 Knowledge (dungeoneering) or Knowledge (architecture and engineering) check to determine that the tunnel was cut by hand, somehow (obviously very strong hands!) and attacks of acid. The tunnel disappears into the ground with no visible light sources.

Development

The only real options at this point are to either return with the limited information available, or to proceed down the tunnel. The tunnel is four miles long and, at the end, **Encounter Three** is reached. If the PCs go back to either Elaine or Shirae, both exhort them to return and finish the exploration. If they do not, the information they have at this point is insufficient to charge Farid or free Gnorfil. Proceed to the **Conclusion** at that point. For the purposes of keeping time tracked, note how long it takes the PCs to advance down the tunnel.

Mine

It is possible that PCs will want or try to visit the mine site. The site is a typical abandoned mine, with older timbers supporting the tunnel into the ground, located some 10 miles north of Polvar. Directions to it are easy to obtain—the return of miners to the area was something of a novelty, since the mine was considered long since played out.

Most of the equipment at the mine is old and decrepit. It is a DC 15 Int check or Profession (miner) check to realize that this is all remnants of original equipment and that the newer items were removed. (In fact, they were taken when Farid foreclosed on his loan and used the goods to pay off part of the debt that Gnorfil then owed to him.)

The mine tunnel leads down into the ground. After twenty minutes of exploration and analysis, anyone making a DC 15 Knowledge (dungeoneering) or Stonecunning can realize that this mine is indeed entirely played out – there is no ore here at all. The bottom of the mine ends in a water-filled tunnel that goes down further. There are signs of passage here, with pitons driven into the walls that might allow guide ropes to continue on (no guide ropes currently in place).

It is a DC 20 Survival check with the Track feat to realize that only one set of prints has gone past this point, into the water. It is likewise a DC 30 Survival check with the Track feat to note that this last time was three months ago. For reference, Gnorfil was establishing his mining and smelting operation during this time and did not want to keep such portable treasures as the armor until he could be sure of melting it down for the raw materials. He never had the chance to start this process.

The tunnel that goes further quickly becomes a maze of tunnels, with no pitons past the early part. Those with the Track feat can attempt another DC 40 Survival check to follow the trail further into the water-filled tunnels (or possibly use magic to discern a path). This same check must be achieved twice more to find the watery tomb of the dwarves, taking 15 minutes per check, or 45 minutes in total – each time it is failed, 30 minutes is added to the

time below. Remember that all of this is underwater, with no light source – this should be taken into account!

Watery Tomb

The tomb of the dwarves is not remarkable in any manner. It is a stretch of tunnel some sixty feet long, fifteen feet wide and ten feet tall – high for this area but not unusual. The dwarves made a last stand here, attacked on all sides. Those making a DC 15 Heal check can determine that the dwarves died to a combination of piercing and slashing wounds, as well as energy damage of an unspecified type (too little evidence remains). Forty skeletons have been piled carefully upon one wall, with no equipment on them of any type (they have been taken by the Dragon Shamans). All of them were, at once point, well-equipped, and a DC 25 Heal check can determine that their equipment has recently been removed).

Those finding the watery tomb have another means of obtaining a suit of armor as needed. There are 19 suits of adamantine full plate here, with dwarven skeletons still in them. All such suits have the mark of the Silver Pick clan on them but nothing else – Farid only has the other suits marked when the dragon shamans obtained them (see **Encounter Four**).

Anyone can make a DC 15 Intelligence check after all information is before them (if they come here) to realize that Farid must have miscalculated the time it was taking for the dragon shamans to take out the armor – he foreclosed early on Gnorfil before all the adamantine armor was removed.

Development

The PCs may choose to either go back to the mansion (the early part of this Encounter) or to proceed to try to track down those taking the mithral suits (if they think about this and make that leap of logic, or the necessary check). It is a DC 40 Survival check with the Track feat to find the route back to the dragon shamans. Although it takes some thirty minutes of twists and turns, only once check is needed. Should this be the case, proceed to **Encounter Four** directly, noting the differences. The door to get to the Dragon Shamans is likewise closed.

Also note that any removal of armor from the area without some sort of ceremony should be noted for later information.

INTERLUDE – THE TUNNEL OF ICE AND WATER

The tunnel from the mansion turns into ice toward the end. This is just a thin layer, perhaps one inch thick, but it is enough for the effects that are later described.

There is also a substantial amount of cracking and holes in the floor and walls and ceilings of the tunnel – through this, water later erupts (in most situations) to fill up the tunnel, when the environmental equalizer developed by the dragon shamans is used. It is likewise through these that the water also drains away, when the pressure that has built up to allow it passes.

If and when the tunnel fills with water, hiding and moving silently are affected. Any attempts to hide suffer a -20 penalty, since the water itself gives away the positions of those within it. Moving silently is better off, however, because although sound is distorted it is amplified, providing a -10 bonus to such efforts. These are both circumstance modifiers.

ENCOUNTER 3: MYSTERY AND INTENT

The long tunnel is now becoming noticeably colder, and small pools of water start to have thin layers of ice upon them. Soon, the thin layer is solid ice, spreading out across the ground itself. The walls of the tunnel continue to show the same signs of work upon them on occasion.

The tunnel itself was a much smaller affair and was expanded and connected by Dare, the chraal in the employ of Farid. As the PCs approach the end of the tunnel, the cold chill emanated by the chraal is affecting the local environment. At this stage, any Dwarf or those with ranks in survival can determine with a DC 12 Int check or Survival check that the PCs have come approximately four miles since entering the tunnels, going generally north despite some twists and turns. The proximity of the chraal also affected the temperature of the water in the area, making it even colder and forcing Gnorfil to obtain cold weather gear with waterproofing to continue his explorations.

When reaching this area (the distance is noted below in the next paragraph) it is a DC 15 Knowledge (dungeoneering) or Knowledge (architecture and engineering) check to notice the signs that this entire area was once under water. A further check – or the same if they exceed this on the first attempt - DC 25 allows the PCs to realize that the drainage of the water occurred

within the past 6 months or so, and that it has not been absolute. In other words, water leaks into the tunnel from time to time, indicating that what is present is a dam or doorway, not a permanent barrier.

The last 1000 feet prior to the end of the tunnels is entirely covered in ice, on the walls, floor and ceiling. If the PCs were to spend a long time in here, cold weather gear would be needed to prevent hypothermia, but a short term stay is not a problem (see the *Dungeon Master's Guide*, page 302). The ice is slippery, however, and PCs moving require 2 squares of movement for every 1 square traveled, and Balance and Tumble Checks are increased by +5. Anyone on the ice sheet is considered to be flat-footed unless they can make a DC 15 Balance check or have 8 ranks or more in Balance (this differs from the typical requirements because of a minor slope and low wind in the tunnel).

In the last 1000 feet of the tunnel, the thick ice makes it possible to attempt a DC 19 Knowledge (planes) check to determine that the creature responsible was a chraal – this is based on the environment, damage to the walls and other features discovered as the PCs approached the area. Initially, provide the details that the creature is a chraal, a large-sized cold elemental known to be a ruthless killer with a breath weapon. For every five points above 19, provide one of the following additional details:

- 1) Chraal are solitary and it is likely there is only one. As a large-sized elemental, it benefits from Damage Reduction 5/-;
- 2) Chraal generate such intense cold that their very attack causes additional cold damage. Additionally, when they die they also explode in a burst of cold energy and ice shards;
- 3) Chraal cannot speak or communicate in any fashion and are not susceptible to spells that might rely upon this. Their alignment is almost invariably neutral evil;

At the conclusion of the tunnel itself are three large chambers.

The chamber to the right has a 15' ceiling, and is filled with wooden crates. In most of the crates are two sets of chainmail mithral armor, all ice-encrusted. The crates are all open, with tops nearby, but it is clear from a casual inspection that they have never been closed up, as opposed to have been opened. Moving anything within this room without precautions causes a substantial amount of noise from creaking ice, summoning Dare. This area is all large enough for a huge-sized creature to move without impediment..

These suits of armor are all the property of the Mouqollad Consortium, and there are ownership marks on all of them. A DC 12 Appraise check can verify the

stamps and the value of the items. The original dwarven symbols of ownership are still present, however – a DC 15 Search check reveals these. Anyone with a DC 20 Knowledge (History) or Bardic Knowledge can attempt a check identify the mark as that of the Silverpick clan of Dwarves, a dwarven clan that disappeared from the local Yatil Mountains after an underground conflict centuries ago.

Empty crates have clearly been prepared to receive further suits of armor. Where the suits of armor are might spark some questioning (or not, depending on the PC!). While the crates present are sized for chainmail, those remaining have larger spaces and it is a BAB or a DC 20 Intelligence check to identify these as large enough for full plate or battle plate (from *Races of Stone*).

Taking the Armor

It is quite possible that a greedy or mercenary character will recognize the huge value of what is before them and not question the ownership. They may choose to immediately abandon further efforts (or possibly engage the dragon shamans in **Encounter Four**) and then leave, not returning with information to anyone or turning over the suits of armor. In this case, the PC receives both the full amount of GP for the adventure and an equal amount as a bonus under items sold (Just Desserts is noted) – and are then provided with the **Just Desserts** award. Much of the value of the armor is lost as the rumors of the impact on the PCs have a huge detrimental effect on sales...

Continuing On

The room directly at the end is protected by a huge stone and iron-bound door. It is large enough for a huge-sized creature (and the PCs will recall that the tunnel is large-sized, allowing a huge-sized creature to squeeze as needed) to pass. The door is locked (DC 30 Open Lock) and, even after unlocking it, moving the door requires a DC 15 strength check (anyone with a strength of 20 or more can take a 10 to succeed). Any noise at this will also warn Dare of the PCs arrival. It is possible—although probably not desirable—to open this door before fighting Dare and therefore fight the combats from Encounters Three and Four at the same time.

On the left is the room where Dare meditates (he does not need to sleep) as he awaits his payment for the tasks he has accomplished. Dare ignores Farid and the two dragon shaman. Anyone else is an intruder and should be killed and destroyed (yes, both are applicable for him...). The curve in the cavern prevents him from always seeing the PCs immediately, and they may not

investigate here first, but he moves into action when he is made aware of them, usually when they make noise. If the door to Encounter Four is opened, unless precautions are extraordinary, he is made aware as the air pressure in the area changes.

Dare at APL 6 and 8

Dare is not in his natural environment and his strength has waned at the lower APL. He is weaker than normal having been away from his cold environment, despite his ability to generate intense freezing temperatures himself. At APL 10+, he continues to remain strong, still able to withstand the time away.

Tactics: Dare is a vicious opponent and hates any who employ fire magic. Those using such items receive his undivided attention. Otherwise, he goes for those with little or no armor first. He is unfamiliar with healing magic, and does not concentrate on healers unless they are either poorly armored or display fire magic. Dare has no desire to retreat and fights until dead. He strikes opponents until they fall, wasting no further attacks upon them – if they are healed and get up again, he just views them as a “new” opponent.

Development: The PCs may choose to either open the doorway and continue their explorations, or return now with the armor and what evidence they have gathered. The doorway can either be unlocked, bypassed or smashed open, as desired (or depending on capabilities) – see **Encounter Four** for full details. If the PCs choose to go on, proceed to **Encounter Four**. Otherwise, proceed to **Encounter Five** (if the PCs return with the armor) or **Conclusion** (if they depart with the armor and do not return).

APL 6 (EL)

Dare: Chraal Barbarian 2 large elemental; hp 107; see Appendix One.

APL 8

Advanced Dare: Chraal Barbarian 2 large elemental; hp 189; see Appendix One.

APL 10

Advanced Fighter Dare: Chraal Barbarian 2 / Fighter 2 large elemental; hp 255; see Appendix One.

APL 12

Huge Advanced Fighter Dare: Chraal Barbarian 2 / Fighter 2 large elemental; hp 337; see Appendix One.

APL 14 (EL)

Huge Advanced Fighter Dare: Chraal Barbarian 2 / Fighter 2 large elemental; hp 367; see Appendix One.

Treasure:

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 12: Loot: 8 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 14: Loot: 8 gp; Coin: 0 gp; Magic: 255 gp - *+1 ring of protection* (167 gp each), *+1 cloak of protection* (88 gp each).

ENCOUNTER 4: DELUGE OR PEACE?

This Encounter has a few possible options on how it is played out. Bypassing the door (instant transport magic) or opening it (unlocking the door) sets up possibility A. Smashing the door in any fashion sets up possibility B.

The dragon shamans, Drathil and Evoril Greenhide, have been working for Farid for six months now. They know him and the chraal Dare and are working purely for profit, although they were initially introduced through the auspices of the temple of Hextor. Through a fluke of education, Drathil was taught in his arcane classes about rituals for appeasing various religions. Although his knowledge is limited and not very accurate (it was not a religious course, after all), his intent is sincere and he has succeeded in appeasing the various gods with their removal of the armor to this point.

The room is a large oval-shaped cavern with yet another door of similar type at the far end. Evoril and Drathil are in the room, making final preparations for an appeasement ceremony for another suit of armor, this time adamantine full plate, that they have just salvaged from the underwater burial tomb of the dwarves.

Possibility A

The PCs enter the room by unlocking the door or bypassing it without smashing it. In this case, it is possible to Diplomacize with the Dragon Shamans, rather than fight immediately. Then again, if the PC's just want to fight, the Dragon Shamans will comply.

Upon entering in this fashion, though, Evoril and Drathil turn to view the intruders curiously. Although alert, they do not immediately take hostile action and are willing to talk. They want the PCs to leave and will not take no for an answer (initially), but a proper diplomatic effort can persuade them to change their minds. Intimidate or Bluff can also be employed but at a +10 DC to reflect the difficulties. Drathil is the primary focus and is initially hostile. Use the Diplomacy chart in the *Player's Handbook* (page 72) to develop the reaction, with the following modifiers added:

Circumstance	Modifier
APL	Add as a negative modifier – Gnolls are more suspicious of powerful creature, based on their upbringing.
Dwarves	-2 – Gnolls do not like Dwarves
Sorcerer or Dragon Shaman	+2 – These gnolls like those with draconic blood
Member of the Mouqollad Consortium	+4 – The gnolls are aware of who is paying them...
Openly threaten Gnolls	Automatic failure of this attempt
Open symbol of Heironeous	-8 – Hextorites do not like the Archpaladin...
Speak Gnoll	+4 – Gnolls like hearing offers in their own language
Good presentation	+2 per PC who makes a good or helpful point in the discussion (limited to one bonus modifier per PC)

The PCs have two attempts to get the attitude to shift from Hostile to Helpful. If this is not achieved, the gnolls attack, wearying of the discussion. Note that offers of money are not helpful in this case, as they have already been paid by Farid and do not want to break their word (this is important to them). Any hostile action, such as casting spells of any nature, or drawing weapons, playing bard songs or approaching in what might be construed as a threatening manner, results in combat as well.

If the gnolls are diplomacized, one (Drathil) agrees to come back and give full details on the situation as he is familiar with it (the raiding of the dwarven burial ground and the activities he has undertaken to facilitate this). He is careful to point out the ceremony of appeasement he was undertaking and recommends that all PCs participate – it is a very simple ceremony and merely stresses that the participants did not seek to insult or otherwise offend the gods whom the dwarves worshipped before they died. Anyone with Knowledge (Religion) of any ranks

realizes the ceremony is both entirely made up and also entirely sincere.

If any PC refuses to participate in the ceremony, or they do not allow it to be undertaken, note this for later Encounters.

The Ceremony

The ceremony has been prepared by the dragon shamans using their own experiences. Any ceremony that the PCs wish to devise on their own (as later permitted) must include at least four separate elements, three of which involve some degree of role-playing at the table (and active role-playing at that).

- 1) Shake oneself like a dog to get rid of moisture. This must be violent and all over;
- 2) Place a small chew toy in the middle of the circle and then deliberately turn away from it, effectively offering it to the spirits;
- 3) Howl at the top of your lungs the PCs name and the PCs fathers name;
- 4) Switch places as fast as possible with the person opposite you at the table;
- 5) Light the candles at the ritual in a counter-clockwise order (after all, there are always candles in rituals...);
- 6) Recite the last three creatures the PC killed in combat, giving a description and punctuating each description with a waving of the arms;
- 7) A minute of silence (because there is always silence...);

With the latter complete, the ritual is over. Any PC completing this properly (or devising their own ritual and completing it), as decided by the DM, accrues benefits as noted later.

Possibility B

The PCs smash the door down. It is two feet of stone, with 360 hp. At least two entrance points are needed to allow a medium sized person in, or four for a large sized person (one for a small-sized or smaller). In this case, the dragon shamans assume totally hostile intent and have readied their water release. There is no possibility of Diplomacy utilizing this entrance method.

