

PER5-08

Bitter Winds, Brother's Sorrow

A One-Round D&D Living Greyhawk® Perrenland Regional Adventure

Version 1.0

by Dean Bailey

Reviewed by Chris Tulach

The mighty Lake Quag is a dangerous place for Vestmeer sailors without the added risk of piracy, but piracy seems to be rampant these days. When a lone survivor washes up on shore from a recent attack, it looks like the culprits can now be identified. Will the victim's cries for vengeance be heard and what does all this have to do with the Church of Zilchus.

A Perrenland regional adventure for APL 4-12, set in the Schwartzenbruin city of Meerstadt.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to

pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character 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 Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

In recent years, the church of Zilchus has lost favour with the people of Perrenland, especially the powerful elite. The common perception is that the church cares for nothing except making money, and is willing to go to any lengths to do so. This perception has been enhanced by a number of less than honest members of the clergy who have greatly tarnished the reputation of the great Guildmaster. But this perception is changing. In the newly founded town of Schwungelstad, the church of Zilchus has started to achieve acceptance.

However not all is going smoothly for the church. Somewhere in the background is a group working against its interests. So far the evidence is suggesting that this group is a splinter cult of the main church that are more interested in making a quick profit than providing an honest product.

First evidence of this group was when a number of adventures discovered a trio of its members hidden in the old gold mine. All that was discovered was their plan to raid caravans and push up prices, and the name 'Balcasis'.

With the cell discovered in Schwungelstad, the splinter group has changed their plans somewhat. The increased pirate activity on the great lake is mostly being organised by this cult (although the majority of raids are actually pirates that have been either duped or sub-contracted by the cult). This has disrupted much of the shipping for the Vestmeers on the western shore of the lake. The Vestmeers have of course blamed the

Oostmeers for the raids citing as evidence that fact that the Oostmeers have been relatively untouched by the pirate activity. The Oostmeers have counterclaimed that it is because the Vestmeers are so inept that the pirates are merely attacking a soft target. This has further strained the tensions between the two clans.

Coming into the mix is Brar Shekem. With the discovery of the Mithral deposit in the old gold mine, Brar Shekem has become one of the most respected and important members of the church of Zilchus. Brar Shekem is also an Oostmeer who originally hailed from the city of Traft before finding his calling. (His original name was Leohart Vissjäger). This (in the eyes of the cult) make Shekem a good rube for the cult's activity as if they succeed in implicating Shekem, then the church of Zilchus will also appear to be a puppet of the Oostmeers, further destroying their credibility in the eyes of some clans. (There also seems to be a personal vendetta between Balcasis and Shekem. This will come out in part 3).

To do this they have arranged for Shekem to be delivered a letter detailing a business deal too good to resist, to draw him to Meerstadt. While he is in the city they will attack a ship, this time leaving a wounded survivor. The leader of the pirates will be one of the priests of the cult, disguised as Shekem. When the survivor reports what he has seen, Shekem and the Church of Zilchus will be blamed for the raids.

ADVENTURE SUMMARY

Introduction: The PCs get given a brief rundown on Meerstadt and the happenings in the city and are informed of the pirate attacks.

Encounter One: At the Meermaid's Rest, the PCs meet Brar Shekem. Some may have met him before; others may be meeting him for the first time. Brar Shekem explains that he is here on a business trip for the Church of Zilchus.

Encounter Two: The chat with Brar Shekem is interrupted when news comes of a survivor from one of the pirate attacks. Brar Shekem goes with the mob to see the survivor, and while there he is identified as the ringleader of the pirates. An angry mob turns on Brar Shekem.

Encounter Three: With the mob neutralised, the city guard arrives and arrests Brar Shekem. He is taken to see the chief Rechter who rules that there is enough evidence against him to warrant an investigation. Brar

Shekem asks the PCs to investigate who has framed him for this crime.

Encounter Four: The PCs have the chance to explore the city looking for clues. As GM you have an opportunity to improvise here. However a number of predefined locations have been written up to represent the most common choices the PCs may want to investigate.

Encounter Five: The obligatory thug attack can happen in two ways. If the PCs are successful in finding the hide out of the cult, then these cultists are found guarding the entrance. If the PCs were not discreet in their investigation, then the cult has heard about it and sent a group to eliminate them.

The GM can also use this encounter if the time is running short and the investigation is getting nowhere. A captured thug will reveal the location of the hide out.

Encounter Six: The entrance into the hide out is a trapdoor in the floor. This door is trapped and if it is set off, the cultists are warned of the PCs coming.

Encounter Seven: Once the PCs have entered the hide out, they will discover the cultists. The cultists will not come quietly and combat will begin. If the PCs are successful in this combat then they will discover the evidence needed to prove Brar Shekem innocent.

Encounter Eight (Optional): If the cultists in the hide out defeat the PCs, then they will be robbed. This optional encounter allows the PCs to retrieve their stolen gear but provides no XP reward.

Conclusion A: If the PCs attack the mob in **Encounter 2** and are arrested, then they are banished from Meerstadt and ordered to pay Kopprijs. Without someone to find evidence to prove his innocence, Brar Shekem is found guilty and sentenced to death.

Conclusion B: If the PCs attack the mob in **Encounter 2** and escape arrest then they are forced to flee from Meerstadt. Without someone to find evidence to prove his innocence, Brar Shekem is found guilty and sentenced to death.

Conclusion C: The PCs have defeated the cult and discovered evidence that Brar Shekem was framed. They have also uncovered a name for which Brar Shekem can use to investigate further.

Conclusion D: The PCs were defeated by the cult, but left alive. Unfortunately before they can recover and resume the investigation, the cult flees, taking all evidence with them. Without this evidence to prove his innocence, Brar Shekem is found guilty and sentenced to death.

PREPARATION FOR PLAY

This adventure is an investigative adventure. While it does include the necessary combat, PCs will need to become detectives to save the life of Brar Shekem.

It would be beneficial for the GM to read the Meerijder clan document and the Meerstadt city document before beginning play. This will provide some background. These documents are available as a PDF file from the Perrenland website or the Triad POC upon request.

Also pre-filled initiative cards (using the template provided by Brendan Robertson) are available with the Zip file.

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See *DM's Aid #1* for details.

INTRODUCTION

The scenario begins in the Vestmeer city of Meerstadt. Meerstadt is a small city of about 6000 people and is the home and centre of government of the Vestmeer Pfalzgraf, but its numbers have swollen to nearly double with refugee from Nederboden and near bursting point with folk living in the streets and huddled around makeshift fires. Usually Meerstadt tends to be a quiet and sedate city (unlike Traft, Schwartzbruin etc) and is a significant trading port for the Vestmeer clan. At the moment, the most talked about news is that of the pirate attacks and the war against Iggwilv.

The adventure is set in Mid Ready'reat, as the autumn is coming to a close. The lake has not frozen yet, but it won't be long until it does.

The cold, chilling breath of the approaching winter blows through your clothes like a knife through butter. The city of Meerstadt, clan seat of the Vestmeers is in the grip of the unnatural winter that has caused the early freezing of the coastline of the lake.

There is some talk on who will win this year's ice-skimmer race, but mostly it is about the pirate attacks that have been happening over the last couple of months. While it is unknown who is responsible,

most people here believe it's the Oostmeers who are to blame. Only the members of the Kestameer sept, the quiet and stable fisher folk, refuse to jump to the worst conclusion about their estranged eastern cousins.

When the ice completely covers the lake, many of the Vestmeers in the city hope that the pirates will cease their attacks and the smaller ice skimmers will be able to trade peacefully, at least until the coming thaw. Until then, they can only wait and hope that the Zee can track this menace to their lair.

But the cold bitter wind brings something else. It brings the smell of roasting meat, fresh bread and the sound of song and laughter. Something that seems out of place with the hunger and misery that fills the streets. Still, maybe this day won't be so bad after all.

ENCOUNTER 1: A CHANCE ENCOUNTER

After the party has had a short time to explore the city and ask any questions they may have on the current climate or gossip, they will most like wish to find an inn for the night. The DM is encouraged to relate some obvious rumour and gossip about what is happening in Perrenland at present (mostly for the benefit of newer players).

If the PCs are reluctant to return to the inn, then as GM have the PCs pass one and entice them with the smell of good food and cheerful company.

Should that fail, just skip to Encounter Two and adjust as necessary.

The Meermaid's Rest appears to be a finely kept inn and tavern in a good part of the city, a fair distance from the docks. The building itself is three stories high and has a tidy looking stable out the back. From the windows a cheerful warm light beckons you inside to the sound of laughter and good humour. If that was not enough, the smell of fresh bread and roasting meat wafts through the cold air.

Two large humans stand at the door in finely dressed clothes. They appear to be making sure that only people that can pay an entry fee are allowed into the inn.

If a PC attempts to enter, the guards will look them up and down to make sure they are not refugees and ask for the 5gp entrance fee. If any PC has payed for than

adventurer standard lifestyle, they will be admitted for free.

The doormen will always remain polite to the PCs but will bar the door if they try to enter by force. If they persist, the bouncers will let them pass, but will ensure that they make things hard for the PCs in the future. All DCs for charisma-based skills are increased by 2 for this adventure.

If the PCs decide to enter

Inside, the inn fulfils its promise. A comforting fire glows warmly in the fireplace and on a small stage a young woman sings a rousing ballad about the first defeat of Iggwilv by the combined people of Perrenland.

The smell of food is stronger in the common room, and by the look of the number of people it is quite popular as there is not a single table that is not unoccupied.

If the PCs have met Brar Shekem in either *Brother Mine* or *Sepia Follies*:

The crowd clears for a second, and a table can be seen with only a single occupant. Strangely enough it appears to be Brar Shekem from the town of Schwungelstad. It appears that he has also seen and recognised you for he waves you over to join him.

If the PCs have not met Brar Shekem in either *Brother Mine* or *Sepia Follies*:

The crowd clears for a second, and a table can be seen with only a single occupant, a cleric by the looks of it. It appears that he has also seen you for he waves you over with an invite to join him.

Brar Shekem is a small man with grey hair that is balding on top. He is not physically imposing, although he does not look fragile either. His eyes are framed with a set of platinum rimmed spectacles.

Brar Shekem is here on business. He has recently received a letter from a merchant in Meerstadt detailing a possible business deal for the sale of adamantine weapons and armour. Because the proposal is so important for the church, he has come here himself to begin negotiations. He is more than happy to chat to the PCs but he will not discuss the business deal.

As GM feel free to include gossip on the current happenings in the Vesve and Sepia in any chitchat the PCs have with the good Brother. A set of questions and answers are also included below to help with the conversation.

Who are you?

"My name is Brar Shekem, cleric of the Great Guildmaster and Chief Auditor at the temple in Schwungelstad."

You are a long way from Schwungelstad?

"Yes, I am here on business for the great guild master."

What sort of business?

"I am sorry my friend, but I can't say at the moment. All I can tell you is that it is big, that's why I had to come myself instead of sending an acolyte."

What is the Church doing to help the starving?

"We have managed to use the commerce network to open up all manner of trade routes to places where this evil has not spread to, like the Wolf Nomad herders to the North. Through these contacts, we have been acquiring food and other essentials and passing them onto the government at cost."

Why don't you donate the food?

"The amount of food that needs to be brought in would bankrupt the church in a matter of weeks. Once that has happened then our network would be lost and no more food would come into Perrenland. We are not making any money on this deal and we are donating our time and expertise."

You are a disgrace taking advantage of the unfortunates?

"It is obvious that you have a difference of opinion to us. That is your right, but to continue this discussion any further would be unprofitable."

How is the Mithral mine going?

"The mine is going well, very profitable. We are selling quite a bit of the metal to the Auszug. All at cost of course, just our bit for the war effort."

Any more information on the three we found in the mine?

"No, all of our enquires have turned up blank. The evidence suggests that they were a cult of Zilchus that have taken his teachings for business and profit to the extreme."

What about "Balcasis"?

"Still no idea who this is. We assume it is the head of the cult, but that is all we have."

I thought that Zilchus was all about making profit?

“That is a common assumption, but it is in error. The Great Guildmaster promotes the smooth free flowing of business and trade. He handles the signing of contracts and oaths to protect all parties and blesses those that make a livelihood in mercantile endeavours.

If he were just out to make a quick coin over the body of some poor fool, then he would not have paladins in his service would he?

But that being said, there are those that do take the word of Zilchus to teach the value of money too far and see it as carte blanche to part fools from their coin so to speak. These people give the rest of the church a bad name.”

Major NPCs: The following NPCs are present in the inn and may be of interest to the PCs

Brar Shekem: Male human Clr12 (Zilchus).

Arnold Tanner (innkeeper): Male human Ftr3/Exp4 (Brewer).

Sarina Tanner (wife and cook): Male human Exp4 (Cook).

Saffron Windsong (performer): Female half-elf Brd6.

Tross Ger'Ac (bouncer): Male half-orc Ftr6.

Nardil Flarmis (serving maid): Female human Com2.

Development: Once the PCs have finished asking any questions of Brar Shekem, a boy arrives at the inn with news that there has been another attack, but this time a survivor has washed up on shore. Brar Shekem and the rest of the inn will go and see what is happening.

ENCOUNTER 2: THE ACCUSATION

With good conversation, pleasant music and very satisfactory food and ale, it starts to settle into a very enjoyable day. All this is interrupted when the main door to the inn swings open and a boy about twelve stands in the doorway flush with excitement.

“There has been another attack, but this time someone’s survived. He washed up on Pfalzgraf’s Beach,” announces the boy in a hurried voice before disappearing into the evening air.

The room erupts in a stir of motion as people grab their cloaks and possessions and start heading to the door. Brar Shekem looks around. “I think I will just head down as well. If there is news on the pirate attacks then it is something the church would be interested in. Purely from a point of view of free trade, you understand. Care to join me?”

If any PCs make a DC 5 Sense Motive check knows that it is really simple curiosity that has caught Brar Shekem’s attention.

If the PCs follow Brar Shekem:

The crowd moves excitedly down the street toward what must be the small strip of shore called Pfalzgraf’s Beach. Soon the crowd begins to thicken and most people need to push to get through to the front, but whether it is because you are strangers in the city or that you have the look of seasoned adventures, the way opens up and allowing yourselves and Brar Shekem access.

Once near the front of the crowd, you see a young man, wounded and weak. A piece of a ship lays near him, possible the same piece he clung to while adrift in the great lake. He seems to be speaking weakly to the man near him.

“We were just making a routine run to Schwartzenbruin with a cargo of grain. Such cargos are rare these days. We did not have a Zee escort. Not enough ships available, so the captain decided to risk it.

We knew something was wrong when a fog started to descend. Not natural is what the First Mate said, and he was right. Suddenly there where flaming arrows on the deck and sails. Then out of the mist came a ship with grey sails. They hit us broadside, and started the grapple. We fought as they boarded, but then a man stepped off the ship. He was small and unimposing but he called a column of fire from the heavens. The captain and the group he was leading fell to the fire and defence failed. I was struck a glancing blow and fell into the lake.

Last thing I remember seeing is the man instructing the pirates to remove the cargo. Then I passed out.

I came to some time later when I felt something push me up onto a piece of the ship. I swear it was Old Whitey saving my life. Still I drifted for days until I came in sight of the shore and recognised Old Mans Bluff. I paddled the flotsam raft in the direction I thought the city was, but I passed out again. Next thing I know I was ...”

The weaken sailor looks startled for a moment, his eyes open wide as he stares at Brar Shekem. "That's him, he is the one. He is the pirate king."

Before he can say more he passes out from exhaustion. The crowd turns towards Brar Shekem. "Lets get him and show him what we do to pirates." from out of nowhere someone pulls forth a rope tied in a noose.

The crowd is angry, hurt and frustrated over the pirate attacks and there are very few people in the city that has not lost a friend or family member to the villains. They are not bad people and not necessarily that brave. It is the strength of numbers that lends them courage. Because of this, the PCs have a chance to restore order.

If the PCs make a successful DC 30 Diplomacy or Intimidation check the mob will back down long enough for the city guards to arrive.

Because the crowd is not intentionally hostile, the PCs have the time needed for a full diplomacy or intimidation check. There are also a number of factors that can increase or reduce the DC it applies to the PC making the check or a PC that is aiding the check.

- PC member of the Old Kerk –5 to DC
- PC member of the Auszug –5 to DC
- PC a Rechter –10 to DC
- PC a Vestmeer –2 to DC
- PC a member of the Vestmeer grafgardt –5 to DC
- PC a member of the Voormannsgardt –10 to DC
- PC point out that by killing him they can't find the other pirates –10 to DC
- PC argues that Perrenland is a nation of law –5 to DC
- PC a Oostmeer +10 to DC

The GM should also give a bonus or penalty to the DC if a PC comes up with a reasonable or unreasonable argument.

Any other reasonable plan that the PCs come up with should also succeed in calming the mob.

The PCs may also decide to attack the mob. As the mob is made up of 1st level commoners that are unarmed, then they should have no problem winning. However unless the party uses non-lethal damage, city guards will arrive and try to arrest them.

The number of city guards that arrive is equal to the APL. They will use non-lethal damage and 2 more guards will arrive each round after the 3rd round.

While the Landwehr of Schwartzenuin have been mobilized and the few who are left in Meerstadt have seen either too few winters all too many, the ones that respond to the PCs if they attack have the look of hardened veteran and have the campaign badge of the Battle of St Cuthbert.

It is preferable that the PCs calm the angry mob. There is experience given for taking this course (rather than combat) in the Appendix. This is, therefore, a role-playing encounter, and ELs do not count towards total adventure calculations.

All APLs

Angry Mob (20): Human Com1; hp 3; see *Appendix Two*.

APL 4

City Guard (4): Male human Ftr3; hp 28; see *Appendix One*.

APL 6

City Guard (6): Male human Ftr3; hp 28; see *Appendix Two*.

APL 8

City Guard (8): Male human Ftr3; hp 28; see *Appendix Three*.

APL 10

City Guard (10): Male human Ftr3; hp 28; see *Appendix Four*.

APL 12

City Guard (12): Male human Ftr3; hp 28; see *Appendix Five*.

Tactics: If attacked, the mob will disperse and flee in terror. The guards, when trying to arrest the PCs will use non-lethal damage and if possible attempt to grapple them. After the 3rd round, two more guards will arrive each round to arrest the PCs.

Development: If the PCs manage to calm the mob, then they will back down. The city guards will arrive and arrest Brar Shekem and take him to a Rechter. The guards will ask the PCs to come with them as the Rechter may have some questions. (Go to **Encounter 3**)

If the PCs fail to calm the mob, then they will back down just as city guards will arrive and arrest Brar Shekem and take him to a Rechter. The guards will ask the PCs to come with them as the Rechter may have some questions. (Go to **Encounter 3**). The PCs do not get the XP reward for this encounter.

