

BIS4-08

Keep Your Friends Close

A One-Round D&D LIVING GREYHAWK[®] Bissel Regional Adventure

Version 1.02

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A message with ramifications that could shake the March. Undecided and conflicted leaders. Who do they trust? Who can they trust? You? A Bissel regional adventure for APLs 2-12.

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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Introduction

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

Preparation

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

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

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

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

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

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

players (and the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

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

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

It is now the end of CY 594, and much of Bissel's nobility gathers in Pellak in preparation for the Barons' Council and the upcoming election. While the election candidates jockey for votes, a conspiracy brews in their midst. Lady Saralind Markavan, a member of the Margrave's Council has received information that deeply troubles her. Somewhere within the upper echelon of Bissel's power structure is a traitor – or so her source would have her believe.

Lady Saralind does not trust her source, and does not truly believe the accusation (the details of her source and who is specifically accused are kept secret from GM and the players, as this will be dealt with at a future time). However, Lady Saralind feels obligated to investigate, and will summon the PCs to a meeting to ask them to be her agents.

The PCs are racing a woman named Beatriz, who is mentioned in the information Saralind has received, to retrieve an unknown object from an area near the city of Thornward, in a village named Safen. Due to its proximity to Thornward, and the preparations of moving the capital of Bissel to Thornward, Safen is off limits to parties without express orders to be there. Army patrols are sweeping the area to ensure that there is no mischief in the days leading up to the government's move.

The PCs must go to Safen, and stop Beatriz before she recovers whatever is buried there. Hopefully, that will give Lady Saralind the information she needs.

Adventure Summary

Introduction: The introduction sets the timeframe and recent events for the PCs.

Encounter One: The PCs are summoned to an audience with Lady Saralind Markavan, who asks them to take a secret mission on her behalf.

Encounter Two: On their way to Safen, the PCs are ambushed by mercenaries who are dressed as members of the Bissel Army.

Encounter Three: The PCs arrive in Safen, and are confronted by a legitimate Army patrol – who are dressed exactly the same as their ambushers.

Encounter Four: The PCs enter the abandoned shrine and must discover its secret

Conclusion: The PCs return to Lady Saralind with the information they have discovered.

Introduction

As the end of another year approaches, you find yourself, once again, in Bissel's capital city of Pellak. As the snow falls, the city once again finds itself awash with Bissel's nobles and their court, along with a larger than usual presence of foreign ambassadors and nobles - all preparing for the annual Barons' Council, to be held two weeks from today. There are a number of rumors flying in the city, but given the number of times you have heard it repeated, and the sources you have heard it from, it seems that one rumor bears merit - this will be the final year that the Barons' Council will be held in the city of Pellak. As Bissel readies itself for a full and formal takeover of its true capital city, Thornward, many of the core functions of the March are preparing to move north to Thornward as well. The Margrave and his household, the Margrave's Council, the headquarters of the Bissel Army and the Bissel Free Companies are all rumored to be packing up and setting their affairs in order.

A move of such proportions would be difficult, at best, in the wintertime. Although no blizzard threatens to cover the Council with multiple feet of snow as it did last year, the snow on the ground and the poor state of roads at this time of the season certainly mean that the leaders of the March will not be leaving Pellak until spring time at the earliest.

In the meantime, Pellak and the March are full of opportunities for adventurers such as yourselves. After escorting the wife of Baron Besselar, a member of the Margrave's Council, safely to her waiting husband in the city early last week, you have found ample entertainment and employment in Pellak.

Give the PCs some time to get acquainted and make some last second purchases, if needed. PC can also attempt to make some Gather Information checks in the city to pick up the latest rumors and news. Certain pieces of information may only be available to PCs aligned with certain organizations, or with access to certain personages in the March. Only time will tell the truth of the following items.

Gather Information check (DC 15+)

- 1.) Following the events of the Deluge (BIS4-04 and BIS4-05), the Margrave has doubled his efforts to hunt down and execute Evard the Necromancer, the key figure behind the attack on the March. Many believe that the Margrave views the destruction of Clunther as a personal defeat, due a lack of vigilance on his part.
- 2.) There a number of disquieting rumors coming from the western reaches of the March. Farmers and travelers report a mysterious single rider in black traveling the roads of the March. A few merchant caravans have gone missing, and there are reports of remote farmsteads where all of the inhabitants have simply disappeared.
- 3.) The Bissel Free Companies and Knights of the Watch have been seen recently working together in military exercises on the training fields to the south of Pellak. Witnesses state the groups appeared to be disorganized and that they did not appear to work well together.

Gather Information check (DC 25+)

- 1.) [*Available only to members of the Mist Chameleons and the Thieves' Guild of Dountham*]. Working in concert, the Mist Chameleons and the Thieves' Guild recently infiltrated a safe house of the Ebon Claw and wiped out a cell of its operatives in Dountham. The Mist Chameleons are still sorting through the papers and other objects found at the location
- 2.) Lady Saralind Markavan and the Margrave have recently concluded a number of meetings with the ambassadors of a number of the realms in the Sheldomar Valley. There is some speculation that in order to secure the return of Thornward, the Margrave had to make a number of promises, some of which may be called in sooner than later
- 3.) [*Available only to a member of a recognized church in Bissel*] Three smaller shrines of Heironeous in the Thornward area were apparently recently broken into. Although the Church of Heironeous initially believed this to be the work of vandals, the last shrine's altar was profaned. The church of Heironeous is now investigating this matter and has

asked other churches to be on the watch for anything that could help with this investigation

Gather Information check (DC 30+)

- 1.) [*Available only to officers in the Army of Bissel*]. There have been a number of recent thefts from the supply depots of the Army. Unlike the past, when it was primarily food and mundane supplies that were stolen, this time the thefts have been of weapons, and most recently, of magical supplies and items. A full-blown investigation is underway.
- 2.) A number of maintenance crews in the Bissel sewers have reported "unnatural" tracks in the sewers. This morning, two crews failed to return from their normal details.
- 3.) The timetable for the move to Thornward has been repeatedly pushed back, due to the fact that the Margrave's Council has received reports that the city is unsafe for occupation. Rumors have everything from an undead army to an ancient wyrm holed up in the bowels of the city. What is known is that a division of the Bissel Free Companies and a division of the Knights of the Watch are getting ready to travel to Thornward, and that Baron Besselar will be leading them.