Water Release

The gnolls are well aware that they can operate underwater effectively. Their equipment value is reduced by 1/3 to account for this difference and reflect the

impact upon the PCs in combat. If the gnolls are not ready for immediate combat (Possibility A) it takes two rounds for the water release to ready itself after a command word from either Drathil or Evoril (free action on their turn).

As soon as the Water release is ready, it may be activated by another command word from the gnolls at any time (it is a free action). If activated, it releases a torrent of water into the chamber (from both the area of the second door and also cracks throughout the room) and then into the tunnel beyond (if the door is open). This water arrives as a massive wave, coming from the opposite door as it swings open in response to the command word (it is a simple magical trigger) but the actual warning is sufficient for PCs to grab for handholds if they desire.

Anyone caught in the water may either make a DC 30 Reflex save to grab handholds and resist the push of the water, or make a DC 30 Fortitude save for the same result. Failure means the PC is pushed back 10 feet—which does not provoke attacks of opportunity—and is prone on the ground. Any PC with the ability to operate freely underwater (either *water breathing* or similar effects) receives a +20 circumstance modifier on this check. Those with such effects as *freedom of movement* are unaffected, obviously. The two dragon shamans obviously have an advantage here and employ it as best they can – and note that if Dare is involved (from **Encounter Three**) he can likewise survive indefinitely and is suited to the environment.

There is no actual physical damage from the rush of water, other than the danger of going prone. It is primarily restricted to a change in environment, one in which the dragon shamans are quite comfortable and capable.

The water floods into the tunnel for 20 rounds (two minutes) and then starts to drain away at a rate of 1 foot of depth per round (so 15 rounds to drain in this area, 10 rounds further down the tunnel). Drowning is a possibility in this time period and the underwater combat rules and movement rules should be consulted for further limitations.

Movement in the water-filled tunnel follows normal underwater rules with one exception. The initial pressure is outward, although it is rapidly dissipated. Nevertheless, the current is generally outward, and this adds 10 feet of movement for the first two minutes to the base swim or land speed of anyone moving away from the original dragon shaman room.

The flooding takes place in the end chambers and for four hundred feet down the tunnel itself. Past that point, the pressure of the water is insufficient to fill the tunnel or generate enough water to put enough in (and the remainder is on an upward slope). As a result, PCs need

only retreat four hundred feet before they can get their heads above water. Failing that, they can wait the requisite time, holding their breaths or undertaking other actions to safeguard themselves.

Underwater notes: Water has some limitations for spell-casting (fire spells in particular) but there are no limitations on actually casting spells, even if they employ verbal components.

Tactics: The dragon shamans are brothers and act as a unit. They attack the same target and try to employ their breath weapons (when available) in alternating rounds to keep opponents moving and off-balance. They are both well aware that they have range weapons and attempt to stay at that range. They each have a swim speed, which allows them five foot steps, and this is the result of a long acclimatization to the area and their green dragon heritage. As soon as it becomes clear that they are unable to affect a target for any reason, they shift to a new target. If they are reduced to less than ¼ of their starting hp (individually) they attempt to flee down the water-tunnel behind them (assuming the door has opened for the water release). They do not surrender, having had this principle brutally indoctrinated into them during their early Hextor days...

Cold yet comfortable Metals: The ores of the suits of armor, long left beneath the water, have actually absorbed something from the surrounding area. Anyone wearing them is protected by an *Endure Elements* (CL1), if they are donned. Furthermore, the two dragon shamans have this protection by simply carrying pieces of the armor. The practical application for PCs is noted later in the adventure.

Development

If the dragon shamans are captured alive, they will agree to testify at the trial about what has been happening here at the mine. They do not, however, mention the ceremony of appeasement in this case. Various means of persuasion (at the discretion of the DM) can be used to make them discuss this ceremony. If the ceremony has not been held, it is a DC 25 Spot or Search check to determine that one was being prepared – unless previously noted by the shamans, in which case it is automatic. Performing the ceremony without assistance takes no real effort, merely the sincere desire not to offend the deities looking out for the dwarven spirits – any PC can speak or develop such as this. Any PC who does not perform such a ceremony should be noted for later Encounters.

If the PCs want to explore further, remember that Gnorfil will be sentenced at midnight. What lies beyond is a huge underground network of tunnels. Even being led by the dragon shamans will take three hours to reach the mine (close in absolute terms though it is) and the resting place of the dwarves beneath it. All that is possible from this exploration is to confirm that reaching the mine from this tunnel is possible. If the dragon shamans are still alive or cooperating, they can confirm this detail.

If the PCs wish to return with the armor and evidence to date (possibly including the dragon shamans), proceed to **Encounter Five**. If the PCs do not return with the armor or evidence, or take the armor and sell it, proceed to **Conclusion**.

APL 6 (EL)

Drathil Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3 / sorcerer 2; hp 66; see Appendix One.

Evoril Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3; hp 51; see Appendix One.

APL 8

Drathil Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3 / sorcerer 4; hp 94; see Appendix One.

Evoril Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 4 / barbarian 1; hp 72; see Appendix One.

APL 10

Drathil Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3 / sorcerer 4 / dragonheart mage 2; hp 115; see Appendix One.

Evoril Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 6 / barbarian 1; hp 101; see Appendix One.

APL 12

Drathil Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3 / sorcerer 4 / dragonheart mage 4; hp 134; see Appendix One.

Evoril Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 8 / barbarian 1; hp 123; see Appendix One.

APL 14

Drathil Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 3 / sorcerer 4 / dragonheart mage 6; hp 150; see Appendix One.

Evoril Greenhide: medium humanoid (gnoll, dragonblood) dragon shaman 10 / barbarian 1; hp 158; see Appendix One.

Treasure:

APL 6: Loot: 123 gp; Coin: 0 gp; Magic: 192 gp - +1 *longspear* (192 gp each). – Remove one *longspear*, vest

APL 8: Loot: 115 gp; Coin: 0 gp; Magic: 568 gp - +1 *longspear* * 2 (192 gp * 2 each), +1 *chain shirt* (96 gp each), +1 *vest of resistance* (88 gp each). Remove gauntlets, one vest.

APL 10: Loot: 115 gp; Coin: 0 gp; Magic: 1322 gp - +1 *longspear* * 2 (192 gp * 2 each), +1 *chain shirt* (96 gp each), +1 *vest of resistance* * 2 (88 gp * 2 each), +2 *amulet of health* (333 gp each), *gauntlets of ogre power* (333 gp each). one +2 vest (downgrade to +1), remove +2 cloak of charisma

APL 12: Loot: 115 gp; Coin: 0 gp; Magic: 2822 gp - +1 *longspear* * 2 (192 gp * 2 each), +1 *chain shirt* (96 gp each), +2 *vest of resistance* * 2 (333 gp * 2 each), +2 *amulet of health* (333 gp each), *belt of giant strength* +4 (1333 gp each). Remove gauntlets, remove +2 cloak of charisma (times 2).

APL 14: Loot: 115 gp; Coin: 0 gp; Magic: 4988 gp - +1 *bane-human longspear* (692 gp each), +1 *longspear* (192 gp each), +1 *chain shirt* (96 gp each), +2 *vest of resistance* * 2 (333 gp * 2 each), +4 *amulet of health* (1333 gp each), +4 *belt of giant strength* +4 (1333 gp each), +2 *cloak charisma* * 2 (333 gp * 2 each).

INTERLUDE – THE SPIRITS ARISE

At this stage, the ancient spirits of the dwarves who died in the tunnels have moved from their resting places. They have been watching the removal of their armor with a degree of interest, though they are pleased with the ceremonies that have been undertaken to date. The oaths sworn by this warband were to defend their leader until such time as the tunnels were cleared of foes – and that never happened. They have existed as ghosts for a long period of time (hundreds of years) but their devotion prevents them from indiscriminate attacks.

All of the dwarves are of noble birth, members of the Silver Pick clan when it fought against intruders in a massively damaging and destructive campaign underground. They were equipped with the best their clan could must, to act as a forward force that could strike against their foes – and they were trapped by an entire army of enemies after a series of engagements that drew them far into the tunnels. The flooding that took place

was actually a final solution developed by other dwarven allies that was implemented after the major conflict was finished – it forced an end to the problem but it did ensure that a number of dwarven bodies were never recovered.

The spirits are now hungry for vengeance but cannot act against the two dragon shamans (because they performed the correct ceremony). Instead, they have focused their attention on Farid as the cause of the desecration – Gnorfil has escaped their wrath because he was actually unable to loot their watery resting place. With the information they have, they now know where Farid will be this evening and have moved toward Polvar with the intention of seeing a resolution to the desecration (in their eyes).

Any PC performing the necessary ceremony in **Encounter Four** will not be attacked by any ghosts in **Encounter Five** unless they first attack and is immune to possession (the malevolence ability) for this adventure. They furthermore receive a +2 circumstance bonus to AC against the ghosts for the remainder of the adventure (because the ghosts shy away from attacking them.).

The ghosts will target anyone who deliberately refused to take part in the ceremony and that PC also suffers a -2 circumstance penalty to all saves to avoid the malevolence ability. Furthermore, all ghosts attacking such individuals receive a +2 circumstance bonus to attack and damage rolls (not ability drain, only actual hp damage).

These bonuses and modifiers all apply to the ghosts when they are possessing other bodies as well. In most situations, this will have no impact on this adventure but is included for completeness.

More importantly, as it is hoped there is no combat, anyone to have successfully completed the ceremony is accorded a status one better than normal with the dwarves (making Diplomacy checks easier) and should be given an easier time roleplaying – the dwarves are more lenient with them and provide them with direction when asked.

At this stage, the dwarven spirits have moved into town. They went directly to the Hall of Jurats (after possessing a few people en route to find out the details – leaving them in Charisma comas after the fact to prevent early detection). They know that, at some point, they will be detected and engaged, but they hope to move quickly to their target.

They reached the Hall of Jurats without a problem. Their first course of action was to possess the new shift of guards for the trial – they failed with two of them and put them into Charisma comas as well (leaving them asleep in the barracks, which is not considered unusual for guards). They then waited for a shift change, and will

take up positions as the guards– various PC senses may note this difference and should be advised.

The lower level ghosts possess bodies first and are the first wave, as it were. As their leader when he was alive, Horik Silvershard leads the ghosts. All are following his lead and are buoyed by his force of personality to allow them to depart from their traditional grounds and make this journey.

All APLs

Dwarf Guard Ghosts (40): Fighter 6, medium undead; hp 45 each; see Appendix One.

Dwarf Elite Guard Ghosts (10): Fighter 8, medium undead; hp 60 each; see Appendix One.

Dwarf Sergeant Ghosts (6): Fighter 10, medium undead; hp 75 each; see Appendix One.

Dwarf Lieutenant Ghosts (4): Fighter 12, medium undead; hp 90 each; see Appendix One.

Horik: Cleric 13, medium undead; hp 94 each; see Appendix One.

INTERLUDE: CONSTRUCTION OF THE HALL OF JURATS

The Hall of Jurats in Polvar, as with others throughout Ket in the major cities, is designed to be hard to escape from. The walls (including floors and ceiling) are all solid stone two feet thick with *walls of force* embedded within them. The doors are all likewise one foot thick stone embedded with *walls of force* and are also airtight. There is a permanent overlapping *dimensional anchor* on the premises, preventing instant transport magic from taking place – four such spells overlap the building but only one would have to be dispelled to allow instant transport magic to work in any given trial room. The permanent magic reestablishes itself after one minute (10 rounds). All magic in the facility is CL 22 (through a variety of metamagic, divine and otherwise).

Note that the ghosts cannot, therefore, pass through the walls, floor or ceilings.

INTERLUDE: EARLY DISCOVERY, EVIDENCE AND THE ARMOR

It is possible that PCs may discover the ghostly intruders early and find a way to deal with them. In such a case, they are awarded a successful story award for dealing

with Farid and the adventure should proceed to **Encounter Seven** after the appropriate information is handed out.

It is likewise presumed that the PCs return and want to share their evidence. If this was not the case, then **Encounter Six** must be modified because the spirits are still present, but they have to force the issue rather than having it handed to them as an opportunity.

The armor beneath the tunnels is presumably being returned at this point (if not, **Encounter Three** provides for the appropriate continuation). Once it becomes known to the Ket government, said government confiscates them all (but allows it to be used as evidence at the trial). This is addressed in the **Conclusion** for later reference.

It should also be noted, for completeness, that the full looting of the dwarven dead was never accomplished. Only the mithral items and one adamantine suit were recovered to this point, and Farid was being forced to flee with these alone. Again, he misjudged the speed of the trial but was relatively content with the size of his haul (although he did have his dragon shamans working up until he departed, as can be evidenced by the previous encounters).

ENCOUNTER 5: RETURN WITH EVIDENCE

With the information on hand, the PCs must now return to Polvar with what they have. If they have the following, Farid can now be charged and the trial might have a different outcome:

- the petty cash ledger
- the jewelry receipts (and what they mean, this must be explained to the court)
- at least one suit of the armor taken from the deeps of the tunnels
- evidence from the dragon shamans about Farid's involvement, or some evidence of same (this may take some innovation or magical action on the part of the PCs and should be given a good amount of leeway for creativity)

A decision must be made by the PCs at this point whether to approach Shirae or Elaine first with the information. The AR award from each is dependent on who is approached first – if the PCs attempt to finesse this, and approach both simultaneously, they lose both potential awards.

It is possible that the PCs have no desire to give evidence at the trial or participate in any fashion. This is perfectly acceptable and their employer (or employers depending on choices) do compensate them for their tasks, although they do try to have them attend the trial (but not unreasonably). Should the PCs take this route, proceed directly to **Encounter Seven**.

If the PCs have all the details listed, the trial will enter a new stage – provided the information comes before the midnight deadline. Remember that the Consortium is more concerned that Farid is caught and charged, not that Gnorfil is freed. Either Elaine or Shirae, depending on who is asked, requests that the PCs accompany her to the Hall of Jurats in Polvar and assist in presenting the details, as witnesses that discovered the new facts.

The Jurat in charge, by the name of Shallar al'Jurat, takes all of the new evidence in stride and, with an audible sigh, announces a pause in the proceedings for a short time to allow him to digest these new details and how they will impact the situation. Farid, present, is shocked and appalled but quickly taken into custody by the Threshers and removed to a secure holding cell, to be brought out after the pause for a formal series of charges to be made.

At this time, everyone is led out of the trial room and allowed to wander the premises or take seats in waiting rooms (there are a number for each trial room). The ghosts are not yet in the area and cannot be seen. Ten minutes before the start of the trial again, the current guard shift is called into the office of the Shallar to impose the strict laws of the court on the re-entries.

There are twenty additional individuals attending the trial, representing various business interests. They are all considered to be 2nd level commoners, with 10 hp each and an AC of 11. Five are lawful evil, 12 are lawful neutral, and 3 are lawful good in alignment. To make your job easier, they automatically fail possession saves if attempted on them by ghosts. Additionally, Shirae and Elaine are present (from **Encounter One** and the **Introduction** respectively) but Liraq (the messenger in the **Introduction**) is not, having been excused.

All PCs are then advised (along with the regular members of the court and attendees) that they must strip off all items, and place them in a container for analysis; the items will be returned to them as long as they are not an amulet, rings, headband, eyepiece, covering or periapt (in other words, anything taking up the ring, necklace, eye or head slots) – all such items are placed into safe storage in another part of the Hall of Jurats. The guards undertaking this are all normal, simply operating under orders. Anyone unwilling to undertake these restrictions may not enter the court room.

This law is designed to prevent any magical or non-magical tampering of most types. (However, it is not perfect, despite what Ket government officials maintain). A DC 20 profession (lawyer) or Knowledge (local – VTF) check confirms this fact, as well as the fact that this particular severe search and removal law is only used infrequently (but is not unheard of).

Once everyone is back in the court, the guard shift changes outside. These new guards are the possessed versions – any PC not inside might spot them (if they can sense ghosts in any fashion) since the guards are all possessed. Those inside do not yet have that opportunity. Note that unless the PCs have taken unusual opportunities to interact with the guards, they get no Sense Motives checks on those possessed.