WHAT IF THE CHARACTERS ATTACK THE MOB?

If the characters attack the mob but use non-lethal damage, when the guards arrive they will be disappointed in the PCs but thank them for their restraint. They will arrest Brar Shekem and take him to a Rechter. The guards will ask the PCs to come with them as the Rechter may have some questions. (Go to **Encounter 3**).

If the PCs attack the mob and use lethal damage, the mob will flee and a number of guards will arrive to arrest the PCs. The PCs have committed an evil act. This act is not large enough to cause an alignment shift or to remove the PC from play, but at the DM's discretion some classes may require atonement (i.e. paladins)

If the PCs do not resist arrest then go to **Conclusion A**. The PCs do not get the XP reward for this encounter.

If the PCs resist arrest, but are subdued then go to **Conclusion A**. The PCs have also committed an unlawful act. This act is not large enough to cause an alignment, but at the DM's discretion some classes may require atonement (i.e. paladins). The PCs do not get the XP reward for this encounter.

If the PCs resist arrest and evade capture, then go to **Conclusion B**. This act is not large enough to cause an alignment, but at the DM's discretion some classes may require atonement (i.e. paladins). The PCs do not get the XP reward for this encounter.

If only some of the PCs use lethal force, then those PCs are arrested. These PCs will be given the choice of exile (Go to **Conclusion A**, adapting as necessary) or to investigate with the rest of the party. If they choose to investigate then those PCs that used lethal force will not receive any monetary reward for the adventure as their share is used to compensate the victims and their families.

WHAT IF THE PLAYERS DON'T INVESTIGATE THE RUCKUS?

The PCs are approached by the City Guards with a summons from Rhyllian Iggetteffer, chief Rechter of Meerstadt. They will be informed that they will be asked to investigate the accusations of piracy due to their neutrality. The DM will need to adjust read aloud text in Encounter 3. If the players refuse to investigate this matter, then the adventure is over. Go directly to **Conclusion D**.

ENCOUNTER 3: ARRESTING MATTERS

Read or paraphrase this entry if the PCs agree to accompany the guards and Brar Shekem.

With the situation resolved, the captain of the guards brings out a set of manacles and places them on the wrists of Brar Shekem. The rest of the guards move to surround Shekem, more for his protection than to prevent escape.

"If you will please follow me." The captain and his men move down the road towards the administration quarter of the city.

The path eventually leads to a large stone building that looks to serve as both courthouse and prison. The captain of the guards leads Brar Shekem and you through the large iron doors, up a flight of stair and into a large office. Inside the office there is an official looking woman wearing the holy symbol of Allitur, and a young man wearing a blue cloak. The captain of the guard removes the manacles from Brar Shekem and takes a position in the corner.

"Please take a seat," speaks the woman, "My name is Rhyllian Iggetteffer, Chief Rechter of Meerstadt. My companion here is Reul Tosrig, Bard of the Kerk, and he will be recording the initial proceedings.

Now, Brar Shekem of Schwungelstad, you have been accused of piracy and murder and identified by an eyewitness. For such a crime against the people of Meerstadt there is only one punishment. If you are found guilty you will be sent to Schwartzenbruin, where you will forfeit your life to the Paleen Rock. If you are guilty and admit you guilt, then the sentence may be commuted. How do you plead to these charges?"

"Your Ladyship, I do not know what has transpired here, but I assure you I am not a pirate or a murderer. I came to Meerstadt because I was invited by a man called Alfred Drogan to discuss a business deal."

The Rechter turns towards the party, "you are the companions of this man. Is there anything you wish to add to his statement?"

Read or paraphrase this entry if the PCs do not agree to accompany the guards and Brar Shekem.

With the situation resolved, the captain of the guards brings out a set of manacles and places them on the wrists of Brar Shekem. The rest of the guards move to

surround Shekem, more for his protection than to prevent escape.

“If you would please stay in Meerstadt, the Rechter may still summon you if she has any questions.” The captain and his men move down the road towards the administration quarter of the city.

The captain’s words proved more prophetic than you first thought, for within an hour a member of the city watch approaches you with a summons.

“You have been summoned to give evidence to Rechter Rhyllian Iggeteffer. If you would please follow me.”

If the PCs follow the guard then read or paraphrase the following.

If they do not then the guards will insist a second time. If they still refuse he will leave and the adventure will be over for the PCs. (Go to **Conclusion D**).

Following the guard, the path eventually leads to a large stone building that looks to serve as both courthouse and prison. Quickly he leads you through the large iron doors, up a flight of stairs and into a large office. Inside the office there is an official looking woman wearing the holy symbol of Allitur, and a young man wearing a blue cloak. The guard nods to the Rechter and his captain who is standing in the corner and then leaves.

“Please take a seat,” speaks the woman, “My name is Rhyllian Iggeteffer, Chief Rechter of Meerstadt. My companion here is Reul Tosrig, Bard of the Kerk, and he will be recording the initial proceedings. Brar Shekem has entered a plea of Not Guilty to the charges of Piracy and Murder; you are the companions of this man. Is there anything you wish to add to his statement?”

In either case, after the Party has had a chance to give a statement, read or paraphrase the following.

The Rechter appears to listen carefully to all that is said. “I have listened to all the statements given and visited the young man who identified Brar Shekem as the leader of the pirates and I find that there is enough evidence to warrant an investigation.”

“Excuse me Madam Rechter, “Brar Shekem speaks up, “but am I allowed to have people conduct an investigation on my behalf?”

“Of course, as the accused you can arrange to have a team investigate the accusations on your behalf. Such a team will be given all reasonable access to yourself and any witnesses they may need to speak to

as per any member of the court. You have some people in mind?”

“Yes Your Ladyship,” he turns to the party, “I assure each of you I am innocent of these charges, but unless I can prove that, my life is forfeit. You are capable and resourceful people, I beg of you please help me and try to find out who has framed me for these crimes.”

If the party agrees, then they are made officers of the court for the duration of the investigation. Each is given a little badge showing their authority and they are allowed to question the citizens of Meerstadt in regards to the case. It does not give them access to the entire city, only what the GM considers reasonable.

If the party refuses, then the Rechter will repeat Brar Shekem’s request in the interests of finding the truth. If they still refuse then the investigation goes on without them. Go to **Conclusion D**.

If the party asks Brar Shekem for money, then they will be informed that the court does not allow this, as it will influence the investigation greater than what is allowable. However the court will pay for any reasonable expenses incurred during the investigation (APL x 50gp for bribes etc).

Major NPCs:

Rhyllian Iggeteffer: Female human CLRII (Allitur)

Reul Tosrig: Male half-elf Brd9

Captain Drendal Stoneforge: Male Dwarf Frt8

Development: If the party agree to help Brar Shekem and investigate the allegations, then go to **Encounter 4**.

If the party refuse to help Brar Shekem and investigate the allegations, then go to **Conclusion D**.

If the party refuse answer the summons, then go to **Conclusion D**.

ENCOUNTER 4: INVESTIGATION AND INTRIGUE

The investigation of the allegations against Brar Shekem could lead the PCs to any number of locations over Meerstadt. As the GM you are encouraged to improvise where necessary. The important pieces of information to try to get across to the party are:

- Only Vestmeer ships have been attacked

- Only ships without Zee escort have been attacked
- The pirate seemed to know the schedules and routes of the ships.
- The harbour master has a gambling problem.
- The big name in gambling is Knee-capping Ned, who often has a game running at the Salty Dog

There are also a number of pre-written locations in this encounter that describe the most likely places the PCs will want to visit. These locations are:

1. Harbour Master
2. Alfred's Emporium
3. Saltydog Tavern
4. City Watch
5. Zee Auszug barracks
6. The 'Wharf rats' (local street kids)
7. The Upstanding Gentleman (Thieves guild)
8. Vestmeer Pfalzgraf
9. Brar Shekem
10. Undric Vorjäger (the accuser)
11. The Temple of the Old Kerk

The GM is also encouraged to read the Meerstadt city write up. This document can be found on the Perrenland website.

HARBOUR MASTER

The Harbour Master's offices are easy to find, as they are the largest buildings by the docks. The badges given to the PCs will allow access to his personal office.

Once inside the office

The office of the Harbour Master is large room whose walls are covered with shipping schedules and charts of Lake Quag. Entering the room from another door is a nondescript man with short brown hair.

"I heard that you wanted to see me. Well what is it I am a busy man."

The Harbour Master will attempt to mislead the PCs, but he is not a good liar. A DC 15 Sense Motive check reveals when he tells a lie (due to the fact that at higher APLs the Harbour Master is simply a better liar).

What do you know about shipping schedules?

"I keep all the schedules here in the office for outgoing ships and estimated arrival times for many incoming ships."{Truth}

Who else would have access?

"Oh a lot of people. The shipping schedules are not a secret." {Half-Truth. Other people may know individual routes, but precise times and route for all ships are kept in the harbour master offices}

We hear you have a gambling problem

"No, I not at all. I rarely gamble."{Lie}

How did you pay off Kneecapping Ned?

"Never heard of him, sounds like a nasty man with a name like that. I will remember to stay away from him."{Lie }

Do you keep the Zee schedules as well?

"No, they are only kept by the Zee. I don't have those."{Lie, the Zee keeps the schedules, but he knows which ships are being escorted}

If the PCs catch the Harbour Master in a lie then a DC 19 Diplomacy or Intimidation check convinces him to tell the truth (as he's more steadfast at higher APLs).

"Ok, this is how it is. I have been giving out the schedules of the ships and details on the escorts. I had no choice. I lost a great deal of money to some people down at the Salty Dog Tavern. More than I could pay and these were not the people you want to owe money too."

Anyway, just when I thought I would be looking at a long walk off a short dock, a street kid, one of those Wharf Rats, comes up to me and tells me that a man has a job that could get me out of trouble. Well I agree to meet him and when he offered me gold for shipping schedules, how could I refuse."

What did this man look like?

"He was a small man with grey hair that is balding on top. He is not physically imposing, although he does not look fragile either. His eyes are framed with a set of platinum rimmed spectacles."

What about the people who died because of you?

"I had no choice. It was them or me."

Yimmen Lasarate (harbour master): Male human Exp2 (pilot)

ALFRED'S EMPORIUM

Alfred's Emporium is the store and small trading company owned by Alfred Drogan, the merchant that supposedly sent the Church of Zilchus the letter proposing the business deal. The Emporium is quite a well-known store and most of the citizens of Meerstadt

can give the PCs directions. They should have no trouble finding it.

Alfred's Emporium is a large building that appears to be spilt into two parts. The back half is the larger of the two and appears to be a warehouse. Two large double doors stand open and outside them is a wagon that looks loaded with merchandise

The front half of the building is smaller and a shingle hangs out the front announcing Alfred's Emporium – Open. It appears to be a shop open to the public.

If the PCs go into the warehouse, they will be told that this is out of bounds to the public and if they want Alfred, he is in the shop out front.

If the PCs enter the store.

Alfred's Emporium is a large shop that appears to be cluttered by curios of all persuasions. In one corner you can see a Touv death cloak, in another there is a finely crafted mask in the form of Old Wicked, the same type used at the numerous festival nights to celebrate his downfall and defeat. As you look through this collection of trash and treasure, a short thin man with greying hair comes up to you.

"Hello there, I am Alfred, proprietor of this establishment. Is there anything you are looking for?"

NPC:

Alfred Drogan: Male human Exp3 (merchant).

Alfred knows nothing of any letter delivered to the Church of Zilchus and is an innocent party in the whole affair.

We have come to ask you about the letter you sent to the Church of Zilchus

"I am sorry, I have no idea what you are talking about. I sent no letter."

You did not arrange to meet with Brar Shekem to discuss a business deal regarding Adamantine?

"I do not know who this Brar Shekem is, and I don't deal in Adamantine."

What do you sell here?

"Oh, bits and pieces of everything. Mostly I export fine furniture and artwork, but here in the shop I sell curios and other unusual and unique items. Perhaps there is something that might interest yourselves."

You would not have an X would you?

"No I don't think so. I do have the following for sale."

APL4

"A rod carved from the bone of an Arrowhawk by a Paynims shaman from the Dry steppes. It can change the very form of magic to that of the power of the sky" {lesser metamagic rod of energy substitution (electricity)}

"A small chime carved by the Bard Shandaren. Tales have it that he used his charm to open the doors to a ladies heart and this chime to open the doors to their bedchamber." {chime of opening}

"Now this vial is interesting. It is said you hold the very essence of the wise hermit Kendarf. Kendarf was reported to have believed that to wash ones body was like washing away the gather wisdom of living, and so was an affront to the gods. Needless to say after a few years no one visited him much, and legend tells that those that got too close to him were overcome with the smell." {aroma of curdled death}

APL 6

All of APL 4 plus:

"This helm is said to be the war helm of Sir Esirik Karlenburg, a Knight of the Great Kingdom, before it sundered. It is also said that through his campaigns, that the knight suffered many wounds, but none brought him down while he was wearing the helm. It was only when he was injured in an assassination attempt while at his home and unarmoured, that he was killed." {helm of glorious recovery}

"This blade here belonged to the Elven hero Simmoneous Quillandirr. The story tells that "a spirit of the air" gave it to him over 700 years ago for some service rendered. When swung, the air rushes over the finely wrought blade and make an almost musical sound." {songblade}

APL 8 and APL 10

All of APL 4-6 plus:

"This sceptre once belonged to the Elven King Rastinbaligous. Legend tells that he was out hunting with a few of his rangers. As they were hunting, a war party of orcs ambushed and drove them into a gully. As they prepared to attack, Rastinbaligous called his men together. There he struck his royal sceptre in the ground and declared that here they would make a

stand. Inspired by his words, they drew their weapons and prepared for the orcs.

When the orc came, the elves readied themselves, and while many orcs fell to elven blades, they were so out numbered that eventually the last of them fell and the orcs took the sceptre as a prize. The ironic thing is, that is the king had not persuaded them to stay and fight; they would have been met by an elven patrol looking for the king, and survived. "{Sceptre of Obedience}

"This simple wire ring once belonged to the great wrestler Kaheem of Zeif. It was said that once he was set upon by some thugs, upset on the result of a match. As they grappled him to the ground, there was a bright flash and four of the thugs fell to the ground dead, their flesh burned. The rest fled." {ring of lightning flashes}

APL 12

All of APL 4-10 plus:

"I also have this finely crafted belt. This belt was rumoured to be crafted by the Dwarven wizard and king, Serak Stoneknight. When crafted, legend tells that he allowed 6 drops of his blood to fall onto it. These drops of blood enhanced the belt to give the wearer the strength to defend his home, the intelligence to make it prosper, The wisdom to rule it, the voice to sing praises of it glory to the people, the quickness to keep all the affairs of state balanced and the long life of which to see all that has been wrought, passed on to the children." {belt of magnificence}

If the PCs visit the Emporium, then the items above are available on the AR. If the Emporium is not visited, remove items from the AR.

SALTY DOG TAVERN

The Salty Dog tavern is a seedy tavern by the docks of Meerstadt close to the harbour master's office.

The PCs may make a Gather Information check on a number of subjects. Bribery will help here and for every 25gp spent in bribes, then add a +1 bonus to the roll.

If the PCs fail by less than 5 on the check, then they will still get the basic information, but they have not been discreet in their enquires and have drawn the attention of the Cultists (see **Encounter 5**).

A Gather Information check on the harbour master will yield the following information:

(DC 15) "Yeah, I know him. He's a regular here at the Salty dog. Mostly likes to play cards. Not very good at it through"

(DC 20) "Aye matey, I have seen Yimmen down here often. He is always looking for a game of cards. The silly bludger does not know when to quit. Got a really big problem. Makes him a favourite of Knee-capping Ned"

(DC 25) "Yes Mister, this is a favourite haunt for the harbour master. He is here most night's playing cards. Does him no good. Loses most times he plays, but that does not stop him. He has a real problem with gambling, that's why his wife left him and went to live in Schwartzenbruin.

They say that's not the end of it. A month or so back he got in to real deep trouble. Kneecapping Ned took him for a great deal of money, and he could not pay. Ned gave him until the end of the week to come up with it or .. Well they don't call him Knee-capping Ned for nothing."

(DC 30) "Listen, you heard nothing right. But the rumour is that the harbour master's gambling problem finally got him into a bit of bother that he could not get out of. Not surprising to those of us that see him in here night in and night out playing cards.

Anyway about a month ago, he lost big to Kneecapping Ned, and I mean real big. Well Ned gave him to the end of the week or his walking days would be over.

Well Yimmen left here with a worried look on his face, who wouldn't? But I noticed a man and a woman watching him as they left. They called over on of those Wharf Rats and gave him a note, then they left. The next day Yimmen payed his debt in full."

A Gather Information check on Kneecapping Ned will yield the following information:

(DC 15) "Knee-capping Ned. I would stay away from him if I were you. He is a thug and a card shark"

(DC 20) "Knee-capping Ned, now there's a nasty piece of work. The man is a card shark. He will let you win a few and then suddenly your 'luck' turns. The man cheats that's for sure, and when you can't pay, well that's how he got his name. Likes to shoot people at close range with a heavy crossbow right through the knees"

(DC 25) "Yes Mister, most people around here know about Knee-capping Ned. The man is a card shark,

who will cheat you blind. When you lose, then it is either pay up or you get a crossbow bolt through your knees.

One thing however, on the night the harbour master lost a great deal of money to Kneecapping Ned, I saw him talking to a man and a woman. This was before Yimmen came in and lost big. I noticed when the game was over the same pair called a young boy over and gave him a message. Then they gave Ned a small pouch and left.”

(DC 30) “Listen, and you did not hear this from me right. Kneecapping Ned is a card shark that cheats his marks and when they can’t pay he likes to shoot people at close range with a heavy crossbow right through the knees. One of his favourite marks is the harbour master Yimmen, but usually he never cheats him big, but keeps him on as a steady income.

That changed the other month. I saw Ned talking to a shifty pair, a man, short balding with a pair of platinum glasses; and a woman, real cold like. That night, when Yimmen came in and played his usual game, he lost big. After Yimmen left, the man woman called over on of those Wharf Rats and gave him a note, then they left. After they left I saw them meet with Ned again and pass him a small pouch.

Three days later Ned disappeared. Some of his boys said they got a message that he was going to Traft for a couple of months to lay low, but the night before I saw a body floating in the harbour. I am sure it was Ned’s.”