Once the PCs have finished their preparations and are ready to begin, process to the following:

It is late in the day, and you find yourselves grouped around a table in one of the better inns in Pellak. Every room is sold out, but your previous employer managed to secure you some rooms for the night, and has, graciously, paid for your dinner. Not one to pass up on free food and wine, the empty bottles, clean platters and your full bellies attest to the fact that you know how to take a man up on a generous offer. Full, you turn your attention to the inn around you. Almost all of the conversation is about the forthcoming election in the March, and proponents and opponents of the various candidates are loudly arguing their points.

Intro for PCs familiar with Bissel

If one of more of the PCs has played BIS3-06, BIS4-02, or BIS4-04, they are acquainted with General Cainlan Rashedra and Lady Jasmine Besselar. If so, read the following text to them. If they are not, skip down to the section titled "New PCs, or PCs not familiar to Bissel"

The debate has the attention of the patrons of the inn, many of whom seem divided about whom to cast their vote for. Stepping into the midst of the chaos, a young lady enters the inn. She is dressed in the familiar livery of the Bissel Free Companies, and has two short swords strapped to her belt. The chain shirt she wears is covered with a simple black tabard, and the relatively dry condition of her cloak and boots would indicate she has not been outside long. She scans the inn for any threats, and then moves through the crowd towards you.

The young woman is Elane Tressan, who is a personal bodyguard of Lady Saralind Markavan. If any of the PCs have a military rank of Corporal or higher in the Bissel Army, Elane will crisply salute them.

"My lords [and ladies], I have a message from Lady Saralind Markavan. She has sent me to find you and she wishes you to meet with you immediately at her private office. If you will follow me, please."

Elane is a bit brusque with the PCs, as she views them as common adventurers, in spite of the PCs' reputations. She will allow the PCs some time to gather belongings, etc. but if the PCs take too much time, she will begin to show her impatience, and will let the PCs know that Lady Saralind is not a woman to be kept waiting.

As the PCs leave the inn, roll a Spot check for each PC, with a (DC = 18+APL). While Elane's introduction was not noticed by everyone in the inn, a PC who makes the Spot check will notice that a young blonde woman who stepped into the inn behind Elane departs almost as soon as Elane announces herself to the PCs. The PCs may wish to follow or trail this woman, but by the time they make it to the door, she has disappeared in the crowded streets of Pellak. When the players are ready, proceed to Encounter 1

New PCs, or PCs not familiar to Bissel

If none of the PCs have played BIS3-06, BIS4-02 or BIS4-04, then Lady Saralind's recommendation to use the PCs comes from Baron Besselar, the PCs' former employer. A young page will deliver the message to the PCs

While the debate has the attention of the patrons of the inn, many of whom seem divided about who to cast their vote for, a young boy or ten or so years enters the inn. You recognize him immediately as Thorne, a page in Baron Besselar's employ. You last saw Thorne at the gates of the Baron's private residence in Pellak. Thorne hops onto a stool to get a better view of the crowd in the inn, and when he locates you, he gives a small wave and pushes his way to your table.

"My lords [and ladies], I hope all is well. I have a message from Baron Besselar for you. An acquaintance of his, Lady Saralind Markavan, is in need of a few trusted souls for a personal matter. The Baron has recommended you to her, and if you wish to hear more of the offer, I am to guide you to the Lady Saralind's private offices here in the city. Shall I lead the way?"

Thorne is more than happy for the PCs to take their time and decide. If the PCs decide to meet with Lady Saralind, he will guide them through the streets to Lady Saralind's offices.

Encounter One - A Meeting of Conspirators

Following your guide through the streets of Pellak, you leave the rowdy River Quarter and head into the Nobles' Quarter. Although the mood here is still festive, the armed guards and heightened patrols on the streets have imposed order. Your guide leads you to a small, three-story house, just down the street from the mansion that now houses the Army's headquarters. Members of the Bissel Free Companies and the Knights of the Watch are posted around the house.

As you approach the house, the guards nod at your guide and open the doors. You step inside, where two butlers are waiting. They take your wet outer garments and lead you upstairs to a receiving room.

As the PCs ascend the stairs, allow each to make a Listen check. Those that make the check hear the following snippet of conversation:

"Again. Do you trust this source?" General Greenblade presses. "What has this source ever done to support the March? Why would he help us now, after all that has happened? After what we have done to him?"

"I do not know, and I do not trust him as much as you think I do. But he has extended this offer to me, and I am not going to sit idly by if there is a threat." responds Lady Saralind.

When the PCs are ready to enter the room, proceed with the following:

Four figures are already in the room. Standing by the fire is a Baklunish man, dressed in the blue and black livery of the Bissel Free Companies, and you recognize him as General Cainlan Rashedra. Seated next to him is Lady Jasmine Besselar, his fiancée, and daughter of Baron Besselar. Standing by the window, hand gripping the pommel of his sheathed sword is a Knight of the Watch, who you now recognize as General Jerius Greenblade. Finally, also seated by the fire, eyes downcast and staring at a piece of paper in her lap, is the beautiful Lady Saralind Markavan. As you enter the room, Lady Saralind looks up, as if startled.

Allow PCs to make a Sense Motive check when entering the room. The DC of the check is (10+APL).

