

The Last Word

A One-Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Adventure

Version 1.0

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A simple man in Balmund has a simple task: guard a small shipment of cargo for a few days. But even the simplest missions tend to embroil you in a complex political web that proves tricky to escape. Who will have the last word when the sun finally sets on this tale of adventure and daring? Citizens of Redhand, Defenders of Morannon, members of Hellstone Tower, and members of the Brotherhood of the Sundered Axe are encouraged to participate in this adventure. Part three of the Breaking Up is Hard to Do series. A one-round Bandit Kingdoms adventure set in Balmund for characters level 1-7 (APLs 2-6).

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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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 rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

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

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

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

The wizard Malthos Pe'handru has angered Prince Zeech of Redhand. Last year, when chaos broke out on the docks of Alhaster regarding a bit of contraband on a Rhenee barge, Zeech's agents learned that Malthos was responsible for the whole affair. Now that Prince Zeech is preparing for a grand celebration of the 20th year of his reign, he can not abide any further examples of such lawlessness. Allowing Malthos' actions to go unpunished would make the Prince appear weak, so Zeech has issued a bounty of 500 gold lords for the head of Malthos and has posted descriptions of him throughout the southern Bandit Kingdoms. Captain Elhilbor, head of Prince Zeech's secret police, has been tasked with Malthos' capture.

Malthos is no fool. He has not set foot inside Redhand since the bounty was issued, and he has been doing his best to keep one step ahead of Zeech's agent elsewhere. However, Malthos has a weakness that Elhilbor intends to exploit. Elhilbor has discovered that Malthos is heavily dependent upon green starmetal for his research and that the mage goes to great lengths to find the precious metal. Elhilbor has learned of Malthos' latest shipment, currently residing in Balmund, and he plans to lay a trap when Malthos comes to collect.

Meanwhile, in the town of Balmund, a bitter political struggle rages. The four priests of Iuz who run the town and the surrounding region are fiercely competitive with each other. Since they have been bequeathed joint rulership of the area with no clear indication of who is to be superior, they constantly vie for dominance over each other. The chaos that has ensued is typical of Iuzian administration.

The reviled priestess Jaleena the Merciless is the current leader in this struggle, but not by much. Her closest rival, the warrior-priest Hazakar Kogo, has been gaining ground, and he is seeking to deal the coup de grace by sabotaging her efforts at controlling the populace. He has planned a raid of her temple to complete his rise to power.

In another part of the region, the nefarious Schzenk Valurya of Trallant schemes of ways to improve his reputation in the eyes of his master, the half-fiend Commander Marionnen. Knowing his master's desire to conquer Balmund, the next step in building Marionnen's own Oerthly realm, Schzenk has placed agents within the

town who have orders to keep their eyes peeled for any chance to gain insight into the workings of the Iuzian priests who rule there.

ADVENTURE SUMMARY

The PCs find themselves in Balmund, where a mysterious fellow named Eldaren hires them to guard a warehouse. The PCs are given virtually free reign of the warehouse to make defensive arrangements against the possibility that a foe should attempt to seize the merchandise stored there.

The PCs guard the warehouse for three days, during which a series of encounters occur. On the first day, the PCs are shaken down by “tax-collectors” of the priestess Jaleena (really just thugs looking for bribes or information). On the second day, members of Redhand’s secret police assault the warehouse but give the PCs a chance to help them capture Malthos when he arrives. Finally, Malthos comes to claim his cargo on the third day.

The PCs are next offered the opportunity, either by Malthos or by the Redhand secret police, to work another job; they must break into Jaleena’s temple office and steal sensitive documents. As the PCs make their way to Jaleena’s temple, they are intercepted by Giardo, one of Schzenk’s spies, who offers his aid if the PCs agree to share some of Jaleena’s top secret information with him.

When the PCs break into the temple, they find that they are not the only ones with the idea. Hazakar has sent his minions to raid the place as well, and, if the PCs do not agree to help them, they attack. Afterwards, the PCs must face a trap that wards Jaleena’s information.

At the end, if the PCs escape with some information, they must decide with whom they share it. Giardo is unhappy with the PCs if they renege on their deal and tries to steal the information. Malthos or Zeech’s agents thank the PCs for their assistance if they are successful.

PREPARATION FOR PLAY

Determine whether any PCs are members of the following meta-organizations:

- Brotherhood of the Sundered Axe (members receive *Player Handout 1* during *Encounter One*)
- Citizens of Redhand (members receive *Player Handout 2* during *Encounter One*)
- Defenders of Morannon (members receive *Player Handout 3* during *Encounter One*)
- Hellstone Tower (members receive *Player Handout 4* during *Encounter One*)

- Banned in Redhand, Branded Criminal: These PCs are offered a chance to atone for their misdeeds during *Encounter Three*.
- Find out if anyone is Wanted by the Church of Iuz and, if so, whether they are in disguise (they may NOT take 20 on Disguise checks, although they may take 10). If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous “hmmmm” noise, and roll a few d20s behind a screen. Cackle evilly for effect.

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

Caravan escort is rarely a lucrative or thrilling enterprise, and your last job was no exception. You drove off the only bandits who attacked along the road, and you arrived in Balmund ahead of schedule.

Balmund, which is only slightly larger than Groucester, is crawling with servants of the Old One. You passed two temples dedicated to Old Wicked on your way to the merchant quarter, and rumor has it there are two more on the other side of town! This does not seem like an ideal spot to rest after your recent travels. Still, it is always nice to feel the weight of coin in your purse, especially when the caravan master, a respectable businessman by the name of Talbot Trent, offers to buy the first round!

Talbot leads the party to the Split Skull, a tavern and inn not far from the warehouse district (it used to be called the Broken Cudgel, but upon arrival, the Iuzian forces disagreed with the word “cudgel” being a part of any establishment within their realm and “suggested” that the owner choose a new name). Allow the PCs to describe themselves; they should know something of each other,

since they just spent a week guarding a caravan bound for Balmund.

1: THREE'S A CROWD

You are well into enjoying the second round when the tavern door opens. For a moment, the setting sun backlights the new arrivals, making it hard to see more than their size. Three male orcs enter and take seats near the back, waving at the barmaid as they go. They seem bleary-eyed as they sit in silence, which is broken only when the largest of the three begins to snore.

Mumbling something about getting his teamsters bedded down, Talbot downs his ale and heads for the door.

A DC 15 Spot check reveals that all three orcs wear matching (though soiled and rumpled) tabards: red with the grey-and-white symbol of a skull impaled by a dagger. These are three of the guards assigned to Jaleena's temple of Iuz; they have stopped here to eat breakfast prior to their nightly shift. The tabard can be identified with a DC 15 Knowledge (local: Iuz's Border States) check.

Distracted, you almost fail to notice when a man approaches your table, hesitating for a moment to remove a pair of spectacles and tuck them carefully into his sleeve before speaking.

"Pardon me. I could not help but overhear that you have some experience as caravan guards. I may have need of your services. If you are interested, please follow me upstairs, where we may speak privately."

The man walks halfway up the stairs and pauses, clearly waiting to see if you will follow.

Eldaren: This man is Malthos' apprentice, but he does not tell the PCs this unless he is under magical compulsion. He is bookish and dull, plus he does not stand out in a crowd. His features are plain, save for a few scars (which actually help him fit into the Bandit Kingdoms) and a stylized dragon tattoo on his right arm. He is not very talkative and prefers brief conversation that is to the point rather than long, drawn-out soliloquies.

Eldaren: Male human Wiz4; see *Appendix 1*.

If the PCs are not interested in Eldaren's offer, he does not approach them again. The PCs spend an uneventful evening in the tavern until they choose to retire to their rooms. Any members of the appropriate meta-organizations (as listed in *Preparation for Play*) wake to

find that sealed messages have been slipped under the doors of their rooms (*Player Handouts 1-3*), while members of Hellstone Tower receive theirs (*Player Handout 4*) via a *sending* from Khazibuhl Janduhar, the dwarven archmage left in charge of Hellstone Tower by Turoush after Cranzer's recent return forced his departure. It is then be up to the players to seek further contact with Eldaren; he is fairly difficult to locate, requiring a DC 20 Gather Information check.

If the PCs follow Eldaren, read the following:

The small bed chamber is quite cramped with all of you inside, so the man wastes no time coming to the point.

"I am charged with holding a valuable shipment for a customer who will come to take possession of it within the week. I need competent guards to secure its location until his arrival. I am willing to pay you each a fair price for every sunrise you see while protecting this cargo. If you are interested, you may start tomorrow."

- Payment (25 gp per APL per sunrise, of which there will be two) is to be delivered upon receipt of the goods. Eldaren does not discuss further particulars until the PCs accept his offer.
- His initial attitude is Indifferent, but Diplomacy checks to adjust his attitude suffer a -5 penalty because he is very overprotective of his cargo.
- If his attitude is improved to Friendly, he confides that his "customer" is a mage and that the cargo is valuable to his research. Alternately, a DC 20 Sense Motive check gives the PC a "hunch" that Eldaren is closer to his "customer" than he mean to let on.
- If his attitude is improved to Helpful, he explains (very quietly) that the cargo consists of one pound of green starmetal and that the party should be very careful with it and tell no one of it. He also warns them not to get any ideas about absconding with the starmetal, as his "customer" will likely hunt them down if they do. Magical compulsions can make him reveal this information as well.
- If his attitude is reduced to Unfriendly or Hostile, he has second thoughts and retracts his offer. He does NOT attack the party under any circumstance. If attacked, he flees. He can still be pressured into allowing the PCs to work for him however. If he is Unfriendly, the PCs might be able to come up with a good lie to convince him with a DC 14 Bluff check (he takes 10 on a Sense Motive check, plus a +5 bonus since this is a little hard to believe), or they might "convince" him with a DC 13 Intimidate check. The DCs are increased by 5 if he is Hostile.

- The shipment is not due to arrive in Balmund until tomorrow.
- The shipment will be stored in a warehouse in the merchant quarter. This is the location the party must guard.
- He knows of no one who intends to steal the cargo; he simply wants to take no chances.

Development: If the PCs accept Eldaren's offer, they spend an uneventful evening wherever they choose to stay. As they start out for the warehouse the next morning, any appropriate PCs receive *Player Handouts 1-4* (according to the list in *Preparation for Play*).

2: HEAR NO EVIL

Eldaren leads you into the merchant quarter, a warren of warehouses near the river. He stops at the door to a wooden structure and fits a large iron key into the lock.

Give the PCs *Player Handout 5*, the warehouse map. The warehouse portion of the building is 40 feet wide by 60 feet long, 25 feet tall with a flat roof. The only exterior entrance is a pair of double doors, and there are no windows, although there is a skylight. The side opposite the door features a storage loft 15 feet above the floor, accessed by a ladder attached at one end. Various boxes, barrels and bags are stored here; Eldaren does not make it clear to the PCs that one box is much more valuable than the others. He gives the large iron key to the PCs and departs, not returning until the morning of day three.

A DC 20 Search check reveals a Tiny-sized steel chest hidden within one of the crates; this chest contains the starmetal. The chest is warded by an *arcane lock* and a *fire trap*.

Warehouse Walls: 6 in. thick; hardness 5; hp 60; AC 1; Break DC 20.

Warehouse Door: 2 in. thick; hardness 5; hp 20; AC 4; Break DC 25; Open Lock DC 25.

Tiny Steel Chest: 1/5 in. thick; hardness 10; hp 6; AC 7; Break DC 36; Open Lock DC 30.

All APLs (EL 5)

Fire Trap Spell: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 10th-level wizard, 1d4+10 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

The regular door opens into the office portion of the building, which is 10 feet tall with a flat roof. It is comprised of a hallway, an office with a desk and bookcase, and another chamber where guards or visitors

may wait. Another regular door allows entry to the warehouse from the hallway.

Exterior Office Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock DC 25.

Interior Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

Let the PCs have up to 15 minutes to plan any special defenses for the warehouse. Note that Eldaren is not willing to take on any expenses incurred in the defense of the warehouse.

The following encounter takes place late in the afternoon of day one. Be sure to alter the following text if PC precautions and defenses make it necessary.