A Gather Information check on the Pirate attacks will yield the following information:

(DC 15) “Them pirate attacks, well I know nothing about them, but I can tell you it has only been Vestmeer ships being attacked. It would be the Oostmeers I reckon.”

(DC 20) “Pirates, well they are a clever lot they are. They have only been attacking Vestmeer ships or ships belonging to those friendly with the clan. They also seem to know which ships have valuable cargo as they ignore the decoys. They also know which ones will meet up with a Zee escort as well. Yes they are a clever lot. Too damn clever if you ask me.”

(DC 25) “Yes Mister, I know a little about the pirates. The have only been attacking Vestmeer or allied ships and they seem to know which ones are carrying valuable cargo and who is meeting up with a Zee escort. Also if you look at the attacks, they have all

been on the West coast of the lake and none of the attacks have been further south than Fisherhöf.”

(DC 30) “Listen, this could get me into a lot of trouble, but as you may have heard, all the attacks were on Vestmeer ships or those of their allies and they all occurred in the western waters of the lake, mostly the area controlled by our clan.

The pirates also have an insider because they know the cargo manifests and the routes and escorts being taken. I also have it from a reliable witness that saw the attack from a distance that a fog rolled in covering the ship and their attackers. He could see great columns of fire through the fog, and when the mist cleared, the pirates headed north, leaving no survivors and a smouldering ruin behind them.”

CITY WATCH

The city watch is housed in the same building as the courts and the prison. The PCs may question the captain of the guards or any of his men. If they question a guard, then all they will discover is that

“The pirates have attacked a number of ships. We are now escorting some ships with the Zee, and they seem to make it through without a problem. I suggest you talk to Captain Stoneforge”

If they talk to Captain Stoneforge, they will discover him in his office doing paperwork. He will be happy to answer the PCs questions in a rushed, ‘I have too much paperwork to do’, sort of way.

As well as complaining about being stuck behind his desk doing reports when there is real work to do, he can tell the PCs that:

- Only ships without an escort have been attacked
- The pirate attacks are surgical, as if they knew the schedule
- He suspects the Harbour Master as being involved, but as yet has been unable to find any evidence.
- Only Vestmeer ships and their allies have been attacked.

Captain Drendal Stoneforge: Male Dwarf Frt8

ZEE AUSZUG BARRACKS

The barracks of the Zee Auszug is a large private dock that usually contains a number of military ships waiting for deployment. At the moment there are only two ships in port, the large warship, *Vestmeer Glory*, and a small clipper called *The Falcon*, that is the personal ship of the Pfalzgraf.

Inside the PCs will be directed to the office of Auchfahnlein Arnof Resigner.

Auchfahnlein Arnof Resigner is a male half-elf with a pale green tinge to his skin. He appears young by human standards, looking to be in his early 30s. He will be willing to answer any questions that the PCs have providing they show him their authorisation first.

Auchfahnlein Arnof Resigner knows the following:

- None of the ships being escorted by the Zee has been attacked.
- All the ships that have been attacked were Vestmeer or their allies.
- There appears to be no commonality in the goods carried or which trading company they belong too. (Other than the Vestmeer connection)
- They have been unable to track the pirates back to their base of operations. But it appears to be somewhere to the North of the canton.
- With the exception of Undric Vorjäger, there have been no survivors.
- Most of the ships are out on military duty or escorting merchant ships. The lack of shore leave is placing a great strain of the ships and the crew.
- Only the captains of the ships, himself and his direct officers and the Harbour Master know the schedule of the escorts.

Auchfahnlein Arnof Resigner: Male Half-elf Rng9.

THE WHARF RATS

The Wharf Rats is the name given to the homeless or poverty stricken children that inhabit the city and have formed an unofficial street gang. The children survive by running small errands for people (as messengers), charity from the church and other kind hearts, petty theft and support from the thieves' guild.

A DC 25 Gather Information check allows the PCs to find and meet with a member of the Wharf Rat. If the PCs fail by less than 10 on the check, then they are able to contact the Wharf Rats, but they are not been discreet in their enquires and draw the attention of the Cultists (see **Encounter 5**).

Once they have made contact with the Wharf Rats, they will meet with the unofficial leader Ginni Bothorf. A DC 25 Diplomacy check convinces Ginni to answer the PCs questions. Ginni is also partial to bribes and for every 10gp given to her in bribes, the PCs get a +1 to their Diplomacy roll.

Ginni knows the following information

What do you know about the Harbour Master?

"A nasty man, he is very bad tempered, drinks a lot and has a gambling problem. Owed a great deal of money to Kneecapping Ned down at the Salty Dog. Paid it through. I think one of the younger boys was given a job to deliver a message to him a while back."

Who payed to have the message delivered?

"He was a small man with grey hair that is balding on top. He is not physically imposing, although he does not look fragile either. His eyes are framed with a set of platinum rimmed spectacles. JJ was given a message to give to the Harbour Master and then return with an answer"

Where did JJ return with the answer?

"He got given the job at the Salty Dog, but delivered the reply to a place in the warehouse district."

Could you tell us where it is?

"For 30 gold I will show you personally if you would like"

Are there any guards on the warehouse?

"Usually there are 3 or 4 of them outside playing cards. They are the ones JJ gave the reply to."

Was this the only time he worked for these people?

"No he often runs messages from the Harbour Master to the warehouse."

Does he know what the messages say?

"JJ can't read that well, but he did look at one once. All it was a series of numbers, some with a little circle at the top, others with a dash."

A DC 11 Knowledge (Geography), Profession (Sailor) or Profession (Cartographer) check informs the PCs know that the number described looks like co-ordinates and times.

Ginni will be willing to show the PCs the location of the cultists' hide out or give directions.

NPC:

Ginni Bothorf: Female human Rog2

THE UPSTANDING GENTLEMAN

If the PCs attempt to find the local thieves' guild, a DC 25 Gather Information check allows them to discover the name "The Upstanding Gentleman"

If the PCs fail by less than 5 on the check, then they will still discover the name, but they have not been discreet in their enquires and have drawn the attention of the Cultists (see **Encounter 5**).

Any PC that is a Vestmeer rogue will know the location of the guild without needing to make a check. They will also know the sign to get them pass the doorman.

The Upstanding Gentleman is a tavern in the prosperous area of the city. It is not only run by the guild mistress of the local thieves guild but is also a high prices brothel serving some of the most prominent citizens in Meerstadt. Remember to keep to the RPGA guidelines, especially if there are younger players.

If any of the PCs cause any sort of problem while in the tavern (from fights to rudeness to the staff) they will be asked to leave and gain **Anger of the Meerstadt Thieves Guild** (see Adventure Record).

Describe the location as following:

The Upstanding Gentleman is a large well built building on Rose St in the more prosperous area of Meerstadt. A neat flower garden is planted near the doorway and a finely painted shingle of a well-dressed man hangs over the door.

If the PCs enter:

As you enter the tavern a large, handsome neatly dressed man sitting in a small entryway greets you

“Greetings, my name is Taldon and I am your doorman. If I could see your membership token or invitation then I will show you to the common room”

Taldon will not allow the PCs access unless they show their badge, the pass from Greeta or give the guild sign.

Any attempts at intimidation will be met by stern looks (and if the PCs do get entry later the DC for all Charisma based checks are increased by 10.)

Any attempts of Diplomacy will be met by “This is an exclusive establishment. Unless you have an invite or membership, I can not let you in.”

If any PC mentions the thieves guild, then he will answer “I am sorry sir I don’t know what you mean. This is simply a private club, nothing more.” After a few moments, Taldon will cock his head slightly, as if listening to someone, and then allow them to enter.

Once the badge, pass or sign is shown

“Ah, I see. Very well, please follow me.”

You are led into a second room with a number of chests.

“If you would please place your weapons and armour in the chests as well as any spell component pouches or magical focuses. I have robes for those that do not have proper clothing to replace their armour.”

Keeping weapons or armour here is not negotiable. The Upstanding Gentlemen has enough political favour to negate any fallout of refusing entry to members of the court if necessary.

If a PC attempts to hide a weapon, they must make a DC 26 Slight of Hand check to hide it.

Once inside:

The Upstanding Gentleman is one of the most richly decorated taverns that you have been in. There are numerous people sitting in comfortable looking chairs at tables or lounging on plump looking cushions, sofas or divans.

A PC that makes a DC 15 Spot check will notice that some of the patrons wear a small green ribbon tied to their arms. All with a green ribbon appear very attractive.

One such patron (of the opposite sex) will approach a random PC.

“Hi there, I have not seen you here before. Would you like some company, maybe a drink or maybe you had something else in mind.”

Any PC that makes the guild sign or who lets their host know that they are looking for the thieves’ guild will be shown upstairs to meet the Verdant Glove.

Similarly if a PC mentions that Greeta Vestmeer sent them, then they will be expected and also shown to the Verdant Glove.

Because the guild is a secure area, the PCs do not need to worry about the cult finding out about their investigation while they are here, so they can be as blunt as necessary.

If one of the PCs works out what the place is and wish to partake in the services, then they can so at 100gp per hour.

Once the PCs have been shown upstairs:

The particularly attractive young half-elf that approached your party downstairs, leads you upstairs and to a lavishly furnished office. Sitting on the divan that rests against one wall is an extraordinarily beautiful elven woman with flowing chestnut hair

and long emerald coloured gloves that match her eyes. She waves for you to be seated.

“What can I do for you this day?”

If the PCs are polite to the Verdant Glove and show her respect, then a DC 20 Diplomacy check convinces her to help them.

For every 50gp that the PCs offer in bribes add +1 to their Diplomacy roll.

The Verdant Glove knows of the cultists that have had dealings with the Harbour Master and is not happy with their existence. The cultists operate outside the guild and made some trouble for the Verdant Glove.

She will give the party directions to the hide out and inform them that should they take care of the problem for her, then she will grant them membership to the tavern so that next time they wish to use the guilds services, it will not be as difficult.

Verdant Glove: Female elf Rog16

Taldon: Male human Ftr2/Rog7

THE VESTMEER PFALZGRAF

The office of the Pfalzgraf is one of the few places that the badge given to them by Rhyllian Iggeteffer will not allow access to. However if a member of the party is Vestmeer Grafgardt, an Auchfahnlein or higher (i.e. Junior officer of 5th level or above) in the military, a member of the Shool, Grove or Voice for at least 12 months or a Voormannsgardt they will be given an audience

Unfortunately the Pfalzgraf, Johan Vestmeer does not know anything relevant to the case and cannot grant a pardon to Brar Shekem. He is adamant that the proper legal procedure is followed and is sure that Rhyllian Iggeteffer will discover the truth of the matter.

As the PCs leave (whether they were able to see the Pfalzgraf or not), the Pfalzgraf's daughter will approach them

A young woman approaches you nervously, “I don't know if this will be any help, but you might want to try a tavern on Rose St called ‘The Upstanding Gentleman’. Ask to speak with the Verdant Glove. You will need to show this to the doorman to get in.” She gives you a token and then leaves.

A DC 20 Knowledge (Nobility and Royalty) check will allow the PCs to recognise her as Greeta Vestmeer, the Pfalzgraf's daughter. This check is reduced to a DC 10 for Vestmeer characters.

Johan Vestmeer: Male human Ari3/Ftr7

Greeta Vestmeer: Female human Ari1/Brd4

BRAR SHEKEM

Brar Shekem is being held in a comfortable but secure holding cell. Brar Shekem will eagerly answer any questions the PCs have

Why are you here?

“I came to Meerstadt to meet with a man called Alfred Drogan. He had sent the church a letter proposing a business deal that would be very lucrative and a good amalgamation with our current business ventures.”

What business deal?

“Alfred Drogan proposed a joint deal to sell adamantine weapons and armour to the armed forces and others fighting against Iuz and Iggwilv.”

Who knows you are here?

“Just the members of the council. You see when the letter arrived detailing the deal, it was discussed in the council. It was decided that the opportunity was too important to leave to just anyone, so as head of the church, I was appointed to go. Well actually I decided that I would go, and the council ratified my decision.”

What is this council?

“The council is the leading body of the Church of Zilchus. As Chief Clerk, I am the head of the council; the other members are also high-ranking members of the clergy. Any important matters concerning the church and its business are discussed in council.”

What letter?

“Alfred sent a letter to the Church proposing the deal and asking for one of us to meet him today at Meerstadt to discuss the options. Unfortunately the courier injured himself on the way and so the letter got delayed. There was no time to send a reply, before I left. One of the council was going to do that while I was on route.”

Which member?

“A Brar Thadious. Good man, been very helpful over the last few years.”

Are any on the council enemies?

“Not at all. We are all dedicated to make a profit for the church and internal bickering would harm that profit.”

Who would want to hurt the church of Zilchus?

“There could be a number of people. Many people don’t like the Church because they have lost out on a business deal. Also there is the general suspicion people have of the Great Guildmaster.”

Who is Alfred Drogan?

“Alfred Drogan owns the import company Alfred’s Emporium. He has a large warehouse and store here in Meerstadt. I was hoping to visit the store as it is said that you can find the most unusual things there.”

Do you have any suggestions?

“I would talk to Alfred Drogan if you have not already, failing that see what the word is on the streets.”

What is in it for us?

“Look I am not allowed to offer payment as it may affect your bias, but should things be found to clear me then I have contacts that might be able to import some magical item in for you in the future.”

If the PCs try to implement an escape plan for Brar Shekem, he will gratefully decline. To escape before trial will prove his guilt in peoples’ eyes and bring shame and suspicion down upon the church of Zilchus.

UNDRIC VORJÄGER

Undric Vorjäger is the young sailor that survived the pirate attack and accused Brar Shekem as being the lead of the pirates. Currently he is resting in his home, recovering from his ordeal under the watchful gaze of a physician. The party will be able to find out his address by asking at the court building.

Once there, the PCs will be allowed to visit Undric, but his physician will insist that they do not tire him out, as he needs to rest. Undric will tell his story of the attack.

“I don’t know why you are helping the foul murderer, but you are officers of Allitur, so I will tell you what I know.”

When I am not serving in the Zee, I am employed as a sailor aboard the trading vessel Seaflower. Our last trip was delivering grain and other foodstuffs to Schwartzbruin.

The need for the food was urgent, as the Hell’s Gloom has devastated the crops over in the East and caused a shortage all over Perrenland, so we were unable to wait for an escort to come available. We decided to risk going alone, as the Seaflower was a fast ship, and Captain Greflus was an experienced and

cunning captain who knows many tricks to evade the eyes of pirates.

To keep our departure a secret, it was decided to slip out under the cover of night. The crew was kept onboard so as to be ready and to stop any loose tongues from giving away our plan.

We were only about 30 miles into the journey when they came. We knew something was wrong when a fog started to descend. Not natural is what the First Mate said, and he was right. Suddenly there where flaming arrows on the deck and sails. Then out of the mist can a ship with grey sails. They hit us broadside, and started the grapple.

We fought as they boarded, but then a man stepped off the ship. He was small and unimposing but he called a column of fire from the heavens. Captain Greflus and the group he was leading fell to the fire and defence failed. I was struck a glancing blow and fell into the lake.

Last thing I remember seeing is the man, the one I accused earlier instructing the pirates to remove the cargo. I believe he said ‘Zilchus will be pleased with the bounty we have gotten today boys. Very pleased indeed.’ Then I passed out.

I came to some time later when I felt something push me up onto a piece of the ship. I swear it was Old Whitey saving my life. Still I drifted for days until I came in sight of the shore and recognised Old Mans Bluff. I paddled the flotsam raft in the direction I thought the city was, but I passed out again.

Next thing I know I was laying on Pfalzgraf’s Beach. A crowd had gathered around me and I was given water. I told them what had happened, and then in the crowd I saw the man that led the attack. I pointed him out, but then I passed out. I hope he is sent to the Paleen rock for what he has done. They were good men on the Seaflower. Good men with families”

Who knew of the plan to leave early?

“Only the Captain, the first and second mate and the Harbour Master. Not even the navigator knew until we were just prepared to leave.”

Who knew what you carried?

“We tried to keep the cargo secret by having it loaded in crates. The only ones I know for sure that knew what we carried were the Captain, the first and second mate, the bosun and the Harbour Master.”

NPC:

Undric Vorjäger: Male human Ftr2/Exp4 (Sailor)

THE TEMPLE OF THE OLD KERK

The Temple of the Old Kerk is situated on the top of a small hill, known affectionately as Perren's Knob. Usually a cobbled path winds its way through lush green parklands to the set of buildings on the hill, but now that it twists and turns through a makeshift tent city that houses the refugees from the war.

As the PCs work their way up the path, an unkempt man wearing a torn tabard bearing the remains of Pelor's sun symbol, steps out in front of them/

"Listen to me, we have been forsaken. Pelor has hidden himself behind the darkness and given the land to his brother. This is now the land of Death and Nerull is its Master."

The man was once a cleric of Pelor, but had been driven mad by the war. After saying his piece, he will wander back in to the tent city.

Yestil Vorjäger: Male human Ex-Clr9 (Pelor)

The temple is full of the sick and injured. Most of the clerics are busy tending those that need help or comfort. Eventually a member of Beory's shrine will have to time to attend the party.

Since the entire temple has been dealing exclusively with the refugee problem, they can offer little insight to the situation. They can tell the PCs about the street kid gang called the Wharf rats and that these kids see a lot of what goes on in the city.

Also since most of their spell allotment has also been used to deal with the sick and injured, they can only offer *Cure Light Wounds* and *Cure Moderate Wounds* on the day the PCs visit.

Kassia Tarella: Female half-elf Clr8 (Beory)

ENCOUNTER 5: OBLIGATORY THUG ENCOUNTER

The obligatory thug encounter for this module can happen in one of two places. If the PCs are not subtle in their investigations then news will get back to the cult that a group was sticking their noses somewhere they did not belong. The GM should then run this encounter as an ambush somewhere during the PCs investigation (**Encounter 4**). A map is provided for the GMs (**GM**

map #1), to use for the ambush, but if the situation warrants it, feel free to improvise. No description is provided if the encounter happens as an ambush.

If the PCs are having trouble finding leads to the hide out of the remaining cult members, then the GM can use the ambush as a way of moving on the module. A captured cultist will give the location of the hide out (but not the trap) in return for his freedom or if the PCs make a DC 15+APL Diplomacy or Intimidation check. (Increase character levels increase the resistance of the NPCs)

If the PCs have taken precautions and made good gather information, bluff and diplomacy rolls then they are not discovered and the PCs will have this encounter at the hide out where they can turn the tables and surprise the guards. Read or paraphrase the following

Your investigations have lead you to a small warehouse near the dock area. All seems quiet except for three figures near the door playing cards.