- ❖ If a PC makes the check, it is obvious to him/her that their entrance has interrupted some sort of conversation in the room.
- ❖ If a PC makes the check by more than 5, he/she will realize that they have interrupted an argument of some sort.
- ❖ If a PC makes the check by more than 10, he/she will have a brief glimpse into the current mental states of the NPCs in the room, before each can mask their emotions. Lady Jasmine Besselar has suffered a sharp shock of some sort. General Greenblade is angry, bordering on furious. General Rashedra is troubled and worried. Finally, Lady Saralind is concerned, but appears to have made up her mind.

Lady Saralind smiles tightly, and stands. She extends her hands to you and asks that you sit

on some couches that have been pulled closer to the fireplace. Both General Rashedra and General Greenblade take seats. Lady Jasmine's hand finds General Rashedra's hand.

"Friends," Lady Saralind begins, "I have turned to you here because I do not trust anyone else who I would normally turn to. There are some in this room," here Lady Saralind looks pointedly at General Greenblade, "who think that there is no one I can trust. That is why I need a group of outsiders, who are either above the politics of this land, or who are not part of it.

"We has faced threats before. We have been the victims of attacks of madmen, the forces of the Necromancer have attacked us at least twice this year, and we have stopped numerous other threats. But previously, we knew who our enemies were. The Ur-Flan. The Necromancer. But now we may be faced with a threat from within. There is someone conspiring against our land, our Margrave, our people, our peace, from within our ranks, someone many know and view as a friend.

"There is a danger when dealing with a threat like this. If you do not have all the evidence, if you cannot see the whole picture, then you could accuse a good, innocent person of treason."

"Listen to yourself, Saralind," General Greenblade interrupts. "You are accusing someone of treason - someone who has served the people of Bissel, who has shed their own blood for Bissel. Someone many people view as a hero. I cannot stand by and let you drag this person's name through the mud like this. If it goes badly, then you will be charged with treason. If it is true, then you will rip the March apart!"

"Jerius - what would you have me do? Nothing? Think of where the March will be then. What if this is true? What if there is someone who is conspiring with our enemies?" Lady Saralind draws a deep breath, as if to calm herself, and refocuses on you. "A source has passed me some information that may enable us to unravel this threat."

"This is madness, Saralind!" General Greenblade's anger is barely contained. "How do we know that this isn't a trap? How do we

know that by acting on this information we aren't putting Bissel in even greater danger?"

"We don't. But I for one, will not let someone who speaks of 'purging their enemies' simply go about their business," Lady Saralind turns back to you. "So that is why I have called you here – to act as my eyes. I need you to ride north, to an abandoned village and see what is happening there. Investigate what is happening, and come back here and tell me what you have seen. " She hands you a note. "Given that you have heard of the information that is causing me to send you north, here is the text of the note. I have copied it, so it is in my hand. And to anticipate the question - there is no way that I will show you the original note."

Hand the PCs Players' Handout #1, and give them some time to read it. At this point, Lady Saralind is waiting for the PCs to agree to investigate the location mentioned in the note. Some common PC questions are listed below:

Who is the source of her information? How did she get this note?

Lady Saralind will refuse to tell the PCs - it is for their own protection that she is withholding this information.

Who wrote the note?

Again, Lady Saralind will refuse to answer, claiming it is for the PCs protection. If the PCs press too hard, or become belligerent, she will end the interview and have Generals Greenblade and Rashedra escort the PCs out

Where, specifically are they supposed to go?

She does not know. However, the note mentions a village named Safen, which is about a mile from the city of Thornward. As only authorized military personnel are allowed near Thornward at the moment, General Rashedra has drawn up papers that will allow the PCs entry into the restricted zone, under the cover of hunting down a dangerous, escaped criminal. Lady Saralind will suggest that the PCs head to Safen and see if they can pick up the trail there.

What threats will the PCs face?

Lady Saralind is unsure about this. She believes that whoever or whatever is doing the bidding of the author's note around Safen is probably humanoid, and probably will not

stick out in a crowd. Beyond that, she has no information

What information is Lady Saralind specifically looking for?

Again, she is not quite sure. She wants the PCs to investigate and report back what they see. The note mentions a relic of some sort that the author is looking for. If the PCs retrieve the relic, that may help.

Are the PCs being compensated for their time?

If a PC asks for compensation, Lady Saralind will indicate, some what sadly, that she is more than willing to compensate the PC, if that is what drives the PC. Any PC who directly asks for compensation will not be granted "The Favor of Lady Saralind Markavan" and this should be crossed off that PC's AR.

Once the PCs have agreed to the mission and have asked their questions, Lady Saralind will end the interview. General Rashedra will escort the PCs from the house.

If any of the PCs have played BIS3-06 and earned the reward of an influence point with the Baron of Parulla (on the BIS3-06 AR), or if a PC is a member of the Bissel Free Companies, General Rashedra will have a final word with them

The young Baklunish general escorts you to the door, and walks with you out into the snow. At the gate, he stops and puts an arm on your shoulder. "Before you go, I want to say one thing to you in private. I know that being kept in the dark is difficult. But we would not do this if the future of the March was not hanging in the balance. You have earned my trust in the past, and I trust you now. But watch yourselves out there. Even though you may be relatively anonymous, there are surely some people who are watching you. Be careful. Stay safe." With a nod to the stable boy who is bringing fresh horses for you, he turns and walks back to the house.

Allow the PCs to do any last minute shopping, or, if they wish, to gather any information (see the Introduction for available rumors). PCs who spotted the young blonde woman at the inn will not see her again in Pellak, though the DM is encouraged to fuel PC paranoia by rolling some dice.