PCs keeping watch outside note the approach of two men: one is short, stout and slightly hunched, while the other is tall and lanky, with shoulder-length stringy hair.

You hear a muffled giggle just before someone knocks sharply on the door to the office area. Then a nasal voice commands: "Open up! City tax collectors!"

The tax collectors know someone is inside and they make veiled threats if the PCs do not open the door. If the PCs do not concede, they return with three orcs and an Iuzian templar (see *Appendix 1*) to add force to their threat. If the PCs open the door, read:

Opening the door reveals two men. The one on the left, a squat little blonde-haired man with a slight hunch, scratches at the stubble on his chin as one of his eyes meets yours; the other eye seems to watch his partner, a tall and lanky fellow with a large hooked nose and thin moustache, a combination that makes him seem almost rat-like. He stares at you coldly with both eyes, all the while flipping an electrum piece with his left hand. Both wear tabards of faded red marked with the skull-and-dagger symbol.

The taller man says, "Hail Iuz! Who's in charge here? We are the city tax collectors. We have to inspect your merchandise and collect the proper levy based on its value."

His partner nods, giggles, and says "Hail Iuz!" The tall man's cold stare shifts to him for the merest moment, then back to you.

Cazkin and Luthar: The "tax-collectors" are loathsome servants of Jaleena, the priestess of Iuz. They have no papers to prove their claims (if the PCs ask). They depend on Luthar's +9 Bluff modifier to carry out their scam. They have no idea what the PCs are guarding, but they know it must be valuable (otherwise, why so many expensive guards?). They ask to open boxes and inspect

their contents. Failing that, they ask for a detailed description of the contents. They then attempt to fleece the PCs by levying taxes based upon the value of the cargo. There is no minimum amount they accept; they simply try to squeeze as much out of the PCs as they can. If the PCs do not offer a bribe, they demand an exorbitant sum, expecting the PCs to haggle. They report whatever information they glean to Jaleena, but they fail to mention any gold collected.

- Cazkin is the squat one with the lazy eye; he has surprisingly keen ears. He giggles to himself incessantly
- Luthar is the tall one with the ratty appearance. He flips a lucky electrum piece while he is thinking. Having the better gift of gab, he does most of the talking.
- Their starting attitude is Unfriendly.
- If their attitude is improved to Indifferent, they offer to accept a bribe equal to half of the agreed-upon "tax."
- If their attitude is improved to Friendly, they offer to accept a bribe equal to one quarter of the agreed-upon "tax."
- If their attitude is improved to Helpful, they say they were just joking around about the tax and leave after a bit of idle chit-chat.
- If their attitude is reduced to Hostile, they demand ridiculous sums of money and later claim (falsely) to Jaleena that the PCs are enemies of the Empire of Iuz hiding a weapons shipment for rebels. They do likewise if they are attacked and the PCs do not prevent them from fleeing. The following day, before Raynar arrives, an Iuzian templar (see *Appendix 1*) approaches the building with three orcs (see *Monster Manual*) and attempts to place the PCs under arrest. If the PCs do not flee or defeat the templar, they are imprisoned for 12 TUs and the adventure is over.

Cazkin: Male human Com2 (Listen +8).

Luthar: Male human Exp3 (Appraise +10, Bluff +9, Intimidate +9, Sense Motive +8).

Tactics: These men have no intention of fighting and flee if combat begins.

Treasure: The PCs can abscond with the starmetal if they locate it. Of course, Malthos is not too happy about this and they earn his enmity if they do.

All APLs: Loot: 416 gp.

Development: If the PCs show the valuable portion of the shipment to Cazkin and Luthar, they do not

recognize it for what it is, but they do report what they see to Jaleena. She asks them to keep watch on the warehouse, possibly causing complications for the PCs later (see *Encounter 3*).

If the PCs steal the starmetal and run off, the adventure is over.

3: SEE NO EVIL

The rest of day one and the night pass without incident. At mid-morning of day two, the following encounter occurs. Be sure to alter the following text if PC precautions and defenses make it necessary.

PCs keeping watch outside must succeed at a Spot and Listen checks opposed by Raynar's and Flugg's Hide and Move Silently checks to notice the approach of Raynar and Flugg, as they are hidden by Raynar's *invisibility* spells. Flugg's noisy footfalls are likely to aurally alert those standing watch, but chances are reduced if the PCs are inside. The PCs suffer a -1 penalty to Spot and Listen checks for each 10 feet of distance between them and the pair of attackers. Plus, any PCs inside cannot roll Spot checks and suffer an additional -10 penalty to Listen checks for each intervening wall.

If any PC detects Raynar's and Flugg's approach, read the following:

Someone has attempted to approach the office door by stealth. You hear a gentle rattle as they check to see that the door is locked, and then a deep voice quietly asks, "Flugg smash?"

"No, no," comes the whispered reply, followed by quiet words of incantation.

Any PC who hears spellcasting (DC 0 plus any modifiers for distance or walls) and beats the Listen DC by 10 can make a DC 17 Spellcraft check to recognize a *knock* spell being cast.

The door opens, but you can see no one. Then the door suddenly swings wider, as if to admit something large.

The two sneak around the office area and then proceed to the warehouse, moving until Raynar sees any of the PCs. At that time, he immediately whispers for Flugg to hold (DC 15 Listen check to hear, DC 25 to understand, modify for distance). They are seeking Malthos or Eldaren, and he knows that none of the PCs fit the descriptions he was given.

If the PCs allow Raynar to talk, use the following points:

- He begins by asking to meet with Malthos, as though he is expected.
- If the PCs tell him that Malthos is not at the warehouse (or that they do not know Malthos), Raynar states that he and his associate are in the employ of His Highness, Prince Zeech (but no other details).
- He accuses PCs of being involved in smuggling, since they are guarding contraband for a condemned criminal, one Malthos Pe'handru.
- If the PCs agree to help him capture Malthos and his accomplice/apprentice Eldaren, he is willing to forget their part in the crime.
- Some PCs may find it interesting that Raynar does not seem the least bit interested in finding or securing the contraband. If they ask, Raynar says he has no interest in it and that the PCs may keep it if they help him.

When the *invisibility* spell ends (consult stat blocks for caster level to determine duration), the PCs see that they are dealing with a man in blue robes and his large half-ogre bodyguard. However, Raynar does not talk all day long, and combat likely occurs before this happens unless the PCs have made an agreement with him.

Raynar and Flugg: Raynar and Flugg have very different specialties. Consequently, they fill very different roles in Zeech's secret police. Raynar is an accomplished illusionist who is adept in the art of infiltration while Flugg is simply a brute. They make an excellent team.

Raynar is pensive and reserved. He is always calculating and rarely speaks his thoughts unless he has something important to say. His mind is always awash with tactical plans and devilish schemes. Flugg's mind on the other hand is quite empty except for a few choice words: namely "smash," "crush," and "smush." He is quite protective of Raynar, whom he sees as something of a father figure. Raynar, for his part, knows how important Flugg's protection is, and he nurtures this relationship with positive reinforcement.

APL 2 (EL 4)

Raynar: Male human Wiz3; hp 13; Hide +1, Move Silently +1; see *Appendix 1*.

Flugg: Male half-ogre War1; hp 10; Hide -8, Move Silently -8; see *Appendix 1*.

APL 4 (EL 6)

Raynar: Male human Wiz5; hp 21; Hide +2, Move Silently +2; see *Appendix 1*.

Flugg: Male half-ogre War3; hp 24; Hide -10, Move Silently -10; see *Appendix 1*.

APL 6 (EL 8)

Raynar: Male human Wiz7; hp 29; Hide +2, Move Silently +2; see *Appendix 1*.

Flugg: Male half-ogre War5; hp 38; Hide -9, Move Silently -9; see *Appendix 1*.

Tactics: Flugg fights to the death to defend Raynar, unless Raynar orders him to break off. Raynar is a canny opponent who uses his illusions and other spells to hamper his opponents while Flugg beats them down. If injured and in danger of being killed, Raynar flees and leaves Flugg as a rear guard.

Treasure: If the PCs defeat Raynar and Flugg in combat, they may loot them.

APL 2: (Raynar) Loot: 28 gp; Magic: 370 gp – *scroll of antimagic field* (137 gp), spellbook I (233 gp); (Flugg) Loot: 30 gp.

APL 4: (Raynar) Loot: 28 gp; Magic: 603 gp – *cloak of resistance* +1 (83 gp), *scroll of antimagic field* (137 gp), *scroll of greater invisibility* (58 gp), spellbook II (325 gp); (Flugg) Loot: 130 gp.

APL 6: (Raynar) Loot: 28 gp; Magic: 950 gp – *cloak of resistance* +1 (83 gp), *scroll of antimagic field* (137 gp), *scroll of greater invisibility* (58 gp), *scroll of scorching ray* (12 gp), *scroll of wall of stone* (93 gp), *scroll of web* (12 gp), *wand of invisibility* (13 charges; 97 gp), spellbook III (458 gp); (Flugg) Loot: 30 gp; Magic 195 gp – +1 *half plate* (195 gp).

Development: If the PCs agree to help Raynar and Flugg, they explain their plan to the PCs. They intend to capture Malthos using a *scroll of antimagic shield* Raynar carries. When Malthos arrives, Raynar intends to get within 10 feet of him and use his *scroll of antimagic field* in a surprise round while Flugg moves to threaten. In following rounds, they beat Malthos to unconsciousness, as Raynar readies actions to follow Malthos wherever he goes to ensure he is continually within the area of *antimagic field* and thus, unable to escape magically.

If the PCs are being watched by Cazkin and Luthar because they foolishly showed them the starmetal, the two miscreants report any battle with Raynar to Jaleena. Jaleena decides there is more to this than meets the eye, and sends an Iuzian templar (see *Appendix 1*) with three orcs to seize the cargo (possibly ending the adventure for the PCs or forcing them to fight). If the PCs succeed in making the initially Hostile templar Indifferent, he agrees to accept a bribe equal to half the amount of the starmetal (a princely sum of 2,500 gp!). If they can improve his attitude to Friendly, he accepts a bribe equal to one fifth its value (1,000 gp). If they can improve his attitude to Helpful, he offers to help them capture their

important employer instead. He waits with the orcs until Malthos arrives the next day and then jumps him, likely forcing him to use *dimension door* to escape (unless the PCs manage to use Raynar's *scroll of antimagic field* first) although he tries to get to his cargo first. The templar is satisfied if the PCs help him capture Eldaren, however he does not allow the PCs to keep any of Malthos' or Eldaren's gear.

4: SPEAK NO EVIL

Day two ends without further action. That night is peaceful. Be sure to alter the following text if PC precautions and defenses make it necessary.

In the early morning, PCs keeping watch outside notice the approach of a hooded figure. As he comes closer, they recognize him as Eldaren. He walks to the office door, looks around cautiously, then knocks.

A gentle knock signals the arrival of your employer. "I have news that my customer is near. It is my hope that he will come for his shipment today."

If Raynar and Flugg are present, they prepare themselves with *invisibility* spells at this time and remain hidden under the warehouse loft, hoping to capture both Malthos and Eldaren.

At midday, PCs keeping watch outside notice the approach of an elderly human male. He walks with the help of a staff, leaning heavily on it as he makes his painful way along the street. He passes the warehouse and then seems to stop in confusion. Finally, he turns back, crosses the street, and approaches the door to the office area.

You almost miss hearing the knock because it is so soft and timid. After allowing you to ready yourselves, Eldaren moves to open the door. He reveals an old man, hooded and clutching a gnarled wooden staff for support.

Eldaren gives an exasperated sigh and says, "May I help you, sir? Have you business with our establishment?"

The cowed head lifts slightly, and the old man clears his throat before answering. "Is this the office of the Darenel family? If so I most certainly do have business here."

The visitor is Malthos, in disguise and under the effect of his *hat of disguise*. Success on a DC 16 Spot check (Malthos takes 10 and is disguised as two age categories older giving him a -4 penalty) reveals that he is disguised, but unless a particular PC has met Malthos in his true form before (unlikely), they do not recognize him.