When Shallar re-enters the court, he too is possessed (in fact, he ordered the implementation of the strict court laws while possessed) – this may also be noted by PCs. Ten guards follow him in, taking up positions at each corner of the room, each corner of his raised desk, and one at each doorway. All the guards are likewise possessed. The prisoners are then led in, Gnorfil and Farid, escorted by ten more guards in total (all likewise possessed; however, neither prisoner is possessed). The prosecutor and defending lawyer enter at this time as well, and are likewise possessed – for reference, this is a total of 23 ghosts in the room, and 4 outside it (2 on each entry into the room) in possession of various bodies. If noticed and action is in the offing, Shallar raises a hand and attempts to calm things – should this not work, this is an untiered encounter and the stats for the ghost should be employed. One round after combat breaks out in this manner, the remaining ghosts pour into the room through the doors (opened by the guards outside), attempting to possess or attack the PCs. If the delay by Shallar works, move to Development and have Shallar order the doors sealed.

Should the PCs not have a means of detecting possession, it is a DC 18 Sense Motive check to realize that Shallar is not acting entirely similar to his earlier appearance. PCs should be told that something just is not right about him. Those with DC 25 Knowledge (arcana) can make a check to recognize the signs of possession.

Development:

If the PCs do not note the possession, their first indication that something is wrong is when Shallar (Horik, in fact) orders the doors sealed and Farid brought before him. The entire room starts to buzz with conversation when this takes place, since it is entirely out of place. A DC 15 Profession (lawyer) or Knowledge (local-VTF) check confirms that decisions about charges are always read from the desk by the Jurat, not with the

prisoner brought before him. Likewise, those watching can confirm this fact.

There are few means by which the PCs can now leave the premises without violence (always an option, but this will result in the same untiered combat as noted above). Those that can may proceed to the **Conclusion**, otherwise proceed to **Encounter Six**.

ENCOUNTER 6: A TRIAL IN ERNEST

Shallar glares around. He gestures toward Farid and mutters the word “bhuztar”. Glancing around, he continues in common.

“This...man...is accused of the crimes of desecration and mercantile theft. He is guilty and I will hear nothing further on this. The sentence is death, to be carried out immediately. Guards, come forward to do your duty.”

“Jurat Shallar, I object,” states Farid, standing and sneering at the assembled crowd in the court, his composure now returned since the earlier revelations. “I demand my right to speak to defend myself and to explain my...”

“Silence!” interrupts the Jurat. “You have no such rights. Guards, continue with your task.”

“Bhuztar” is a slang word from the Yatil Mountains in dwarven, meaning beardless coward (at least, that is a polite translation). Anyone speaking dwarven can be provided with this detail.

Anyone in the court room can either make a DC 15 Knowledge (local – vtf) or Profession (lawyer) checks to realize the silencing of the defendant is strictly against Ket law, or they will hear this muttered by many in the crowd in the next round (leaving three rounds to react, as indicated below)

At this last statement, a shocked silence falls on the court, followed shortly by a lot of muttering. There are four rounds to intervene, as the guards move forward and ready themselves with falchions for their task. Horik/Shallar is not looking for intervention but he treats any such action seriously and halts the death sentence for a discussion (he was a logical and thoughtful dwarf when alive).

This particular interaction with Horik/Shallar about the execution of Farid is the crux of this Encounter. It is presumed that PCs want to try to intervene, in some fashion. If they do not, that is entirely their choice – they have made a decision that may have future consequences.

No Intervention – the ghosts are satisfied with the outcome and attempt to flee. Any PCs not intervening are provided the AR Award **Ice Cold**.

Intervention – this sets up a rather extensive and lively opportunity for debate and role-playing. Horik/Shallar has no particular desire to simply execute Farid without debating his crimes, since the undead dwarf is rather fond of such heated debates (and has had no opportunities for a very long time...).

Reference the laws of Ket in **Appendix 4** for more details about the impact of various crimes under the judicial system. In particular, it should be noted that Farid is definitely a Citizen of Ket and subject to all the protections and features that accompany that. Likewise, it may be important to note that Gnorfil is not a Citizen but merely a resident, and with lesser protections that result from that.

The dwarf is evil as a result of his undead status, and cruel and dispassionate with that new existence, but still very lawful. He argues strenuously that death is the only real option, since the crime should be punished under dwarven law – it is a DC 20 Knowledge (local – VTF) or Profession (lawyer) check to realize that this is not a typical punishment under dwarven law, save in the case where such desecration was for the purposes of raising undead (which this was not).

Anyone can participate in this discussion and the entirety of the story about the mine and the plots and machinations of Farid and Gnorfil may come out – which is perfectly fine. Give leeway in this discussion, noting that the prisoners are quite terrified right now and willing to “spill the beans”, rather than risk a confrontation with incorporeal undead numbering in the dozens. The lack of weaponry and protective equipment has a distinct impact on their attitude as well.

Various Points of Interest:

- Farid can be made to re-pay his debts. This would force him to become an ushdar, or indentured servant. As a Citizen, this would be an appropriate punishment but only available if there were a Citizen who would likewise wish to take him on in an honorable fashion. Given that the dwarves of Ket are automatically Citizens, this might prove a very convenient solution to punishing Farid while also compensating the relatives of the dwarven spirits;
- Nothing Farid has done merits extreme punishments, but his compatriots have shown

that they are willing to do grievous harm. It could be argued that he is complicit with their actions, because he gave them their orders and provided them with a place of business – but this should fail under Ket law since he took no direct part in the activity nor did he specifically order it. Quite frankly, he might have expected it but he was careful never to explicitly request lethal force be used;

- Gnorfil, although evidently quite willing to raid the tomb of the dwarves, never did actually get the chance. Although the intent to carry out such a deed was evident, no actual transgression took place. Should he be asked, he explains (rather sheepishly) that he intended to both ask for permission afterward and make the appropriate payments to the families – he is being honest about this fact;
- Farid did indeed commit a lot of commercial fraud in the background leading up to this adventure. If questioned, he can confirm his actions in breaking numerous trade agreements for a cash payout (all in petty cash), in arranging for the gems of the surety to be switched (and pocketing most of the proceeds), and in arranging for the tomb of the dwarves to be looted;
- Farid is furthermore willing to explain, somewhat arrogantly, the extent of his plan with Gnorfil. Reference the Adventure Background for all such details.

Guilt of Farid

One thing to make very clear – Farid is guilty of commercial fraud (a number of commercial frauds), of letting an innocent (it is debatable whether Gnorfil is or not, but enough for the courts) be accused and convicted of his crime (this is not actually a crime under Ket law but it is an important determining factor in severity), of desecrating the bodies of the dead without permission and potentially other crimes as the “directing mind” behind the combats with the Gnoll dragon shamans and the Chraal. Whether or not PCs want to argue otherwise, this information is provided for the certainty of the DM.

No Roleplaying

Should the PCs have no desire to role-play this out, it is a DC 50 Diplomacy check—the standard *Player's Handbook* check for altering an attitude from hostile to helpful—to convince Horik to change his mind.

Matching or exceeding this DC results in **Success** below. If the check fails, the result is **Failure** below.

Roleplaying

Successful role-playing, in the eyes of the DM, enables the PCs to shift the attitude of Horik from execution to the appropriate punishment under the laws of Ket. What those punishments might be is actually up to the PCs to decide and discover based upon their questions and revelations during this Encounter – there is no set solution but more of an opportunity should be given for them to explore such issues than not (e.g. Do not limit them if they are having fun and role-playing).

Results of the Interaction with the Dwarven Spirits

Success

Horik stops and orders a real trial to take place. This happens in a hurry, with Farid found guilty of commercial fraud, Gnorfil exonerated, and Farid sentenced to become an ushdar until over 600,000 gp worth of fines are paid off.

Failure

The execution of Farid takes place. Anyone attempting to intervene is attacked by 40+ ghosts, all attacking to drain Constitution if the first execution attempt fails. This generally succeeds. There is no escape via instant transport magic – there are any other number of possible protections for Farid, but the result would be a difficult if not impossible fight against a huge amount of undead. For the sake of the PCs and time, this presumption normally should apply – if the DM decides that the plan from the PCs to protect him might work, this outcome should be altered. If the PCs do want to fight it out, allow them this opportunity but warn about the odds. This combat is untiered.

Development: The ghosts immediately leave the area – in fact, a DC 20 Knowledge (Religion) check confirms that they have been dispelled completely by the successful completion of this task. Farid is either charged accordingly or has been executed – these are the two most likely outcomes of this Encounter. The PCs are free to depart.

If alive, Farid is led away by the rather stunned guards (still reeling from their experience). Proceed to **Encounter Seven** once the aftermath of this is complete.

ENCOUNTER 7: THUG FIGHT

*****Note** – this Encounter is deliberately designed to appear contrived. The Velvet One really does not care and deliberately set this up. Her goal is to test the PCs for later information, not set up a completely smooth ambush.***

It is generally presumed this Encounter takes place after **Encounter Six**. Should the PCs be here by another approach (such as avoiding going to the trial) adjust things so that the sounds are heard outside their inn.

The clear night sky of winter is an impressive site as the doors of the Hall of Jurats opens for you to leave. A young man bows from beyond the threshold, a tired look on his face.

“My name is Venthar, good sirs (and madam, as needed). I have been awaiting the end of the trial to approach you, as we were informed you had chosen to attend. Would you be so kind as to take this message from my master?”

Just as the young man finishes, a cry of pain comes from a nearby street, followed by a dull thud as a body or something similar falls to the ground. The young man looks startled and surprised.

This particular interaction takes place after various representatives of the Velvet One have spent part of the day Gathering Information and gleaned that the PCs are accomplishing an important task for the Mouqollad Consortium. By the time this information was gathered, the PCs were out of town. Now, the Velvet One (or her agents, at least) has arranged to test the PCs for future reference – there is nobody watching this fight or taking notes, but instead the Velvet One anticipates questioning the attackers at some point in the future. There is a presumption that the attackers will be left alive for later discussions, but dead bodies will also tell a story for the Velvet One...

The Velvet One, for reference, is seeking information about the Mouqollad Consortium and is actively attempting to limit their influence. Whether she seeks to do this for good or evil is not decided (nor does she admit to any such limitations or goals) – she also is known as the Silken One to certain parties (in fact, there is a rumor that the two are separate beings and twins – no confirmation is yet available). Indeed, it could simply be a mercantile conflict of some importance in the offing, but

the Velvet One certainly shows signs of tremendous ruthlessness.

Venthar is an entirely innocent messenger. His master is Larthol, a representative of the Mouqollad Consortium representing the House of Al'Zarif. The House is the local MC dominant merchant house in Ket and he represents them directly, unlike Elaine who works for the ruling council in Zeif. Again, using information gathering techniques, Larthol was a little slow in reaching the PCs but he now wants to offer them a chance to sell or trade some favors for his own – after the combat!

Map 2 is provided to give an idea of the surroundings. The House of Al'Zarif official residence is located on the map, conveniently close (as this is a good location for an influence-peddling merchant). Various items of interest are noted on the map, including the Pax Mercuri Guild Office (the mercenary organization from Perrenland with guild offices throughout the Flanaess) and the Archon Offices (the Archons being the organized wizards of Ket in service to the government).

All participants opposing the PCs in this Encounter are charmed and acting as if the PCs are terrible foes who need to be subdued or killed (depending on their status in Ket – reference Appendix Four for more details). They can reveal little or nothing about their new found friend, who disappeared into the streets today and has not been seen since, but they continued on with their plan to ambush the PCs and foil their plans first....

Should the *charm* spell (CL 20) be dispelled there is a short opportunity to attempt a rushed Diplomacy, as per the *Player's Handbook*. The participants are all considered hostile and need to be reduced to indifferent to see any result. Any other result (that is not at least that level) continues the fight and prevents any further Diplomacy. If the participants are reduced to indifferent, they cease combat unless later attacked (in which case they defend themselves). If the participants are in a better frame of mind, they actively assist the PCs but known nothing more than indicated above.

Tactics: **Map 3** is provided for this combat. Any square containing one or two barrels is considered difficult terrain, full of debris and junk that is to be collected in the morning. A successful DC 15 Balance check can avoid the difficult terrain movement cost penalty but they still prohibit running or charging. Using the debris for cover provides a +2 AC bonus and soft cover.

The two low-level rogues are the bait for this fight and know it – they are located on **Map 3** flanking their target. They have picked a street urchin for additional bait and knocked him unconscious. When they want to initiate the attack, they wake the child (with water) and this time are loud, hoping for cries for help from him.

The presumption is that the PCs respond. If they do not, the “villains” are confused and eventually depart – a very cautious party could find nobody to fight or conflict with in this instance. If engaged, the rogues flee (or attempt to do so).

Sigurth and Selena hide just outside the alleyway and are noted on **Map 3** (they are considered to be taking 10 on the check, with a +4 circumstance bonus for preparation) – reference each for the total Hide check. The circumstance modifier increases to +8 at APL 12 and 14 when they use their Shadow Illusion to supplement it – not that in all cases, they are generally susceptible to discovery by detection spells. They attempt to surprise the PCs when they enter the combat. They strike at a single target, seeking to take it out of combat. Mullahs (clerics of the True Faith, the LN variant of Al'Akbar) and other clerics receive top priority, to prevent healing (and to prevent stern lectures...).

Non-Lethal Damage: All attacks by the NPCs are non-lethal only. Under no circumstances do they do anything else – the strength drain of the shadows at higher levels is only undertaken to neutralize opponents. This is Ket and the attackers believe they are within the protection of the law.

Lawbreaker: This combat is the most likely for anyone to run afoul of the laws of Ket. Anyone breaking the laws and being unable to escape by some means (instant transport magic would be the most likely culprit) is caught and sentenced as per **Appendix Four**. They are provided with the AR Award **Lawbreaker**.

Legal Consequences: If the *charm* is later broken or the attackers are knocked out or otherwise immobilized, the mullahs of the area eventually break the magical hold. The attackers feel chagrined at their actions and do not press any charges against the PCs, instead arguing that the actions of the heroes served to halt a further crime (beating the street urchin). That being said, there are plenty of witnesses from the Hall of Jurats to any crimes and, should the PCs commit any that are serious in nature, charges will be brought.

Personalities: Sigurth and Selena are half-brother and half-sister with the same father. They entered the monastery at an early age but have been working in Polvar for years now as very effective and highly sought bodyguards. Neither talks very much, preferring to let their actions speak for them. Under no circumstances do they break any of the serious laws of Ket – in this case, they are willing to assault people with non-lethal force, reasoning that they should be able to talk their way out of it afterward with good information (in actual fact, since

they initiated the fight this will not prove the case, but they have failed to recognize this). Of course, this reasoning stems from their *charmed* attitudes...but even if the *charm* is broken they do not switch to lethal damage at any point.

Development: After allowing the PCs to question the thugs a bit, the Threshers appear to take the attackers into custody. The young man remains present. Proceed to **Conclusion**.

EL Structure: +1 has been added to the difficulty of this encounter to reflect the lack of weaponry or armor that is generally expected from the PCs (this takes place within the city walls, after all) and the ambush nature of the attack.

All APLs

Bait Thugs (2): medium humanoid (baklunish human) rogue 1 / warrior 1; hp 17 each; see Appendix One.

Street Urchin: medium humanoid (baklunish human) commoner 1; hp 4; see Appendix One.

APL 6 (EL 8)

Sigurth Ibn Ralad: medium humanoid (baklunish human) rogue 3 / monk 2; hp 35; see Appendix One.

Selena bint Ralad: medium humanoid (baklunish human) rogue 1 / monk 2 / fighter 2; hp 39; see Appendix One.

APL 8 (EL 10)

Sigurth Ibn Ralad: medium humanoid (baklunish human) rogue 5 / monk 2; hp 47; see Appendix One.

Selena bint Ralad: medium humanoid (baklunish human) rogue 1 / monk 2 / fighter 4; hp 55; see Appendix One.

APL 10 (EL 12)

Sigurth Ibn Ralad: medium humanoid (baklunish human) rogue 7 / monk 2; hp 59; see Appendix One.

Selena bint Ralad: medium humanoid (baklunish human) rogue 3 / monk 2 / fighter 4; hp 85; see Appendix One.

APL 12 (EL 14)

Sigurth Ibn Ralad: medium humanoid (baklunish human) rogue 7 / monk 2 / shadowdancer 2; hp 73; see Appendix One.

Selena bint Ralad: medium humanoid (baklunish human) rogue 3 / monk 2 / fighter 4 / shadowdancer 2; hp 103; see Appendix One.

APL 14 (EL 16)

Sigurth Ibn Ralad: medium humanoid (baklunish human) rogue 7 / monk 2 / shadowdancer 4; hp 113; see Appendix One.

Selena bint Ralad: medium humanoid (baklunish human) rogue 3 / monk 2 / fighter 4 / shadowdancer 4; hp 121; see Appendix One.

Treasure:

All APLs: Loot: 3 gp; Coin: 0 gp; Magic: 0 gp.