Encounter Two - The Road to Safen

Armed only with the name of the abandoned village of Safen, you head north up the Watchtower Road from Pellak to the city of Thornward. Until this fall, Thornward had been a city occupied by the armies of four countries barely at peace with each other - Ket, Veluna, the Gran March and Bissel. Now, because of diplomatic discussion, or a need for troops elsewhere, the three foreign nations have pulled their troops back and Bissel is fully in control of its capital city again. The Army is still in control of the lands surrounding Thornward - called Thornward Province, and is sweeping the countryside to ensure that the departing armies have not left any surprises behind. Once the area is secured, the seat of power will shift from Pellak back to Thornward.

Two days after you left Pellak, you find yourself turning off the Watchtower Road on a dirt path towards Safen. The snow on the ground is pristine - no one has come this way in at least a week, and if it were not for the gap in the trees, you would have a difficult time picking out the track.

As you turn a bend in the path, you see the first people since you left the Watchtower road. Two soldiers are manning a makeshift checkpoint in the path, consisting of a pole thrown across two sawhorses, sitting across the path. One of the soldiers notices you approaching, and moves from the fire he was warming himself near to stand in front of the checkpoint. He puts up a hand, and says,

"Halt! Please send one of your party forward with your papers! The rest of you stay where I can see you." He smiles, "And if you're legit, I have some mulled wine here that will help take the chill off your bones!" The other soldier, a knight dressed in plate mail, stands up, and dusts the snow off his cloak as he moves to stand beside the soldier. "You best not let anyone catch you on duty drinking, Sergeant Azeez. As an officer in the military, I'd have to reprimand you severely," says the knight as he lifts a mug to his lips and smiles.

This is a well planned ambush that the PCs' opponents have set up. The soldiers here are mercenaries that have been hired to guard the

approach to Safen, and they have had a chance to figure out their tactics in advance. All of the ambushers are dressed in standard issue military uniforms, and most of their gear is military issue, including the tents that are set up about 10 feet beyond the checkpoint barricade. The only exceptions are their weapons and armor, but as most members of the military that are adventurers use their own weapons and armor, this is not unusual.

The path the PCs are on is ten feet wide, with thick trees on either side of the path. Secretly roll a spot check for the PCs to see if they notice the concealed ambushers, Krell and Sammel, in the trees. At all APLs Krell and Sammel have a +20 to their Hide checks as they are well concealed. If either believes that they are discovered before the party is attacked, they will wink at the PC who spots them and raise their hands in salute, in an attempt to act casual and friendly.

The PCs will need to pick one member of the party to hand over their papers. Azeez (the soldier at the barricade) will ask that PC to dismount and approach on foot. When that PC is within striking distance, Azeez and Raynor will strike, which is the signal for the other ambushers to attack. Krell and Sammel will open fire from the tree line and engage in melee if needed.

Azeez and Raynor are backed up by a sorcerer, Zram, who is hiding in one of the tents. When the fighting begins, he will begin casting from inside the tent, peering out of the flap in order to get a view of the battle. The PCs will either need to roll a Spot check (DC 15+APL) to determine his location, unless he leaves the tent. A suggested tactic is for Zram to cast *Cause Fear* at one of the PCs' mounts, which are light horses, unless the PCs provided their own. Use the Ride rules in the PHB (p. 80) for characters who are mounted.

APL 2 (EL 5)

Raynor: male human; Ftr 2; hp 18; See Appendix 1

Azeez: male human; Rog 1; hp 5; See Appendix 1

Krell: male human Ftr 1; hp 8; See Appendix 1

Sammel: male human Ftr 1; hp 8; See Appendix 1

Zram: male human Sor 1; hp 4; See Appendix 1

APL 4 (EL 7)

Raynor: male human; Ftr 4; hp 36; See Appendix 1

Azeez: male human; Rog 2; hp 11; See Appendix 1

Krell: male human Ftr 2; hp 16; See Appendix 1

Sammel: male human Ftr 2; hp 16; See Appendix 1

Zram: male human Sor 2; hp 6; See Appendix 1

APL 6 (EL 9)

Raynor: male human; Ftr 6; hp 54; See Appendix 1

Azeez: male human; Rog 4; hp 21; See Appendix 1

Krell: male human Ftr 4; hp 33; See Appendix 1

Sammel: male human Ftr 4; hp 33; See Appendix 1

Zram: male human Sor 4; hp 15; See Appendix 1

APL 8 (EL 11)

Raynor: male human; Ftr 8; hp 72; See Appendix 1

Azeez: male human; Rog 6; hp 32; See Appendix 1

Krell: male human Ftr 6; hp 50; See Appendix 1

Sammel: male human Ftr 6; hp 50; See Appendix 1

Zram: male human Sor 6; hp 21; See Appendix 1

APL 10 (EL 13)

Raynor: male human; Ftr 10; hp 90; See Appendix 1

Azeez: male human; Rog 8; hp 42; See Appendix 1

Krell: male human Ftr 8; hp 66; See Appendix 1

Sammel: male human Ftr 8; hp 66; See Appendix 1

Zram: male human Sor 8; hp 27; See Appendix 1

APL 12 (EL 15)

Raynor: male human; Ftr 12; hp 108; See Appendix 1

Azeez: male human; Rog 10; hp 53; See Appendix 1

Krell: male human Ftr 10; hp 83; See Appendix 1

Sammel: male human Ftr 10; hp 83; See Appendix 1

Zram: male human Sor 10; hp 33; See Appendix 1

The ambushers are all neutral mercenaries, and the last one will surrender, if the PCs let him live. He will honestly answer all questions, as he believes that he will eventually be freed or rescued. Some common questions / answers are below:

Who are you?

We're mercenaries. We were hired a day ago in Thornward to provide protection for a group investigating the area.

Who hired you?

She said her name was "Beatriz". She's a young human female. Blonde. Maybe late twenties. She's a captain in the Army.

Why did you attack us?

We were given orders to attack anyone who we didn't come up here with and who was not wearing a special badge on their cloaks. When you got close enough, we saw you didn't have one

Do you have one of these badges?

No. We know everyone that came up here, so we know the people that shouldn't need them

What does the badge look like?