Eldaren recognizes his master, but he does not end the ruse until told to do so by Malthos. His conversation gives Malthos time to make a Spot check (+2 modifier) to find hidden enemies, as well as a Sense Motive check (+2 modifier) against any PCs he can see.

If the PCs made a deal with Raynar and any of them speak to Malthos, his Sense Motive check is opposed by their Bluff check. Otherwise, if Malthos succeeds on a DC 20 Sense Motive check, he gets a hunch something is amiss and tries to escape. He ends the conversation by claiming that he has come to the wrong warehouse. He tries to maintain the disguise and walk away; if threatened, he casts silent *dimension door* to achieve a safe distance and flees, vowing vengeance against the PCs (they earn his enmity).

If Malthos' suspicions are not aroused, he enters the door and drops his disguise, immediately asking Eldaren to show him his shipment. Malthos examines the chest for signs of tinkering, and then opens it using a magical command word to disarm the trap. He examines the starmetal to make sure it is real (this gives him a Will save against any illusions that might be over it). See *Development* below for the consequences of missing starmetal.

If Raynar and Flugg are present, they remain hidden until everyone has entered the warehouse. Then they attack, striking to subdue until they are fairly certain that their targets will not die in the combat. Their primary target is Malthos; capturing Eldaren is of secondary importance.

If the Iuzian templar and orcs are present, they attack as soon as Malthos enters the room (being chaotic as they are).

Malthos: Malthos Pe'handru is a shrewd fellow. He has not survived this long in the Bandit Kingdoms without a good bit of moxie and a healthy paranoia. Being this close to the border of Redhand, he is very suspicious of anything that seems out of place. Before he enters a room, he usually makes a Spot check to look around first and always spends a minute observing anyone he is meeting for the first time (such as a PC) to make a Sense Motive check and see if there is anything suspicious about that person. He is more trusting of those who have shared helpful relations with him in the past, but these are few and far between so he is fairly cautious. He always keeps a silent *dimension door* prepared for a quick escape if necessary.

Malthos Pe'handru: Male human Wiz5/Green Star Adept1/Mage of the Arcane Order4; hp 58; see *Appendix 1*.

Eldaren: Male human Wiz4; see *Appendix 1*.

Tactics: Combat is only likely if the PCs work with Raynar and Flugg or the Iuzian templar to capture Malthos. After Malthos enters the warehouse, Raynar moves into position. This is the only chance Malthos has to notice the intruders. He makes a Listen check (+2 modifier) opposed by Raynar's Move Silently check (depends on APL). If he fails, Raynar and Flugg get a surprise action against him. If he succeeds, roll initiative and begin a normal round. If Malthos goes before Raynar, he casts *dimension door* to achieve a safe distance and flees. Eldaren also tries to flee but fights if forced.

If Raynar takes Malthos by surprise or beats his initiative, he casts *antimagic field* from his scroll. Remember to make a caster level check (DC 12) since there is the possibility he might fail. If he succeeds, the battle is likely over before it begins as Flugg moves to subdue the magically-void Malthos. Raynar readies actions to follow Malthos, preventing him from escaping and Flugg uses any attacks of opportunity against Malthos to attempt to trip him. Additionally, Raynar expects the PCs to aid him in this endeavor, mostly by keeping Eldaren busy.

If the Iuzian templar and orcs are present, roll Spot checks for Malthos and Eldaren (+2 and +4 respectively) against the Hide checks of the Iuzian templar and orcs (-4 and -1 respectively). If they are not seen, they get a surprise action. They strike to kill.

Treasure: Raynar expects to take Malthos, Eldaren, and all of their gear into custody and becomes Hostile if the PCs try to take it. However, he allows the PCs to keep Malthos' cargo, which he explains is probably quite valuable (see *Encounter 3*). The Iuzian templar reacts similarly to attempts to claim Malthos' or Eldaren's gear.

The PCs get paid by Malthos if his starmetal is safe.

APL 2: Coin: 50 gp.

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

If Malthos is captured, Raynar is very pleased. He tells PCs:

"You have done a fine job assisting me in this matter. His Highness will be most pleased. Perhaps you would be interested in providing assistance with another matter before you go on your way."

If Malthos escapes, Raynar is very angry. He tells PCs:

"It was your incompetence that allowed his escape. I am not at all sure you did not aid him in his cause. His Highness will be most displeased."

He paces the warehouse floor as his half-ogre bodyguard glares at you with eyes full of menace.

"I will give you one more chance to redeem yourselves. If you accomplish the task I give you, I will be kind to you when it is time for my report."

If Malthos or Eldaren is captured by the Iuzian templar, he is satisfied. He allows the PCs to keep Malthos' cargo as a reward and the adventure is over. If neither is captured, he is angry and insists on taking the cargo. If the PCs refuse, he and any remaining orcs attack, taking any PCs who survive the battle prisoner (and taking those who do not survive to Jaleena to be raised as undead, though a PC's body may be retrieved by virtue of his WCI score). Captured PCs earn *Whip Scars* and lose 12 TUs to imprisonment; they also lose their equipment and must use the Charity of Friends clause (see the *Living Greyhawk Campaign Sourcingbook*) to re-equip themselves.

If neither Zeech's agents nor the Iuzian templar are present, Eldaren helps Malthos move a single chest from the warehouse to the office. They ask PCs to wait while they inspect the merchandise privately. Shortly thereafter, they ask PCs to join them.

The old man smiles as you enter the office. The crate, closed once again, sits on the desk.

"I thank you for guarding my shipment so well. Forgive me if I am wrong, but I cannot help but think your talents are wasted on such a task. I have a better offer, if you have the time and inclination."

If PCs show interest in undertaking a task for either Raynar or Malthos, read the following (no matter which one makes the offer):

"There are four temples to the Old One in Balmund, each controlled by a powerful priest or priestess. They have fallen into the habit of competing with one another for their dread lord's favor, which makes them very dangerous to the rest of Oerth. The dominant power, for now, is the sect headed by Jaleena the Merciless. Her temple is the largest – the one that fronts on the town square."

I would be most interested to take a look at her plans for Balmund and Redhand. I propose that you pay a clandestine visit to her office and bring out any documents of interest you may find there. Some powerful friends of mine would, no doubt, be grateful for such a service."

If the PCs have questions, their prospective employer knows the following:

- The most powerful sect is Jaleena's (CE female human Clr11 of Iuz); the uniform worn by her followers is a red tabard emblazoned with the symbol of a skull impaled by a dagger. Their temple fronts the town square.
- Jaleena's greatest rival is the order which follows the warrior-priest Hazakar Kogo (CE male half-orc Clr6/Ftr5 of Iuz); the tabard favored by his followers is black, featuring a screaming silver skull with bejeweled blue eyes. Their temple (fortress) is near the city wall on the west side of town.
- The followers of Xerenal (CE male tiefling Clr9) are purist priests; they wear traditional robes of deepest black with scarlet tassels and the all-too-familiar skull on the left breast. Their temple, the oldest in town, is nearest the river.
- The smallest order, depleted when many of their number were recently sent to die at the Battle of Marsakeer (see *BDK16-02 Of Weapons, War, and Woe*), is the one that follows Norvin Blackteeth (CN male human Clr5/Rog5 of Iuz). Their robes are grey, and their symbol is that of a silver skull with a black chain passing in through one eye socket and back out its open mouth. Their temple sits behind a screen of tangled briars and brush. No one but those who worship there knows what goes on within those walls.
- Jaleena's temple will, no doubt, be guarded. She does not trust the other priests of the Old One, much less the citizens of Balmund.
- Her office is not on the ground level.

If the PCs accept the offer, proceed to *Encounter 5*. If they decline, go to *Conclusion*.

Development: If the PCs sided with Malthos but stole the starmetal, Malthos calls them thieves if he discovers it is missing and orders them to hand it over, attacking them if they refuse. In any event, Malthos eventually discovers any deception, and the PCs gain his enmity for stealing the starmetal whether they successfully swindle him or not.

5: A PIECE OF THE ACTION

While the PCs are on their way to the Temple, they are intercepted by a spy sent by Schzenk Valurya. He knows of their plan and intends to offer the PCs a bit of assistance if they do him a favor as well. Read or paraphrase the following:

As you approach the temple from the narrow streets behind it, a man appears, walking toward you along

the same street. He glances all around, as if to make sure he is not watched. He approaches you, calling out in a low voice:

"Pardon, good folks. Name's Castrick. The ol' gentleman said fer me to offer you a ride in my wagon when yer job is done. It's a nice rig, lotsa room and a heavy cover, too. All's I'm askin' is one quick look at whatever ya find that's worth readin', if ya git my meanin'."

He smiles, showing stained teeth, as he awaits your answer.

Giardo: The man who calls himself Castrick is actually a talented spy named Giardo. He is in the employ of Schzenk Valurya. He is not evil, but he certainly has no qualms about serving his evil master, as long as his master pays the most.

Giardo is medium height, medium build, and of mixed human and elf descent. The most telling feature about his appearance is his green eyes, but even those are unremarkable for anyone of elf blood. He has no tattoos or visible scars and is either friendly and loquacious or quiet and reserved as the situation requires. He has two cover identities. One is a human tanner named Landon in Alhaster, the other is a human teamster in Balmund named Castrick (the identity he uses when approaching the PCs). It requires a DC 31 Spot check to penetrate his disguise (he takes 10 on his Disguise check).

Giardo's backup is a pair of halfling thieves named Tillyard and Tish, locals who were willing to sell out to Schzenk for a profitable return. They accompany him wherever he goes, following in the shadows and always ready to aid should disaster strike. The PCs might notice them with a Spot check opposed by their Hide checks (they take 10). They typically stay 20 feet back imposing a -2 penalty on any such check. Giardo does not know Malthos. He was lucky enough to overhear his arrangement with the PCs while snooping for information at the warehouse. If the PCs agree to his terms Giardo smuggles them safely back to the warehouse in his wagon after they escape Jaleena's temple.

If the PCs refuse, Giardo and his allies withdraw, waiting for the PCs to exit the temple with the information from Jaleena's office. They then attempt to take it by force or subterfuge (see *Encounter 7*).

If the PCs attack, Giardo's allies move in to assist.

All APLs (EL 10)

Giardo: Male half-elf Rog5/Spymaster4; hp 47; Bluff +20; see *Appendix 1*.

Tillyard and Tish: Male and female halfling Rog5; hp 27 each; Hide +18; see *Appendix 1*.

Tactics: The halflings try to fight as a team, using their flank abilities to best advantage. If the fight occurs after the PCs have the documents, their priority is to steal the documents (via Sleight of Hand) and flee to meet up with Giardo later. Unless the PCs have stored the documents in an extra dimensional space, the halflings figure out who is keeping them and where by shadowing the PCs and closely observing them.

Treasure: The PCs can loot Giardo and the halflings if they defeat them in combat. However they have a short time to do so if such a fight occurs in public, as Iuzian guards (use the stats for the Iuzian Templar) show up in 1d4+1 minutes to take the brigands into “custody.”

All APLs: (Giardo) Magic: 993 gp – +1 studded leather (97 gp), +1 buckler (97 gp), +1 short sword (192 gp), cloak of resistance +1 (83 gp), wand of cat's grace (20 charges; 150 gp), wand of glibness (10 charges; 262 gp), wand of invisibility (15 charges; 112 gp); (Tillyard and Tish) Loot: 357 gp; Magic: 149 gp – potion of displacement (62 gp), potion of heroism (62 gp), potion of invisibility (25 gp).

Development: Giardo does not reveal his affiliations to the PCs unless he is ordered to do so while under magical compulsion. If caught in a Bluff the halflings do not know who Giardo works for or even his real name. They only know he pays them well to steal secrets from the Iuzians and perform other shady tasks.

6: ONE IF BY DAY, TWO IF BY NIGHT

Consult the *DM Map* for a diagram of the temple complex. Please adjust the following text for the time of day (or night) the PCs choose to attempt this encounter:

Approaching the temple from the narrow back streets, you see no obvious entrances other than the large iron door in front. This unholy house of worship is a large square building fashioned of finely-crafted dark stone, with each side featuring a wide portico framed by columns carved to resemble fiends holding skulls. Topping the peaked roof is a huge stone skull, its mouth open to reveal a bell and its eyes illuminated by ever-burning flames.