CONCLUSION

If the PCs reach the **Conclusion** other than via the Thug Fight (**Encounter Seven**) this offer is unlikely to be made and they can simply be advised that their adventure today is at an end. Proceed to the awards of the conclusion. Otherwise, read as follows:

The young man who had offered the message just a short time ago still stands where he was left, frightened by the activity he has seen. Nevertheless, he pulls himself together and offers the following:

"My master would like purchase or trade with you for any opportunity to obtain the mineral wealth that may be made available to you as a result of your actions. He hoped to make this offer before you went to court but we were not fast enough. Further information can be provided if you are willing to hear more. I will return tomorrow for your answer."

If asked for that additional information, Venthar advises that his master is collecting rare materials for a diplomatic gift of some kind. The entire Consortium is searching for such rarities, in fact, but the news is very recent. Somehow, the metals in the armor that were just recovered from underground are such a rarity.

Should the PCs not have the armor or access to it for any reason, Venthar apologizes and indicates that his sources must be faulty (or those of his master).

The Fate of the Armor

The armor in this adventure has two relatively straightforward fates. Firstly, it could either be taken by the adventurers and sold off without being returned to Polvar as evidence (or, with a similar result, the PCs could fail to defeat the creatures and Farid gets away with the armor). Secondly, it is returned to Polvar where the government confiscates it. Depending on what has happened, proceed either to **Stealing the Armor** or **Returning the Armor**.

Stealing the Armor

The armor of the dwarves does not belong to the PCs, nor to Gnorfil or Farid. The law of salvage would apply but it is clear that the spirits of the victims have no desire to give up their possessions. As a result, the armor belongs to the relatives of the dwarves or the government of Ket.

Stealing the armor (removing it for purposes of sale) is against the law but cannot be effectively punished. It is a DC 12 Wisdom check to realize that removing the armor instead of delivering it to the authorities could have negative implications.

If the PCs are successful in removing the armor, they receive an equal amount to the GP cap for their level as items sold, from the armor. They also receive the AR Award **Just Desserts**. This award stipulates that this PC stole equipment from the last members of the Silverpick clan and the gods do not look kindly upon this. Divine metamagic feats employed by dwarves do not work for the PC until such time as the PC spends 12 TU in charitable acts. Likewise, any dwarf who receives this award cannot employ or benefit from divine metamagic feats in any fashion until the TU expenditure is made. The award may not be removed in any other fashion.

Returning the Armor

The government of Ket confiscates any armor retrieved but compensates those parties returning them well with access to the minerals themselves. After study by the Archons and discussions with the local Blackhammer clan dwarves (the clan which merged with the Silverpicks after the military disaster mentioned in this adventure), the armor is all melted down and made available to the PCs as the AR Award **Ores**. The descendants of the dwarves are given proper compensation for this action and are considered to have been honorably and justly satisfied in that regard.

The Next Day

As detailed in the earlier part of this Encounter, the Consortium wants to obtain the minerals that the PCs have now had made available to them. The House of Al'Zarif, the local Consortium merchant House, wants to use these rather unique specimens of mithral and adamantine armor as the basis of a diplomatic gift for a very, very important embassy – or at least their contribution toward it.

Anyone who received the AR Award **Ores** may choose either Keep or Gift, as they desire (but only one, although it may differ by PC).

Should the PC choose to circle **Gift**, they are also provided the **Ket Government Access** AR Award. Anyone choosing to **Keep** the ore, however, does not get **Ket Government Access** (at least, in this manner).

Assisting the Government

For anyone with the AR Award **Ores**, there is further possible employment now. The Ket government is unsure of the properties of the metal and is willing to employ qualified PCs in order to research it.

This has two possible benefits (and only one can be chosen) for anyone with the following skills/abilities:

- 1) Ranks in craft (any type);
- 2) Ranks in profession (researcher) or profession (archaeologist);
- 3) Stonecunning;
- 4) Ranks in Appraise.

Anyone with these skills or abilities can choose to put their talents to use and gain either cash reward or item access. The following two options are available:

- 1) The PCs may make a skill check (or Stonecunning check) as if they were using masterwork tools. This is a week long endeavor and taking 10 is permitted but not 20. Unless spells are persistent for the entire period they cannot be used to change the outcome. Multiply the final result by 10 and this is additional GP the PC earns (toward the adventure cap). If the skills are either Craft (armorsmith) or (weaponsmith), multiply the result by 20 instead. Characters with multiple applicable skills may make multiple checks, taking on the best result. A maximum of 700 gp is awarded for this skill check, regardless of the result (which could see a higher amount potentially awarded) – the government only has so much money in the budget for this;
- 2) Instead of making the skill check(s) (effectively, instead of the cash), they may opt to take **Ket Government Access** on the AR as an AR Award.

This employment adds no additional time units to the adventure.

Fate of Farid

If Farid was not confronted in **Encounter Six** by any of the PCs, he was executed by the dwarves and the PCs all

receive the AR Award **Ice Cold**. This is simply an extension of all the interest in the trial and the horror at the unlawful nature of the execution (at least, unlawful according to the laws of Ket).

Otherwise, if he is confronted with evidence and found guilty in a variety of fashions, it is likely that he is sentenced to servitude as an ushdar. In most situations, the Blackhammer dwarves petition the court for the right to his servitude, but other appropriate punishments may also have taken place and this can be modified as needed. This might have to be modified if the PCs really caused a different outcome in **Encounter Six**.

If he was not confronted for any reason, Farid escapes with his cash and loot, minus anything the PCs may have taken (suits of armor, etc.). He makes no effort to return to confront them, being content with what he has accomplished. The Church of Hextor protects him from scrying, divination, etc. for a long period of time, given the wealth he represents and contributes to them.

Fate of Gnorfil

The Mouqollad Consortium does present any evidence collected to attempt to free Gnorfil, although this is not their goal.

Should none be presented, Gnorfil is sentenced to life in the mines to work off his debt (a practical impossibility).

If evidence is provided, he is free after about a week of further evidence gathering and verification.

Gnorfil may or may not, as a result, have been freed as a result of the actions of the PCs. He has little cash left, even after everything is restored to him, since he borrowed or pawned most things he owned to get the cash for the collateral, and needs to redeem it. He does, however, immediately hand 2000 gp to Shirae and promise to get her more. While he is not even vaguely wealthy any more, he is certainly grateful and may be able to provide further assistance in future to anyone with the **Inspiration of Shirae** AR Award.

Compensation from Elaine or Shirae

If the PCs agreed to return evidence to either woman and did so, proceed with this section. Otherwise, this is the end.

After one week's time, while the courts decide the fate of Farid and Gnorfil, Elaine or Shirae provide their respective AR awards to those who returned the evidence to them first (note that if the party attempts to return the evidence to both women at the same time, they lose both AR Awards), being:

(Elaine) Services of the Consortium: The Consortium, in return for an extra 2 TU spent on this AR, familiarizes you with local contacts and provides access for an item previously offered. Any one previous AR set in the VTF metaregion may have one/two item(s) in the Item Access area become Adventure Access for the PC at any point in the next six months (from the date the adventure is played) – this favor is useable once only. Note the item(s) and AR originally found, and the AR upon which the favor is used here when employed: or

(Shirae) Inspiration of Shirae (Ex): Spending an extra 2 TU on this AR, you have learned the secret of concentrating your mental or physical prowess. As an immediate action, usable once only, you may add your character level to a single stat (your choice) for one round. This is an enhancement bonus. Mark used when employed.

Note that Elaine only provides her AR award if the PCs have chosen it over monetary compensation, while Shirae can only offer her AR Award.

As noted in the **Introduction**, for the purposes of Services (Elaine's reward), all PCs gain one item access. If the PC has the Favor of the Mouqollad Consortium (from any other AR) or is a member of the Mouqollad Consortium at the time of this AR, a second item access is granted. If two item accesses are granted, they do have to be from the same AR (as the same contacts and details are being employed).

Treasure:

All APLs: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

The End

EXPERIENCE POINT SUMMARY

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

Introduction or Encounter 1

Agreeing to investigate the situation for either woman (awarded once)

APL 6	45 XP
APL 8	45 XP
APL 10	45 XP
APL 12	45 XP
APL 14	45 XP

Encounter 3

For defeating the Chraal Dare

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

Encounter 4

Defeating or neutralizing the Dragon Shamans (diplomacizing successfully constitutes neutralizing)

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

Encounter 6

Participating and role-playing in the trial

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

Encounter 7

Defeating the attackers or otherwise cause them to cease attacking (removing the *charm* and using diplomacy successfully is acceptable)

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

Story Award

Investigating in a diligent manner, whether to rescue Gnorfil or not.

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

Discretionary roleplaying award

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

Total possible experience:

APL 6	900 XP
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APL 8

1125 XP

APL 10

1350 XP

APL 12

1575 XP

APL 14

1800 XP

TREASURE SUMMARY

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

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

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

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

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

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

Introduction

APL 6: Coin: 300 gp.

APL 8: Coin: 400 gp.

APL 10: Coin: 500 gp.

APL 12: Coin: 600 gp.

APL 14: Coin: 700 gp.

APL 14: Loot: 126 gp; Coin: 1400 gp; Magic: 5243 gp – (Max 6600 gp)

Encounter 3:

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 12: Loot: 8 gp; Coin: 0 gp; Magic: 167 gp - *+1 ring of protection* (167 gp each).

APL 14: Loot: 8 gp; Coin: 0 gp; Magic: 255 gp - *+1 ring of protection* (167 gp each), *+1 cloak of protection* (88 gp each).

Encounter 4:

APL 6: Loot: 123 gp; Coin: 0 gp; Magic: 192 gp - *+1 longspear* (192 gp each).

APL 8: Loot: 115 gp; Coin: 0 gp; Magic: 568 gp - *+1 longspear* * 2 (192 gp * 2 each), *+1 chain shirt* (96 gp each), *+1 vest of resistance* (88 gp each).

APL 10: Loot: 115 gp; Coin: 0 gp; Magic: 1322 gp - *+1 longspear* * 2 (192 gp * 2 each), *+1 chain shirt* (96 gp each), *+1 vest of resistance* * 2 (88 gp * 2 each), *+2 amulet of health* (333 gp each), *gauntlets of ogre power* (333 gp each).

APL 12: Loot: 115 gp; Coin: 0 gp; Magic: 2822 gp - *+1 longspear* * 2 (192 gp * 2 each), *+1 chain shirt* (96 gp each), *+2 vest of resistance* * 2 (333 gp * 2 each), *+2 amulet of health* (333 gp each), *belt of giant strength* +4 (1333 gp each).

APL 14: Loot: 115 gp; Coin: 0 gp; Magic: 4988 gp - *+1 bane-human longspear* (692 gp each), *+1 longspear* (192 gp each), *+1 chain shirt* (96 gp each), *+2 vest of resistance* * 2 (333 gp * 2 each), *+4 amulet of health* (1333 gp each), *+4 belt of giant strength* +4 (1333 gp each), *+2 cloak charisma* * 2 (333 gp * 2 each).

Encounter 7:

All APLs: Loot: 3 gp; Coin: 0 gp; Magic: 0 gp.

Conclusion:

All APLs: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

Total Possible Treasure

APL 6: Loot: 126 gp; Coin: 1000 gp; Magic: 359 gp - (Max 900 gp)

APL 8: Loot: 118 gp; Coin: 1100 gp; Magic: 735 gp - (Max 1300 gp)

APL 10: Loot: 118 gp; Coin: 1200 gp; Magic: 1489 gp - (Max 2300 gp)

APL 12: Loot: 126 gp; Coin: 1300 gp; Magic: 2989 gp - (Max 3300 gp)

APPENDIX ONE

ALL APLS

INTRODUCTION

ELAINE THE VIPER **CR 8**
 Female Human (Baklunish) Rogue 7 / Fighter 1
 LN Medium Humanoid
Init +4 **Senses** Standard; Listen -1, Spot +14
Languages Common, ancient baklunish, dwarven

AC 18, touch 14, flat-footed 14
 (+4 Dex, +4 *mage armor* – 8th level caster, extended)
hp 52 (8 HD)
Fort +7, **Ref** +9, **Will** +2

Speed 30 ft. in no armor (6 squares);
Melee masterwork dagger +11 (1d4+2)
Ranged +10
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Special Actions Sneak Attack, evasion, dodge, mobility, spring attack
Deity: Mouqol

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 8, Cha 12
SQ Trap Sense +2, Trapfinding, Evasion, Uncanny Dodge, Sneak Attack +4d6
Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Skills: Balance +16, Bluff +10, Diplomacy +15, Disable Device +5, Disguise +11 (+13 acting in character), Gather Information +11 (+13 in VTF), Jump +9, Knowledge (Local - VTF) +12, Search +12, Sense Motive +13, Spot +14, Tumble +16, Use Magic Device +11.
Possessions +1 *cloak*, *eyes of the eagle*, +2 *gloves of dexterity*, dagger, masterwork thieves tools, cold iron dagger, masterwork dagger, (Light Encumbrance) – outside the city, kukri, scimitar, masterwork composite longbow (+2 str), 40 arrows.

ENCOUNTER ONE

SHIRAE D'OLAER **CR 6**
 Female Human (Suel) Marshal 2 / Bard 4
 CG Medium Humanoid
Init +10; **Senses** Standard; Listen +0, Spot +0
Languages Common, ancient baklunish, ancient sueloise, celestial, dwarven, halfling

AC 12, touch 12, flat-footed 10
 (+2 Dex)
hp 41 (6 HD)
Fort +8, **Ref** +8, **Will** +9

Speed 30 ft. in no armor (6 squares);
Melee masterwork dagger +5 (1d4-1)
Ranged +6
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Special Actions Bardic music, marshal auras

Bardic Spells (CL 4th):

2nd (1 left) – *cure moderate wounds*, *invisibility*
 1st (3 left) – *cure light wounds*, *feather fall*, *tasha's hideous laughter* (DC 15)
 0 (3 left) – *detect magic*, *light*, *message*, *prestidigitation*, *read magic*, *summon instrument*

Deity: Mayaheine

Abilities Str 8, Dex 14, Con 14, Int 14, Wis 10, Cha 18

SQ Bardic Knowledge, Bardic Music (countersong, *fascinate*, inspire courage +1, inspire competence), Minor Aura – Motivate Dexterity (+4), Major Aura – Resilient Troops (+1 on all saves).

Feats Dodge, Improved Initiative, Mobility, Negotiator, Skill: Focus (Diplomacy)^b

Skills: Bluff +13, Diplomacy +24, Disguise +9 (+11 acting in character), Gather Information +13 (+15 in VTF), Knowledge (history) +7, Knowledge (Local - VTF) +11, Knowledge (Nobility) +7, Perform (Oratory) +13, Sense Motive +13, Use Magic Device +13.

Possessions +1 *vest of resistance*, +2 *cloak of charisma*, dagger, cold iron dagger, masterwork dagger, (Light Encumbrance) – outside the city, +1 *studded leather*, kukri, rapier, light crossbow, 10 bolts.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increase, he gains access to new auras, as indicated on the table under the character class.

All bonuses granted by a marshal's aura are circumstance bonuses that do not stack with each other.

Minor Aura (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motive Dexterity – Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks.

Major Aura (Ex): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th and 20th level.

Resilient Troops – Bonus on all saves.

ENCOUNTER 6

DWARVEN GUARD **CR 8**

Ghost Male Dwarf Fighter 6

LE Medium Undead (Augmented Humanoid, Incorporeal)

Init +1; **Senses** Darkvision 60', Lifesense 60'; Listen +9, Spot +9

Languages Common, dwarven, ancient baklunish

AC 12, touch 12, flat-footed 11
(+1 Dex, +1 deflection)

hp 45 (6 HD) – equivalent of 10 HD for turning purposes

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

Speed 30 ft. fly (6 squares), perfect maneuverability;

Melee +7/+2 touch (1d4 stat – draining touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Special Actions Draining Touch, Horrific Appearance, Malevolence, Manifestation

Deity: Clangedin

Abilities Str 16, Dex 13, Con –, Int 10, Wis 12, Cha 12

SQ Turn Resistance, Draining Touch, Horrific Appearance, Malevolence, Manifestation, Rejuvenation

Feats Cleave, Dodge, Endurance, Great Cleave, Weapon Focus (dwarven axe), Power Attack, Weapon Specialization (dwarven axe).

Skills: Climb +12, Jump +12, Hide +9, Listen +9, Search +9, Spot +9

Possessions none

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 13), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcaster ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (d20+13) against a DC of 16. As a rule, the only way to really get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 Turn resistance.