A single green leaf, made of emerald and silver

Who else came up here with you?

Beatriz and two of her guards, and a few other mercenaries. I think there were five of them. They left the group with Beatriz early yesterday.

Who gave you the uniforms and the gear?

Beatriz. There are some military checkpoints between here and Thornward, so she deputized us and gave us the uniforms. We were able to get through the checkpoints easier as members of the Army.

At this point, the PCs will need to determine what to do with their survivor. As the survivor did not demand quarter, it is not necessarily an evil act to execute the survivor. The PCs can tie him up and come back for him later, or even backtrack a half day to turn him over at an Army checkpoint., or head into Thornward (about four hours of travel) and turn him over to the authorities there. Another option would be to let him go, or even take him with them. Give the PCs some time to decide what to do with their prisoner before moving on to the next encounter.

Encounter Three - Deja Vu

As noon approaches, you finally arrive at the southern edge of the village of Safen. Abandoned eleven years ago when Thornward fell to Ket, Safen has stayed a ghost town, by order of Lord Norbert Krenna, Baron of Thornward Province. Time has not been kind to the village. The roofs of many of the houses have caved in, and the street is littered with debris, blown from houses by the winter storms of northern Bissel. The wind has also swept the street clear of snow, leaving huge drifts piled up against the sides of houses on the western side of the street.

As you approach the main intersection of the abandoned town, you hear footsteps coming up the road to your right, which leads east, out of town. Five men, on foot and dressed in Army uniforms, are approaching up the east road. Their leader raises a hand in greeting and says in a loud voice, "Since you're here, I'm going to guess that you have papers authorizing you to be here. Have one of your party bring the papers, and all of you keep your hands away from your weapons."

Fortunately, or unfortunately, for the PCs, the five men comprise a legitimate Army patrol. PCs looking for the badge described by the ambushers in Encounter 2 will not find any of the five men wearing one. If the PCs took an ambusher prisoner, and still have him with them, they can ask him if these soldiers are the same mercenaries that came to Safen with the prisoner. The prisoner will answer truthfully that they are

not, and that he has never seen these men before. As a note, the make up of this patrol is almost identical to the ambusher's makeup (not by coincidence, as Beatriz is aware of the Army's operating procedures, and selected and outfitted her fake patrols to match the legitimate patrols moving through the area).

As for the patrol, they are automatically suspicious of the PCs. They have been sweeping the area for spies, and have recently discovered a fresh campsite about a mile down the east road, with the tracks leading towards the town. Even if the PCs comply with the patrol's orders, they still have to convince them of their mission and legitimate intentions. The patrol is considered Unfriendly (as per the influencing NPC Attitudes sidebar on p. 72 of the Players Handbook). If the PCs do not comply with the patrol's orders, or act suspiciously, the patrol's attitude will switch to Hostile, but they will not automatically attack the PCs. The members of the patrol are willing to listen to the PCs state their case and mission, which allows the PCs to make multiple Diplomacy or Charisma checks to attempt to repeatedly shift the knights' view of them. (It will probably take multiple checks to move them from being Hostile to Friendly). Give the PCs a +5 bonus to their checks if any members are clearly Knights of the Watch or members of the Bissel Free Companies. GMs should also reward good role-playing by rewarding bonuses of up to +5 per check, based on their discretion.

As stated, the PCs need to shift the patrol's attitude to "Friendly". Any thing under Friendly will mean that the patrol will arrest the PCs and escort them to a meeting with Lord Norbert, Baron of Thornward Province. This will mean that Beatriz and her minions will complete their mission, and that the PCs will be left empty handed. If the PCs can shift the patrol's reaction to Friendly, the members of the patrol will believe that the PCs are there on a mission at Lady Saralind's behest and will share the information they have (below), as well as allow the PCs to continue with their investigation.

If the PCs attack the patrol, they will discover that word of their attack will have filtered back to important personages in the March. Although nothing can be proved, many will have their suspicions.

APL 2 (EL 5)

Gareth male human; Ftr 2; hp 18; See Appendix 1

Rickard: male human; Rog 1; hp 5; See Appendix 1

Derrick: male human Ftr 1; hp 8; See Appendix 1

James: male human Ftr 1; hp 8; See Appendix 1

Mikkel: male human Sor 1; hp 4; See Appendix 1

APL 4 (EL 7)

Gareth: male human; Ftr 4; hp 36; See Appendix 1

Rickard: male human; Rog 2; hp 11; See Appendix 1

Derrick: male human Ftr 2; hp 16; See Appendix 1

James: male human Ftr 2; hp 16; See Appendix 1

Mikkel: male human Sor 2; hp 6; See Appendix 1

APL 6 (EL 9)

Gareth: male human; Ftr 6; hp 54; See Appendix 1

Rickard: male human; Rog 4; hp 21; See Appendix 1

Derrick: male human Ftr 4; hp 33; See Appendix 1

James: male human Ftr 4; hp 33; See Appendix 1

Mikkel: male human Sor 4; hp 15; See Appendix 1

APL 8 (EL 11)

Gareth: male human; Ftr 8; hp 72; See Appendix 1

Rickard: male human; Rog 6; hp 32; See Appendix 1

Derrick: male human Ftr 6; hp 50; See Appendix 1

James: male human Ftr 6; hp 50; See Appendix 1

Mikkel: male human Sor 6; hp 21; See Appendix 1

APL 10 (EL 13)

Gareth: male human; Ftr 10; hp 90; See Appendix 1

Rickard: male human; Rog 8; hp 42; See Appendix 1

Derrick: male human Ftr 8; hp 66; See Appendix 1

James: male human Ftr 8; hp 66; See Appendix 1

Mikkel: male human Sor 8; hp 27; See Appendix 1

APL 12 (EL 15)

Gareth: male human; Ftr 12; hp 108; See Appendix 1

Rickard: male human; Rog 10; hp 53; See Appendix 1

Derrick: male human Ftr 10; hp 83; See Appendix 1

James: male human Ftr 10; hp 83; See Appendix 1

Mikkel: male human Sor 10; hp 33; See Appendix 1

The patrol will fight to the death in defense of the March. If the PCs do kill the members of the patrol, ensure that the appropriate section is marked on the AR. The PCs gain no XP for any battle with the patrol. If, on the other hand, the PCs attack the patrol, they will be shown no mercy by the patrol, who believe they are foreign spies in an off limits zone of the March.