Front Door (Iron): 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 30 (night only).

Masonry Walls: 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35.

The PCs may use the portico (porch) to approach the front doors unseen. If they intend to Hide and Move Silently, have them make two checks each. (Do this to keep up the suspense; regardless of what time they attempt entry, there is no one who cares to investigate.)

The front doors are neither locked nor warded during the day. They are kept locked at night.

The massive double doors lead into a wide foyer which is open to the bell tower above. Ahead, open double doors reveal the dim interior of the temple proper. Four braziers burn in the center of the temple and an altar sits on the far edge, adorned with the unholy accoutrements of a worship place for a god of pain. To either side, stone staircases curve down into shadow.

If the PCs enter by day, the foyer is occupied by the Iuzian templar who tend the altar and the temple is empty. If they enter by night, this room is empty, although noisy PCs might alert the orc guards on the floor below. Read the following if the PCs enter by day:

Two priests of Iuz dressed in the unholy garments of Jaleena's faction attend the altar in this room. They are clad in full plate armor and sport finely-crafted greatswords sheathed on their backs. They turn as you enter and take quick stock of you, "Come to make a donation?" they ask, "Or would you prefer to join the ranks of the Old One's armies," they say with a sneer.

Iuzian Templar: These two templar stand guard over the altar during the day and collect “donations” from those who enter; most stay away. Visiting worshippers of Iuz are treated with respect befitting their donations. No donation means no respect.

The templar expect a hefty donation to the church: 50 gp x APL or 25 gp x APL if the PCs succeed on a DC 25 Diplomacy check. The locals are experienced enough to know never to enter the temple without a considerable donation, as those who do so without are usually “conscripted” into Jaleena's zombie army. Consequently, only the (few) wealthy visit and only when they desperately need a favor from the church.

If the PCs pay the expected donation, they may ask to purchase spells from either Jaleena or the templar. They can cast any spells they have prepared. Jaleena charges 110 gp x spell level and the templar charge 20 gp x spell level. Purchasing spells might be a good way for the PCs to find out where Jaleena's office is located.

All APLs (EL 12) (daytime only)

Jaleena the Merciless: Female human Clr11; hp 80; see *Appendix 1*.

Iuzian Templar (2): Male human Ftr5/Pious Templar2; hp 60; see *Appendix 1*.

Tactics: If the PCs are brandishing weapons when they enter or they attack, the templar call out a warning to Jaleena, whose office is behind the centermost door in the floor below. She arrives in 1d4+1 rounds. The Iuzians are Hostile to invaders and show them no mercy (-10 to Diplomacy checks).

Treasure: If, by some amazing stroke of luck, the PCs manage to defeat Jaleena and the templar in battle, they may loot them.

All APLs: (Jaleena) Loot: 29 gp; Magic: 2,477 gp – +1 full plate (220 gp), +1 heavy steel shield (97 gp), ring of protection +1 (166 gp), periapt of Wisdom +2 (333 gp), cloak of resistance +3 (750 gp), wand of cure serious wounds (20 charges; 375 gp), helm of comprehend languages and read magic (433 gp), elixir of fire breath (91 gp), scroll of sound burst (12 gp); (Iuzian Templar) Loot: (58 gp); Magic: 1,310 gp – +1 full plate (2 @ 220 gp each), +1 greatsword (2 @ 195 gp each), oil of corrupt weapon (2 @ 8 gp each), potion of blur (2 @ 25 gp each), potion of cure light wounds (4 @ 4 gp each), potion of cure serious wounds (2 @ 62 gp each), potion of heroism (2 @ 62 gp each), potion of shield of faith +5 (2 @ 75 gp each).

Read the following once the PCs enter the temple on the lower level (this assumes they approach at night; if daytime, do not mention the guards):

As you descend to the chamber below, you see that both staircases lead to the same place. This room mirrors the foyer above, both in form and function. One of the long walls features a font for unholy water, while the one opposite frames three closed doors.

Of more immediate concern are the guards, who seem to know that you are not here on a religious pilgrimage.

The doors on the right and left lead to identical small chambers which store the ceremonial robes for the priests and acolytes of the temple. All of the robes feature the now familiar skull and dagger emblem.

The door in the center is locked. The PCs can either pick the lock or break the door down. Or they may come up with another means of entry.

Office Door: 1-1/2 in. thick; hardness 5; hp 15; AC 5; Break DC 18; Open Lock DC 25.

Orc Sentries: If the PCs enter by night, there are six orc sentries here, playing dice by the unholy font. They attempt to sound the alarm if they notice anyone break into the temple, but they loathe to do this for two reasons. First, they are lazy and know that sounding the alarm means they have to stay late on their shift, explaining the details to Jaleena. Second, they get in trouble if they raise a false alarm. Consequently, they do so only when faced with an obvious threat. If the alarm is sounded, the Iuzian templar arrive in 1d4+1 minutes and Jaleena arrives in 1d6+3 minutes. This may still leave the PCs enough time to get the job done, although they have to be quick about it.

All APLs (EL 2) (nighttime only)

Orc Sentries (6): Male orc War1; see *Monster Manual* page 203

Tactics: If attacked, five orcs move to engage, while the sixth bolts for the opposite staircase, intending to reach a bell pull in the bell tower above to sound the alarm.

Treasure: If the PCs manage to take the orcs out without raising an alarm, they have time to loot the orcs.

All APLs: Loot: 45 gp.

Trap: Jaleena's office is warded by a magical trap with an onset delay of two rounds. This gives Jaleena enough time to trip the bypass after entering. The bypass for the trap is located underneath Jaleena's desk and can be located with a DC 25 Search check. The trap goes off if any character enters the room without tripping the bypass. If a PC locates the trap and beats the Search check DC by 5 or more, he realizes that the means to bypass the trap is located somewhere within the room.

A canny character might be able to figure out the location of the bypass by following Jaleena during the day and watching her very closely. However, Jaleena always closes the door to her office before tripping the bypass and there are no windows in the room. Such a character would probably need to be invisible or watching the room with some sort of divination spell to accomplish this task.

APL 2 (EL 3)

Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; switch bypass (Search DC 25); spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 4 (EL 5)

Fireball Trap: CR 5; magic device; proximity trigger (alarm); automatic reset; switch bypass (Search DC 25); spell effect (*fireball*, 7th-level wizard, 7d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 7)

Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; switch bypass (Search DC 25); spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.

The papers on top Jaleena's desk are destroyed if the trap detonates, but PCs may still be able to salvage her journal, which is tucked away in the bottom right hand drawer. This book details her plans for wresting control of the region from her fellow priests, as well as the tasks she intends to assign to Prince Zeech.

If the PCs manage to disarm the trap, they can recover the papers on her desk. These include maps detailing troop dispositions in Redhand and letters from spies Jaleena has planted in Balmund, Trallant, and Alhaster.

Development: Stealth or deception is a viable method to retrieve Jaleena's notes. Sneaky PCs might be able to enter the temple without detection, learn how to disable Jaleena's trap, and then sneak in whenever she is out. Alternately, PCs using spells like *glibness* and a very good Disguise check might even be able to convince Jaleena that they are an important individual who should be allowed access to her notes (due to the suspicious circumstances, she gets a +10 bonus to such an opposed Sense Motive check, +20 if she sees through a disguise). It is unlikely such endeavors will be successful, but if the PCs manage to pull them off, you do not need to punish them for seeking creative solutions to the problem.

Please note that if the PCs decide to scout out the temple during the day, the Iuzian priests do not automatically attack. Allow them to roleplay their way out of the situation as long as they show proper deference and offer a suitable donation.

7: PARTY CRASHERS

This encounter should occur at some point during the PCs' raid on the Iuzian temple, provided they strike at night. It should be at a fairly dramatic moment, preferably before they actually make it to Jaleena's office. Hazakar Kogo has sent Gobranda the witchknife and a pair of orc thugs to steal information from Jaleena at the same time as the PCs.

As you move about the temple, you find that you are not the only visitors to the wretched place.

Your path ahead is blocked by a stocky, five-foot-tall humanoid flanked by a pair of orc warriors. Its wide eyes regard you coldly, and you cannot help but notice the horns on its head, as well as the ones that protrude from the thick reddish skin of its face. All three wear crisp black tabards bearing the emblem of a screaming skull with bejeweled blue eyes.

"Did you find anything of interest?" it speaks in a deep, gruff voice. "Perhaps we can strike a deal."

If the PCs agree to give the papers to Gobranda, or at least give him time to have them magically copied, he aids them in raiding Jaleena's office without a fight (he can aid their Search and Disable Device attempts to deal with the traps). Otherwise, he sees no reason not to fight the PCs for the information.

Gobranda: Gobranda is a witchknife originally from the Rift who now serves Hazakar Kogo as a mercenary. He is a favored crony of the warrior-priest and often selected for dangerous tasks such as this one. He is usually accompanied by a pair of orcs who serve as his unwitting lackeys.

Gobranda is more than willing to negotiate as long as his negotiating partners show proper deference. Like most witchknives, he is supremely arrogant, and detests being told what to do. He allows himself to be considered no less than an equal on any bargaining table. When angered, he enters combat with brutal efficiency, although he is obliging to those who grovel.

His initial attitude is Indifferent. If he can be made Friendly, he agrees to cooperate with the PCs to get Jaleena's notes but he insists on looking at them first. If the PCs can make him Helpful, he allows the PCs to look at the notes first as long as they promise to allow him to copy them afterwards. If his attitude is reduced to Unfriendly, he insists the PCs leave and becomes Hostile if they refuse. If his attitude is reduced to Hostile, he attacks, seeking to subdue them.

APL 2 (EL 5)

Gobranda: Male witchknife Rog1; hp 54; see *Appendix 1*.

Lork and Dub'go: Male orc War1; hp 5 each; see *Monster Manual* page 203.

APL 4 (EL 7)

Gobranda: Male witchknife Rog2; hp 58; see *Appendix Two*.

Lork and Dub'go: Male orc Bbn2; hp 23 each; see *Appendix 1*.

APL 6 (EL 9)

Gobranda: Male witchknife Rog3; hp 63; see *Appendix 1*.

Lork and Dub'go: Male orc Bbn5; hp 50 each; see *Appendix 1*.

Tactics: Gobranda opens with a *greater command* targeted on the PCs, ordering them to "halt." In the following rounds he attempts to flank with the orcs and strike the PCs for nonlethal damage with his sap. The orcs move in to beat the PCs down using lethal damage. Gobranda switches to his short sword if the PCs prove enormously dangerous or difficult to hit.

Treasure: The PCs can loot Gobranda and the orcs if they defeat them in combat, as long as the alarm has not been sounded (unless of course, the PCs have means to transporting their bodies safely elsewhere and looting them later).

APL 2: (Gobranda) Loot: 82 gp; Magic 112 gp – *potion of cure serious wounds* (62 gp), *oil of sonic weapon* (2 @ 25 gp each); (orcs) Loot: 15 gp.

APL 4: (Gobranda) Loot: 82 gp; Magic 174 gp – *potion of cure serious wounds* (62 gp), *potion of hamatula barbs* (62 gp), *oil of sonic weapon* (2 @ 25 gp each); (orcs) Loot: 196 gp; Magic: 282 gp – *potion of cure light wounds* (2 @ 4 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of shield of faith +5* (2 @ 75 gp each).

APL 6: (Gobranda) Loot: 69 gp; Magic 295 gp – *+1 studded leather armor* (97 gp), *potion of cure serious wounds* (62 gp), *potion of hamatula barbs* (62 gp), *oil of sonic weapon* (2 @ 25 gp each), *oil of infernal wound* (2 @ 25 gp each); (orcs) Loot: 136 gp; Magic: 648 gp – *+1 breastplate* (2 @ 108 gp each), *potion of cure light wounds* (2 @ 4 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of shield of faith +5* (2 @ 75 gp each), *potion of vigor* (2 @ 62 gp each).