DWARVEN ELITE GUARD

CR 10

Ghost Male Dwarf Fighter 8
LE Medium Undead (Augmented Humanoid, Incorporeal)

Init +1; **Senses** Darkvision 60', Lifesense 60'; Listen +9, Spot +9

Languages Common, dwarven, ancient baklunish

AC 13, touch 13, flat-footed 11
(+2 Dex, +1 deflection)

hp 60 (8 HD) – equivalent of 12 HD for turning purposes

Fort +6, **Ref** +4, **Will** +3

Speed 30 ft. fly (6 squares), perfect maneuverability;

Melee +9/+4 touch (1d4 stat – draining touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Special Actions Draining Touch, Horrific Appearance, Malevolence, Manifestation

Deity: Clangedin

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

SQ Turn Resistance, Draining Touch, Horrific Appearance, Malevolence, Manifestation, Rejuvenation

Feats Cleave, Dodge, Endurance, Great Cleave, Improved Critical (dwarven axe), Weapon Focus (dwarven axe), Power Attack, Weapon Specialization (dwarven axe).

Skills: Climb +14, Jump +14, Hide +9, Listen +9, Search +9, Spot +9

Possessions none

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 13), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by

anything in the material world. When a ghost manifests, it partly enters the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcaster ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (d20+13) against a DC of 16. As a rule, the only way to really get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 Turn resistance.

DWARVEN SERGEANTS

CR 12

Ghost Male Dwarf Fighter 10

LE Medium Undead (Augmented Humanoid, Incorporeal)

Init +1; **Senses** Darkvision 60', Lifesense 60'; Listen +9, Spot +9

Languages Common, dwarven, ancient baklunish

AC 13, touch 13, flat-footed 11
(+2 Dex, +1 deflection)

hp 75 (10 HD) – equivalent of 18 HD for turning purposes

Fort +8, **Ref** +5, **Will** +4

Speed 30 ft. fly (6 squares), perfect maneuverability;

Melee +11/+6 touch (1d4 stat – draining touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Special Actions Draining Touch, Horrific Appearance, Malevolence, Manifestation

Deity: Clangedin

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

SQ Turn Resistance, Draining Touch, Horrific Appearance, Malevolence, Manifestation, Rejuvenation

Feats Cleave, Dodge, Endurance, Great Cleave, Improved Critical (dwarven axe), Mobility, Weapon Focus (dwarven axe), Power Attack, Improved Turn Resistance*, Weapon Specialization (dwarven axe).

Skills: Climb +16, Jump +16, Hide +9, Listen +9, Search +9, Spot +9

Possessions none

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 13), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane

or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcaster ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (d20+13) against a DC of 16. As a rule, the only way to really get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 Turn resistance.

*See Appendix 2 – New Rules Items

DWARVEN LIEUTENANTS

CR 14

Ghost Male Dwarf Fighter 12

LE Medium Undead (Augmented Humanoid, Incorporeal)

Init +1; **Senses** Darkvision 60', Lifesense 60'; Listen +9, Spot +9

Languages Common, dwarven, ancient baklunish

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 90 (12 HD) – equivalent of 18 HD for turning purposes

Fort +9, **Ref** +6, **Will** +5

Speed 30 ft. fly (6 squares), perfect maneuverability;

Melee +13/+8/+3 touch (1d4 stat – draining touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +15

Special Actions Draining Touch, Horrific Appearance, Malevolence, Manifestation

Deity: Clangedin

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

SQ Turn Resistance, Draining Touch, Horrific Appearance, Malevolence, Manifestation, Rejuvenation

Feats Blind-Fighting, Cleave, Dodge, Endurance, Great Cleave, Improved Critical (dwarven axe), Mobility, Greater Weapon focus (Dwarven axe), Weapon Focus (dwarven axe), Power Attack, Improved Turn Resistance*, Weapon Specialization (dwarven axe).

Skills: Climb +18, Jump +18, Hide +9, Listen +9, Search +9, Spot +9

Possessions none

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 13), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcaster ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (d20+13) against a DC of 16. As a rule, the only way to really get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 Turn resistance.

*See Appendix 2 – New Rules Items

HORIK SILVERSHARD

CR 15

Ghost Male Dwarf Cleric 13

LE Medium Undead (Augmented Humanoid, Incorporeal)

Init +1; **Senses** Darkvision 60', Lifesense 60'; Listen +12, Spot +12

Languages Common, dwarven, ancient baklunish

AC 16, touch 16, flat-footed 15

(+1 Dex, +5 deflection, also +3 armor enhancement but not applicable to standard combat)

hp 94 (13 HD) – including 10 from *heroes feast* – equivalent of 21 HD for turning purposes

Fort +8, **Ref** +5, **Will** +13

Speed 30 ft. fly (6 squares), perfect maneuverability;

Melee +10/+5 touch (1d4 stat – draining touch)

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Draining Touch, Horrific Appearance, Malevolence, Manifestation

Cleric Spells (CL 13th):

7th — *dictum* (DC 21), *repulsion* (D)

6th — *blade barrier* *2 (DC 20) (one is D), *dispel magic*, *greater*

5th — *command*, *greater* (DC 19), *flamer strike* (D)

(DC 19), *slay living* (DC 19), *unhallow*

4th — *death ward*, *discern lies*, *divine power* (D), *freedom of movement*, *restoration*, *spell immunity*

3rd — *cure serious wounds* *2, *dispel magic*, *magic circle vs chaos* (D), *speak with dead*

2nd — *bull's strength*, *cure moderate wounds* *2, *eagles splendor* *2, *restoration*, *lesser*, *spiritual weapon* (D)

1st — *cure light wounds* *3, *magic weapon* (D), *protection from chaos* *2, *shield of faith*

0 — *cure minor wounds* *3, *detect magic* *3

Deity: Clangedin **Domains:** War and Protection

† Already cast — *magic vestment*, *heroes feast*

Abilities Str 10, Dex 12, Con –, Int 12, Wis 18, Cha 20

SQ Turn Resistance, Draining Touch, Horrific Appearance, Malevolence, Manifestation, Rejuvenation

Feats Combat Casting, Empower Spell, Extra Turning, Improved Turn Resistance*, Martial Weapon (dwarven axe), Skill Focus: Concentration, Weapon Focus (dwarven axe).

Skills: Concentration +19, Diplomacy +21, Hide +9, Knowledge (Religion) +17, Listen +12, Search +9, Spot +12

Possessions none

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 13), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcaster ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane

normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (d20+13) against a DC of 16. As a rule, the only way to really get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 Turn resistance.

*See Appendix 2 – New Rules Items

ENCOUNTER SEVEN

BAIT THUGS **CR 1**

Male Human (Baklunish) Rogue 1 / Warrior 1

LN Medium Humanoid

Init +7 **Senses** Standard; Listen +4, Spot +4

Languages Common

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 *mage armor* – 4th level caster)

hp 17 (2 HD)

Fort +4, **Ref** +5, **Will** +0

Speed 30 ft. in no armor (6 squares);

Melee sap +3 (1d6+2)

Ranged +4

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Special Actions Sneak Attack, dodge

Deity: Al'Akbar

***Pre-cast** – *mage armor* (CL 4)

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

SQ Trapfinding, Sneak Attack +1d6

Feats Dodge, Improved Initiative

Skills: Balance +7, Disable Device +4, Disguise +4, Gather Information +4, Jump +5, Listen +4, Search +4, Sense Motive +4, Spot +4, Tumble +7.

Possessions sap (4), dagger (2), cold iron dagger, (Light Encumbrance).

ENCOUNTER 3**DARE** **CR 8**

Chraal Barbarian 2

NE Large elemental (cold)

Init +2; **Senses** dark vision 60'; Listen +4, Spot +4**Languages** Common**AC** 24, touch 16, flat-footed 22, -2 AC Raging
(-1 size, +5 deflection, +2 dexterity, +8 natural armor)**hp** 107 (11 HD) or 129 raging; DR 5/-**Fort** +16 (+18 raging), **Ref** +5, **Will** +6 (+8 raging)**Speed** 50 ft. in nothing (8 squares);**Melee** 2 claws +13 (1d8+6+1d6 cold) and bite +11 (2d6+3+1d6 cold) or raging 2 claws +15 (1d8+8+1d6 cold) and bite +13 (2d6+4+1d6 cold)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +18 (+20 raging)**Special Actions** Rage 1/day, breath weapon, death throes, freeze**Deity:** Hextor**Abilities** Str 23, Dex 15, Con 24, Int 7, Wis 12, Cha 14**SQ:** deflecting cold, elemental traits, immunity to cold, vulnerability to fire, uncanny dodge, fast movement, rage 1/day.**Feats** Improved Natural Attack (bite), Improved Natural Attack (Claws), Iron Will, Multiattack**Skills:** Jump +8, Listen +4, Search +3, Spot +4**Possessions** combat gear plus +1 *ring of protection*. (Encumbrance – Light).**Fast Movement (Ex):** Barbarian ability.**Uncanny Dodge (Ex):** Barbarian ability.**Breath Weapon (Su):** 60-foot cone, 3/day, 6d6 cold, Reflex DC 22 half. The save DC is Constitution-based.**Death Throes (Ex):** When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet. (Reflex save DC 22 half). The save DC is Constitution-based.**Freeze (Ex):** A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.**Deflecting Cold (Su):** The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 Deflection bonus to Armor Class.**ENCOUNTER 4:****DRATHIL GREENHIDE** **CR 7**

Male Groll (Flind) Dragon Shaman 3 / Sorcerer 2

LE Medium Humanoid (Groll, dragonblood)

Init +3; **Senses** Darkvision 60'; Listen +5, Spot +5**Languages** Common, draconic, groll**AC** 23, touch 13, flat-footed 20(+3 Dex, +4 *mage armor*, +4 *shield*, +2 natural armor)**hp** 66 (7 HD)**Fort** +10, **Ref** +4, **Will** +6**Speed** 30 ft. in no armor (6 squares); 20 ft swim (4 squares).**Melee** masterwork cold iron longspear +10 (1d8+7)**Ranged** spell +7 (spell effect)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +9**Special Actions** Energy substitution (fire to acid)**Sorcerer Spells** (CL 2nd):1st (3 left) — *mage armor*, *shield*0 (6 left) — *acid splash*, *detect magic*, *light*, *prestidigitation*, *read magic***Deity:** Hextor† Already cast – *mage armor*, *shield***Abilities** Str 20, Dex 16, Con 18, Int 12, Wis 10, Cha 15**SQ** Summon Familiar, Draconic Aura +1 (Power, Senses, Vigor, Energy Shield),**Feats** Draconic Heritage* (Green Dragon), Draconic Toughness*, Energy Substitution (Acid)*, Skill Focus (Hide)^b**Skills:** Hide +14, Knowledge (Arcana) +7, Listen +5, Search +2, Spot +5**Possessions** longspear, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)**Draconic Aura (Su):** You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

*See Appendix 2 – New Rules Items

EVORIL GREENHIDE

CR 5

Male Gnoll (Flind) Dragon Shaman 3

LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Spot +4

Languages Common, draconic, gnoll

AC 19, touch 13, flat-footed 16

(+3 Dex, +4 for chain shirt, +2 natural armor)

hp 51 (5 HD)

Fort +10, **Ref** +3, **Will** +2

Speed 30 ft. in chain shirt (6 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +10 (1d8+10)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +9

Special Actions Cleave, Power Attack

Deity: Hextor

Abilities Str 22, Dex 16, Con 18, Int 8, Wis 8, Cha 14

SQ Draconic Aura +1 (Power, Senses, Vigor, Energy Shield), Totem Dragon, Draconic Adaptation

Feats Cleave, Power Attack, Skill Focus: Hide^b.

Skills: Climb +5, Hide +4, Spot +4

Possessions chain shirt, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually;

thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

ENCOUNTER SEVEN

SIGURTH IBN RALAD

CR 5

Male Human (Baklunish) Rogue 3 / Monk 2

LN Medium Humanoid

Init +7 **Senses** Standard; Listen +2, Spot +10

Languages Common

AC 19, touch 15, flat-footed 14

(+3 Dex, +2 wisdom, +4 *mage armor* – 8th level caster)

hp 35 (5 HD)

Fort +6, **Ref** +9, **Will** +6

Speed 30 ft. in no armor (6 squares);

Melee unarmed +5 (1d6+2) or +3/+3 (1d6+2)

Ranged +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Actions Sneak Attack, evasion, flurry of blows, dodge, mobility, spring attack, stunning fist (DC 13)

Deity: Zuoken

*** Pre-cast:** *mage armor* (CL 8)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8

SQ Trap Sense +1, Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +2d6

Feats Deflect Arrows, Dodge, Improved Initiative, Mobility, Stunning Fist.

Skills: Balance +8, Gather Information +7, Hide +11, Jump +10, Move Silently +7, Spot +10, Tumble +15.

Possessions dagger, cold iron dagger, (Light Encumbrance).

SELENA BINT RALAD

CR 5

Female Human (Baklunish) Rogue 1 / Monk 2 / Fighter 2

LN Medium Humanoid

Init +7 **Senses** Standard; Listen +2, Spot +2

Languages Common

AC 19, touch 15, flat-footed 14

(+3 Dex, +2 wisdom, +4 *mage armor* – 8th level caster)

hp 39 (5 HD)

Fort +6, **Ref** +9, **Will** +6

Speed 30 ft. in no armor (6 squares);

Melee unarmed +6 (1d6+2) or flurry of blows +4/+4 (1d6+2)

Ranged +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Actions Sneak Attack, evasion, dodge, mobility, spring attack, stunning fist (DC 13).

Deity: Zuoken

*** Pre-cast:** *mage armor* (CL 8)

Abilities Str 14, Dex 17, Con 14, Int 8, Wis 14, Cha 8

SQ Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +1d6

Feats Deflect Arrows, Dodge, Improved Initiative, Mobility, Stunning Fist, Power Attack, Weapon Focus (unarmed).

Skills: Balance +10, Climb +4, Hide +10, Jump +9, Move Silently +10, Tumble +14.

Possessions dagger (Light Encumbrance).

ENCOUNTER 3:**ADVANCED DARE** **CR 10**

Chraal Barbarian 2

NE Large elemental (cold)

Init +2; **Senses** dark vision 60'; Listen +4, Spot +12**Languages** Common**AC** 25, touch 17, flat-footed 23, -2 AC Raging
(-1 size, +5 deflection, +3 dexterity, +8 natural armor)**hp** 189 (19 HD) or 227 raging; DR 5/-**Fort** +20 (+22 raging), **Ref** +7, **Will** +8 (+10 raging)**Speed** 50 ft. in nothing (8 squares);**Melee** 2 claws +20 (1d8+7+1d6 cold) and bite +18 (2d6+3+1d6 cold) or raging 2 claws +22 (1d8+9+1d6 cold) and bite +20 (2d6+4+1d6 cold)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +14; **Grp** +25 (+27 raging)**Special Actions** Rage 1/day, breath weapon, death throes, freeze**Deity:** Hextor**Abilities** Str 24, Dex 16, Con 24, Int 7, Wis 12, Cha 14**SQ** deflecting cold, elemental traits, immunity to cold, vulnerability to fire, uncanny dodge, fast movement, rage 1/day**Feats** Dodge, Mobility, Elusive Target*, Improved Natural Attack (bite), Improved Natural Attack (Claws), Iron Will, Multiattack**Skills:** Jump +9, Listen +4, Search +3, Spot +12**Possessions** combat gear plus +1 *ring of protection*. (Encumbrance – Light).**Fast Movement (Ex):** Barbarian ability.**Uncanny Dodge (Ex):** Barbarian ability.**Breath Weapon (Su):** 60-foot cone, 3/day, 6d6 cold, Reflex DC 26 half. The save DC is Constitution-based.**Death Throes (Ex):** When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet. (Reflex save DC 26 half). The save DC is Constitution-based.**Freeze (Ex):** A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.**Deflecting Cold (Su):** The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 Deflection bonus to Armor Class.