If the PCs manage to parley with the patrol and convince them of their good intentions, then the members of the patrol will freely share the information they possess with the PCs. Some common questions / answers are below.

Who are you?

We are members of the household of Lord Norbert Krenna, Baron of the Thornward Province. We are working with the Army to make sure this area is secure for the upcoming transition of the capital

Have you seen anything suspicious around here?

Indeed. We found an abandoned campsite less than mile east of here, with tracks leading into town. The wind has blown the streets clean, so we lost the tracks at the edge of the village. We thought you were responsible, so you can understand our initial reaction to seeing you

The members of the patrol are willing to lead the PCs to the campsite. PCs with the Survival skill can roll a check (DC 12+APL) to determine that they camp was abandoned earlier this morning. There appear to have been a number of humanoids (between four and six) here.

PCs with the Tracking feat can roll a Survival check (DC 12+APL) to follow the tracks of the humanoids into the town. The tracks are lost at the eastern edge of the town. If the PCs circle the village trying to pick up a point where the tracks exit the town, they will discover that the only other sets of tracks are the patrol's (leading into the town parallel to the unknown party's tracks) and their own, coming in from the southern side of the village and departing to the east, towards the campsite. Roll some dice to make it look like the PCs may have missed something, but there is actually nothing for them to find - Beatriz and her party are still in the village.

Once it becomes clear that the PCs are competent and that their orders are legitimate, the patrol will move off, citing the fact that they need to report in at a specified time and location. They will be back through Safen tomorrow morning, and hope that the PCs will be done with whatever they need to do by then. Also, if the PCs still have a prisoner from the ambush in Encounter 2, they will offer to take the prisoner with them.

Encounter Four - The abandoned shrine

Once the PCs realize that their quarry is still in Safen, they will need to conduct a house-by-house search. Allow PCs to roll a Search check for every hour they spend searching the village. The first PC with a successful roll (DC 14 + APL) will discover that inside what was once the stable of Safen's tavern, some of the rubble has been shifted recently, to expose the stone tiled floor. PCs who make a Spot check of (DC 12 + APL) will realize that there is a secret door hidden in the ground. The PCs can either attempt to break through the stone door (4 in. thick stone, hardness 8, hp 60, Break DC 28), or attempt to open the door through its hidden mechanism (Disable Device DC 10+APL to find the flagstone to step on to open the door). The door is square, and five feet per side.

It is permissible to allow the PCs decide to rest before entering the shrine. Beatriz will not escape the shrine during the PCs rest period,

although she will be alerted to the fact that someone is in the vicinity.

Once the PCs have opened the door, read the following:

Opening the door, you have to shield your eyes for a moment from the light. A new wooden ladder leads down twenty feet to a dirt floor, where a sunrod still glows on the floor. You can see various adventuring and digging gear piled randomly on the ground as well.

Room A

PCs who descend the ladder will find themselves in a ten foot wide by twenty foot long room. The floor is packed dirt, but the walls are stone. At the far end of the room are a pair of double doors with a set of words carved across them. Players that can read Infernal can easily make out that the words say "Let my six arms stretch out across the world and let my followers spread my purpose or die undeserving." The double doors are locked (Open Locks DC 15+APL) and magically held (DC 20+APL to force). The doors are stone (4 in. thick stone, hardness 8, hp 60)

The equipment on the ground is all mundane equipment, and all Bissel Army standard issue. PCs can find rations (stamped with the March's seal), arrows and other ranged ammunition, oil, whetstones, waterskins, and any equipment normally covered by upkeep costs. There is enough equipment here to provision a party of four to six people.

Room B

When the PCs manage to get through the door leading into Room B, they will find themselves in a ten foot by fifty foot stone room. There is no light source in this room, other than any light coming through the door from Room A. The floor here is covered in dust, and there are tracks from human boots as well as tracks appropriate to the undead in room C. The only exit is the door in the northern part of the room. The door is locked, but can be forced (Open Lock DC 15+APL, Force DC 15+APL). The door is stone (4 in. thick stone, hardness 8, hp 60)

Room C

As the PCs enter the room, they will encounter the undead that Beatriz has left to guard this area. The undead should not pose much of a threat to the PCs, as Beatriz was only able to create weak undead from the bodies left in the shrine. These undead are awaiting Beatriz's command to carry out whatever she finds in the shrine proper, should she need aid.

APL 2 (EL 2)

Skeletons, Human Warrior (6): hp 6 each; See Monster Manual p. 226

APL 4 (EL 3)

Zombie, Human (6): hp 16 each; See Monster Manual p. 266

APL 6 (EL 5)

Ghouls (3): hp 13 each; See Monster Manual p. 118

Zombie, Human (5): hp 16 each; See Monster Manual p. 266

APL 8 (EL 7)

Ghasts (2): hp 29 each; See Monster Manual p. 118

Skeleton, Owlbear (3): hp 32 each; See Monster Manual p. 226

APL 10 (EL 9)

Skeleton, Troll (3): hp 39 each; See Monster Manual p. 227

Wights (3): hp 26 each; See Monster Manual p. 255

APL 12 (EL 11)

Shadows, Greater (3): hp 58 each; See Monster Manual p. 221

Once the PCs handle the guards, they will need to deal with the door in the east wall. As with the previous door, this door is locked, but can be forced (Open Lock DC 15+APL, Force DC 15+APL). The door is stone (4 in. thick stone, hardness 8, hp 60)

Room D

When opening the door, this room appears to be a dead end. Ten feet wide, and thirty feet long, there is not another apparent exit or entrance in the room, and there is also no dust on the floor. PCs can either Search the room (Search DC 13+APL) or rely on luck (Spot DC 18+APL) to find the clue they need.