Development: This does not have to be a combat encounter. Gobranda does not pick a fight with the PCs unless he has to. However, he offers nothing to the PCs other than his aid in recovering the information and a promise not to attack them. The PCs cannot pay him more than Hazakar does, and even if they could, Hazakar is steady employment.

Remember that once the PCs have the notes in hand, unless they made an agreement with Giardo, he attempts to steal the notes from them; either through force or subterfuge (see *Encounter 5*). This should happen after the PCs have parted ways with Gobranda if they made a deal with him, or after they exit the temple if they did not. If the PCs did make a deal with Giardo, he picks

them up outside the temple as promised and hastens them away. The PCs are safe in this event, even if the alarm was sounded.

CONCLUSION

Read the following for PCs who worked for Malthos or Raynar but not did wish to raid Jaleena's temple:

You are oddly relieved to walk away from Balmund; there seems to be much more about this place than meets the eye, and you breathe easier once you are free of its walls. Working for vassals of the Old One is never wise; keeping clear of the place is the best option for now.

Read the following if the PCs raided Jaleena's temple:

You are oddly relieved to walk away from Balmund, which has proven to be as politically complex as Rookroost in its own way. Although you are sure you have struck a blow against the forces of evil, you are not entirely sure who will benefit most from your actions. You get the feeling that these servants of Old Wicked have only begun to cause trouble for the people of the Combination.

Read the following if the PCs were captured by at any point in the adventure:

As you limp away from Balmund, grateful to be alive, you regret that you ever let yourself be pulled into the cesspit of their evil politics. You get the feeling that these servants of Old Wicked have only begun to cause trouble for the people of the Combination.

If the PCs helped the Secret Police capture Malthos, they receive the *Favor of Elhilbor* and the *Enmity of Malthos*.

If the PCs helped Malthos avoid capture and allowed him to depart with his shipment, they receive the *Favor of Malthos*. If either Raynar or Flugg escaped, or precautions were not taken to prevent *Speak with Dead* on their corpses, the PCs earn the *Enmity of Elhilbor*.

If the PCs stole the starmetal, they receive the *Enmity of Malthos* and the *Enmity of Elhilbor*. If the PCs acquired the starmetal in any way, they have two choices: 1) they may sell the starmetal, earning the listed gp value for it or 2) select ONE PC at the table to receive it. The PCs must agree unanimously in the latter case, otherwise they must sell the starmetal. That PC earns the *Starmetal* plot point. Alternately, if only one PC wishes to claim the starmetal, but others wish to sell it, that PC may pay 2,500 gp to buy the starmetal back from the vendor and receive

the *Starmetal* plot point. In any event, only one PC per table can earn the *Starmetal* plot point.

If the PCs failed to cover their tracks (by making sure spells such as *speak with dead* would be ineffective), they receive the *Enmity of Jaleena*.

The PCs are eligible for the following favors, depending upon those with whom they shared the information stolen from Jaleena:

- *IP with Elhilbor*
- *IP with Malthos*
- *IP with Hazakar Kogo*

Sharing the information with Giardo gains the PCs nothing other than the boon of avoiding his attack.

PCs who botched the raid on Jaleena's temple but escaped with their lives earn the *Enmity of Jaleena*.

Any PCs who are captured instead of killed are sent to serve 12 TUs in the silver mines and gain the *Whip Scars* plot point (for WCI). They also receive the *Enmity of Jaleena*.

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.

2: Hear No Evil

Encounter the fire trap spell

All APLs 150 xp

Keep Cazkin and Luthar from discovering the starmetal

All APLs 30 xp

3: See No Evil

Defeat Raynar and Flugg in combat

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

4: Speak No Evil

Capture Malthos (only if PCs did not fight Raynar and Flugg)

All APLs 120 xp

5: A Piece of the Action

Defeat Giardo and the halflings in combat

All APLs 300 xp

6: One if by Day, Two if by Night

Encounter Jaleena's trap

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

Defeat Jaleena and the templar in combat

All APLs 360 xp

Defeat or distract the orc guards

All APLs 60 xp

7: Party Crashers

Defeat Gobrandia and the orcs in combat

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

-OR-

Successfully negotiate with Gobrandia

APL 2 75 xp

APL 4 105 xp

APL 6 135 xp

Discretionary roleplaying award

APL 4 45 xp

APL 6 90 xp

Total possible experience:

APL 2 450 xp

APL 4 675 xp

APL 6 900 xp

TREASURE SUMMARY

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

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

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

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

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

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

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

2: Hear No Evil

All APLs: Loot: 416 gp.

3: See No Evil

APL 2: (Raynar) Loot: 28 gp; Magic: 370 gp – *scroll of antimagic field* (137 gp), *spellbook I* (233 gp); (Flugg) Loot: 30 gp.

APL 4: (Raynar) Loot: 28 gp; Magic: 603 gp – *cloak of resistance +1* (83 gp), *scroll of antimagic field* (137 gp), *scroll of greater invisibility* (58 gp), *spellbook II* (325 gp); (Flugg) Loot: 130 gp.

APL 6: (Raynar) Loot: 28 gp; Magic: 950 gp – *cloak of resistance +1* (83 gp), *scroll of antimagic field* (137 gp), *scroll of greater invisibility* (58 gp), *scroll of scorching ray* (12 gp), *scroll of wall of stone* (93 gp), *scroll of web* (12 gp), *wand of invisibility* (13 charges; 97 gp), *spellbook III* (458 gp); (Flugg) Loot: 30 gp; Magic 195 gp – *+1 half plate* (195 gp).

4: Speak No Evil

APL 2: Coin: 50 gp.

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

5: A Piece of the Action

All APLs: (Giardo) Magic: 993 gp – *+1 studded leather* (97 gp), *+1 buckler* (97 gp), *+1 short sword* (192 gp), *cloak of resistance +1* (83 gp), *wand of cat's grace* (20 charges; 150 gp), *wand of glibness* (10 charges; 262 gp), *wand of invisibility* (15 charges; 112 gp); (Tillyard and Tish) Loot: 357 gp; Magic: 298 gp – *potion of displacement* (2 @ 62 gp each), *potion of heroism* (2 @ 62 gp each), *potion of invisibility* (2 @ 25 gp each).

6: One if by Day...

All APLs: (orcs) Loot: 45 gp; (Jaleena) Loot: 29 gp; Magic: 2,477 gp – *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *ring of protection +1* (166 gp), *periapt of Wisdom +2* (333 gp), *cloak of resistance +3* (750 gp), *wand of cure serious wounds* (20 charges; 375 gp), *helm of comprehend languages and read magic* (433 gp), *elixir of fire breath* (91 gp), *scroll of sound burst* (12 gp); (Iuzian Templar) Loot: (58 gp); Magic: 1,310 gp – *+1 full plate* (2 @ 220 gp each), *+1 greatsword* (2 @ 195 gp each), *oil of corrupt weapon* (2 @ 8 gp each), *potion of blur* (2 @ 25 gp each), *potion of cure light wounds* (4 @ 4 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of heroism* (2 @ 62 gp each), *potion of shield of faith +5* (2 @ 75 gp each).

7: Party Crashers

APL 2: (Gobrandia) Loot: 82 gp; Magic 112 gp – *potion of cure serious wounds* (62 gp), *oil of sonic weapon* (2 @ 25 gp each); (orcs) Loot: 15 gp.

APL 4: (Gobrandia) Loot: 82 gp; Magic 174 gp – *potion of cure serious wounds* (62 gp), *potion of hamatula barbs* (62 gp), *oil of sonic weapon* (2 @ 25 gp each); (orcs) Loot: 196 gp; Magic: 282 gp – *potion of cure light wounds* (2 @ 4 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of shield of faith +5* (2 @ 75 gp each).

APL 6: (Gobrandia) Loot: 69 gp; Magic 295 gp – *+1 studded leather armor* (97 gp), *potion of cure serious wounds* (62 gp), *potion of hamatula barbs* (62 gp), *oil of sonic weapon* (2 @ 25 gp each), *oil of infernal wound* (2 @ 25 gp each); (orcs) Loot: 136 gp; Magic: 648 gp – *+1 breastplate* (2 @ 108 gp each), *potion of cure light wounds* (2 @ 4 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of shield of faith +5* (2 @ 75 gp each), *potion of vigor* (2 @ 62 gp each).

Total Possible Treasure

APL 2: Loot: 557 gp; Coin: 50 gp; Magic: 1,773 gp; Total: 450 gp (1,930 over the cap).

APL 4: Loot: 838 gp; Coin: 100 gp; Magic: 2,350 gp; Total: 650 gp (2,638 over the cap).

APL 6: Loot: 665 gp; Coin: 150 gp; Magic: 3,379 gp;
Total: 900 gp (3,294 over the cap).

ADVENTURE RECORD ITEMS

IP with Elhilbor: Citizens of Redhand gain Bandit Kingdoms Regional access to all of the following. Others may choose one (circle now): *focused enhancement*^{CAd}, *forgery kit*^{CAd}, *papyrus of deception*^{CAd}, *quickflame*^{CAd}, *arcane scroll of grace*^{SpC}, *scroll of sign*^{SpC}, *weapon capsule retainer*^{CAd}.

IP with Malthos: Members of Hellstone Tower gain Bandit Kingdoms Regional access to all of the following. Others may choose one (circle now): *defensive surge enhancement*^{DMG2}, *elixir of reckoning*^{DMG2}, *focusing candle*^{CAd}, *scroll of blast of force*^{SpC}, *arcane scroll of incite*^{SpC}, *scroll of lesser telepathic bond*^{SpC}, *spellsight spectacles*^{CAd}.

IP with Hazakar Kogo: May be spent immediately to reduce your WCI score by 1 (Insurgent level or lower only). Otherwise spend this favor to gain Bandit Kingdoms Regional access to one of the following (circle now): *masterwork barbed dagger*^{CAd}, *brutal surge enhancement*^{DMG2}, *collar of slavery*^{MH}, *doom burst enhancement*^{MH}, *rod of grievous wounds*^{DMG2}.

Enmity of Elhilbor: You must pay ten times normal standard upkeep (or 60 gp if using free upkeep) during future adventures within Redhand as long as Elhilbor runs the Secret Police.

Enmity of Jaleena: WCI +1 (Insurgent)

Enmity of Malthos: This may be removed by expending two IPs with Malthos.

Starmetal^{CAr}: This may be forged into a weapon weighing no more than 1 pound or used to take a level in the Green Star Adept prestige class.

Whip Scars: WCI +1 (Malcontent)

SPELLBOOK ACCESS

Spellbook I: 0—*acid splash, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, ray of frost, read magic, resistance*, 1st—*burning hands, charm person, color spray, grease, mage armor, magic missile, protection from chaos, silent image, Tenser's floating disk*, 2nd—*invisibility, mirror image, Tasha's hideous laughter*.

Market Price: 2,800 gp.

Spellbook II: as Spellbook I plus 1st—*shield*, 2nd—*glitterdust, knock*, 3rd—*deep slumber, shadow binding*^{SpC}.

Market Price: 3,900 gp.

Spellbook III: as Spellbook II plus 2nd—*burning sword*^{SpC}, 3rd—*dispel magic, lightning bolt*, 4th—*phantasmal killer, stonewall*.

Market Price: 5,500 gp.

ITEM ACCESS

APL 2:

- *Oil of sonic weapon* (Adventure; CL 3rd; *Spell Compendium*; 300 gp)
- *Scroll of antimagic field* (Adventure; DMG)
- Spellbook I (Adventure; see bonus AR; 2,800 gp)

APL 4 (all of APL 2 plus the following):

- *Potion of hamatula barbs* (Adventure; CL 5th; *Spell Compendium*; 750 gp)
- *Potion of shield of faith +5* (Adventure; DMG)
- Spellbook II (Adventure; see bonus AR; 3,900 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Oil of infernal wound* (Adventure; CL 3rd; *Spell Compendium*; 300 gp)
- *Potion of vigor* (Adventure; CL 5th; *Spell Compendium*; 750 gp)
- Spellbook III (Adventure; see bonus AR; 5,500 gp)
- *Scroll of wall of stone* (Adventure; DMG)
- *Wand of invisibility* (Adventure; DMG)

APPENDIX 1: ALL APLS

ENCOUNTER ONE

Eldaren: Male human (Flan/Oeridian) Wiz4; CR 4; Medium human (humanoid); HD 4d4+11; hp 24; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 *mage armor*); BAB/Grp +2/+2; Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, mwk light crossbow); SA spell-like abilities; SQ toad familiar; AL N; SV Fort +4, Ref +2, Will +4; Str 10, Dex 10, Con 14, Int 18, Wis 8, Cha 10.