*See Appendix 2 – New Rules

ENCOUNTER 4:**DRATHIL GREENHIDE** **CR 9**

Male Gnoll (Flind) Dragon Shaman 3 / Sorcerer 4

LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Listen +5, Spot +5**Languages** Common, draconic, gnoll**AC** 23, touch 13, flat-footed 20(+3 Dex, +4 *mage armor*, +4 *shield*, +2 natural armor)**hp** 94 (9 HD) (including 14 points for *false life*)**Fort** +12, **Ref** +6, **Will** +8**Speed** 30 ft. in no armor (6 squares); 20 ft swim (4 squares).**Melee** +1 *longspear* +11 (1d8+8)**Ranged** spell +8 (spell effect)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +10**Special Actions** Energy substitution (fire to acid)**Sorcerer Spells** (CL 8th):2nd (3 left) – *false life*1st (5 left) – *mage armor*, *magic missile*, *shield*0 (6 left) – *acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic***Deity:** Hextor† Already cast – *false life*, *mage armor*, *shield***Abilities** Str 20, Dex 16, Con 18, Int 12, Wis 10, Cha 16**SQ** Summon Familiar, Draconic Aura +1 (Power, Senses, Vigor, Energy Shield),**Feats** Draconic Heritage* (Green Dragon), Draconic Toughness*, Energy Substitution (Acid)*, Practiced Spellcaster*, Skill Focus (Hide)^b**Skills:** Concentration +8, Hide +14, Knowledge (Arcana) +9, Listen +5, Search +2, Spot +5**Possessions** +1 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)**Draconic Aura (Su):** You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at

9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

*See Appendix 2 – New Rules

EVORIL GREENHIDE CR 7

Male Gnoll (Flind) Dragon Shaman 4 / Barbarian 1
LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Spot +4

Languages Common, draconic, gnoll

AC 20, touch 13, flat-footed 17, -2 raging

(+3 Dex, +5 for +1 *chain shirt*, +2 natural armor)

hp 72 (7 HD) or 86 raging

Fort +13/+15 raging, **Ref** +3, **Will** +3/+5 raging

Speed 40 ft. in +1 *chain shirt* (8 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +12 (1d8+10) or rage +1 *longspear* +14 (1d8+13)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +11/+13 raging

Special Actions Cleave, Dodge, Breath Weapon, Power Attack, Rage

Deity: Hextor

Abilities Str 22/26 raging, Dex 16, Con 18/22 raging, Int 8, Wis 8, Cha 14

SQ Draconic Aura +1 (Power, Senses, Vigor, Energy Shield), Totem Dragon, Draconic Adaptation, Breath Weapon (Acid, 2d6, 15 foot cone), Draconic Resolve, Fast Movement, Rage1/day

Feats Cleave, Dodge, Power Attack, Skill Focus: Hide^b

Skills: Climb +6, Hide +9, Spot +4

Possessions +1 *chain shirt*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Fast Movement (Ex): Barbarian ability.

Rage (Ex): 1/day, 9 rounds, Barbarian ability.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon (cone of acid). Regardless of the area one affects or the type of energy damage it deals, all breath weapons deal 2d6 points of damage, plus and extra 1d6 points of damage for each two additional class levels. A successful Reflex save halves the damage dealt; the save DC is equal to 10+1/2 your Dragon Shaman level+your Con modifier. Just like

a true dragon, you must wait 1d4 rounds before you can use your breath weapon again. Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level. Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects. You also become immune to the frightful presence of dragons.

ENCOUNTER SEVEN

SIGURTH IBN RALAD **CR 7**

Male Human (Baklunish) Rogue 5 / Monk 2
LN Medium Humanoid

Init +9 **Senses** Standard; Listen +4, Spot +12

Languages Common

AC 21, touch 17, flat-footed 14
(+5 Dex, +2 wisdom, +4 *mage armor* – 10th level caster)

hp 47 (7 HD)

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

Speed 30 ft. in no armor (6 squares);

Melee unarmed +9 (1d6+2) or +7/+7 (1d6+2)

Ranged +9

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Sneak Attack, evasion, dodge, flurry of blows, mobility, spring attack, stunning fist (DC 13).

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *cat's grace* (CL 10)

Abilities Str 14, Dex 20, Con 14, Int 10, Wis 14, Cha 8

SQ Trap Sense +1, Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +3d6

Feats Deflect Arrows, Dodge, Improved Initiative, Mobility, Stunning Fist, Weapon Finesse.

Skills: Balance +12, Gather Information +9, Hide +15, Jump +12, Listen +4, Move Silently +15, Spot +12, Tumble +19.

Possessions dagger, (Light Encumbrance).

SELENA BINT RALAD **CR 7**

Female Human (Baklunish) Rogue 1 / Monk 2 / Fighter 4

LN Medium Humanoid

Init +7 **Senses** Standard; Listen +2, Spot +2

Languages Common

AC 19, touch 15, flat-footed 14

(+3 Dex, +2 wisdom, +4 *mage armor* – 10th level caster)

hp 55 (7 HD)

Fort +7, **Ref** +10, **Will** +7

Speed 30 ft. in no armor (6 squares);

Melee unarmed +10 (1d6+6) or +8/+8 (1d6+6)

Ranged +8

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +9

Special Actions Sneak Attack, evasion, dodge, mobility, spring attack, flurry of blows, stunning fist (DC 13)

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *bull's strength* (CL 10)

Abilities Str 18, Dex 17, Con 14, Int 8, Wis 14, Cha 8

SQ Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +1d6

Feats Cleave, Deflect Arrows, Dodge, Improved Initiative, Mobility, Stunning Fist, Power Attack, Weapon Focus (unarmed), Weapon Specialization (unarmed).

Skills: Balance +10, Climb +4, Hide +10, Jump +13, Move Silently +10, Tumble +14.

Possessions dagger (Light Encumbrance).

ENCOUNTER 3:

ADVANCED FIGHTER DARE **CR 12**

Chraal Barbarian 2 / Fighter 2

NE Large elemental (cold)

Init +3; **Senses** dark vision 60'; Listen +4, Spot +12

Languages Common

AC 29, touch 17, flat-footed 26, -2 AC Raging
(-1 size, +4 armor, +5 deflection, +3 dexterity, +8 natural armor)

hp 255 (21 HD) or 297 raging; DR 5/-

Fort +23 (+25 raging), **Ref** +7, **Will** +8 (+10 raging)

Speed 50 ft. in chain shirt (8 squares);

Melee 2 claws +23 (1d8+7+1d6 cold, 19-20) and bite +20 (2d6+3+1d6 cold) or raging 2 claws +25 (1d8+9+1d6 cold, 19-20) and bite +22 (2d6+4+1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +27 (+29 raging)

Special Actions Rage 1/day, breath weapon, death throes, freeze

Deity: Hextor

Abilities Str 24, Dex 17, Con 24, Int 7, Wis 12, Cha 14

SQ deflecting cold, elemental traits, immunity to cold, vulnerability to fire, uncanny dodge, fast movement, rage 1/day

Feats Dodge, Mobility, Elusive Target*, Improved Critical (claws), Improved Natural Attack (bite), Improved Natural Attack (Claws), Iron Will, Multiattack, Power Attack, Weapon Focus (claws)

Skills: Jump +11, Listen +4, Search +3, Spot +12

Possessions combat gear plus +1 *ring of protection*, chain shirt. (Encumbrance – Light).

Fast Movement (Ex): Barbarian ability.

Uncanny Dodge (Ex): Barbarian ability.

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 27 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet. (Reflex save DC 27 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 Deflection bonus to Armor Class.

*See Appendix 2 – New Rules

ENCOUNTER 4:

DRATHIL GREENHIDE

CR 11

Male Gnoll (Flind) Dragon Shaman 3 / Sorcerer 4 / Dragonheart Mage 2

LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Listen +5, Spot +5

Languages Common, draconic, gnoll

AC 23, touch 13, flat-footed 20

(+3 Dex, +4 *mage armor*, +4 *shield*, +2 natural armor)

hp 115 (11 HD) (including 15 points for *false life*)

Fort +15, **Ref** +6, **Will** +11

Speed 30 ft. in no armor (6 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +13/+8 (1d8+10)

Ranged spell +8 (spell effect)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Special Actions Draconic Breath, Energy substitution (fire to acid)

Sorcerer Spells (CL 9th):

2nd (4 left) – *false life*, *scorching ray*

1st (5 left) – *mage armor*, *magic missile*, *shield*

0 (6 left) – *acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

Deity: Hextor

† Already cast – *false life*, *mage armor*, *shield*

Abilities Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 16

SQ Summon Familiar, Draconic Aura +1 (Power, Senses, Vigor, Energy Shield),

Feats Draconic Breath^b, Draconic Heritage* (Green Dragon), Draconic Power^b, Draconic Toughness*, Energy Substitution (Acid)*, Practiced Spellcaster*, Skill Focus (Hide)^b

Skills: Concentration +14, Hide +14, Knowledge (Arcana) +9, Listen +5, Search +2, Spot +5

Possessions +2 *gauntlets of ogre power*, +1 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three

auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Water breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

*See Appendix 2 – New Rules

EVORIL GREENHIDE CR 9

Male Gnoll (Flind) Dragon Shaman 6 / Barbarian 1
LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Spot +4

Languages Common, draconic, gnoll

AC 20, touch 13, flat-footed 17, -2 raging
(+3 Dex, +5 for +1 *chain shirt*, +2 natural armor)

hp 101 (9 HD) or 119 raging

Fort +16/+18 raging, **Ref** +5, **Will** +5/+7 raging

Speed 40 ft. in +1 *chain shirt* (8 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +13/+8 (1d8+10) or rage +1 *longspear* +15/+10 (1d8+13)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12/+14 raging

Special Actions Cleave, Dodge, Breath Weapon, Mobility, Power Attack, Rage

Deity: Hextor

Abilities Str 23/27 raging, Dex 16, Con 20/24 raging, Int 8, Wis 8, Cha 14

SQ Draconic Aura +2 (Power, Resistance, Senses, Vigor, Energy Shield), Totem Dragon, Draconic Adaptation, Breath Weapon (Acid, 3d6, 15 foot cone), Draconic Resolve, Fast Movement, Rage1/day, Touch of Vitality (24 points)

Feats Cleave, Dodge, Mobility, Power Attack, Skill Focus: Hide^b

Skills: Climb +6, Hide +11, Spot +4

Possessions +1 *chain shirt*, +2 *amulet of health*, +1 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Fast Movement (Ex): Barbarian ability.

Rage (Ex): 1/day, 10 rounds, Barbarian ability.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon (cone of acid). Regardless of the area one affects or the type of energy damage it deals, all breath weapons deal 2d6 points of damage, plus and extra 1d6

points of damage for each two additional class levels. A successful Reflex save halves the damage dealt; the save DC is equal to 10+1/2 your Dragon Shaman level+your Con modifier. Just like a true dragon, you must wait 1d4 rounds before you can use your breath weapon again.

Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level. Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects. You also become immune to the frightful presence of dragons.

Touch of Vitality (Su): At 6th level, you can heal the wounds of living creatures (your own or those of others) by touch. Each day you can heal a number of points of damage equal to twice your class level * your charisma bonus. You can choose to divide your healing among multiple recipients, and you don't have to use it all at once. Using your touch of vitality is a standard action. It has no effect on undead.

Beginning at 11th level, you can choose to spend some of the healing bestowed by your touch of vitality to remove other harmful conditions affecting the target.

For every 5 points of your healing ability you expend, you can cure 1 point of ability damage or remove the dazed, fatigued or sickened condition from one individual.

For every 10 points of your healing ability you expend, you can remove the exhausted, nauseated, poisoned or stunned condition from one individual.

For every 20 points of your healing ability you expend, you can remove a negative level or the blinded, deafened or diseased conditions from one individual.

You can remove a condition (or more than one condition) and heal damage with the same touch, so long as you expend the required number of points.

ENCOUNTER SEVEN

SIGURTH IBN RALAD **CR 9**

Male Human (Baklunish) Rogue 7 / Monk 2

LN Medium Humanoid

Init +9 **Senses** Standard; Listen +6, Spot +14

Languages Common

AC 23, touch 19, flat-footed 14

(+5 Dex, +4 wisdom, +4 *mage armor* – 10th level caster)

hp 59 (9 HD)

Fort +7, **Ref** +13, **Will** +9

Speed 30 ft. in no armor (6 squares);

Melee unarmed +11/+6 (1d6+2) or +9/+9/+4 (1d6+2)

Ranged +11

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Sneak Attack, evasion, dodge, flurry of blows, mobility, spring attack, stunning fist (DC 15).

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *cat's grace* (CL 10), *owl's wisdom* (CL 10)

Abilities Str 14, Dex 21, Con 14, Int 10, Wis 18, Cha 8

SQ Trap Sense +1, Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +4d6

Feats Combat Reflexes, Dodge, Elusive Target*, Improved Initiative, Mobility, Stunning Fist, Weapon Finesse.

Skills: Balance +14, Gather Information +11, Hide +17, Jump +14, Listen +6, Move Silently +17, Perform (Dance) +5, Spot +14, Tumble +21.

Possessions dagger, (Light Encumbrance).

*See Appendix 2 – New Rules

SELENA BINT RALAD

CR 9

Female Human (Baklunish) Rogue 3 / Monk 2 / Fighter 4

LN Medium Humanoid

Init +8 **Senses** Standard; Listen +2, Spot +2

Languages Common

AC 20, touch 16, flat-footed 14

(+4 Dex, +2 wisdom, +4 *mage armor* – 10th level caster)

hp 85 (9 HD)

Fort +10, **Ref** +11, **Will** +8

Speed 30 ft. in no armor (6 squares);

Melee unarmed +12/+7 (1d6+6) or +10/+10/+5 (1d6+6)

Ranged +11

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Special Actions Sneak Attack, evasion, dodge, mobility, spring attack, flurry of blows, stunning fist (DC 13)

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *bull's strength* (CL 10), *bear's endurance* (CL 10)

Abilities Str 18, Dex 18, Con 18, Int 8, Wis 14, Cha 8

SQ Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +2d6

Feats Cleave, Combat Reflexes, Dodge, Elusive Target*, Improved Initiative, Mobility, Stunning Fist, Power Attack, Weapon Focus (unarmed), Weapon Specialization (unarmed).

Skills: Balance +11, Climb +4, Hide +16, Jump +13, Move Silently +14, Perform (Dance) +4, Tumble +16.

Possessions dagger (Light Encumbrance).

*See Appendix 2 – New Rules

APL 12

ENCOUNTER 3:

HUGE ADVANCED FIGHTER DARE CR 14

Chraal Barbarian 2 / Fighter 2

NE Huge elemental (cold)

Init +3; **Senses** dark vision 60'; Listen +4, Spot +16

Languages Common

AC 31, touch 16, flat-footed 28, -2 AC Raging

(-2 size, +4 armor, +5 deflection, +3 dexterity, +11 natural armor)

hp 337(25 HD) or 387 raging; DR 5/-

Fort +25 (+27 raging), **Ref** +9, **Will** +10 (+12 raging)

Speed 50 ft. in chain shirt (8 squares);

Melee 2 claws +29 (1d8+7+1d6 cold, 19-20) and bite +26 (2d6+3+1d6 cold) or raging 2 claws +31 (1d8+9+1d6 cold, 19-20) and bite +28 (2d6+4+1d6 cold)

Space 15 ft.; **Reach** 15 ft.

Base Atk +19; **Grp** +35 (+37 raging)

Special Actions Rage 1/day, breath weapon, death throes, freeze

Deity: Hextor

Abilities Str 32, Dex 17, Con 28, Int 7, Wis 12, Cha 14

SQ deflecting cold, elemental traits, immunity to cold, vulnerability to fire, uncanny dodge, fast movement, rage 1/day.

Feats Dodge, Mobility, Elusive Target*, Improved Critical (claws), Improved Natural Attack (bite), Improved Natural Attack (Claws), Iron Will, Multiattack, Power Attack, Weapon Focus (claws)

Skills: Jump +23, Listen +4, Search +3, Spot +16

Possessions combat gear plus +1 *ring of protection*, chain shirt. (Encumbrance – Light).

Fast Movement (Ex): Barbarian ability.

Uncanny Dodge (Ex): Barbarian ability.

Breath Weapon (Su): 60-foot cone, 3/day, 8d6 cold, Reflex DC 31 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet. (Reflex save DC 31 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 Deflection bonus to Armor Class.