Carved into the south wall, ten feet from the door, in a spidery script are some letters (in Common) that form a riddle. When the PCs find the text, hand them Players' Handout #2, which is a cryptogrammed riddle.

The unscrambled text of the riddle reads:

*There's someone that I'm always near,
Yet in the dark I disappear.
To this one only I am loyal,
Though in his wake I'm doomed to toil.*

*He feels me not (we always touch);
If I were lost, he'd not lose much.
And now I come to my surprise,
For you are he, but who am I?
Speak my name and I will open the way.*

In order to successfully solve the puzzle, a PC needs to say the word "Shadow" while standing in Room D. Note that a comprehend languages spell will not unscramble the messages for a PC (the writing is in Common).

If the PCs appear to be stuck, or ask for a hint, ask them to make an Intelligence check. PCs with the Decipher Script skill gain a circumstance bonus equal to the number of ranks they have in the Decipher Script skill.

First Hint (DC = 10 + APL): Substitute the letter "I" every time the letter "O" appears in the puzzle.

Second Hint (DC = 15+APL): Substitute the letter "M" every time the letter "B" appears in the puzzle

Third Hint (DC = 20 + APL): Substitute the letter "T" every time the letter "G" appears in the puzzle

If the PCs rely on a check to decipher the message, make sure to apply the appropriate XP penalty at the end of the module.

The deciphered text of message is on Players Handout #3. If the PCs cannot solve the puzzle in the timeframe of the module, Beatriz and her

party will recover what they came for, and magically travel away, leaving the PCs empty handed. When a PC does answer the riddle, proceed to "Room E" and read the appropriate description for the APL

Room E

APL 2

With a shimmer, a ten foot section of the wall in front of you disappears, and you find yourself looking into a room that is fifty feet on either side. A repeated motif covers the walls - a mailed fist holding six arrows, the symbol of the god Hextor. In the center of the room is an altar, with a sarcophagus atop it. A young blonde woman, in an Army uniform is directing three other figures, who appear to be about to open the coffin. "Beatriz!" one of the figures says in alarm.

The young woman notices you and turns to face you. "Well it's about time you got here," she says icily. "Kill them," she orders. The three other figures draw their weapons and advance on you.

APLs 4+

With a shimmer, a ten foot section of the wall in front of you disappears, and you find yourself looking into a room that is fifty feet on either side. A repeated motif covers the walls - a mailed fist holding six arrows, the symbol of the god Hextor. In the center of the room is an altar, with a sarcophagus atop it. A young blonde woman, in an Army uniform is directing two other figures who appear to be about to open the coffin. To your eyes, the two figures attempting to open the sarcophagus are enlarged beyond proportion.

However, of most concern to you is the bulbous body, with a single eye and many smaller eyes on stalks, which is floating above the coffin. "Beatriz," it says in a deep voice, "we have visitors. Kill them."

PCs who noticed the blonde woman in the inn at the beginning of the module will realize that she is, in fact, Beatriz. Beatriz and company will fight to the death. Should the PCs capture one of them or attempt a speak with dead after the combat, they will find themselves dealing with a highly uncooperative prisoner, who will not answer any question posed to them.

APL 2 (EL 5)

Beatriz: female human; Clr 3; hp 18; See Appendix 1

Guards (3): male human Ftr 1; hp 9, 9, 9; See Appendix 1

APL 4 (EL 8)

Beatriz: female human; Clr 3; hp 18; See Appendix 1

Guards (2): male human Ftr 3; hp 27, 27; See Appendix 1

Gauth: hp 45; See Monster Manual p. 26

APL 6 (EL 10)

Beatriz: female human; Clr 6; hp 36; See Appendix 1

Guards (2): male human Ftr 6; hp 54, 54; See Appendix 1

Gauth: hp 45; See Monster Manual p. 26

APL 8 (EL 12)

Beatriz: female human; Clr 9; hp 54; See Appendix 1

Guards (2): male human Ftr 9; hp 81, 81; See Appendix 1

Gauth: hp 45; See Monster Manual p. 26

APL 10 (EL 14)

Beatriz: female human; Clr 11; hp 66; See Appendix 1

Guards (2): male human Ftr 11; hp 99, 99; See Appendix 1

Gauth: hp 45; See Monster Manual p. 26

APL 12 (EL 16)

Beatriz: female human; Clr 12; hp 72; See Appendix 1

Guards (2): male human Ftr 12; hp 108, 108; See Appendix 1

Beholder: hp 93; See Monster Manual p. 26

Tactics – at APL2, this is a straight combat. Beatriz's guards will attempt to cover the angles of attack with their spiked chains, and she will move between them as needed. At APLs 4 – 10, the

enlarged guards will use their extended reach to control the room, giving Beatriz and the Gauth time to pick off the PCs spell casters. At APL 12, Beatriz will start under the beholder, and time her actions to work with the beholder's opening and close its main eye. The guards will remain slightly behind her, so that they are unaffected by the anti-magic effects of the beholder's main eye, and to cover the flanks.

Once the PCs have dealt with Beatriz and her party, they will be in control of the room. The only item of note in the room is the sarcophagus. The lid of the sarcophagus has a body length carving of a knight with his arms folded across his chest. There is no face where the knight's face should be, only the smooth black rock of the sarcophagus' lid. In each of the knight's hands is a flail.