Skills and Feats: Concentration +9, Gather Information +2, Knowledge (arcana) +14, Knowledge (history) +6, Knowledge (local: Iuz's Border States) +11, Knowledge (the planes) +11, Listen +1, Spellcraft +13, Spot +4; Alertness^B (when familiar is within 5 ft.), Insightful*, Scribe Scroll^B, Skill Focus (Knowledge [arcana])^B, Still Spell.

Languages: Common, Draconic, Old Oeridian, Orc.

Spell-Like Abilities: 1/day—*detect magic*, *detect secret doors*, *read magic*. Caster level 1st.

Possessions: *cloak of resistance* +1, dagger, masterwork light crossbow, 10 bolts, 5 cold iron bolts, spellbook, *potion of cure light wounds*, *scroll of fireball*, *scroll of fly*, *scroll of mirror image*.

Wizard Spells Prepared (4/4/3; +3 melee touch): 0—*daze* (DC 14), *mage hand*, *prestidigitation*, *ray of frost*, 1st—*comprehend languages*, ~~*mage armor*~~, *magic missile*, *shocking grasp*, 2nd—*ghoul touch* (DC 16), *rope trick*, *web*.

Spellbook: all cantrips and prepared spells plus 1st—*alarm*, *charm person*, *expeditious retreat*, *identify*, *mount*, *shield*, *sleep*, *unseen servant*, 2nd—*blur*, *daze monster*, *Melf's acid arrow*, *spider climb*.

Active Spells: *mage armor* (CL 4).

*New rules items. Details on this item appear in *Appendix 2*.

ENCOUNTER FOUR

Malthos Pe'handru: Male human Wiz5 (conjurer)/Green Star Adept1/Mage of the Arcane Order4; CR 10; Medium humanoid (human); HD 9d4+9 plus 1d8+1 (+15 *false life*); hp 58; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 *mage armor*, +1 natural); BAB/Grp +4/+3; Atk +4 melee (1d4-1/19-20, mwk dagger) or +7 ranged (1d4-1/19-20, mwk dagger); SA Spellpool II; SQ DR 1/adamantine, guild member; AL N; SV Fort +5, Ref +7, Will +14; Str 9, Dex 15, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +11, Knowledge (arcana) +19, Knowledge (architecture and engineering) +6, Knowledge

(geography) +6, Knowledge Knowledge (local: Iuz's Border States) +7, (history) +6, Knowledge (the planes) +15, Spellcraft +18; Combat Casting^B, Cooperative Spell*, Improved Initiative, Quicken Spell, Scribe Scroll^B, Silent Spell^B, Skill Focus (Knowledge [arcana]), Still Spell^B.

Languages: Common, Draconic, Flan, Old Oeridian.

Spellpool (Su): If Malthos leaves a spell slot of the appropriate level open, he can call a number of spells per day from the Arcane Order's Spellpool whose total levels are equal to or less than five. He must pay off any spell debt accrued through use of this ability within four days.

Guild Member: As a member of the Arcane Order, Malthos gains all the benefits of guild membership, including a place to stay and eat for a reduced rate, access to the order's library, laboratory workspace, and access to the group's Spellpool.

Possessions: *brooch of shielding*, *cloak of resistance* +2, *gloves of Dexterity* +2, *hat of disguise*, *Heward's handy haversack*, masterwork dagger, spellbook, 260 pp.

Spells Prepared (5/6/6/5/3/2; CL 9; +6 ranged touch): 0—*acid splash*, *detect poison*, *light*, *mage hand*, *message*, 1st—~~*mage armor*~~, *magic missile* (3), *ray of enfeeblement*, *shield*, 2nd—*OPEN SLOT*, ~~*false life*~~, *glitterdust* (DC 15), *rope trick*, *scorching ray*, *silent magic missile*, 3rd—*OPEN SLOT*, *dispel magic*, ~~*nondetection*~~, *summon monster III*, ~~*tongues*~~, 4th—*fire shield*, *polymorph*, *stoneskin*, 5th—*silent dimension door*, *teleport*.

Active Spells: *hat of disguise* (*disguise self*; CL 1), *false life* (CL 9), *mage armor* (CL 9), *nondetection* (CL 9), *tongues* (CL 9).

ENCOUNTER FIVE

Giardo: Male half-elf Rog5/Spymaster4; CR 9; Medium humanoid (elf); HD 9d6+9; hp 47; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +4 *studded leather*, +2 *buckler*); BAB/Grp +6/+7; Atk +8 melee (1d6+2/19-20, *short sword*); Full Atk +8/+3 melee (1d6+2/19-20, *short sword*); SA sneak attack +4d6; SQ cover identity, evasion, half-elf traits, low-light vision, *magic aura*, quick change, scrying defense, slippery mind, trap sense +1, trapfinding, uncanny dodge, undetectable alignment; AL CN; SV Fort +4, Ref +11, Will +2 (+4 vs. enchantment); Str 12, Dex 14, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +18 (+20 under cover), Diplomacy +17, Disable Device +14, Disguise +17 (+19

acting, +21 under cover), Forgery +14, Gather Information +17 (+19 under cover), Intimidate +5, Listen +14, Search +17, Sense Motive +7, Spot +14, Use Magic Device +15; Alertness, Deceitful, Investigator, Skill Focus (Bluff).

Languages: Common, Elven, Old Oeridian, Orc.

Cover Identity (Ex): Giardo has two cover identities. While operating in one of these cover identities, he gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Cover identities do not in themselves provide Giardo with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Magic Aura (Sp): Giardo can use *Nystul's magic aura* at will as a 4th level caster.

Quick Change (Ex): Giardo can don a disguise in 1d3 minutes and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Giardo gains a +4 bonus on Will saves against divination (scrying) spells and a +4 bonus on Spot checks made to notice sensors created by such spells.

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

Undetectable Alignment (Ex): Giardo's alignment is concealed as by an always active *undetectable alignment* spell.

Possessions: +1 studded leather, +1 buckler, +1 short sword, cloak of resistance +1, wand of cat's grace (20 charges), wand of glibness (10 charges), wand of invisibility (15 charges).

Tillyard and Tish: Male and female halfling Rog5; CR 5; Small humanoid (halfling); HD 5d6+5; hp 27; Init +4; Spd 20 ft.; AC 19, touch 15, flat-footed 19 (+1 size, +4 Dex, +3 mwk studded leather, +1 buckler); BAB/Grp +3/-1; Atk +5 melee (1d4/19-20, mwk short sword) or +9 ranged (1d4, mwk javelin); SA sneak attack +3d6; SQ evasion, halfling traits, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +3, Ref +9, Will +2 (+4 vs. fear); Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +7, Climb +10, Disable Device +10, Hide +18, Jump +6, Listen +2, Move Silently +16, Open Lock +12, Search +10, Swim +8, Tumble +14; Point Blank Shot, Stealthy.

Languages: Common, Halfling, Elven, Goblin.

Possessions: masterwork studded leather, masterwork buckler, masterwork short sword,

masterwork javelins (5), *potion of displacement*, *potion of heroism*, *potion of invisibility*.

ENCOUNTER SIX

Jaleena the Merciless: Female human Clr11 of Iuz; CR 11; Medium humanoid (human); HD 11d8+22; hp 80; Init +0; Spd 20 ft.; AC 25, touch 11, flat-footed 25 (+10 +2 full plate, +4 +2 heavy steel shield, +1 ring of protection +1); BAB/Grp +8/+7; Atk +7 melee (1d8-1, heavy mace) or +9 ranged (1d8/19-20, mwk light crossbow); Atk +7/+2 melee (1d8-1, heavy mace); SA rebuked undead 5/day; AL CE; SV Fort +12, Ref +8, Will +14; Str 8, Dex 10, Con 14, Int 12, Wis 18, Cha 14.

Skills and Feats: Bluff +7, Concentration +16, Diplomacy +21, Intimidate +4, Knowledge (religion) +15, Spellcraft +10; Greater Spell Focus (enchantment), Lightning Reflexes, Skill Focus (Diplomacy), Spell Focus (enchantment), Spell Penetration.

Languages: Common, Orc.

Possessions: +1 full plate, +1 heavy steel shield, heavy mace, masterwork light crossbow, 20 bolts, unholy symbol of Iuz, ring of protection +1, periapt of Wisdom +2, cloak of resistance +3, wand of cure serious wounds (20 charges), helm of comprehend languages and read magic, elixir of fire breath, scroll of sound burst.

Spells Prepared (6/7/6/6/5/3/2; +8 ranged touch): 0—create water, cure minor wounds, detect magic, detect poison, guidance, light, 1st—bane (DC 17), bless, command (DC 17), divine favor, entropic shield, protection from good^P, shield of faith, 2nd—aid, calm emotions (DC 18), hold person (DC 18) (2), invisibility^P, resist energy, 3rd—dispel magic, magic circle against good^P, ~~magic vestment~~ (-2), prayer, searing light, 4th—confusion^P (DC 20), cure critical wounds, divination, freedom of movement, ~~spell immunity~~, 5th—dispel good^P, greater command (DC 21), slay living (DC 19); 6th—antilife shell, mislead^P.

^PDomain spell. *Domains:* Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Active Spells: magic vestment (armor; CL 11th), magic vestment (shield; CL 11th), spell immunity (enervation, Otiluke's resilient sphere; CL 11th).

Iuzian Templar: Male human Ftr5/Pious Templar2 of Iuz; CR 7; Medium humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 +1 full plate); BAB/Grp +7/+10; Atk +12 melee (2d6+7/19-20, +1 greatsword) or +9 ranged (1d8+3/x3, mwk longbow); Atk +12/+7 melee (2d6+7/19-20, +1 greatsword) or +9/+4 ranged (1d8+3/x3, mwk longbow); SA smite 1/day; SQ mettle;

AL CE; SV Fort +9, Ref +2, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +4, Heal +3, Listen +5, Knowledge (religion) +6, Spot +5; Blind-Fight, Cleave^B, Improved Sunder, Power Attack^B, True Believer*, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B.

Languages: Common.

Smite (Su): Once per day, an Iuzian Templar may attempt to smite with one normal melee attack. He adds +4 to his attack roll and deals 2 extra points of damage.

Mettle (Su): An Iuzian Templar's special blessing allows him to shrug off magical effects that would otherwise harm him. If he makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: +1 full plate, +1 greatsword, masterwork composite longbow (Str +3), 20 arrows, unholy symbol of Iuz, *oil of corrupt weapon*, *potion of blur*, *potion of cure light wounds* (2), *potion of cure serious wounds*, *potion of heroism*, *potion of shield of faith* +5.

Spells Prepared (2): 1st—*cure light wounds*, *doom* (DC 12).

*New rules items. Details on this item appear in *Appendix 2*.

APL 2

ENCOUNTER THREE

Raynar: Male human Wiz3 (illusionist); CR 3; Medium humanoid (human); HD 3d4+3; hp 13; Init +5; Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+1 Dex, +4 *mage armor*); BAB/Grp +1/+0; Atk +0 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, mwk light crossbow); SQ rat familiar; AL LE; SV Fort +4, Ref +2, Will +2; Str 8, Dex 13, Con 12, Int 18, Wis 8, Cha 8.

Skills and Feats: Concentration +7 (+11 casting defensively), Decipher Script +10, Knowledge (arcana) +10, Knowledge (local: Iuz's Border States) +7, Knowledge (religion) +7, Listen +4, Spellcraft +12, Spot +4; Alertness^B (when familiar is within 5 ft.), Combat Casting, Improved Initiative, Scribe Scroll^B, Spell Focus (illusion)^B.