*See Appendix 2 – New Rules

ENCOUNTER 4:

DRATHIL GREENHIDE

CR 13

Male Gnoll (Flind) Dragon Shaman 3 / Sorcerer 4 / Dragonheart Mage 4

LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Listen +5, Spot +5

Languages Common, draconic, gnoll

AC 25, touch 15, flat-footed 20

(+5 Dex, +4 *mage armor*, +4 *shield*, +2 natural armor)

hp 134 (13 HD) (including 16 points for *false life*); Resist Acid 18

Fort +17, **Ref** +9, **Will** +13

Speed 30 ft. in no armor (6 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +15/+10 (1d8+11)

Ranged spell +8 (spell effect)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +14

Special Actions Draconic Breath, Energy substitution (fire to acid)

Sorcerer Spells (CL 11th):

3rd (5 left) – *fireball* (DC 16), *haste*

2nd (5 left) – *cat's grace*, *false life*, *scorching ray*

1st (5 left) — *expeditious retreat*, *mage armor*, *magic missile*, *shield*

0 (6 left)— *acid splash*, *detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

Deity: Hextor

† Already cast – *cat's grace*, *false life*, *mage armor*, *shield*

Abilities Str 25, Dex 20, Con 18, Int 12, Wis 10, Cha 16

SQ Summon Familiar, Draconic Aura +1 (Power, Senses, Vigor, Energy Shield),

Feats Draconic Arcane Grace*, Draconic Breath^b, Draconic Heritage* (Green Dragon), Draconic Power^b, Draconic Resistance*, Draconic Toughness*, Energy Substitution (Acid)*, Practised Spellcaster*, Skill Focus (Hide)^b

Skills: Concentration +20, Hide +16, Knowledge (Arcana) +9, Listen +5, Search +2, Spot +5

Possessions +4 *belt of giant strength*, +2 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become

unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting. The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

*See Appendix 2 – New Rules

EVORIL GREENHIDE CR 11

Male Gnoll (Flind) Dragon Shaman 8 / Barbarian 1
LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Spot +4

Languages Common, draconic, gnoll

AC 21, touch 13, flat-footed 18, -2 raging
(+3 Dex, +5 for +1 *chain shirt*, +3 natural armor)

hp 123 (11 HD) or 145 raging

Fort +18/+20 raging, **Ref** +6, **Will** +7/+9 raging

Speed 40 ft. in +1 *chain shirt* (8 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +15/+10 (1d8+10) or rage +1 *longspear* +17/+12 (1d8+13)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +14/+16 raging

Special Actions Cleave, Dodge, Breath Weapon, Mobility, Power Attack, Rage

Deity: Hextor

Abilities Str 23/27 raging, Dex 16, Con 20/24 raging, Int 8, Wis 8, Cha 14

SQ Draconic Aura +2 (Power, Resistance, Senses, Vigor, Energy Shield, Toughness), Totem Dragon,

Draconic Adaptation, Breath Weapon (Acid, 4d6, 15 foot cone), Draconic Resolve, Fast Movement, Rage1/day, Touch of Vitality (32 points), Natural armor

Feats Cleave, Dodge, Mobility, Power Attack, Skill Focus: Hide^b, Skill Focus: Move Silently^b

Skills: Climb +6, Hide +13, Move Silently +5, Spot +4

Possessions +1 *chain shirt*, +2 *amulet of health*, +2 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Fast Movement (Ex): Barbarian ability.

Rage (Ex): 1/day, 10 rounds, Barbarian ability.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon (cone of acid). Regardless of the area one affects or the type of energy damage it deals, all breath weapons deal 2d6 points of damage, plus and extra 1d6 points of damage for each two additional class levels. A successful Reflex save halves the damage dealt; the save DC is equal to 10+1/2 your Dragon Shaman level+your Con modifier. Just like a true dragon, you must wait 1d4 rounds before you can use your breath weapon again.

Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level. Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects. You also become immune to the frightful presence of dragons.

Touch of Vitality (Su): At 6th level, you can heal the wounds of living creatures (your own or those of others) by touch. Each day you can heal a number of points of damage equal to twice your class level * your charisma bonus. You can choose to divide your healing among multiple recipients, and you don't have to use it all at once. Using your touch of vitality is a standard action. It has no effect on undead.

Beginning at 11th level, you can choose to spend some of the healing bestowed by your touch of vitality to remove other harmful conditions affecting the target.

For every 5 points of your healing ability you expend, you can cure 1 point of ability damage or remove the dazed, fatigued or sickened condition from one individual.

For every 10 points of your healing ability you expend, you can remove the exhausted, nauseated, poisoned or stunned condition from one individual.

For every 20 points of your healing ability you expend, you can remove a negative level or the blinded, deafened or diseased conditions from one individual.

You can remove a condition (or more than one condition) and heal damage with the same touch, so long as you expend the required number of points.

Natural Armor (Ex): At 7th level, your skin thickens, developing faint scales. Your natural armor bonus increases by 1. At 12th level, this improvement increases to +2, and at 17th level to +3.

ENCOUNTER SEVEN

SIGURTH IBN RALAD

CR 11

Male Human (Baklunish) Rogue 7 / Monk 2 / Shadowdancer 2

LN Medium Humanoid

Init +9 **Senses** Darkvision 60'; Listen +6, Spot +18

Languages Common

AC 23, touch 19, flat-footed 14

(+5 Dex, +4 wisdom, +4 *mage armor* – 10th level caster)

hp 73 (11 HD)

Fort +7, **Ref** +16, **Will** +9

Speed 30 ft. in no armor (6 squares);

Melee unarmed +12/+7 (1d6+4) or +10/+10/+5 (1d6+4)

Ranged +12

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Special Actions Sneak Attack, evasion, dodge, flurry of blows, mobility, spring attack, stunning fist (DC 15).

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *cat's grace* (CL 10), *owl's wisdom* (CL 10), *bull's strength* (CL 10), *potion of haste* (CL 10)

Abilities Str 18, Dex 21, Con 14, Int 10, Wis 18, Cha 8

SQ Trap Sense +1, Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +4d6, Hide in Plain Sight, Uncanny dodge, darkvision, Improved Uncanny Dodge

Feats Combat Reflexes, Dodge, Elusive Target*, Improved Initiative, Mobility, Stunning Fist, Weapon Finesse.

Skills: Balance +18, Gather Information +11, Hide +19, Jump +14, Listen +6, Move Silently +19, Perform (Dance) +5, Spot +18, Tumble +23.

Possessions dagger, (Light Encumbrance).

*See Appendix 2 – New Rules

SELENA BINT RALAD

CR 11

Female Human (Baklunish) Rogue 3 / Monk 2 / Fighter 4 / Shadowdancer 2

LN Medium Humanoid

Init +8 **Senses** Standard; Listen +4, Spot +4

Languages Common

AC 22, touch 18, flat-footed 14

(+4 Dex, +4 wisdom, +4 *mage armor* – 10th level caster)

hp 103 (11 HD)

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

Speed 30 ft. in no armor (6 squares);

Melee unarmed +13/+8 (1d6+6) or +11/+11/+6 (1d6+6)

Ranged +12

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Special Actions Sneak Attack, evasion, dodge, mobility, spring attack, flurry of blows, stunning fist (DC 15),

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *bull's strength* (CL 10), *bear's endurance* (CL 10), *potion of haste* (CL 10), *owl's wisdom* (CL 10)

Abilities Str 18, Dex 18, Con 18, Int 8, Wis 18, Cha 8

SQ Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +2d6, uncanny dodge, darkvision, hide in plain sight

Feats Cleave, Combat Reflexes, Dodge, Elusive Target*, Improved Initiative, Mobility, Stunning Fist, Power Attack, Weapon Focus (unarmed), Weapon Specialization (unarmed).

Skills: Balance +13, Climb +4, Hide +18, Jump +13, Move Silently +18, Perform (Dance) +4, Tumble +22.

Possessions dagger (Light Encumbrance).

*See Appendix 2 – New Rules

ENCOUNTER 3:

HUGE ADVANCED FIGHTER DARE CR 16

Chraal Barbarian 2 / Fighter 4

NE Huge elemental (cold)

Init +3; **Senses** dark vision 60'; Listen +4, Spot +16

Languages Common

AC 31, touch 16, flat-footed 27, -2 AC Raging

(-2 size, +4 armor, +5 deflection, +3 dexterity, +11 natural armor)

hp 367(27 HD) or 421 raging; DR 5/-

Fort +27 (+29 raging), **Ref** +11, **Will** +12 (+14 raging)

Speed 50 ft. in chain shirt (8 squares);

Melee 2 claws +31 (1d8+9+1d6 cold, 19-20) and bite +28 (2d6+3+1d6 cold) or raging 2 claws +33 (1d8+11+1d6 cold, 19-20) and bite +30 (2d6+4+1d6 cold)

Space 15 ft.; **Reach** 15 ft.

Base Atk +21; **Grp** +37 (+39 raging)

Special Actions Rage 1/day, breath weapon, death throes, freeze

Deity: Hextor

Abilities Str 32, Dex 17, Con 28, Int 7, Wis 12, Cha 14

SQ deflecting cold, elemental traits, immunity to cold, vulnerability to fire, uncanny dodge, fast movement, rage 1/day

Feats Blind-Fighting, Dodge, Mobility, Elusive Target*, Improved Critical (claws), Improved Natural Attack (bite), Improved Natural Attack (Claws), Iron Will, Multiattack, Power Attack, Weapon Focus (claws), Weapon Specialization (claws)

Skills: Jump +25, Listen +4, Search +3, Spot +16

Possessions combat gear plus +1 *cloak of protection*, +1 *ring of protection*, chain shirt. (Encumbrance – Light).

Fast Movement (Ex): Barbarian ability.

Uncanny Dodge (Ex): Barbarian ability.

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 28 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet. (Reflex save DC 28 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 Deflection bonus to Armor Class.

*See Appendix 2 – New Rules

ENCOUNTER 4:

DRATHIL GREENHIDE CR 15

Male Gnoll (Flind) Dragon Shaman 3 / Sorcerer 4 / Dragonheart Mage 6

LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Listen +5, Spot +5

Languages Common, draconic, gnoll

AC 25, touch 15, flat-footed 20

(+5 Dex, +4 *mage armor*, +4 *shield*, +2 natural armor)

hp 150 (15 HD) (including 16 points for *false life*); Resist Acid 21

Fort +18, **Ref** +10, **Will** +14

Speed 30 ft. in no armor (6 squares); 20 ft swim (4 squares).

Melee +1 *bane-human longspear* +16/+11 (1d8+11)

Ranged spell +8 (spell effect)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +15

Special Actions Draconic Breath, Energy substitution (fire to acid)

Sorcerer Spells (CL 12th):

4th (4 left) - *stoneskin*

3rd (5 left) - *fireball*, *haste*

2nd (6 left) - *cat's grace*, *false life*, *scorching ray*

1st (6 left) — *expeditious retreat*, *mage armor*, *magic missile*, *shield*

0 (6 left) — *acid splash*, *detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

Deity: Hextor

† Already cast – *cat's grace*, *stoneskin*, *false life*, *mage armor*, *shield*

Abilities Str 25, Dex 20, Con 18, Int 12, Wis 10, Cha 22

SQ Summon Familiar, Draconic Aura +1 (Power, Senses, Vigor, Energy Shield), Dragon Breath is 2d8 per spell level

Feats Draconic Arcane Grace*, Draconic Breath^b, Draconic Flight*, Draconic Heritage* (Green Dragon), Draconic Power^b, Draconic Resistance*, Draconic Toughness*, Energy Substitution (Acid)*, Practised Spellcaster*, Skill Focus (Hide)^b

Skills: Concentration +20, Hide +16, Knowledge (Arcana) +9, Listen +5, Search +2, Spot +5

Possessions +4 *cloak of charisma*, +4 *belt of giant strength*, +2 *vest of resistance*, +1 *bane-human longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually;

thus, an aura can be in effect at the start of an encounter even before you take your first turn. Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting. The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

*See Appendix 2 – New Rules

EVORIL GREENHIDE CR 13

Male Gnoll (Flind) Dragon Shaman 10 / Barbarian 1
LE Medium Humanoid (Gnoll, dragonblood)

Init +3; **Senses** Darkvision 60'; Spot +4

Languages Common, draconic, gnoll

AC 21, touch 13, flat-footed 18, -2 raging
(+3 Dex, +5 for +1 *chain shirt*, +3 natural armor)

hp 158 (13 HD) or 184 raging

Fort +18/+20 raging, **Ref** +6, **Will** +7/+9 raging

Speed 40 ft. in +1 *chain shirt* (8 squares); 20 ft swim (4 squares).

Melee +1 *longspear* +17/+12 (1d8+11) or rage +1 *longspear* +19/+14 (1d8+14)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +16/+18 raging

Special Actions Cleave, Dodge, Elusive Target, Breath Weapon, Mobility, Power Attack, Rage

Deity: Hextor

Abilities Str 24/28 raging, Dex 16, Con 22/26 raging, Int 8, Wis 8, Cha 16

SQ Draconic Aura +3 (Power, Resistance, Senses, Vigor, Energy Shield, Toughness), Totem Dragon, Draconic Adaptation, Breath Weapon (Acid, 5d6, 15 foot cone), Draconic Resolve, Fast Movement, Rage1/day, Touch of Vitality (60 points), Natural armor, Energy Immunity (Acid)

Feats Cleave, Dodge, Elusive Target*, Mobility, Power Attack, Skill Focus: Hide^b, Skill Focus: Move Silently^b

Skills: Climb +6, Hide +15, Move Silently +5, Spot +4

Possessions +1 *chain shirt*, +4 *amulet of health*, +2 *cloak of charisma*, +2 *vest of resistance*, +1 *longspear*, masterwork cold iron longspear, dagger, cold iron dagger, masterwork dagger, 200' silk rope for bundles. (Light Encumbrance)

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you. Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increased to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. As a 1st-level Dragon Shaman, you know how to project three auras chosen from the list below. At every odd-numbered level after that, you learn one additional aura of your choice, until all 7 auras are known at 9th level. Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus. The energy type is that of your totem dragon's damage-dealing breath weapon.

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to 5 times your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR 1/magic for each point of your aura bonus (up to 5/magic at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below half their full normal hit points.

Totem Dragon: Green Dragon, gain Bluff, Hide, Move Silently as class skills, cone of acid is breath weapon.

Draconic Adaptation (Ex): Waterbreathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Fast Movement (Ex): Barbarian ability.

Rage (Ex): 1/day, 11 rounds, Barbarian ability.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon (cone of acid). Regardless of the area one affects or the type of energy damage it deals, all breath weapons deal 2d6 points of damage, plus and extra 1d6 points of damage for each two additional class levels. A successful Reflex save halves the damage dealt; the save DC is equal to 10+1/2 your Dragon Shaman level+your Con modifier. Just like a true dragon, you must wait 1d4 rounds before you can use your breath weapon again.

Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level. Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects. You also become immune to the frightful presence of dragons.

Touch of Vitality (Su): At 6th level, you can heal the wounds of living creatures (your own or those of others) by touch. Each day you can heal a number of points of damage equal to twice your class level + your charisma bonus. You can choose to divide your healing among multiple recipients, and you don't have to use it all at once. Using your touch of vitality is a standard action. It has no effect on undead.

Beginning at 11th level, you can choose to spend some of the healing bestowed by your touch of vitality to remove other harmful conditions affecting the target.

For every 5 points of your healing ability you expend, you can cure 1 point of ability damage or remove the dazed, fatigued or sickened condition from one individual.

For every 10 points of your healing ability you expend, you can remove the exhausted, nauseated, poisoned or stunned condition from one individual.

For every 20 points of your healing ability you expend, you can remove a negative level or the blinded, deafened or diseased conditions from one individual.

You can remove a condition (or more than one condition) and heal damage with the same touch, so long as you expend the required number of points.

Natural Armor (Ex): At 7th level, your skin thickens, developing faint scales. Your natural armor bonus increases by 1. At 12th level, this improvement increases to +2, and at 17th level to +3.

Energy Immunity (Ex): At 9th level, you gain immunity to the energy type of the breath weapon you gained at 4th level.

*See Appendix 2 – New Rules

ENCOUNTER SEVEN

SIGURTH IBN RALAD

CR 13

Male Human (Baklunish) Rogue 7 / Monk 2 / Shadowdancer 4

LN Medium Humanoid

Init +10 **Senses** Darkvision 60'; Listen +10, Spot +20

Languages Common

AC 28, touch 20, flat-footed 18

(+6 Dex, +4 wisdom, +4 *shield*, +4 *mage armor* – 10th level caster)

hp 113 (13 HD)

Fort +10, **Ref** +18, **Will** +10

Speed 30 ft. in no armor (6 squares);

Melee unarmed +15/+10 (1d6+4) or +13/+13/+8 (1d6+4)

Ranged +15

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +13

Special Actions Sneak Attack, evasion, dodge, flurry of blows, mobility, spring attack, stunning fist (DC 15).

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *cat's grace* (CL 10), *owl's wisdom* (CL 10), *bull's strength* (CL 10), *potion of haste* (CL 10), *bear's endurance*, *potion of shield* (CL 10).

Abilities Str 18, Dex 22, Con 18, Int 10, Wis 18, Cha 8

SQ Trap Sense +1, Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +4d6, Hide in Plain Sight, Uncanny dodge, darkvision, Improved Uncanny Dodge, Shadow Illusion (1/day), Summon Shadow, Shadow Jump 20 ft.

Feats Combat Reflexes, Dodge, Elusive Target*, Hold the Line*, Improved Initiative, Mobility, Stunning Fist, Weapon Finesse.