These three figures are cultists that have been given guard duty. They are wearing their armour and have their weapons, but the weapons are not drawn. Unless the PCs act overly noisy, they will have a surprise round.

The door to the warehouse is locked but not trapped.

Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Open Locks DC 25.

Creatures: The three figures guarding the warehouse (or ambushing the players) consist of a female human (Ftr/Rog), a male human (Rog) and a female half-elf (Rog). All are wearing their armour under their clothes, which requires a DC 10+APL Spot check to notice (increase of DC due to increased hide skill at higher APLs). Each has a sword hanging from their belt and a buckler within easy reach.

APL 4 (EL 6)

Jazra: Female human Ftr2/Rog2; hp 28; see *Appendix One*.

Merrick: Male human Rog2; hp 12; see *Appendix One*.

Jendral: Female half elf Rog2; hp 12; see *Appendix One*.

APL 6 (EL 8)

Jazra: Female human Ftr3/Rog3; hp 40; see *Appendix Two*.

Merrick: Male human Rog4; hp 22; see *Appendix Two*.

Jendral: Female half elf Rog4; hp 22; see *Appendix Two*.

APL 8 (EL 10)

Jazra: Female human Ftr4/Rog4; hp 52; see *Appendix Three*.

Merrick: Male human Rog6; hp 32; see *Appendix Three*.

Jendral: Female half elf Rog6; hp 32; see *Appendix Three*.

APL 10 (EL 12)

Jazra: Female human Ftr5/Rog5; hp 64; see *Appendix Four*.

Merrick: Male human Rog8; hp 42; see *Appendix Four*.

Jendral: Female half elf Rog8; hp 42; see *Appendix Four*.

APL 12 (EL 14)

Jazra: Female human Ftr6/Rog6; hp 76; see *Appendix Five*.

Merrick: Male human Rog10; hp 52; see *Appendix Five*.

Jendral: Female half elf Rog10; hp 52; see *Appendix Five*.

Tactics:

If attacking from an ambush, they will get in to position so that they can attack one PC with sneak attack and flanks. They will target any obvious wizards and sorcerers first, followed by divine casters. Any obvious rogue types will be left to the last.

If the cultists are surprised, they will grab their bucklers and attempt to move into a position where they can flank and sneak attack one opponent without themselves getting surrounded. They will concentrate on dropping a PC before moving onto a second. If the situation warrants it, they will target any obvious wizards and sorcerers first.

Treasure:

APL 4: Loot – 178 gp, Coin – 0 gp, Magic – 3 *potions of cure light wounds* (4 gp each per potion).

APL 6: Loot – 115.5 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt).

APL 8: Loot – 61 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of*

cure moderate wounds (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler).

APL 10: Loot – 8 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I rapier* (193 gp each per rapier).

APL 12: Loot – 8 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I shocking spiked chain* (694 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I rapier* (193 gp each per rapier).

Detect Magic Results:

potions of cure light wounds (faint conjuration).

potions of cure moderate wounds (faint conjuration)

+I chain shirt (faint transmutation)

+I buckler (faint transmutation)

+I rapier (faint transmutation)

+I spiked chain (faint transmutation)

+I shocking spiked chain (faint transmutation, moderate evocation)

ENCOUNTER 6: BREAKING AND BURGLARY

No light shines into the small windowless warehouse except that which you yourselves bring in. A number of boxes line the walls of the warehouse, but not enough to give cover to someone if they were hiding in the building. Other than the boxes, the building is empty.

The building is empty except for a hidden trapdoor in one corner. This is the entrance to cult's hide out. The trapdoor can be found on a DC 20 Search check. It is trapped and locked but does have a pivot point so it can be opened and closed by a single person despite its weight. If the door is opened and a light source is present in the warehouse, then the cult will know that someone is coming and wont be surprised. If the trap is set off then they will know that someone other than a cultist is coming and will prepare their defensive spells.

Trapdoor Door: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 35; Open Locks DC 19.

Trap: Once the PCs have found the trapdoor, they will need to search it specifically to discover the trap that is hidden on it. If the trap is set off then a fusillade of darts covers the area. The area of effect is shown in GM map #3. Because the trap is on a stone trapdoor, a PC with stoncutting can discover it.

APL 4 (EL 5)

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in area shown in map #3.); poison (Sassone Leaf, DC 16 Fortitude save resists, 2d12 hp/1d6 Con); Search DC 20; Disable Device DC 20

APL 6 (EL 7)

Fusillade of Darts: CR 7; mechanical; location trigger; manual reset; Atk +17 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in area shown in map #3.); poison (Sassone Leaf, DC 16 Fortitude save resists, 2d12 hp/1d6 Con); Search DC 25; Disable Device DC 25

APL 8 (EL 9)

Fusillade of Darts: CR 9; mechanical; location trigger; manual reset; Atk +19 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in area shown in map #3.); poison (Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 27; Disable Device DC 27

APL 10 (EL 11)

Fusillade of Darts: CR 11; mechanical; location trigger; manual reset; Atk +22 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in area shown in map #3.); poison (Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 29; Disable Device DC 30.

APL 12 (EL 13)

Fusillade of Darts: CR 13; mechanical; location trigger; manual reset; Atk +24 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d6 darts at each target in area shown in map #3.); poison (Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 34; Disable Device DC 34

Development:

If the party sets off the trap, then the cultists will have had time to prepare.

If the party had a light source on (including the door to the warehouse opened) when they opened the trap door, then the cultists know that someone is coming and

the party will not get a surprise round. However the cultists do not know if the visitors are fellow cultists or an enemy so they will not prepare defensive spells.

If the party bypass the trap and open the trapdoor while the warehouse is dark, then they will get a surprise round against the cultists.

If the PCs set of the trap and decide to come back later because they are too damaged, then the cultists will have left, taking all evidence with them. Go to **Conclusion D**.

ENCOUNTER 7: CULTING UP THE NUMBERS

Depending on the actions of the party in the previous encounter (**Encounter 6**), the cult may or may not be aware of the PCs presence

If the PCs tripped the trap on the secret trapdoor, then the Cult knows that non-allied forces have discovered their lair and are preparing for battle.

If the PCs did not trip the trap, but open the trapdoor while the warehouse was illuminated (either by a light source or the open door), then they know someone is coming, but they do not know if they are friend or foe. They are ready, but have not started to cast any defensive spells

If the PCs did not trip the trap and opened the trapdoor in the dark, the cultists are unaware and the PCs can gain a surprise round.

Read or paraphrase the entry that corresponds to the PCs situation.

IF THE CULT PREPARED FOR PCS:

As the trapdoor opens you can see a stone staircase descend into the darkness. From somewhere in the darkness, a light shining through a doorway can be seen.

If the PCs descend and look through the doorway.

The stairs end after a brief decent at an open stone doorway. Light shines through the doorway and inside you can see four figures, two humans, a half-orc and a gnome, waiting, weapons drawn. It appears that they were expecting you. They attack.

The cult was warned of the PCs coming and has had time to prepare their defences. The table below will detail what spells or items were used in preparation. PCs that take longer to descend the stairs after setting off the trap will find a more prepared foe.

It will take the PCs one round to descend the stairs at 20+ movement rate.

For a delay of longer than 6 rounds, assume they start casting six round from when the PCs start to descend.

Loradan casts all spells; potions are used by the NPC that owns it.

APL 4

Round 1: *potion of bull strength (Gurse), bless*

Round 2: *magic weapon (Gurse)*

Round 3: *shield of faith (Loradan)*

Round 4: *entropic shield (Loradan)*

Round 5: *DM's choice*

Round 6: *DM's choice*

APL 6

Round 1: *potion of bull strength (Gurse), shield other (Gurse)*

Round 2: *bless*

Round 3: *magic weapon (Gurse)*

Round 4: *shield of faith (Loradan)*

Round 5: *shield of faith (Gurse)*

Round 6: *entropic shield (Loradan)*

APL 8

Round 1: *potion of bull strength (Gurse), shield other (Gurse), potion cat's grace (Ras), potion cat's grace (Rendal-bin)*

Round 2: *bless*

Round 3: *shield of faith (Loradan)*

Round 4: *shield of faith (Gurse)*

Round 5: *entropic shield (Loradan)*

Round 6: *prayer*

APL 10

Round 1: *potion of bull strength (Gurse), shield other (Gurse), potion cat's grace (Ras), potion cat's grace (Rendal-bin)*

Round 2: *bless*

Round 3: *shield of faith (Loradan)*

Round 4: *shield of faith (Gurse)*

Round 5: *entropic shield (Loradan)*

Round 6: *prayer*

APL 12

Round 1: *potion of bull strength (Gurse), shield other (Gurse), potion cat's grace (Ras), potion cat's grace (Rendal-bin)*

Round 2: *bless*

Round 3: *shield of faith (Loradan)*

Round 4: *shield of faith (Gurse)*

Round 5: *entropic shield (Loradan)*

Round 6: *prayer*

IF THE CULT IS AWARE OF SOMEONE COMING:

As the trapdoor opens you can see a stone staircase descend into the darkness. From somewhere in the darkness, a light shining through a doorway can be seen.

If the PCs descend and look through the doorway.

The stairs end after a brief decent at an open stone doorway. Light shines through the doorway and inside you can see four figures, two humans, a half-orc and a gnome, waiting, weapons drawn. It appears that they were expecting you. They attack.

The cult was aware that someone had opened the trapdoor but did not know whom. Unwilling to waste resources in case it is fellow members of the cult, they lay waiting with their weapons drawn. Go straight into initiative.

WHAT IF THE CULT IS UNAWARE OF SOMEONE COMING:

As the trapdoor opens you can see a stone staircase descend into the darkness. From somewhere in the darkness, a light shining through a doorway can be seen and the sounds of conversation can be heard.

On a DC 20 Listen check, the PCs will hear the following conversation.

Voice 1 (Female – High pitched): “All has been done as you ordered.”

Voice 2 (Female – Sultry): “Then the evidence against Shekem will be sufficient for him to be found guilty.”

Voice 3 (Male – Arrogant): “Yes, my disguises were not penetrated. As far as anyone else knows it was the Zilchan that bribed the harbour master and was aboard the ship. All roads will lead back to him.”

Voice 2 (Female – Sultry): “Excellent, Balcasis will be pleased”

Voice 4 (Male – Gravely): “But the Rechter could still find him innocent. We should just kill him and be done with it.”

Voice 2 (Female – Sultry): “No Gruse, that will not satisfy Balcasis’ plans. The Zilchan must be brought to trial. But don’t worry about him being found innocent, even if he is, there will always be that doubt in peoples mind. There will simply not be enough evidence to clear him fully.”

Voice 4 (Male – Gravely): “Still think we should kill him”

Voice 2 (Female – Sultry): “No, we are not going to kill him. Come it is almost time for us to return to Nachstadt”

If the PCs descend and look through the doorway.

The stairs end after a brief decent at an open stone doorway. Light shines through the doorway and inside you can see four figures, two humans, a half-orc and a gnome. The humans appear to be looking through some papers, while the gnome sits at a table and the half-orc lifts a heavy box. It appears that they are unaware of your presence.

The cultists are unaware that someone had opened the trapdoor. The PCs are able to get a surprise round.

Creatures:

APL 4 (EL 7)

Loradan: Female human Clr2 (Kurell)/Rog2; hp 25; see *Appendix One*.

Gurse: Male half-orc Ftr3; hp 28; see *Appendix One*.

Rendal-bin: Female Gnome Rog3; hp 17; see *Appendix One*.

Ras Drondal: Male human Rog3; hp 17; see *Appendix One*.

APL 6 (EL 9)

Loradan: Female human Clr4 (Kurell)/Rog2; hp 37; see *Appendix Two*.

Gurse: Male half-orc Ftr5; hp 46; see *Appendix Two*.

Rendal-bin: Female Gnome Rog5; hp 27; see *Appendix Two*.

Ras Drondal: Male human Rog5; hp 27; see *Appendix Two*.

APL 8 (EL 11)

Loradan: Female human Clr5 (Kurell)/Rog3; hp 48; see *Appendix Three*.

Gurse: Male half-orc Ftr7; hp 64; see *Appendix Three*.

Rendal-bin: Female Gnome Rog7; hp 37; see *Appendix Three*.

Ras Drondal: Male human Rog7; hp 37; see *Appendix Three*.

APL 10 (EL 13)

Loradan: Female human Clr7 (Kurell)/Rog3; hp 60; see *Appendix Four*.

Gurse: Male half-orc Ftr9; hp 82; see *Appendix Four*.

Rendal-bin: Female Gnome Rog9; hp 47; see *Appendix Four*.

Ras Drondal: Male human Rog9; hp 47; see *Appendix Four*.

APL 12 (EL 15)

Loradan: Female human Clr9 (Kurell)/Rog3; hp 72; see *Appendix Five*.

Gurse: Male half-orc Ftr11; hp 100; see *Appendix Five*.

Rendal-bin: Female Gnome Rog11; hp 57; see *Appendix Five*.

Ras Drondal: Male human Rog11; hp 57; see *Appendix Five*.

Tactics: The tactics employed by the cultists are simple. Gurse, eager to test his prowess will quaff his *potion of bull strength* and wade into combat. He will attempt to give a flank to the rogues if needed and will protect Loradan by placing himself between her and the PCs.

The rogues will attempt to flank a single opponent and take them down quickly. They will try to increase their AC with feats and *potions of cat's grace* if the situation warrants it.

Loradan will stay at the back and use her spells to support the cultists, by providing buffs and healing. If things look desperate she will enter combat.

Treasure:

Loradan’s holy symbol has been specially made. It appears to be a normal holy symbol of Zilchus, but if Loradan falls unconscious it will turn to dust.

APL 4: Loot – 527 gp, Coin – 0 gp, Magic – *scroll of cure light wounds* (2 gp each), 3 *potions of cure light*

wounds (4 gp each per potion), *potion of bull strength* (25 gp each).

APL 6: Loot – 236 gp, Coin – 17 gp, Magic – *scroll of cure light wounds* (2 gp each), 3 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), *potion of cure moderate wounds* (25 gp each), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate).

APL 8: Loot – 204.5 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), *scroll of cure moderate wounds* (12.5 gp each), 6 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), *potion of cure moderate wounds* (25 gp each), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), *+I falchion* (198 gp each).

APL 10: Loot – 213 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), 2 *scroll of cure moderate wounds* (12.5 gp each per scroll), 4 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), 4 *potion of cure moderate wounds* (25 gp each per potion), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), *+I bane [humans] falchion* (698 gp each).

APL 12: Loot – 91 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), 2 *scroll of cure moderate wounds* (12.5 gp each per scroll), 5 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), 4 *potion of cure moderate wounds* (25 gp each per potion), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), 2 *+I bucklers* (97 gp each per buckler), *+I heavy steel shield* (97.5 gp each), 2 *+I rapiers* (193 gp each per rapier), *+I bane [humans] falchion* (698 gp each).

Detect Magic Results:

scroll of cure light wounds (faint conjuration).

scroll of cure moderate wounds (faint conjuration)

potion of cure light wounds (faint conjuration)

potion of cure moderate wounds (faint conjuration)

potion of cat's grace (faint transmutation)

potion of bull strength (faint transmutation)

+I chain shirt (faint transmutation)

+I full plate (faint transmutation)

+I heavy steel shield (faint transmutation)

+I buckler (faint transmutation)

+I rapier (faint transmutation)

+I falchion (faint transmutation)

+I bane [Humans] falchion (faint transmutation, moderate conjuration).

Development:

If the PCs are successful in defeating the cult, a DC 20 Search check of the room will discover evidence to clear Brar Shekem and **Player Handout 2**. Assuming the evidence is handed over to the Rechter, then read **Conclusion C**.

If the PCs manage to capture one or more of the cultists alive and they are turned over to the Rechter, then they will eventually be persuaded to give a statement to clear Brar Shekem. However they will be found dead in their cell before they can give evidence on the cult. Go to **Conclusion C**.

If the cultists defeat the PCs, then any PC that is still living but unconscious at the end of the combat is stabilised. They will then take 250gp x APL of gold or equipment from each PC and leave a note (**Player Handout 3**).

When the PCs wake, they may either decide to look for their lost equipment (**Encounter 8**) or call it quits.

If they call it quits, then they will find no evidence to prove Brar Shekem's innocence as the cult has cleared out, so proceed to **Conclusion D**.

ENCOUNTER 8: GETTING BACK THE STUFF (OPTIONAL)

If the PC failed to beat the cultist in Encounter 7, then the cult would have stabilised those still alive and taken some of their equipment.

The equipment has been sold by the cult to some local fences. Through a DC 20 Gather Information check or by visiting the Verdant Glove and asking her, (Of course this will cost them 50gp x APL in bribes), the party can discover that the fences are in an old warehouse on Old Fishers Lane.

They will also be told (by either the Verdant Glove or their Gather Information contact), that killing the fences would not be looked favourably on by the local guild.

This encounter allows the party to regain their lost equipment but will not give any XP reward to the party.

Assuming the party goes to retrieve their equipment, read or paraphrase the following.

The directions given to you to the location of the warehouse are easily to follow and soon you are near your destination.

If the party move within viewing distance of the warehouse.

The warehouse is a small building of stone about 25 feet on one side and 45 feet on the other. It has a single story, two windows and a set of strong wooden doors at both of the short ends of the building. Through the windows a light can be seen.

If the PCs look in the window.

Looking through the window, you can see two humans and a halfling examining a pile of equipment. You recognise a piece as yours.

If the PCs enter the building and don't instantly attack.

Startled by your presence, the three grab their weapons. "Who are you and what do you want."

The thieves are not interested in a fight. That's why they became fencers not burglars. If the party confronts them then they will be willing to sell back the equipment to the PCs for what they payed for it plus a little extra. Their asking price starts at market value (i.e. selling price) but will quickly drop to half market value if any diplomacy or intimidation is applied.

They are not willing to go down any further, and are ready to defend themselves if combat occurs.

The EL for this encounter has been increase by 1 due to lack of equipment owned by the PCs

Creatures:

APL 4 (EL 7)

Grall: Male human Ftr2/Rog2; hp 28; see *Appendix One*.

Nargon: Male human Rog2; hp 12; see *Appendix One*.

Nesslebin: Female Halfling Rog2; hp 12; see *Appendix One*.

APL 6 (EL 9)

Grall: Male human Ftr3/Rog3; hp 40; see *Appendix Two*.

Nargon: Male human Rog4; hp 22; see *Appendix Two*.