Languages: Common, Ancient Suloise, Draconic, Flan, Infernal.

Possessions: quarterstaff, masterwork light crossbow, 10 bolts, spellbook, *scroll of antimagic field*, ~~*scroll of invisibility*~~, ~~*scroll of knock*~~.

Spells Prepared (5/4/3; necromancy and transmutation prohibited; +2 ranged touch): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *resistance*, 1st—*color spray* (DC 16), *grease* (DC 15), ~~*mage armor*~~, *magic missile*, 2nd—~~*invisibility*~~, ~~*mirror image*~~, *Tasha's hideous laughter* (DC 16).

Spellbook: all cantrips and prepared spells plus 1st—*burning hands*, *charm person*, *protection from chaos*, *silent image*, *Tenser's floating disk*.

Active Spells: *invisibility* (CL 3), *mage armor*, *mirror image* (CL 3; 1d4+1 images).

Flugg: Male half-ogre War1; CR 1; Large giant; HD 1d8+5; hp 10; Init -1; Spd 20 ft.; AC 19, touch 8, flat-footed 19 (-1 size, -1 Dex, +4 natural, +5 chain mail, +2 heavy steel shield); BAB/Grp +1/+9; Atk +4 melee (2d6+4/19-20, longsword); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref -1, Will +0; Str 19, Dex 9, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Listen +2; Toughness.

Languages: Giant, Common.

Possessions: chain mail, longsword, heavy steel shield.

Active Spells: *invisibility* (CL 3).

ENCOUNTER SEVEN

Gobrand: Male witchknife Rog1; CR 5; Medium monstrous humanoid; HD 9d8+9 plus 1d6+1; hp 54; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +1 natural, +3 mwk studded leather, +1 mwk light steel shield); BAB/Grp +9/+10; Atk +11 melee

(1d6+1/19-20, mwk short sword) or +10 melee (1d6+1 nonlethal, sap) or +15 ranged (1d6/x3, mwk shortbow); Full Atk +11/+6 melee (1d6+1/19-20, mwk short sword) or +10/+5 melee (1d6+1 nonlethal, sap) or +15/+10 ranged (1d6/x3, mwk shortbow); SA psionics, sneak attack +3d6; SQ low-light vision, resistance to fire 5, trapfinding, vulnerability to sonic; AL N; SV Fort +4, Ref +13, Will +11; Str 13, Dex 20, Con 13, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +4, Disable Device +7, Hide +12, Search +5, Sense Motive +8, Spot +11; Ability Focus (*command*), Improved Initiative, Iron Will, Spell Focus (enchantment).

Languages: Common, Undercommon, Ancient Baklunish, Dwarven, Flan, Old Oeridian, Orc.

Psionics (Sp): At will—*command* (DC 15), *message*, *silence* (self only; dismiss as a free action); 1/day—*greater command* (DC 17). Effective caster level 9th. The save DCs are Charisma-based.

Possessions: masterwork studded leather armor, masterwork light steel shield, masterwork short sword, sap, masterwork shortbow, 20 arrows, *potion of cure serious wounds*, *oil of sonic weapon*^{*}, masterwork thieves tools.

Physical Description: This 5-foot-tall humanoid has stubby red horns atop its head. It seems to lack a nose, and tiny red horns grow from its chin like a beard. It wears brown leather armor studded with more horns and bears a black-jack and a shield, with a short sword strapped to its side. Its orange eyes widen as it opens its mouth.

^{*}New rules items. Details on this item appear in *Appendix 2*.

ENCOUNTER THREE

Raynar: Male human Wiz5 (illusionist); CR 5; Medium humanoid (human); HD 5d4+5; hp 21; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +4 *mage armor*, +4 *shield*); BAB/Grp +2/+1; Atk +1 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, mwk light crossbow); SQ rat familiar; AL LE; SV Fort +5, Ref +4, Will +4; Str 8, Dex 14, Con 12, Int 18, Wis 8, Cha 8.

Skills and Feats: Concentration +9 (+13 casting defensively), Decipher Script +12, Knowledge (arcana) +12, Knowledge (local: Iuz's Border States) +8, Knowledge (religion) +8, Listen +5, Spellcraft +14, Spot +5; Alertness^B (when familiar is within 5 ft.), Combat Casting, Empower Spell^B, Improved Initiative, Scribe Scroll^B, Spell Focus (illusion)^B.

Languages: Common, Ancient Sulioise, Draconic, Flan, Infernal.

Possessions: quarterstaff, masterwork light crossbow, 10 bolts, spellbook, *cloak of resistance* +1, *scroll of antimagic field*, *scroll of greater invisibility*, ~~*scroll of invisibility*~~, ~~*scroll of knock*~~.

Spells Prepared (5/5/4/3; necromancy and transmutation prohibited; +4 ranged touch): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *resistance*, 1st—*color spray* (DC 16), *grease* (DC 15), ~~*mage armor*~~, *magic missile*, ~~*shield*~~, 2nd—*glitterdust* (DC 16), ~~*invisibility*~~, ~~*mirror image*~~, *Tasha's hideous laughter* (DC 16); 3rd—*deep slumber* (DC 17), *empowered magic missile*, *shadow binding**(DC 18).

Spellbook: all cantrips and prepared spells plus 1st—*burning hands*, *charm person*, *protection from chaos*, *silent image*, *Tenser's floating disk*; 2nd—*knock*.

Active Spells: *invisibility* (CL 5), *mage armor* (CL 5), *mirror image* (CL 5; 1d4+1 images), *shield* (CL 5).

*New rules items. Details on this item appear in *Appendix 2*.

Flugg: Male half-ogre War3; CR 3; Large giant; HD 3d8+9; hp 24; Init -1; Spd 20 ft.; AC 21, touch 8, flat-footed 21 (-1 size, -1 Dex, +4 natural, +7 half plate, +2 heavy steel shield); BAB/Grp +3/+13; Atk +10 melee (2d6+6/19-20, mwk longsword); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +0, Will +1; Str 23, Dex 9, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Listen +3; Toughness, Weapon Focus (longsword).

Languages: Giant, Common.

Possessions: half plate, masterwork longsword, heavy steel shield, ~~*potion of bull's strength*~~.

Active Spells: *bull's strength* (CL 3), *invisibility* (CL 3).

ENCOUNTER SEVEN

Gobrand: Male witchknife Rog2; CR 6; Medium monstrous humanoid; HD 9d8+9 plus 2d6+2; hp 58; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +1 natural, +3 mwk studded leather, +1 mwk light steel shield); BAB/Grp +10/+11; Atk +12 melee (1d6+1/19-20, mwk short sword) or +11 melee (1d6+1 nonlethal, sap) or +16 ranged (1d6/x3, mwk shortbow); Full Atk +12/+7 melee (1d6+1/19-20, mwk short sword) or +11/+6 melee (1d6+1 nonlethal, sap) or +16/+11 ranged (1d6/x3, mwk shortbow); SA psionics, sneak attack +3d6; SQ evasion, low-light vision, resistance to fire 5, trapfinding, vulnerability to sonic; AL N; SV Fort +4, Ref +14, Will +11; Str 13, Dex 20, Con 13, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +4, Disable Device +10, Hide +12, Move Silently +9, Search +7, Sense Motive +8, Spot +11; Ability Focus (*command*), Improved Initiative, Iron Will, Spell Focus (enchantment).

Languages: Common, Undercommon, Ancient Baklunish, Dwarven, Flan, Old Oeridian, Orc.

Psionics (Sp): At will—*command* (DC 15), *message*, *silence* (self only; dismiss as a free action); 1/day—*greater command* (DC 17). Effective caster level 9th. The save DCs are Charisma-based.

Possessions: masterwork studded leather armor, masterwork light steel shield, masterwork short sword, sap, masterwork shortbow, 20 arrows, *potion of cure serious wounds*, *potion of hamatula barbs**, *oil of sonic weapon**(2), masterwork thieves tools.

Physical Description: This 5-foot-tall humanoid has stubby red horns atop its head. It seems to lack a nose, and tiny red horns grow from its chin like a beard. It wears brown leather armor studded with more horns and bears a black-jack and a shield, with a short sword strapped to its side. Its orange eyes widen as it opens its mouth.

*New rules items. Details on this item appear in *Appendix 2*.

Lork and Dub'go: Medium orc Bbn3; CR 3; Medium humanoid (orc); HD 3d12+3; hp 28; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 mwk breastplate); BAB/Grp +3/+7; Atk +8 melee (1d12+6/x3, mwk greataxe) or +5 ranged (1d8+4/x3, composite longbow); SQ darkvision 60 ft., rage 1/day,

trap sense +1, uncanny dodge; AL NE; SV Fort +4, Ref +3, Will +1; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Jump +7, Listen +6; Power Attack, Weapon Focus (greataxe).

Languages: Orc.

Possessions: masterwork breastplate, masterwork greataxe, composite longbow (Str +4), *potion of cure light wounds*, *potion of cure serious wounds*, *potion of shield of faith* +5.

APL 6

ENCOUNTER THREE

Raynar: Male human Wiz7 (illusionist); CR 7; Medium humanoid (human); HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +4 *mage armor*, +4 *shield*); BAB/Grp +3/+2; Atk +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, mwk light crossbow); SQ DR 10/adamantine, rat familiar; AL LE; SV Fort +6, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 18, Wis 8, Cha 8.

Skills and Feats: Concentration +11 (+15 casting defensively), Decipher Script +14, Gather Information +1, Knowledge (arcana) +14, Knowledge (local: Iuz's Border States) +9, Knowledge (religion) +9, Listen +6, Spellcraft +16, Spot +6; Alertness^B (when familiar is within 5 ft.), Combat Casting, Empower Spell^B, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll^B, Spell Focus (illusion)^B.

Languages: Common, Ancient Suloise, Draconic, Flan, Infernal.

Possessions: quarterstaff, masterwork light crossbow, 10 bolts, spellbook, *cloak of resistance* +1, *scroll of antimagic field*, *scroll of greater invisibility*, *scroll of scorching ray*, *scroll of wall of stone*, *scroll of web*, *wand of invisibility* (13 charges), ~~250 gp worth of diamond dust~~.

Spells Prepared (5/6/5/4/3; necromancy and transmutation prohibited; +5 ranged touch): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *resistance*, 1st—*burning hands* (DC 15), *color spray* (DC 17), *grease* (DC 15), ~~*mage armor*~~, *magic missile*, ~~*shield*~~, 2nd—~~*burning sword*~~^{*}, *glitterdust* (DC 16), ~~*knock*~~, ~~*mirror image*~~, *Tasha's hideous laughter* (DC 16); 3rd—*deep slumber* (DC 17), *dispel magic*, empowered *magic missile*, *shadow binding*^{*} (DC 19); 4th—empowered *scorching ray*, *phantasmal killer* (DC 20), ~~*stoneskin*~~.

Spellbook: all cantrips and prepared spells plus 1st—*charm person*, *protection from chaos*, *silent image*, *Tenser's floating disk*; 2nd—*invisibility*; 3rd—*lightning bolt*.

Active Spells: *invisibility* (CL 3), *mage armor* (CL 7), *mirror image* (CL 7; 1d4+2 images), *shield* (CL 7), *stoneskin* (7).

^{*}New rules items. Details on this item appear in *Appendix 2*.

Flugg: Male half-ogre War5; CR 5; Large giant; HD 5d8+13; hp 38; Init -1; Spd 20 ft.; AC 24, touch 10, flat-footed 24 (-1 size, -1 Dex, +4 natural, +8 +1 *half plate*, +2 heavy steel shield, +2 *shield of faith*); BAB/Grp +5/+16; Atk +13 melee (2d6+7/19-20 plus 1d6 fire [plus 1d10 fire on a critical hit], mwk longsword); Space/Reach 10

ft./10 ft.; SQ darkvision 60 ft.; AL NE; SV Fort +6, Ref +0, Will +1; Str 24, Dex 9, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Listen +4; Toughness, Weapon Focus (longsword).

Languages: Giant, Common.

Possessions: +1 *half plate*, masterwork longsword, heavy steel shield, ~~*potion of bull's strength*~~, ~~*potion of shield of faith*~~.