Skills: Balance +21, Gather Information +11, Hide +22, Jump +14, Listen +10, Move Silently +22, Perform (Dance) +5, Spot +20, Tumble +26.

Possessions dagger, (Light Encumbrance).

*See Appendix 2 – New Rules

SELENA BINT RALAD

CR 13

Female Human (Baklunish) Rogue 3 / Monk 2 / Fighter 4 / Shadowdancer 4

LN Medium Humanoid

Init +10 **Senses** Standard; Listen +4, Spot +4

Languages Common

AC 27, touch 20, flat-footed 18

(+6 Dex, +4 *shield*, +4 wisdom, +4 *mage armor* – 10th level caster)

hp 121 (13 HD)

Fort +11, **Ref** +17, **Will** +11

Speed 30 ft. in no armor (6 squares);

Melee unarmed +15/+10 (1d6+6, 19-20) or +13/+13/+8 (1d6+6, 19-20)

Ranged +16

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +14

Special Actions Sneak Attack, evasion, dodge, mobility, spring attack, flurry of blows, stunning fist (DC 15)

Deity: Zuoken

* **Pre-cast:** *mage armor* (CL 10), *bull's strength* (CL 10), *bear's endurance* (CL 10), *potion of haste* (CL 10), *owl's wisdom* (CL 10), *potion of shield* (CL 10), *cat's grace* (CL 10)

Abilities Str 18, Dex 23, Con 18, Int 8, Wis 18, Cha 8

SQ Trapfinding, Evasion, Flurry of blows, Dodge, Mobility, Sneak Attack +2d6, uncanny dodge, darkvision, hide in plain sight, Shadow Illusion (1/day), Summon Shadow, Shadow Jump 20 ft.

Feats Cleave, Combat Reflexes, Dodge, Elusive Target*, Improved Critical (unarmed), Improved Initiative, Mobility, Stunning Fist, Power Attack, Weapon Focus (unarmed), Weapon Specialization (unarmed)

Skills: Balance +16, Climb +4, Hide +22, Jump +20, Move Silently +22, Perform (Dance) +4, Tumble +26

Possessions dagger (Light Encumbrance)

*See Appendix 2 – New Rules

APPENDIX 2: NEW RULES

Draconic Arcane Grace [Draconic] as presented in *Races of the Dragon*

You can convert some of your arcane spell energy into a saving throw bonus.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: As an immediate action (see page 122), you can give up an arcane spell slot to gain a bonus on all saving throws until the start of your next turn. The bonus equals the level of the spell slot used. You can declare that you are using this ability after you have rolled a save, but you must do so before the DM reveals whether the saving throw succeeded or failed.

Draconic Breath [Draconic] as presented in *Races of the Dragon*

You can convert some of your arcane spell energy into a breath weapon.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot that you expended to create this effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Special: If the breath weapon of your draconic forbearers does not deal acid, cold, electricity or fire damage, you choose from among the four energy types mentioned above.

Draconic Flight [Draconic] as presented in *Races of the Dragon*

The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

Draconic Heritage [Draconic] as presented in *Races of the Dragon*

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisites: Sorcerer Level 1st.

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the accompanying

table (not included). This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see page 59). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats that you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Draconic Power [Draconic] as presented in *Races of the Dragon*

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution Feat (Complete Arcane, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

Draconic Resistance [Draconic] as presented in *Races of the Dragon*

Your bloodline hardens your body against effects related to the nature of your progenitor.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat. **Special:** This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

Draconic Toughness [Draconic] as presented in *Races of the Dragon*

Your draconic nature reinforces your body as you embrace your heritage.

Prerequisites: Draconic Heritage, Sorcerer Level 1st.

Benefit: When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

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

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Energy Substitution [Metamagic] as presented in *Complete Arcane*

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

Prerequisites: Knowledge (Arcana) 5 ranks, any metamagic feat

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

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

Hold the Line [General] as presented in *Complete Warrior*

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Improved Turn Resistance [Monstrous] as presented in *Libris Mortis*

You have a better than normal chance to resist turning.

Prerequisites: Undead Type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the Player's Handbook). When resolving a turn, rebuke, command or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts.

Practiced Spellcaster [General] as presented in *Complete Divine*

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks.

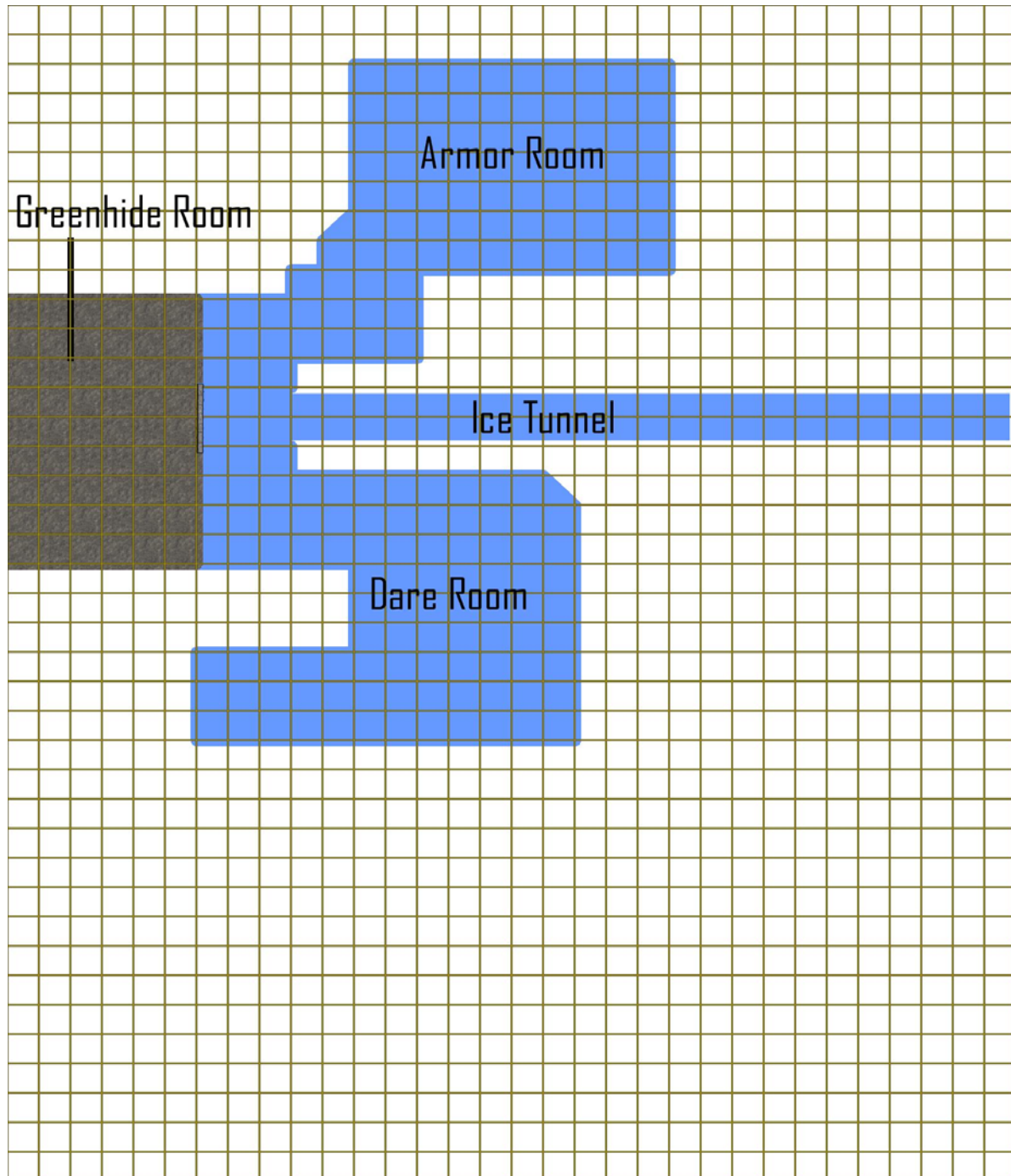
Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

APPENDIX THREE – MAPS

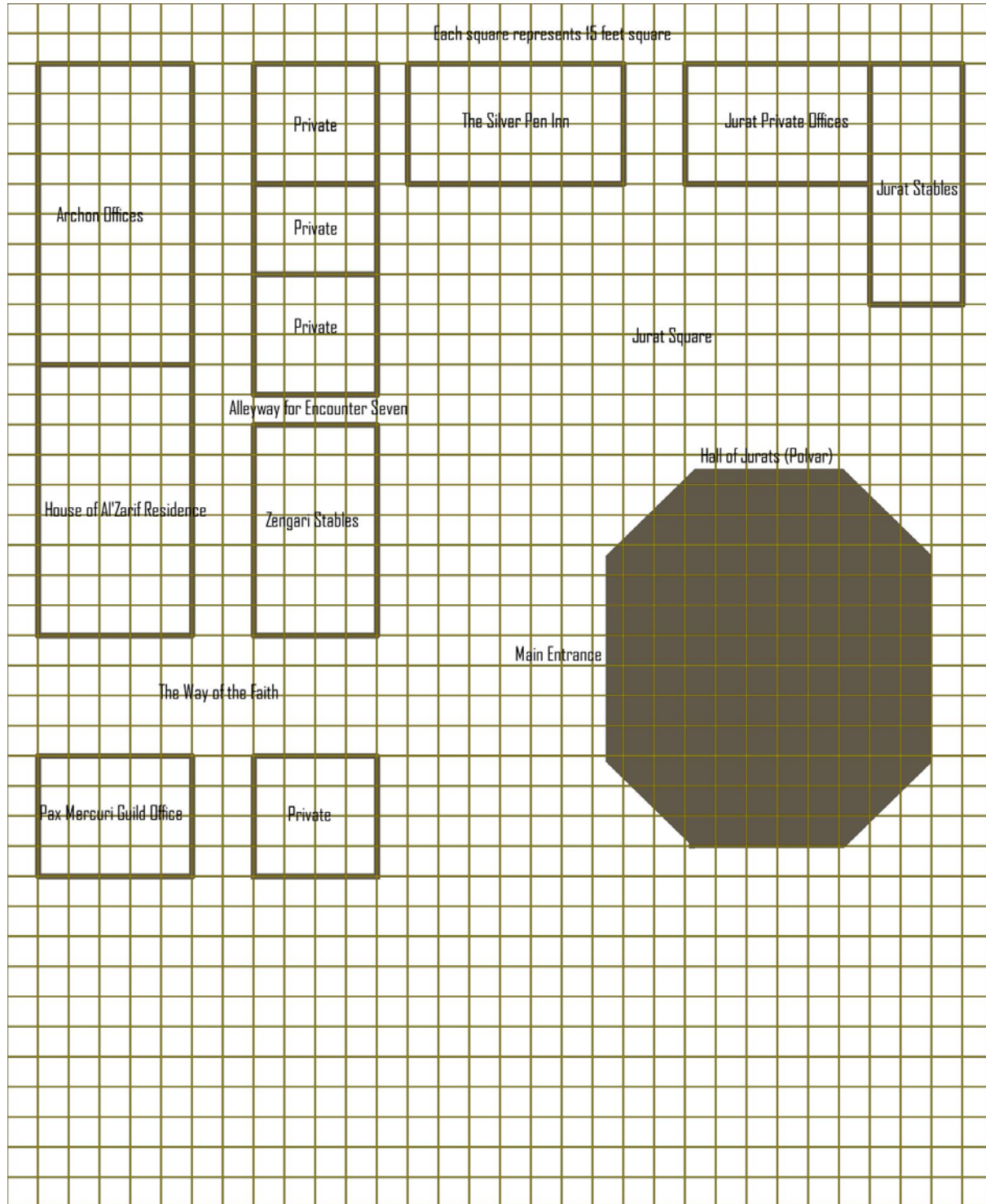
Map One – Encounters Three and Four

Dare Room, Ice Tunnel and Armor Room are subject to icy conditions, as indicated in the adventure. The cracks for the water entrance are everywhere and the prime sources are the door on the far wall from the entry door noted on the map into the Greenhide room.

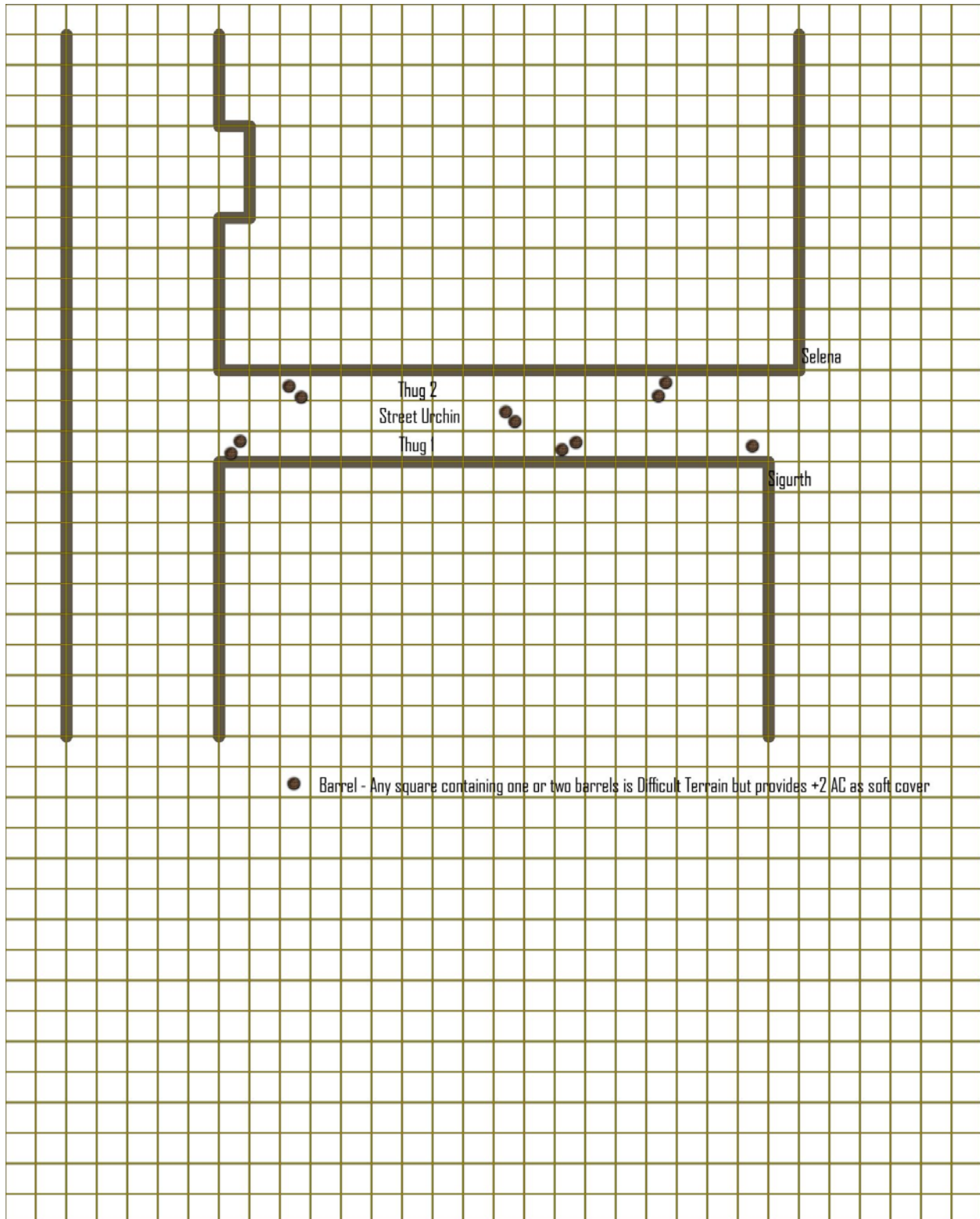


Map 2 – Jurat Square and Environs

Each square on the map is not to regular scale and instead represents 15 feet square.



Map 3 – Encounter Seven



APPENDIX 4: LAWS OF KET

These are a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Torture	Death, kidnapping, torture of a citizen of Ket.*	Life in the mines	
			26 TU in the mines	Self defense **
	Manslaughter *** Kidnapping	Death, kidnapping, torture of a resident of Ket, or a horse.*	52 TU in the stocks	
			10 TU in the stocks	Self defense **
	Aggravated Assault causing: Death Kidnapping	Death, kidnapping, torture of a person (not a citizen or resident).*	10 TU in the stocks	
			0 TU in the stocks	Self defense **
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If PC has enough money to cover the fines.
			1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: PCs who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. PCs may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.