Nesslebin: Female Halfling Rog4; hp 22; see *Appendix Two*.

APL 8 (EL 11)

Grall: Male human Ftr4/Rog4; hp 52; see *Appendix Three*.

Nargon: Male human Rog6; hp 32; see *Appendix Three*.

Nesslebin: Female Halfling Rog6; hp 32; see *Appendix Three*.

APL 10 (EL 13)

Grall: Male human Ftr5/Rog5; hp 64; see *Appendix Four*.

Nargon: Male human Rog8; hp 42; see *Appendix Four*.

Nesslebin: Female Halfling Rog8; hp 42; see *Appendix Four*.

APL 12 (EL 15)

Grall: Male human Ftr6/Rog6; hp 76; see *Appendix Five*.

Nargon: Male human Rog10; hp 52; see *Appendix Five*.

Nesslebin: Female Halfling Rog10; hp 52; see *Appendix Five*.

Tactics: The fences will defend themselves and try to concentrate their attacks on one opponent. However if things look dire, they will try to make a run for it, leaving the PCs equipment.

Treasure: Besides the equipment stolen off the party, the fences have some treasure of their own.

APL 4: Loot – 178 gp, Coin – 0 gp, Magic – 3 *potions of cure light wounds* (4 gp each per potion).

APL 6: Loot – 115.5 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *+1 chain shirts* (104 gp each per chain shirt).

APL 8: Loot – 61 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+1 chain shirts* (104 gp each per chain shirt), *+1 spiked chain* (194 gp each), 2 *+1 bucklers* (97 gp each per buckler).

APL 10: Loot – 8 gp, Coin – 0 gp, Magic – *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+1 chain shirts* (104 gp each per chain shirt), *+1 spiked chain* (194 gp each), 2 *+1 bucklers* (97 gp each per buckler), 2 *+1 rapier* (193 gp each per rapier).

APL 12: Loot – 8 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+1*

chain shirts (104 gp each per chain shirt), *+1 spiked chain* (194 gp each), 2 *+1 bucklers* (97 gp each per buckler), 2 *+1 rapier* (193 gp each per rapier), 3 *+1 rings of protection* (167 gp each per ring).

Detect Magic Results:

potion of cure light wounds (faint conjuration).

potion of cure moderate wounds (faint conjuration)

+1 chain shirt (faint transmutation)

+1 buckler (faint transmutation)

+1 rapier (faint transmutation)

+1 spiked chain (faint transmutation)

+1 ring of protection (faint abjuration)

Development:

If the PCs kill the fencers, then they will have earned the Anger of the Meerstadt Thieves Guild.

Regardless of the result of the combat, the fencers can give no information on the cult, other than one of them muttered something about Zilchus' blessing.

Also the cult has long since left the city and the PCs will not be able to find any evidence to clear Brar Shekem. Go to **Conclusion D**.

CONCLUSION

CONCLUSION A

You have attacked the citizens of Meerstadt with the intention of doing harm. Because of your actions, you have been arrested by City Watch and taken to Rhyllian Iggetteffer, Chief Rechter of Meerstadt who orders you to pay recompense of 100gp / APL and told to leave Meerstadt. You also gain **Disfavour of the City of Meerstadt**

By this time those responsible for framing Brar Shekem have left taking any evidence to clear Shekem with them. As a result, Shekem is arrested and found guilty of Piracy. He sentenced to death and is held in custody until he can be thrown off the Paleen rock.

The Church of Zilchus is forced to pay an exorbitant amount of compensation for his crimes and the fortunes and reputation of the church diminishes greatly in the eyes of Perrenland. If any PCs have the '**Favour of the Church**' or the '**Further favour of the Church**', then they are voided.

CONCLUSION B

You have attacked the citizens of Meerstadt with the intention of doing harm. Because of your actions the City Watch attempted to arrest you, but you evaded capture. However your actions have been noted and you have gained **Disfavour of the City of Meerstadt**

By this time those responsible for framing Brar Shekem have left taking any evidence to clear Shekem with them. As a result, Shekem is arrested and found guilty of Piracy. He sentenced to death and is held in custody until he can be thrown off the Paleen rock.

The Church of Zilchus is forced to pay an exorbitant amount of compensation for his crimes and the fortunes and reputation of the church diminishes greatly in the eyes of Perrenland. If any PCs have the '**Favour of the Church**' or the '**Further favour of the Church**', then they are voided.

CONCLUSION C

After searching through the hide out of the cultists you have discovered evidence that a person called Balcasis had used a minion called Brar Thadious to arrange for Brar Shekem to visit Meerstadt. The evidence also goes on to prove that while Brar Shekem was in the City, a pirate raid was made with another minion of Balcasis disguised as Brar Shekem. This evidence is enough to convince Rhyllian Iggetteffer that Brar Shekem is innocent and all charges are dropped.

Brar Shekem recognises the name of Brar Thadious and informs the PCs he will look into the situation. In the meantime he will use his contacts to help the PCs procure a single magic item of their choice. The PCs gain the **Favour of Brar Shekem** and **Membership to the Upstanding Gentleman**. (if they had met with the Verdant Glove)

CONCLUSION D

Unfortunately you have failed to find any solid evidence that Brar Shekem was framed for the crimes that he was accused of. As a result, Shekem is found guilty of Piracy. He sentenced to death and is held in custody until he can be thrown off the Paleen rock.

The Church of Zilchus is forced to pay an exorbitant amount of compensation for his crimes and the fortunes and reputation of the church diminishes greatly in the eyes of Perrenland. If any PCs have the '**Favour of the Church**' or the '**Further favour of the Church**', then they are voided.

Also any PC that killed one of the fencers while trying to retrieve their stolen equipment and money will have earned the **Anger of the Meerstadt Thieves Guild**.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5

Cultist guards defeated

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 6

PCs manage to get past the trap on the trapdoor

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

Encounter 7

PC defeat the cultists

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award (Encounter 1)

PCs manage to calm down the mob with killing any NPC:

APL 4	85 XP
APL 6	120 XP
APL 8	155 XP
APL 10	190 XP
APL 12	225 XP

Discretionary roleplaying award

APL 4	50 XP
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APL 6	60 XP
APL 8	70 XP
APL 10	80 XP
APL 12	90 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 5:

APL 4: Loot – 178 gp, Coin – 0 gp, Magic – 3 *potions of cure light wounds* (4 gp each per potion).

APL 6: Loot – 115.5 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt).

APL 8: Loot – 61 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler).

APL 10: Loot – 8 gp, Coin – 0 gp, Magic – *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I rapier* (193 gp each per rapier).

APL 12: Loot – 8 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I shocking spiked chain* (694 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I rapier* (193 gp each per rapier).

Encounter 7:

APL 4: Loot – 527 gp, Coin – 0 gp, Magic – *scroll of cure light wounds* (2 gp each), 3 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each).

APL 6: Loot – 236 gp, Coin – 17 gp, Magic – *scroll of cure light wounds* (2 gp each), 3 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), *potion of cure moderate wounds* (25 gp each), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate).

APL 8: Loot – 204.5 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), *scroll of cure moderate wounds* (12.5 gp each), 6 *potions of cure light wounds* (4 gp each per potion), *potion of bull*

strength (25 gp each), *potion of cure moderate wounds* (25 gp each), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), *+I falchion* (198 gp each).

APL 10: Loot – 213 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), 2 *scroll of cure moderate wounds* (12.5 gp each per scroll), 4 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), 4 *potion of cure moderate wounds* (25 gp each per potion), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), *+I bane [humans] falchion* (698 gp each).

APL 12: Loot – 91 gp, Coin – 17 gp, Magic – 2 *scroll of cure light wounds* (2 gp each per scroll), 2 *scroll of cure moderate wounds* (12.5 gp each per scroll), 5 *potions of cure light wounds* (4 gp each per potion), *potion of bull strength* (25 gp each), 4 *potion of cure moderate wounds* (25 gp each per potion), 2 *potions of cat's grace* (25 gp each per potion), 2 *+I chain shirts* (104 gp each per chain shirt), 2 *+I full plate* (221 gp each per full plate), 2 *+I bucklers* (97 gp each per buckler), *+I heavy steel shield* (97.5 gp each), 2 *+I rapiers* (193 gp each per rapier), *+I bane [humans] falchion* (698 gp each).

Encounter 8:

(OPTIONAL – ONLY GET TREASURE IF PCS GET NO TREASURE FROM Encounter 7)

APL 4: Loot – 178 gp, Coin – 0 gp, Magic – 3 *potions of cure light wounds* (4 gp each per potion).

APL 6: Loot – 115.5 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt).

APL 8: Loot – 61 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler).

APL 10: Loot – 8 gp, Coin – 0 gp, Magic – *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I rapier* (193 gp each per rapier).

APL 12: Loot – 8 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 3 *potions of cure moderate wounds* (25 gp each per potion), 3 *+I chain shirts* (104 gp each per chain shirt), *+I spiked chain* (194 gp each), 2 *+I bucklers* (97 gp each per buckler), 2 *+I*

rapier (193 gp each per rapier), 3 *+1 rings of protection* (167 gp each per ring).

Total Possible Treasure (Enc 5&7)

APL 4: Loot: 705 gp; Coin: 0 gp; Magic: 51 gp - Total: 756 gp

APL 6: Loot: 351.5 gp; Coin: 17 gp; Magic: 1042 gp - Total: 1410.5 gp

APL 8: Loot: 265.5 gp; Coin: 17 gp; Magic: 1779.5 gp - Total: 2062 gp

APL 10: Loot: 221 gp; Coin: 17 gp; Magic: 2733 gp - Total: 2971 gp

APL 12: Loot: 99 gp; Coin: 17 gp; Magic: 3926.5 gp - Total: 4042.5 gp

OR

Total Possible Treasure (Enc 5&8)

APL 4: Loot: 356 gp; Coin: 0 gp; Magic: 24 gp - Total: 380 gp

APL 6: Loot: 231 gp; Coin: 0 gp; Magic: 656 gp - Total: 887 gp

APL 8: Loot: 122 gp; Coin: 0 gp; Magic: 1582 gp - Total: 1704 gp

APL 10: Loot: 16 gp; Coin: 0 gp; Magic: 2330 gp - Total: 2346 gp

APL 12: Loot: 16 gp; Coin: 0 gp; Magic: 3354 gp - Total: 3370 gp

Special

Favour of Brar Shekem: As appreciation for clearing his name, Brar Shekem will use his connections to do one of the following (DM to cross out favour once used):

1. Give regional access to any two items found at Alfred's Emporium
2. Find someone capable to upgrade an existing magical weapon or armour one plus of enchantment (ie +3 to +4).
3. Find someone capable to teach the PC how to create or upgrade one magical item from tables 7-27 & 7-28 in the DMG, whose value is no greater than 15,000gp.
4. Ask Brar Shekem to use his influence to donate food to the refugees from the war and Hell's Gloom.

Membership to the Upstanding Gentleman: The PC has been given a small membership token allowing them entry to the exclusive club "The Upstanding Gentleman" and through the club, access to the Meerstadt Thieves' Guild. This favour satisfies the requirements of any

prestige class that's needs an affiliation with a thieves' guild.

Disfavour of the City of Meerstadt: The PCs actions against the weak (but misguided) people of Meerstadt have had unfortunate consequences. Innkeepers will not rent the better rooms to the PC, the meals served will be substandard and friends will avoid the PC until their deeds are forgotten.

For the next calendar year lifestyle costs are doubled in the Canton of Schwartzbruin and the PC is unable to purchase or use greater than adventurer standard lifestyle (even if the PC normally has access to a higher lifestyle). Also all Vestmeers will now react badly to the PC, giving a -2 circumstance bonus to all charisma based skills.

Anger of the Meerstadt Thieves Guild: Due to their actions the PC, has angered the Thieves' Guild of Meerstadt. Unfortunately for the PC the guilds arm is long. For the next calendar year any item or service purchased at the beginning, during or at the end of an adventure set in the Canton of Schwartzbruin will cost an extra 50%. This includes healing and bribes.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- Masterwork Mighty Composite Longbow [Str +5] (Adventure; PBH; 900 gp)
- Lesser Metamagic Rod of Energy Substitution [Electricity] (Adventure; CA; 2,700gp)
- Chime of Opening (Adventure; DMG; 3,000gp)
- Aroma of Curdled Death (Adventure; CA; 4,500 gp)

APL 6 (all of APL 4 plus the following):

- Helm of Glorious Recovery (Adventure; MH; 5,600 gp)
- Songblade (Adventure; CV; 6,400 gp)

APL 8 (all of APLs 4-6 plus the following):

- Sceptre of Obedience (Adventure; MH; 12,500gp)

APL 10 (all of APLs 4-8 plus the following):

- Masterwork Mighty Composite Longbow [Str +6] (Adventure; PBH; 1,000 gp)

- +1 Bane (humans) Falchion, (Adventure; DMG; 8,375 gp)

APL 12 (all of APLs 4-10 plus the following):

- +1 Shocking Spiked Chain (Adventure; DMG; 8,325 gp)
- Belt of Magnificence +2 (Adventure; MH; 25,000gp)

APPENDIX 1: APL 4

ENCOUNTER 2

Townfolk (20): Male & Female Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp+0; Atk: +0 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +2, Spot +2, Craft or Profession (Various) +7; Skill Focus [Craft or Profession (Various)].

Languages: Common.

Possessions: peasant or merchant clothes.

City Guard (4): Male & Female Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp+10; Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); Full Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, Heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (longsword), Power Attack, Cleave, Improved Grapple, Improved Unarmed Strike

Languages: Common.

Possessions: breastplate, masterwork longsword, heavy wood shield, heavy crossbow, bolts(20), *potion of cure light wounds*.

ENCOUNTER 5

Jazra: Female human Ftr2/Rog2; CR 4; Medium humanoid (human); HD 2d10+2d6+4; hp 28; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp+5; Atk: +8 melee (2d4+3, spiked chain) or +6 ranged (1d6 x3, shortbow); Full Atk: +8 melee (2d4+3, spiked chain) or +6 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CE ; SV Fort +4, Ref +6, Will +0; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Weapon Focus (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great

agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Possessions: masterwork chain shirt, masterwork spiked chain, shortbow, arrows (20), *potion of cure light wounds*.

Merrick: Male human Rog2; CR 2; Medium humanoid (human); HD 2d6+2, hp 12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp+3; Atk: +5 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); Full Atk: +5 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CN; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Possessions: masterwork chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

Jendral: Female half-elf Rog2; CR 2; Medium humanoid (elf/human); HD 2d6+2, hp 12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp+3; Atk: +4 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); Full Atk: +4 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding Immunity to Sleep; AL CN; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +7, Listen +5, Move Silently +7, Spot +5, Tumble +7; Improved Initiative

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Immunity to Sleep: Immunity to *sleep* spells and similar magical effects,

Bonus to saves: Gains a +2 racial bonus on saving throws against enchantment spells or effects.

Possessions: masterwork chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

ENCOUNTER 7

Loradan: Female human Clr2/Rog2 (Kurell); CR 4; Medium humanoid (human); HD 2d8+2d6+4, hp 25; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +2; Grp+3; Atk: +5 melee (1d6+1 18-20/x2, rapier) or +3 ranged (1d6 x3, shortbow); Full Atk: +5 melee (1d6+1 18-20/x2, rapier) or +3 ranged (1d6 x3, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding, Turning; AL CN; SV Fort +4, Ref +4, Will +6; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +7, Heal +7, Listen +4, Spot +4; Improved Initiative, Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Spontaneous Casting: Can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

Spells Prepared (4/3; base DC = 13 + spell level): 0— [*detect magic, guidance, light, read magic*]; 1st— [*entropic shield**, *bless, magic weapon, shield of faith*].

*Domain spell. *Luck:* (Once per day re-roll one roll you have just made); Trickery.

Possessions: full plate, masterwork rapier, masterwork heavy steel shield, shortbow, arrows (20), *scroll cure light wounds*.

Curse: Male Half-orc Ftr3; CR 3; Medium humanoid (orc/human); HD 3d10+6; hp 28; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp+8; Atk: +10 melee (2d4+7 18-20/x2, falchion) or +4 ranged (1d8+5 x3, longbow); Full Atk: +10 melee (2d4+7 18-20/x2, falchion) or +4 ranged (1d8+5 x3, longbow); AL CE; SV Fort +5, Ref +1, Will +0; Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (falchion), Power Attack, Cleave, Improved Initiative.

Languages: Common, Orc.

Possessions: full plate, masterwork falchion, masterwork mighty composite longbow [Str +5], arrows (20), *potion of bull strength, potion of cure light wounds*.

Rendal-bin: Female gnome Rog3; CR 3; Small humanoid (human); HD 3d6+3, hp 17; Init +7; Spd 20 ft.; AC 19, touch 14, flat-footed 16; Base Atk +2; Grp+0; Atk: +7 melee (1d4+1 18-20/x2, small rapier) or +6 ranged (1d4 x3, Small shortbow); Full Atk: +7 melee (1d4+1 18-20/x2, small rapier) or +6 ranged (1d4 x3, Small shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Spell like abilities; AL CN; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Hide +12, Listen +7, Move Silently +8, Spot +5, Tumble +8; Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Bonus to Saves: +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Bonus to Spell DC: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

Possessions: masterwork small chain shirt, masterwork small rapier, masterwork small buckler, small shortbow, arrows (20), *potion of cure light wounds*.

Ras Drondal: Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+3, hp 17; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +2; Grp+4; Atk: +6 melee (1d6+2 18-20/x2, rapier) or +5 ranged (1d6 x3, shortbow); Full Atk: +6 melee (1d6+2 18-20/x2, rapier) or +5 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1; AL CN; SV Fort +2, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Dodge, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: masterwork chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

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Grall: Male human Ftr2/Rog2; CR 4; Medium humanoid (human); HD 2d10+2d6+4; hp 28; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp+5; Atk: +8 melee (2d4+3, spiked chain) or +6 ranged (1d6 x3, shortbow); Full Atk: +8 melee (2d4+3,

spiked chain) or +6 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CE; SV Fort +4, Ref +6, Will +0; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Weapon Focus (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Possessions: masterwork chain shirt, masterwork spiked chain, shortbow, arrows (20), *potion of cure light wounds*.