Active Spells: *bull's strength* (CL 3), *burning sword* (CL 7), *invisibility* (CL 3), *shield of faith* (CL 1).

ENCOUNTER SEVEN

Gobrand: Male witchknife Rog3; CR 7; Medium monstrous humanoid; HD 9d8+9 plus 3d6+3; hp 63; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 16 (+5 Dex, +1 natural, +4 +1 *studded leather*, +1 mwk light steel shield); BAB/Grp +11/+12; Atk +17 melee (1d6+1/19-20, mwk short sword) or +16 melee (1d6+1 nonlethal, sap) or +17 ranged (1d6/x3, mwk shortbow); Full Atk +17/+12/+7 melee (1d6+1/19-20, mwk short sword) or +16/+11/+6 melee (1d6+1 nonlethal, sap) or +17/+12/+7 ranged (1d6/x3, mwk shortbow); SA psionics, sneak attack +4d6; SQ evasion, low-light vision, resistance to fire 5, trap sense +1, trapfinding, vulnerability to sonic; AL N; SV Fort +5, Ref +14, Will +12; Str 13, Dex 20, Con 13, Int 12, Wis 16, Cha 15.

Skills and Feats: Concentration +13, Diplomacy +4, Disable Device +12, Hide +12, Move Silently +13, Search +10, Sense Motive +8, Spot +11; Ability Focus (*command*), Improved Initiative, Iron Will, Spell Focus (enchantment), Weapon Finesse.

Languages: Common, Undercommon, Ancient Baklunish, Dwarven, Flan, Old Oeridian, Orc.

Psionics (Sp): At will—*command* (DC 15), *message*, *silence* (self only; dismiss as a free action); 1/day—*greater command* (DC 17). Effective caster level 9th. The save DCs are Charisma-based.

Possessions: +1 *studded leather armor*, masterwork light steel shield, masterwork short sword, sap, masterwork shortbow, 20 arrows, *potion of cure serious wounds*, *potion of hamatula barbs*^{*}, *oil of sonic weapon*^{*} (2), *oil of infernal wound*^{*} (2), masterwork thieves tools.

Physical Description: This 5-foot-tall humanoid has stubby red horns atop its head. It seems to lack a nose, and tiny red horns grow from its chin like a beard. It wears brown leather armor studded with more horns and bears a black-jack and a shield, with a short sword strapped to its side. Its orange eyes widen as it opens its mouth.

*New rules items. Details on this item appear in *Appendix 2*.

Lork and Dub'go: Medium orc Bbn5; CR 5; Medium humanoid (orc); HD 5d12+5; hp 43; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +5 *+1 breastplate*); BAB/Grp +5/+10; Atk +11 melee (1d12+7/x3, mwk greataxe) or +7 ranged (1d8+4/x3, composite longbow); SQ darkvision 60 ft., improved uncanny dodge, rage 2/day, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Jump +9, Listen +8; Power Attack, Weapon Focus (greataxe).

Languages: Orc.

Possessions: *+1 breastplate*, masterwork greataxe, composite longbow (Str +4), *potion of cure light wounds* (2), *potion of cure serious wounds*, *potion of shield of faith* +5, *potion of vigor**.

*New rules items. Details on this item appear in *Appendix 2*.

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

Insightful [General]

You possess a magical understanding of the workings of arcane detection.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic*, *detect secret doors*, *read magic*.

Source: *Complete Arcane* 80

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity your worship.

Source: *Complete Divine* 86

SPELLS

Burning Sword

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

By chopping your hand like an axe and uttering the last few phrases of the spell, you cause the weapon you've touched to become wreathed in flickering blue flames.

The flames from this spell shed azure light out to 30 feet. These flames do not harm the weapon or its wielder, but for the duration of the spell, it delivers fire damage in addition to its normal damage.

The enchanted weapon deals an extra 1d6 points of fire damage on a successful hit. Also on a critical hit, the weapon deals additional fire damage based on the weapon's critical multiplier:

Critical Multiplier	Additional Damage
x2	+1d10
x3	+2d10
x4	+3d10

Source: *Spell Compendium* 41

Hamatula Barbs

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You invoke the dark nature of the spell and slender, sharp-edged barbs sprout from your body and clothing, glowing with hellish energy.

Any creature hitting the subject of this spell with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs. This damage does not apply to attackers using reach weapons, such as longspears. The subject itself is not harmed by its own barbs.

Arcane Material Component: A barb from a hamatula.

Source: *Spell Compendium* 109

Infernal Wound

Transmutation [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You wave your hands over the blade and it takes on a gray pallor. Its attacks will now leave a lingering, painful memory in their wake.

A creature injured by a weapon with *infernal wound* cast upon it loses 2 additional hit points each round for the duration of the spell (regardless of how many times it is struck during that time). The continuing hit point loss can be stopped by a Heal check (DC 10 + spell level).

+ your relevant ability modifier), a *cure* spell, or a *heal* spell.

Source: *Spell Compendium* 123

Shadow Binding

Illusion (Shadow)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As the links of chain in your hand dissipate to feed the arcane energies of your spell, a multitude of ribbonlike shadows instantaneously explodes outward from an indicated point nearby.

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a *shadow binding* requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full round action.

Material Component: A few links of iron chain.

Source: *Spell Compendium* 182

Sonic Weapon

Transmutation [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Holding the weapon to your mouth, you whisper the spell's arcane words, shrouding the weapon in visible sound like a thin sheen of water.

While the spell is in effect, the affected weapon deals 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Source: *Spell Compendium* 195

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like *lesser vigor*, except as noted here and that it grants fast healing 2.

Source: *Spell Compendium* 229

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates

Spell Resistance: Yes

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither the time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

PLAYER HANDOUT 1

Brother,

Our spies tell us that Prince Zeech has taken undue interest in a shipment scheduled to leave Balmund in three days' time. Find out what you can and if the shipment contains items that would prove troublesome in the hands of the Esteemed Effete Lord, do your best to see that his men never find them.

By the Axe,

Sir Ingo of the Sundered Axe

PLAYER HANDOUT 2

Loyal Defender of Morannon Keep,

The Baron's master, His Highness, Prince Zeech of Redhand, may he live eternally, etc., etc., is aware of an illegal shipment due to depart Balmund in the next few days. His men should arrive before that departure to confiscate the contraband. Baron Ulik desires that you should fulfill your duty as a vassal to him – and thusly, to Prince Zeech – by assisting the Prince's men in any manner that you deem appropriate.

Charles

Chamberlain to His Prominence

Baron Ulik the Unpredictable

Morannon Keep

PLAYER HANDOUT 3

Loyal Citizen,

Our Most Esteemed Lord, Prince Zeech, is aware of an illegal shipment due to depart Balmund in the next few days. His men will arrive shortly in order to confiscate the contraband. Consider it your duty, as a loyal citizen of the Principality of Redhand, to assist the agents of Prince Zeech in foiling the plans of the condemned criminal Malthos Pe'handru. Your cooperation in this matter will be appreciated and rewarded.

Sincerely,

Captain Elhilbor

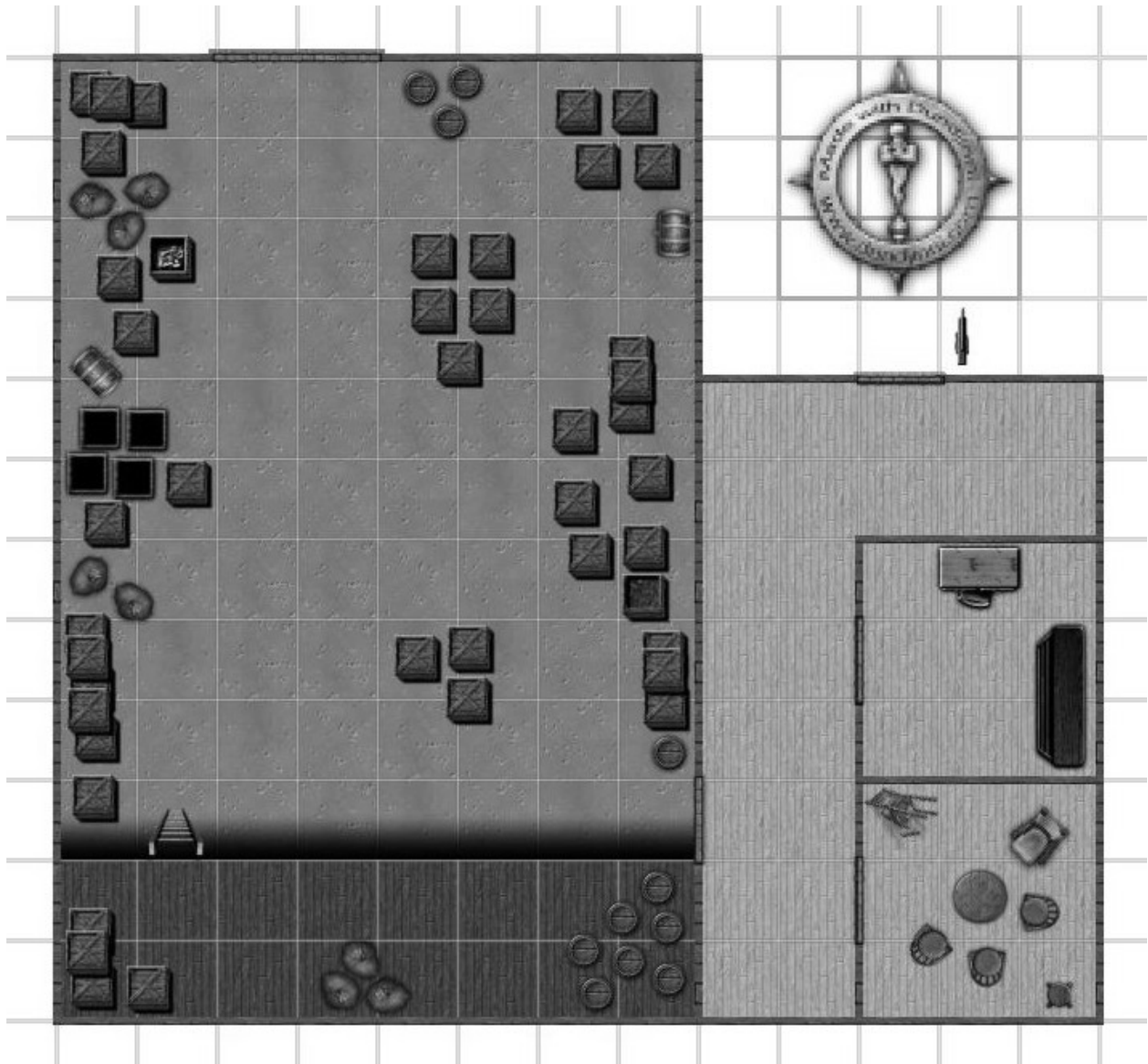
Minister to His Highness, Prince Zeech of Redhand

PLAYER HANDOUT 4

“Shipment is green starmetal. Old Z is using it to trap Malthos. Do what you want as long as no stray cats follow you home.”

(a sending from Khazibuhl Janduhar)

PLAYER HANDOUT 5



DM MAP

To Temple



Bell Pull



Sconce



Brazier



Altar



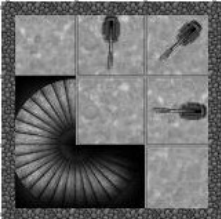
Water Font



Bookcase



Desk



Bell Tower

Foyer

To Bell Tower

To Temple

To Foyer

Temple

To Foyer



CAMPAIGN CONSEQUENCES

If you are running this event as part of the premiere (Protocon 2006) or within one month of the premiere (i.e. before October 18th, 2006), please email the answers to these questions to airwalkrr@gmail.com.

Did the PCs protect the cargo or did they attempt to capture Malthos? Were they successful?

Did the PCs agree to let Giardo look at Jaleena's notes?

Did the PCs agree to let Gوبرندا look at Jaleena's notes?

Did the PCs successfully recover Jaleena's notes?

Did the PCs kill Jaleena?

Did the PCs kill Giardo?

Did the PCs kill Gوبرندا?