Nargon: Male human Rog2; CR 2; Medium humanoid (human); HD 2d6+2, hp 12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp+3; Atk: +5 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); Full Atk: +5 melee (1d6+2 18-20/x2, rapier) or +4 ranged (1d6 x3, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CN; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Possessions: masterwork chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

Nesslebin: Female halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+2, hp 12; Init +8; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +2; Grp-1; Atk: +4 melee (1d4+1 18-20/x2, rapier) or +6 ranged (1d4 x3, shortbow); Full Atk: +4 melee (1d4+1 18-20/x2, rapier) or +6 ranged (1d4 x3, shortbow); SA Sneak

Attack +1d6; SQ Evasion, Trapfinding Immunity to *Sleep*; AL CN; SV Fort +2, Ref +8, Will +1; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +12, Listen +7, Move Silently +10, Spot +5, Tumble +8; Improved Initiative

Languages: Common, Halfling, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Bonus to saves+2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.

Possessions: masterwork chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

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ENCOUNTER 2

Townfolk (20): Male & Female Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp+0; Atk: +0 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +2, Spot +2, Craft or Profession (Various) +7; Skill Focus [Craft or Profession (Various)].

Languages: Common.

Possessions: peasant or merchant clothes

City Guard (6): Male & Female Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp+10; Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); Full Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, Heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (longsword), Power Attack, Cleave, Improved Grapple, Improved Unarmed Strike

Languages: Common.

Possessions: breastplate, masterwork longsword, heavy wood shield, heavy crossbow, bolts(20), *potion of cure light wounds*.

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Jazra: Female human Ftr3/Rog3; CR 6; Medium humanoid (human); HD 3d10+3d6+6; hp 40; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp+7; Atk: +10 melee (2d4+3, spiked chain) or +8 ranged (1d6 x3, shortbow); Full Atk: +10 melee (2d4+3, spiked chain) or +8 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1; AL CE ; SV Fort +4, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +8, Listen +5, Move Silently +8, Spot +5, Tumble +8; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: +1 chain shirt, masterwork spiked chain, shortbow, arrows (20), *potion of cure light wounds* (2).

Merrick: Male human Rog4; CR 4; Medium humanoid (human); HD 4d6+4, hp 22; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp+5; Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); Full Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense+1, Uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha10.

Skills and Feats: Bluff +7, Hide +9, Listen +6, Move Silently +9, Spot +6, Tumble +9; Combat Expertise, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

Jendral: Female half-elf Rog4; CR 4; Medium humanoid (elf/human); HD 4d6+4, hp 22; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp+5; Atk: +6 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); Full Atk: +6 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense+1, Uncanny Dodge, Immunity to *Sleep*; AL CN; SV Fort +2, Ref +7, Will +1; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +9, Listen +7, Move Silently +9, Spot +7, Tumble +9; Dodge, Improved Initiative.

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Immunity to Sleep: Immunity to *sleep* spells and similar magical effects,

Bonus to saves: Gains a +2 racial bonus on saving throws against enchantment spells or effects.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

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Loradan: Female human Clr4/Rog2 (Kurell); CR 6; Medium humanoid (human); HD 4d8+2d6+6, hp 37; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base

Atk +4; Grp+5; Atk: +7 melee (1d6+1 18-20/x2, rapier) or +5 ranged (1d6 x3, shortbow); Full Atk: +7 melee (1d6+1 18-20/x2, rapier) or +5 ranged (1d6 x3, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding, Turning; AL CN; SV Fort +5, Ref +5, Will +7; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Heal +9, Listen +4, Spot +4; Improved Initiative, Skill Focus (Concentration), Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Spontaneous Casting: Can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[*detect magic, guidance, light, read magic*]; 1st—[*entropic shield**, *bless, magic weapon, shield of faith(2)*]; 2nd—[*invisibility **, *shield other, sound burst, spiritual weapon*].

*Domain spell. *Luck:* (Once per day re-roll one roll you have just made); *Trickery.*

Possessions: +1 full plate, masterwork rapier, masterwork heavy steel shield, shortbow, arrows (20), platinum ring (50gp), *scroll of cure light wounds (2)*.

Curse: Male Half-orc Ftr5; CR 5; Medium humanoid (orc/human); HD 5d10+10; hp 46; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp+10; Atk: +12 melee (2d4+9 18-20/x2, falchion) or +6 ranged (1d8+5 x3, longbow); Full Atk: +12 melee (2d4+9 18-20/x2, falchion) or +6 ranged (1d8+5 x3, longbow); AL CE; SV Fort +6, Ref +1, Will +0; Str 21, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +6, Listen +4, Spot +4; Weapon Focus (falchion), Power Attack, Cleave, Improved Initiative, Weapon Specialisation (falchion).

Languages: Common, Orc.

Possessions: +1 full plate, masterwork falchion, masterwork mighty composite longbow [Str

+5], arrows (20), platinum ring (50gp), *potion of bull strength*, *potion of cure light wounds*, *potion of cure moderate wounds*.

Rendal-bin: Female gnome Rog5; CR 5; Small humanoid (human); HD 5d6+5, hp 27; Init +7; Spd 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +3; Grp+1; Atk: +8 melee (1d4+1 18-20/x2, small rapier) or +7 ranged (1d4 x3, small shortbow); Full Atk: +8 melee (1d4+1 18-20/x2, small rapier) or +7 ranged (1d4 x3, Small shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +1, Spell-like abilities, Uncanny Dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Hide +14, Listen +9, Move Silently +10, Spot +7, Tumble +10; Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Bonus to Saves: +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Bonus to Spell DC: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

Possessions: +1 small chain shirt, masterwork small rapier, masterwork Small buckler, Small shortbow, arrows (20), *potion of cure light wounds*.

Ras Drondal: Male human Rog5; CR 5; Medium humanoid (human); HD 5d6+5, hp 27; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +3; Grp+5; Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); Full Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +1, Uncanny Dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Hide +9, Listen +6, Move Silently +9, Spot +6, Tumble +9; Combat Expertise, Dodge, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

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Gral: Male human Ftr3/Rog3; CR 6; Medium humanoid (human); HD 3d10+3d6+6; hp 40; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp+7; Atk: +10 melee (2d4+3, spiked chain) or +8 ranged (1d6 x3, shortbow); Full Atk: +10 melee (2d4+3, spiked chain) or +8 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1; AL CE ; SV Fort +4, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +5, Move Silently +8, Spot +5, Tumble +8; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: +1 chain shirt, masterwork spiked chain, shortbow, arrows (20), *potion of cure light wounds* (2).

Nargon: Male human Rog4; CR 4; Medium humanoid (human); HD 4d6+4, hp 22; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp+5; Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); Full Atk: +7 melee (1d6+2 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense+1, Uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +7, Hide +9, Listen +6, Move Silently +9, Spot +6, Tumble +9; Combat Expertise, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would

normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

Nesslebin: Female Halfling Rog4; CR 4; Small humanoid (halfling); HD 4d6+4, hp 22; Init +8; Spd 20 ft.; AC 21, touch 16, flat-footed 17; Base Atk +3; Grp+1; Atk: +6 melee (1d4+1 18-20/x2, rapier) or +8 ranged (1d4 x3, shortbow); Full Atk: +6 melee (1d4+1 18-20/x2, rapier) or +8 ranged (1d4 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense+1, Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +2; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +14, Listen +9, Move Silently +12, Spot +7, Tumble +10; Dodge, Improved Initiative.

Languages: Common, Halfling, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Bonus to saves: +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*.

APPENDIX 3: APL 8

ENCOUNTER 2

Townfolk (20): Male & Female Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp+0; Atk: +0 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +2, Spot +2, Craft or Profession (Various) +7; Skill Focus [Craft or Profession (Various)].

Languages: Common.

Possessions: peasant or merchant clothes

City Guard (8): Male & Female Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp+10; Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); Full Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, Heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (longsword), Power Attack, Cleave, Improved Grapple, Improved Unarmed Strike

Languages: Common.

Possessions: breastplate, masterwork longsword, heavy wood shield, heavy crossbow, bolts(20), *potion of cure light wounds*.

ENCOUNTER 5

Jazra: Female human Ftr4/Rog4; CR 8; Medium humanoid (human); HD 4d10+4d6+8; hp 52; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +7; Grp+9; Atk: +12 melee (2d4+6, spiked chain) or +10 ranged (1d6 x3, shortbow); Full Atk: +12/+7 melee (2d4+6, spiked chain) or +10/+5 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +9, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +6, Move Silently +10, Spot +6, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 spiked chain, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

Merrick: Male human Rog6; CR 6; Medium humanoid (human); HD 6d6+6, hp 32; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +4; Grp+6; Atk: +8 melee (1d6+2 18-20/x2, rapier) or +7 ranged (1d6 x3, shortbow); Full Atk: +8 melee (1d6+2 18-20/x2, rapier) or +7 ranged (1d6 x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Hide +11, Listen +8, Move Silently +11, Spot +8, Tumble +11; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2

bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*.

Jendral: Female half-elf Rog6; CR 6; Medium humanoid (elf/human); HD 6d6+6, hp 32; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +4; Grp+6; Atk: +8 melee (1d6+2 18-20/x2, rapier) or +7 ranged (1d6 x3, shortbow); Full Atk: +8 melee (1d6+2 18-20/x2, rapier) or +7 ranged (1d6 x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense+2, Uncanny Dodge, Immunity to *Sleep*; AL CN; SV Fort +3, Ref +8, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +11, Listen +9, Move Silently +11, Spot +9, Tumble +11; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Immunity to Sleep: Immunity to *sleep* spells and similar magical effects,

Bonus to saves: Gains a +2 racial bonus on saving throws against enchantment spells or effects.

Possessions: +1 chain shirt, masterwork rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*.

ENCOUNTER 7

Loradan: Female human Clr5/Rog3 (Kurell); CR 8; Medium humanoid (human); HD 5d8+3d6+8, hp 48; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +5; Grp+6; Atk: +8 melee (1d6+1 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); Full Atk: +8 melee (1d6+1 18-20/x2, rapier) or +6 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Turning; AL CN; SV Fort +6, Ref +5, Will +9; Str 12, Dex 12, Con 12, Int 12, Wis 18, Cha10.

Skills and Feats: Concentration +13, Heal +11, Listen +6, Spot +6; Improved Initiative, Skill Focus (Concentration), Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Spontaneous Casting: Can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

Spells Prepared (5/4/3/2; base DC = 14 + spell level):
0—[*detect magic* (2), *guidance*, *light*, *read magic*];
1st—[*entropic shield**, *bleed*, *magic weapon*, *shield of faith*(2)]; 2nd—[*invisibility* *, *shield other*, *sound burst*, *spiritual weapon*], 3rd—[*protection from energy* *, *dispel magic*, *prayer*].

*Domain spell. *Luck:* (Once per day re-roll one roll you have just made); Tricky.

Possessions: +1 full plate, masterwork rapier, masterwork heavy steel shield, shortbow, arrows (20), platinum ring (50gp), *scroll cure light wounds* (2), *scroll cure moderate wounds*.

Curse: Male Half-orc Ftr7; CR 7; Medium humanoid (orc/human); HD 7d10+14; hp 64; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp+12; Atk: +14 melee (2d4+10 18-20/x2, falchion) or +8 ranged (1d8+5 x3, longbow); Full Atk: +14/+9 melee (2d4+10 18-20/x2, falchion) or +8/+2 ranged (1d8+5 x3, longbow); AL CE; SV Fort +7, Ref +2, Will +1; Str 21, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +8, Listen +5, Spot +5; Weapon Focus (falchion), Power Attack, Cleave, Diehard, Endurance, Improved Initiative, Weapon Specialisation (falchion).

Languages: Common, Orc.

Possessions: +1 full plate, +1 falchion, masterwork mighty composite longbow [Str +5], arrows (20), platinum ring (50gp), *potion of bull strength*, *potion of cure light wounds (2)*, *potion of cure moderate wounds*.

Rendal-bin: Female gnome Rog7; CR 7; Small humanoid (human); HD 7d6+7, hp 37; Init +7; Spd 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +5; Grp+2; Atk: +10 melee (1d4+1 18-20/x2, small rapier) or +9 ranged (1d4 x3, Small shortbow); Full Atk: +10 melee (1d4+1 18-20/x2, small rapier) or +9 ranged (1d4 x3, Small shortbow); SA Sneak Attack +4d6; SQ Evasion, Trapfinding, Trapsense +2, Spell-like abilities, Uncanny Dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha10.

Skills and Feats: Hide +16, Listen +11, Move Silently +12, Spot +9, Tumble +12; Dodge, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Bonus to Saves: +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Bonus to Spell DC: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

Possessions: +1 small chain shirt, masterwork small rapier, masterwork small buckler, small shortbow, arrows (20), *potion of cure light wounds (2)*, *potion of cat's grace*.

Ras Drondal: Male human Rog7; CR 7; Medium humanoid (human); HD 7d6+7, hp 37; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp+7; Atk: +9 melee (1d6+2 18-20/x2, rapier) or +8 ranged (1d6 x3, shortbow); Full Atk: +9 melee (1d6+2 18-20/x2, rapier) or +8 ranged (1d6 x3, shortbow); SA Sneak Attack +4d6; SQ Evasion, Trapfinding, Trapsense +2, Uncanny Dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha10.

Skills and Feats: Hide +11, Listen +8, Move Silently +11, Spot +8, Tumble +11; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds* (2), *potion of cat's grace*.

ENCOUNTER 8

Grall: Male human Ftr4/Rog4; CR 8; Medium humanoid (human); HD 4d10+4d6+8; hp 52; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +7; Grp+9; Atk: +12 melee (2d4+6, spiked chain) or +10 ranged (1d6 x3, shortbow); Full Atk: +12/+7 melee (2d4+6, spiked chain) or +10/+5 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +9, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +6, Move Silently +10, Spot +6, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 spiked chain, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

Nargon: Male human Rog6; CR 6; Medium humanoid (human); HD 6d6+6, hp 32; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +4; Grp+6; Atk: +8 melee (1d6+2 18-20/x2, rapier) or +7 ranged (1d6 x3, shortbow); Full Atk: +8 melee (1d6+2 18-20/x2, rapier)

or +7 ranged (1d6 x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Hide +11, Listen +8, Move Silently +11, Spot +8, Tumble +11; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, masterwork rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*.

Nesslebin: Female halfling Rog6; CR 6; Small humanoid (Halfling); HD 6d6+6, hp 32; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +4; Grp+2; Atk: +11 melee (1d4+1 18-20/x2, rapier) or +9 ranged (1d4 x3, shortbow); Full Atk: +11 melee (1d4+1 18-20/x2, rapier) or +9 ranged (1d4 x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +4, Ref +9, Will +3; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +16, Listen +11, Move Silently +14, Spot +9, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion

can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

. **Trap Sense (Ex):** A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Bonus to saves: +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general

Possessions: +1 chain shirt, masterwork rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds.*

APPENDIX 4: APL 10

ENCOUNTER 2

Townfolk (20): Male & Female Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp+0; Atk: +0 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +2, Spot +2, Craft or Profession (Various) +7; Skill Focus [Craft or Profession (Various)].

Languages: Common.

Possessions: peasant or merchant clothes

City Guard (10): Male & Female Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp+10; Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); Full Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, Heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (longsword), Power Attack, Cleave, Improved Grapple, Improved Unarmed Strike

Languages: Common.

Possessions: breastplate, masterwork longsword, heavy wood shield, heavy crossbow, bolts(20), *potion of cure light wounds*.

ENCOUNTER 5

Jazra: Female human Ftr5/Rog5; CR 10; Medium humanoid (human); HD 5d10+5d6+10; hp 64; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +8; Grp+10; Atk: +13 melee (2d4+6 19-20/x2, spiked chain) or +11 ranged (1d6 x3, shortbow); Full Atk: +13/+8 melee (2d4+6 19-20/x2, spiked chain) or +11/+6 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +9, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +11, Listen +7, Move Silently +11, Spot +7, Tumble +11; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 spiked chain, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

Merrick: Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+8, hp 42; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +6; Grp+8; Atk: +10 melee (1d6+3 18-20/x2, rapier) or +9 ranged (1d6 x3, shortbow); Full Atk: +10/+5 melee (1d6+3 18-20/x2, rapier) or +9/+4 ranged (1d6 x3, shortbow); SA Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +11, Hide +13, Listen +10, Move Silently +13, Spot +10, Tumble +13; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*.

Jendral: Female half-elf Rog8; CR 8; Medium humanoid (elf/human); HD 8d6+8, hp 42; Init +8; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +6; Grp+8; Atk: +11 melee (1d6+3 18-20/x2, rapier) or +10 ranged (1d6 x3, shortbow); Full Atk: +11/+6 melee (1d6+3 18-20/x2, rapier) or +10/+5 ranged (1d6 x3, shortbow); SA Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+2, Uncanny Dodge, Immunity to *Sleep*; AL CN; SV Fort +3, Ref +10, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +14, Listen +11, Move Silently +14, Spot +11, Tumble +14; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Immunity to Sleep: Immunity to *sleep* spells and similar magical effects,

Bonus to saves: Gains a +2 racial bonus on saving throws against enchantment spells or effects.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*.

ENCOUNTER 7

Loradan: Female human Clr7/Rog3 (Kurell); CR 10; Medium humanoid (human); HD 7d8+3d6+10, hp 60; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +7; Grp+8; Atk: +10 melee (1d6+1 18-20/x2, rapier) or +8 ranged (1d6 x3, shortbow); Full Atk: +10/+5 melee (1d6+1 18-20/x2, rapier) or +8/+3 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Turning; AL CN; SV Fort +7, Ref +6, Will +10; Str 12, Dex 12, Con 12, Int 12, Wis 18, Cha10.

Skills and Feats: Concentration +15, Heal +13, Listen +8, Spot +8; Improved Initiative, Skill Focus (Concentration), Spell Penetration, Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Spontaneous Casting: Can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—[*detect magic* (2), *guidance*, *light*, *read magic*, *virtue*]; 1st—[*entropic shield**, *bane*, *bless*, *magic weapon*, *shield of faith* (2)]; 2nd—[*invisibility**, *hold person*, *shield other*, *sound burst*, *spiritual weapon*], 3rd—[*protection from energy**, *blindness/deafness*, *dispel magic*, *prayer*]; 4th—[*confusion**, *divine power*, *freedom of movement*].

*Domain spell. *Luck*: (Once per day re-roll one roll you have just made); *Trickery*.

Possessions: +1 *full plate*, masterwork rapier, masterwork heavy steel shield, shortbow, arrows (20), platinum ring (50gp), *scroll of cure light wounds* (2), *scroll of cure moderate wounds* (2).

Curse: Male Half-orc Ftr9; CR 9; Medium humanoid (orc/human); HD 9d10+18; hp 82; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +9; Grp+15; Atk: +18 melee (2d4+12 15-20/x2, +1 bane (human) falchion) or Atk: +20 melee (2d4+14 +2d6 15-20/x2, +1 bane (human) falchion vs humans) or +10 ranged (1d8+6 x3, longbow); Full Atk: +18/+13 melee (2d4+12 15-20/x2, +1 bane (human) falchion) or Atk: +20/+15 melee (2d4+14 +2d6 15-20/x2, +1 bane (human) falchion vs humans) or +10/+5 ranged (1d8+6 x3, longbow); AL CE; SV Fort +9, Ref +3, Will +2; Str 22, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +10, Listen +6, Spot +6; Cleave, Diehard, Endurance, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialisation (falchion).

Languages: Common, Orc.

Possessions: +1 *full plate*, +1 *bane (human) falchion*, masterwork mighty composite longbow [Str +6], arrows (20), platinum ring (50gp), *potion of bull strength*, *potion of cure light wounds* (2), *potion of cure moderate wounds* (2).

Rendal-bin: Female gnome Rog9; CR 9; Small humanoid (human); HD 9d6+9, hp 47; Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +6; Grp+3; Atk: +12 melee (1d4+1 18-20/x2, small rapier) or +10 ranged (1d4 x3, small shortbow); Full Atk: +12/+7 melee (1d4+1 18-20/x2, small rapier) or +10/+5 ranged (1d4 x3, small shortbow); SA Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense +3, Spell-like abilities, Uncanny Dodge; AL CN; SV Fort +4, Ref +10, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Hide +19, Listen +13, Move Silently +15, Spot +11, Tumble +15; Dodge, Improved Initiative, Weapon Focus (rapier), Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Bonus to Saves: +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*speaking with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Bonus to Spell DC: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

Possessions: +1 *small chain shirt*, masterwork rapier, masterwork small buckler, small shortbow, arrows (20), *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cat's grace*.

Ras Drondal: Male human Rog9; CR 9; Medium humanoid (human); HD 9d6+9, hp 47; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp+8; Atk: +11 melee (1d6+2 18-20/x2, rapier) or +9 ranged (1d6 x3, shortbow); Full Atk: +11/+6 melee (1d6+2 18-20/x2, rapier) or +9/+4 ranged (1d6 x3, shortbow); SA

Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense +3, Uncanny Dodge; AL CN; SV Fort +4, Ref +9, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Hide +13, Listen +10, Move Silently +13, Spot +10, Tumble +13; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (rapier), Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Possessions: +1 chain shirt, masterwork rapier, masterwork buckler, shortbow, arrows (20), *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cat's grace*.

ENCOUNTER 8

Grall: Male human Ftr5/Rog5; CR 10; Medium humanoid (human); HD 5d10+5d6+10; hp 64; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +8; Grp+10; Atk: +13 melee (2d4+6 19-20/x2, spiked chain) or +11 ranged (1d6 x3, shortbow); Full Atk: +13/+8 melee (2d4+6 19-20/x2, spiked chain) or +11/+6 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +9, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +11, Listen +7, Move Silently +11, Spot +7, Tumble +11; Combat Reflexes,

Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 spiked chain, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

Nargon: Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+8, hp 42; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +6; Grp+8; Atk: +10 melee (1d6+3 18-20/x2, rapier) or +9 ranged (1d6 x3, shortbow); Full Atk: +10/+5 melee (1d6+3 18-20/x2, rapier) or +9/+4 ranged (1d6 x3, shortbow); SA Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +11, Hide +13, Listen +10, Move Silently +13, Spot +10, Tumble +13; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour

or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), potion of cure moderate wounds.

Nesslebin: Female halfling Rog8; CR 8; Small humanoid (halfling); HD 8d6+8, hp 42; Init +9; Spd 20 ft.; AC 23, touch 17, flat-footed 18; Base Atk +6; Grp+4; Atk: +13 melee (1d4+2 18-20/x2, rapier) or +12 ranged (1d4 x3, shortbow); Full Atk: +13/+8 melee (1d4+2 18-20/x2, rapier) or +12/+7 ranged (1d4 x3, shortbow); SA Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+2, Uncanny Dodge; AL CN; SV Fort +4, Ref +12, Will +3; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +19, Listen +13, Move Silently +17, Spot +11, Tumble +15; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Halfling, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity

bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Bonus to saves: +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), potion of cure moderate wounds

APPENDIX 5: APL 12

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 shocking spiked chain, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds* (2).

Merrick: Male human Rog10; CR 10; Medium humanoid (human); HD 10d6+10, hp 52; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 17; Base Atk +7; Grp+9; Atk: +12 melee (1d6+3 18-20/x2, rapier) or +10 ranged (1d6 x3, shortbow); Full Atk: +12/+7 melee (1d6+3 18-20/x2, rapier) or +10/+5 ranged (1d6 x3, shortbow); SA Sneak Attack +5d6, Opportunist; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+3, Uncanny Dodge; AL CN; SV Fort +4, Ref +10, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +13, Hide +15, Listen +12, Move Silently +15, Spot +12, Tumble +15; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

ENCOUNTER 2

Townfolk (20): Male & Female Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp+0; Atk: +0 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +2, Spot +2, Craft or Profession (Various) +7; Skill Focus [Craft or Profession (Various)].

Languages: Common.

Possessions: peasant or merchant clothes

City Guard (12): Male & Female Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp+10; Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); Full Atk: +8 melee (1d8+3 19-20/x2, longsword) or +4 ranged (1d10 19-20/x2, heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Weapon Focus (longsword), Power Attack, Cleave, Improved Grapple, Improved Unarmed Strike

Languages: Common.

Possessions: breastplate, masterwork longsword, heavy wood shield, heavy crossbow, bolts(20), *potion of cure light wounds*.

ENCOUNTER 5

Jazra: Female human Ftr6/Rog6; CR 12; Medium humanoid (human); HD 6d10+6d6+12; hp 76; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +10; Grp+12; Atk: +17 melee (2d4+6+1d6 (electric) 19-20/x2, spiked chain) or +13 ranged (1d6 x3, shortbow); Full Atk: +17/+12 melee (2d4+6 +1d6 (electric) 19-20/x2, spiked chain) or +13/+8 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +2, Uncanny Dodge; AL CE; SV Fort +8, Ref +11, Will +4; Str 14, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8, Tumble +12; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

Jendral: Female half-elf Rog10; CR 10; Medium humanoid (elf/human); HD 10d6+10, hp 52; Init +8; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp+9; Atk: +13 melee (1d6+3 18-20/x2, rapier) or +11 ranged (1d6 x3, shortbow); Full Atk: +13/+8 melee (1d6+3 18-20/x2, rapier) or +11/+6 ranged (1d6 x3, shortbow); SA Crippling Strike, Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+3, Uncanny Dodge, Immunity to *Sleep*; AL CN; SV Fort +4, Ref +11, Will +3; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +16, Listen +13, Move Silently +16, Spot +13, Tumble +16; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Immunity to Sleep: Immunity to *sleep* spells and similar magical effects,

Bonus to saves: Gains a +2 racial bonus on saving throws against enchantment spells or effects.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

ENCOUNTER 7

Loradan: Female human Clr9/Rog3 (Kurell); CR 12; Medium humanoid (human); HD 9d8+3d6+12, hp 72; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +8; Grp+9; Atk: +11 melee (1d6+2 15-20/x2, rapier) or +9 ranged (1d6 x3, shortbow); Full Atk: +11/+6 melee (1d6+2 15-20/x2, rapier) or +9/+4 ranged (1d6 x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trapsense +1, Turning; AL CN; SV Fort +8, Ref +7, Will +11; Str 12, Dex 12, Con 12, Int 12, Wis 19, Cha10.

Skills and Feats: Concentration +17, Heal +15, Listen +10, Spot +10; Improved Critical (rapier), Improved Initiative, Skill Focus (Concentration), Spell Penetration, Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great

agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Spontaneous Casting: Can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0—[*detect magic* (2), *guidance*, *light*, *read magic*, *virtue*]; 1st—[*entropic shield**, *bane*, *bless*, *magic weapon*, *shield of faith* (2)]; 2nd—[*invisibility**, *hold person* (2), *shield other*, *sound burst*, *spiritual weapon*], 3rd—[*protection from energy**, *blindness/deafness*, *dispel magic*, *prayer*, *searing light*]; 4th—[*confusion**, *divine power*, *freedom of movement*, *greater magic weapon*]; 5th—[*break enchantment**, *insect swarm*].

*Domain spell. *Luck*: (Once per day re-roll one roll you have just made); *Trickery*.

Possessions: +1 full plate, +1 rapier, +1 heavy steel shield, shortbow, arrows (20), platinum ring (50gp), scroll of *cure light wounds* (2), scroll of *cure moderate wounds* (2), *potion of cure light wounds*.

Curse: Male Half-orc Ftr11; CR 11; Medium humanoid (orc/human); HD 11d10+22; hp 100; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +11; Grp+17; Atk: +20 melee (2d4+12 15-20/x2, +1 bane (human) falchion) or Atk: +22 melee (2d4+14 +2d6 15-20/x2, +1 bane (human) falchion vs humans) or +12 ranged (1d8+6 x3, longbow); Full Atk: +20/+15/+10 melee (2d4+12 15-20/x2, +1 bane (human) falchion) or Atk: +22/+17/+12 melee (2d4+14 +2d6 15-20/x2, +1 bane (human) falchion vs humans) or +12/+7/+2 ranged (1d8+6 x3, longbow); AL CE; SV Fort +9, Ref +3, Will +2; Str 22, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +10, Listen +6, Spot +6; Cleave, Diehard, Endurance, Great Cleave, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialisation (falchion).

Languages: Common, Orc.

Possessions: +1 full plate, +1 bane (human) falchion, masterwork mighty composite longbow [Str +6], arrows (20), platinum ring (50gp), *potion of bull strength*, *potion of cure light wounds* (2), *potion of cure moderate wounds* (2).

Rendal-bin: Female gnome Rog11; CR 11; Small humanoid (human); HD 11d6+9, hp 57; Init +8; Spd 20 ft.; AC 22, touch 15, flat-footed 18; Base Atk +8; Grp+5; Atk: +14 melee (1d4+2 18-20/x2, small rapier) or +12 ranged (1d4 x3, small shortbow); Full Atk: +14/+9 melee (1d4+2 18-20/x2, small rapier) or +12/+7 ranged (1d4 x3, small shortbow); SA Crippling Strike, Sneak Attack +6d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense +3, Spell-like abilities, Uncanny Dodge; AL CN; SV Fort +4, Ref +11, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Hide +21, Listen +15, Move Silently +17, Spot +13, Tumble +18; Dodge, Improved Initiative, Weapon Focus (rapier), Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Bonus to Saves: +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Bonus to Spell DC: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

Possessions: +1 small chain shirt, +1 small rapier, +1 small buckler, small shortbow, arrows (20), *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cat's grace*.

Ras Drondal: Male human Rog11; CR 11; Medium humanoid (human); HD 11d6+11, hp 57; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +8; Grp+10; Atk: +13 melee (1d6+3 18-20/x2, rapier) or +11 ranged (1d6 x3, shortbow); Full Atk: +13/+8 melee (1d6+3 18-20/x2, rapier) or +11/+6 ranged (1d6 x3, shortbow); SA Sneak Attack +6d6, Opportunistic; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense +3, Uncanny Dodge; AL CN; SV Fort +4, Ref +10, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha10.

Skills and Feats: Hide +15, Listen +12, Move Silently +15, Spot +12, Tumble +15; Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (rapier), Weapon Finesse

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, shortbow, arrows (20), *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cat's grace*.

ENCOUNTER 8

Gral: Male human Ftr6/Rog6; CR 12; Medium humanoid (human); HD 6d10+6d6+12; hp 76; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Base Atk +10; Grp+12; Atk: +17 melee (2d4+6 19-20/x2, spiked chain) or +13 ranged (1d6 x3, shortbow); Full Atk: +17/+12 melee (2d4+6 19-20/x2, spiked chain) or +13/+8 ranged (1d6 x3, shortbow); Space/Reach 5ft./10ft.; SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trapsense +2, Uncanny Dodge; AL CE; SV Fort +8, Ref +11, Will +4; Str 14, Dex 19, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8, Tumble +12; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain).

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would

normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Possessions: +1 chain shirt, +1 spiked chain, ring of protection +1, shortbow, arrows (20), potion of cure moderate wounds, potion of cure light wounds (2).

Nargon: Male human Rog10; CR 10; Medium humanoid (human); HD 10d6+10, hp 52; Init +7; Spd 30 ft.; AC 21, touch 15, flat-footed 18; Base Atk +7; Grp+9; Atk: +12 melee (1d6+3 18-20/x2, rapier) or +10 ranged (1d6 x3, shortbow); Full Atk: +12/+7 melee (1d6+3 18-20/x2, rapier) or +10/+5 ranged (1d6 x3, shortbow); SA Sneak Attack +5d6, Opportunist; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+3, Uncanny dodge; AL CN; SV Fort +4, Ref +10, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha10.

Skills and Feats: Bluff +13, Hide +15, Listen +12, Move Silently +15, Spot +12, Tumble +15; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Languages: Common, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent

who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt, +1 rapier, +1 buckler, ring of protection +1, shortbow, arrows (20), potion of cure moderate wounds, potion of cure light wounds.

Nesslebin: Female halfling Rog10; CR 10; Small humanoid (halfling); HD 10d6+10, hp 52; Init +9; Spd 20 ft.; AC 24, touch 18, flat-footed 19; Base Atk +7; Grp+4; Atk: +15 melee (1d4+2 18-20/x2, rapier) or +13 ranged (1d4 x3, shortbow); Full Atk: +15/+10 melee (1d4+2 18-20/x2, rapier) or +13/+8 ranged (1d4 x3, shortbow); SA Crippling Strike, Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense+3, Uncanny Dodge; AL CN; SV Fort +5, Ref +13, Will +4; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha10.

Skills and Feats: Hide +21, Listen +15, Move Silently +19, Spot +13, Tumble +17; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elvish, Flan.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armour or no armour. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilised.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defence denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent

damaged by one of her sneak attacks also takes 2 points of strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Bonus to saves: +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general

Possessions: +1 chain shirt, +1 rapier, +1 buckler, ring of protection +1, shortbow, arrows (20), *potion of cure moderate wounds*, *potion of cure light wounds*.

DM'S AID #1: PERRENLAND SPECIFIC EFFECTS

THE ERUPTION OF MOUNT HELLSPAAR

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- ◆ Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- ◆ Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Klotzenburg and Tiemannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- ◆ During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- ◆ The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are

frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.

- ◆ Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- ◆ Small icebergs now litter Lake Quag creating navigational hazards.
- ◆ Crops that were set for harvest have been blighted. Most of Perrenland have not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- ◆ The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- ◆ Hoarding has become common but has yet to be outlawed.
- ◆ The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- ◆ Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- ◆ The survival DC for PCs who live off the land has risen to 20.
- ◆ PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- ◆ PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if

they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

DIVINATION SPELLS WITHIN PERRENLAND

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater:* The PC’s sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

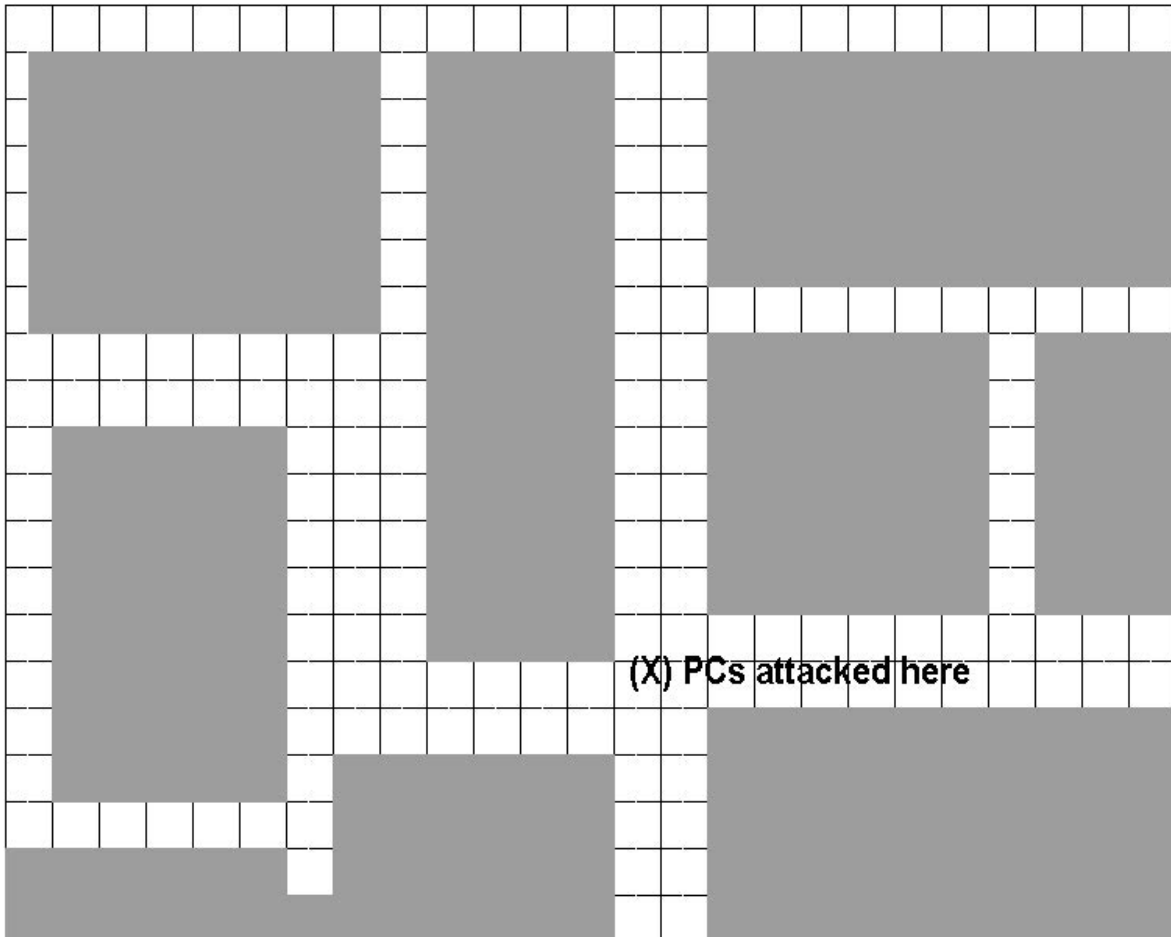
Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^b). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin

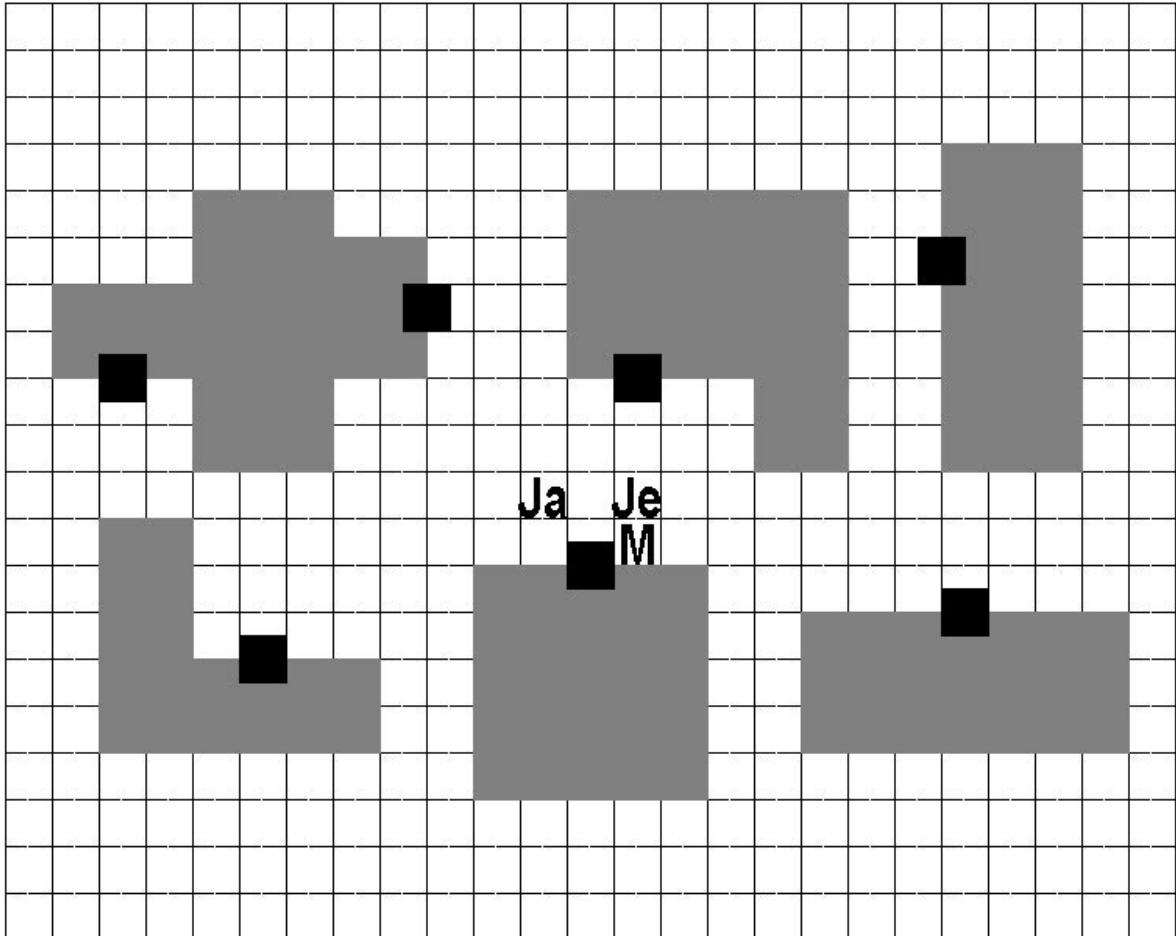
traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

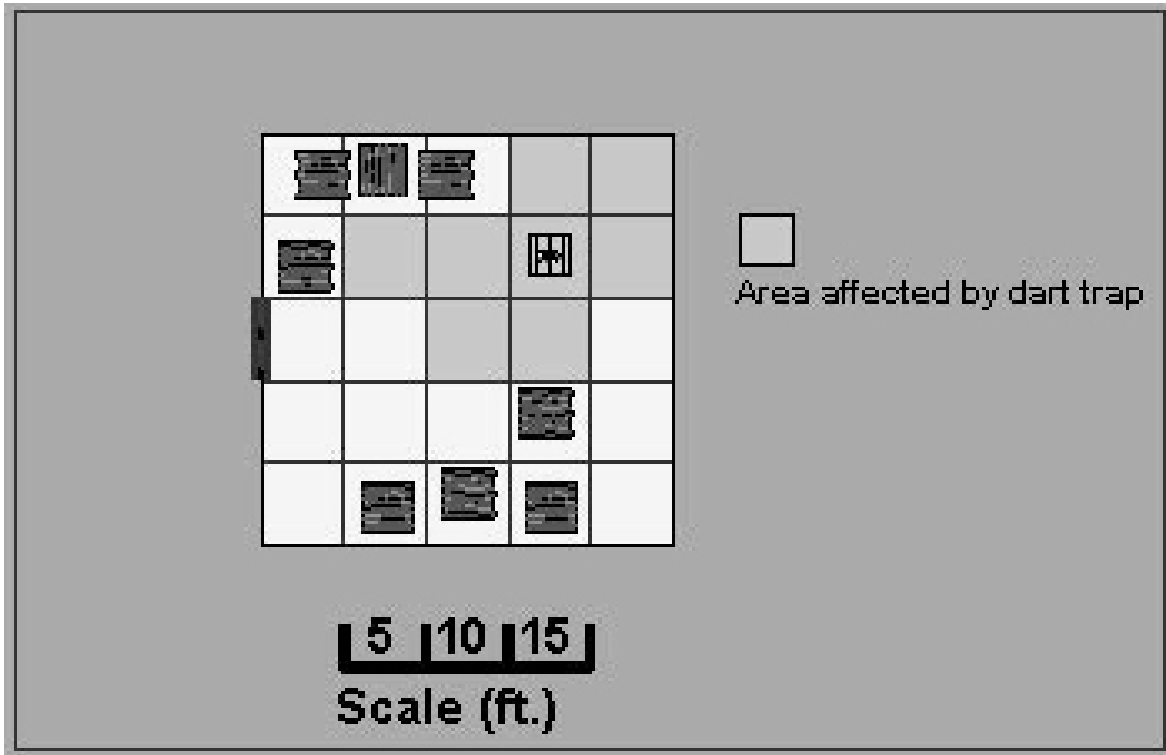
DM MAP #1
AMBUSH MAP (ENCOUNTER 5)



DM MAP #2
WAREHOUSE EXTERIOR MAP (ENCOUNTER 5)

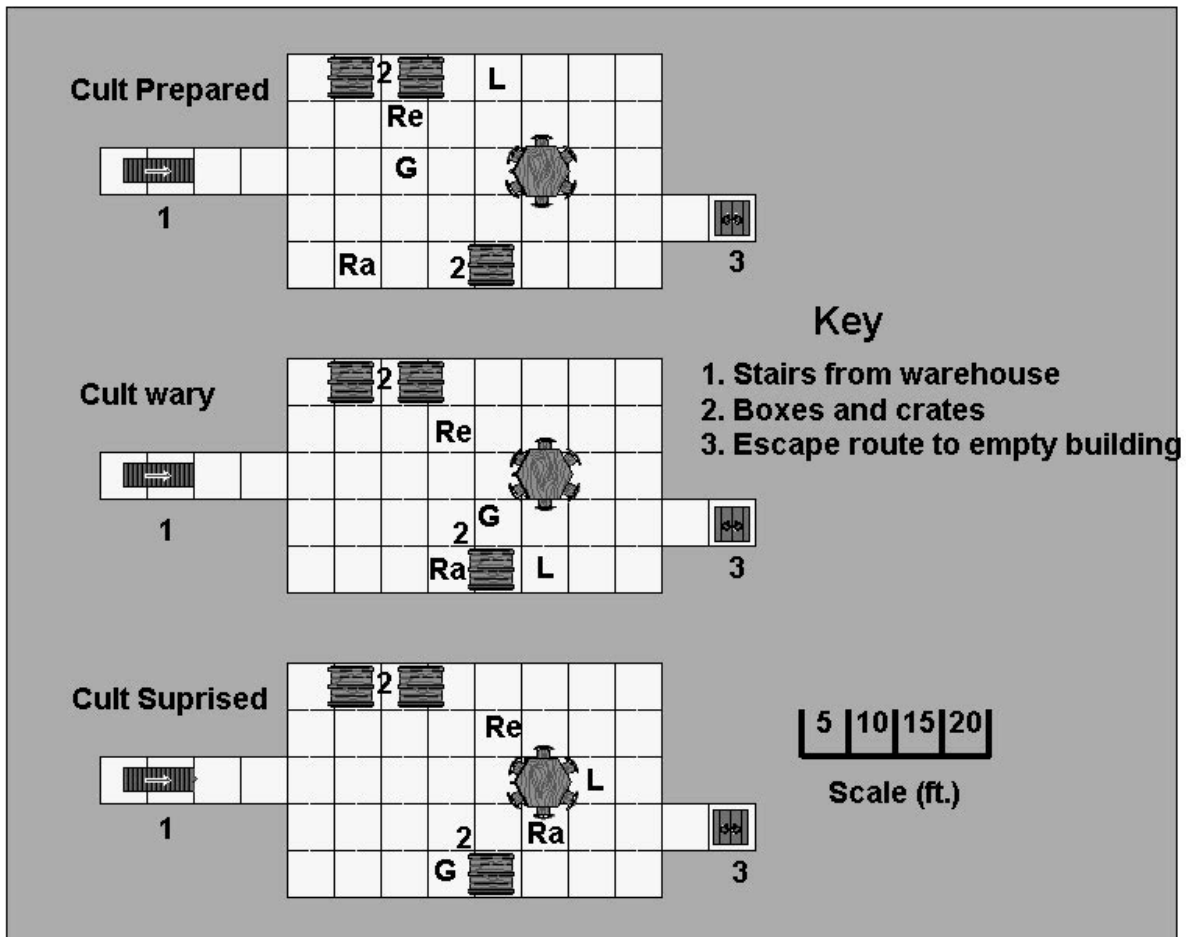


DM MAP #3
WAREHOUSE INTERIOR MAP (ENCOUNTER 6)

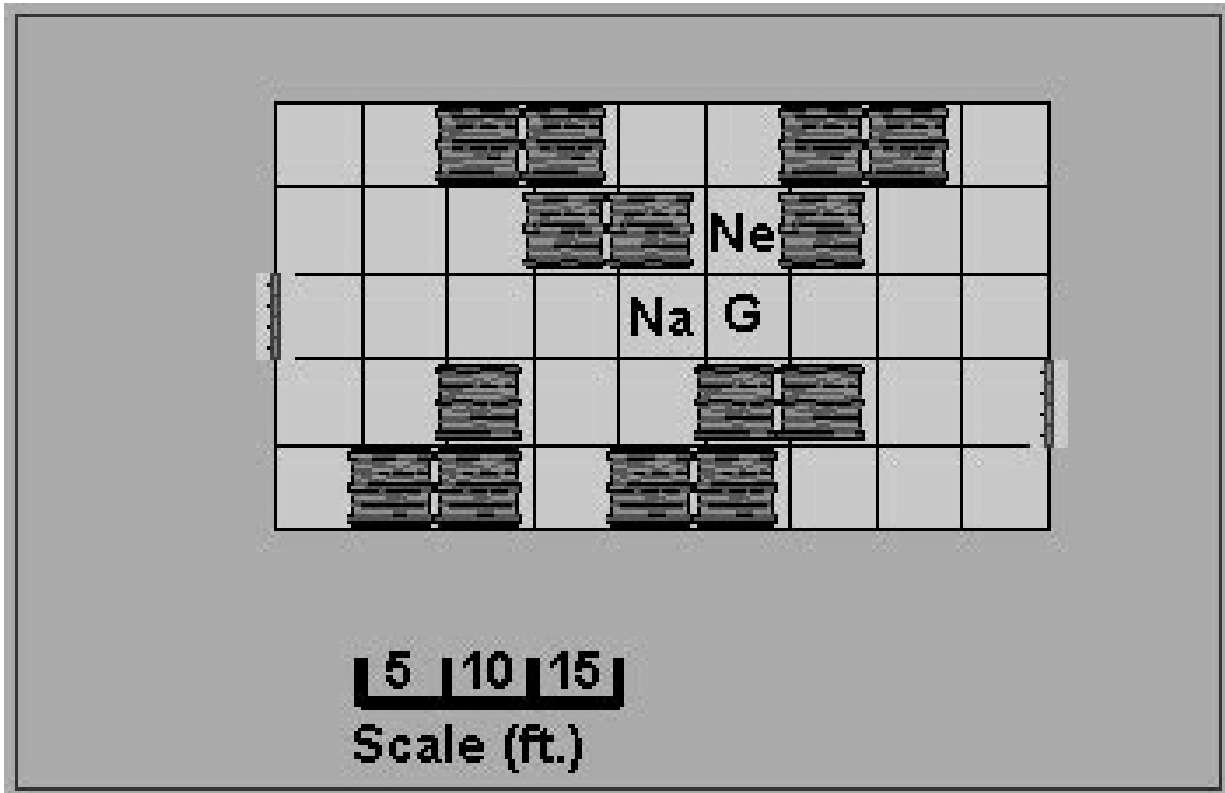


DM MAP #4

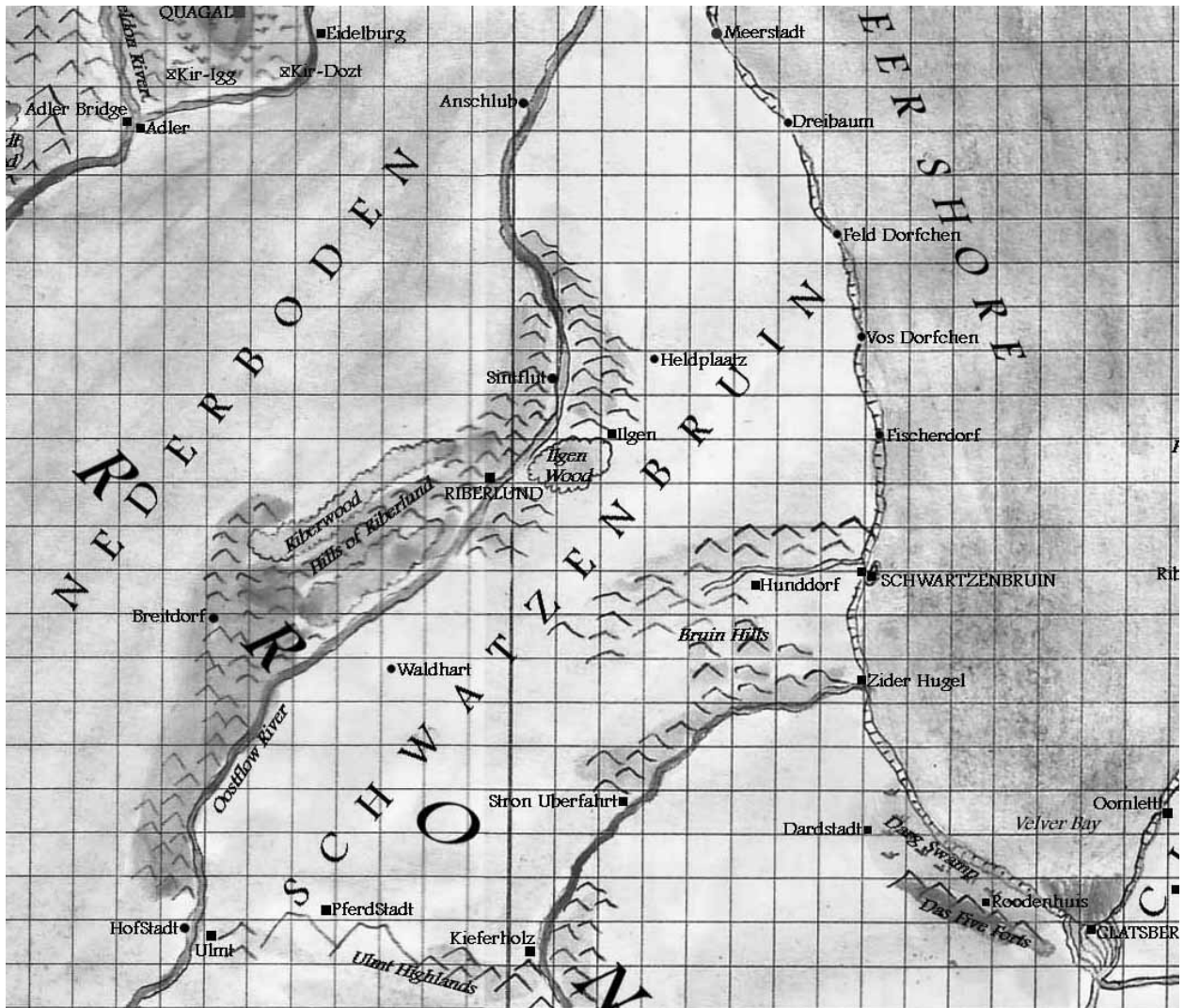
CULT HIDE OUT MAP (ENCOUNTER 7)



DM MAP #6
STOLEN GOODS FENCERS MAP (ENCOUNTER 8)



PLAYER HANDOUT 1



PLAYER HANDOUT 2

Loradan,

It appears that Lord Balcasis was correct. When the letter detailing the business deal arrived, Brar Shekem did decided that it was too important to be left to a less experienced member of the clergy and is going to Meerstadt himself.

Shekem has advised that he plans to leave by the end of the week and take a boat from Traft directly to Meerstadt. I am surprised that the Oostmeers would sail directly into the Vestmeers main port.

I will keep a close eye on Shekem in case he tries to make contact with the merchant Alfred. It may make him suspicious if Alfred has not heard of him. I deem this scenario unlikely give the short time frame, but I will intercept any message is sent.

With all in place, Shekem will soon fall from grace.

Your loyal servant

Brar Thadious

PLAYER HANDOUT 3

Friends

I leave you alive as a reminder that you have come up against the power of the Great Guildmaster and was found wanting.

Do not attempt it again, as we will not be so kind next time. Oh by the way, it is said in the Scriptures

“For all things there is a price.”

As such you will find that your backpacks and coin pouch is lighter.

For this contribution Zilchus thanks you.

CRITICAL EVENT SUMMARY

Was Brar Shekem found guilty (Yes / No)

Did the PCs discover the Direction of the pirate base (Yes / No)

Did the PCs hear the conversation between the cultists (Yes / No)

How many PCs traded their favour in to help the famine effort. []

Did the PCs do anything else that may have been of interest. Please provide details

Please send the critical event summary to taffy@netspace.net.au if the game is played before 3rd March 2006