The sarcophagus is too heavy to lift off the altar, so in order to take whatever Beatriz was after back to Lady Saralind, the PCs will need to open the sarcophagus. GM's should play up the drama of the situation, but there is no immediate danger to the PCs. In order to lift the lid off the sarcophagus, the PCs will need to roll a Strength check (DC 19 at all APLs). Up to two people can help the PC who makes the check.

When the PCs open the sarcophagus, they will find a single, withered black rose, with a note wrapped around its stem. If the PCs read the note, hand them Players' Handout #4.

Conclusion

The PCs now have to return to Lady Saralind and report to her what they have found. This assumes that the PCs are forthcoming with all of the details that they found.

After listening to your report, and reading the note, Lady Saralind looks away. She hands the note to General Greenblade, who reads it slowly. The anger that has been present there since your initial meeting virtually melts off his face, and you watch him go through a range of emotions in the matter of few seconds - shock, denial, guilt and pain wash over his face as he reads the short notice. Finally, fury returns, and he stands suddenly, grabs at his sword hilt and yells "That traitor! I trusted... We believed... I'll kill..."

General Rashedra grabs General Greenblade. "No! Jerius, calm down. We cannot afford to be rash now. Damning as this is, we do not

have anything but circumstantial evidence. Nothing we know will convince any judge. We cannot go to the Margrave with this. Not now, not yet."

Lady Saralind rises and puts a hand on General Greenblade's arm. "Jerius, listen. Cainlan is right. We need more evidence. We need more time. As you yourself said, we need more than what this source has said." Lady Saralind turns to you. "Thank you. For better or worse, whatever may happen in the days ahead, you have done the March a great service, for which I am grateful. My chamberlain will see to it that you are justly compensated for your actions. I am sure that in the days ahead I will need your aid. For now, I ask, I beg of you, to not speak of anything we have discussed here until the Council of Barons and the elections come to an end. One way or another, this matter will be in the open by then, and at that point you are free to speak whatever you will about what has transpired. I will not ask you to pledge your promise, but only to keep in mind my request.

Now go. Rest. Be as merry as you can. I am sure I will call on your swords and spells soon enough."

The End

Experience Point Summary

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

Encounter Two

Did the PCs defeat the ambushers?

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

Encounter Three – Deja Vu

Did the PCs avoid combat with the Safen patrol?

APL 2 – 30 xp.

APL 4 – 45 xp.

APL 6 – 60 xp.

APL 8 – 75 xp.

APL 10 – 90 xp.

APL 12 – 105 xp.

Encounter Four – Room C

Did the PCs defeat the undead guards?

APL 2 – 60 xp

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 270 xp.

APL 12 – 330 xp.

Encounter Four – Room D

Did the PCs solve the puzzle without a hint?

APL 2 – 60 xp

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 270 xp.

APL 12 – 330 xp.

Did the PCs solve the puzzle after one hint?

APL 2 – 45 xp

APL 4 – 68 xp.

APL 6 – 90 xp.

APL 8 – 113 xp.

APL 10 – 135 xp.

APL 12 – 158 xp.

Did the PCs solve the puzzle after two hints?

APL 2 – 30 xp

APL 4 – 45 xp.

APL 6 – 60 xp.

APL 8 – 75 xp.

APL 10 – 90 xp.

APL 12 – 105 xp.

Did the PCs solve the puzzle after three or more hints?

APL 2 – 15 xp

APL 4 – 22 xp.

APL 6 – 30 xp.

APL 8 – 37 xp.

APL 10 – 45 xp.

APL 12 – 52 xp.

Encounter Four – Room E

Did the PCs defeat Beatriz's party and retrieve the note?

APL 2 – 150 xp.

APL 4 – 240 xp.

APL 6 – 300 xp.

APL 8 – 360 xp.

APL 10 – 420 xp.

APL 12 – 480 xp.

Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 2: L: 100 gp; C: 10 gp; M: 738 gp - 2 *cloaks of elvenkind* (417 gp), *cloak of resistance* +1 (83 gp), 2 *potions of cure light wounds* (8 gp), *ring of protection* +1 (167 gp), *wand of magic missiles* – 1st level (63 gp)

APL 4: L: 220 gp; C: 30 gp; M: 1277 gp – 2 *cloaks of elvenkind* (417 gp), *cloak of resistance* +1 (83 gp); *gauntlets of ogre power* (333 gp), 5 *potions of cure light wounds* (21 gp), +1 *short sword* (193 gp); *ring of protection* +1 (167 gp); *wand of magic missiles* – 1st level (63 gp)

APL 6: L: 390 gp; C: 30 gp; M: 3156 gp - +1 *chain shirt* (104 gp), 2 *cloaks of elvenkind* (417 gp); *cloak of resistance* +1 (83 gp), +1 *full plate armor* (221 gp); *gauntlets of ogre power* (333 gp); 3 *gloves of dexterity* +2 (1000 gp), +1 *greatsword* (196 gp), 6 *potions of cure light wounds* (25 gp), *potion of cure serious wounds* (63 gp), +1 *short*

sword (193 gp), 2 *rings of protection* +1 (333 gp), *wand of magic missiles* – 3rd level (188 gp)

APL 8: L: 420 gp; C: 40 gp; M: 5599 gp – *amulet of natural armor* +1 (167 gp), *bead of force* (250 gp), +1 *chain shirt* (104 gp), 2 *cloaks of elvenkind* (417 gp); *cloak of resistance* +1 (83 gp), 2 +1 *composite longbows of strength* +3 (450 gp), +1 *full plate armor* (221 gp); *gauntlets of ogre power* (333 gp); 3 *gloves of dexterity* +2 (1000 gp), +2 *greatsword* (696 gp), *pearl of power* – 2nd level (333 gp), 4 *potions of cure light wounds* (17 gp), 5 *potions of cure serious wounds* (313 gp), +1 *short sword* (193 gp), 3 *rings of protection* +1 (500 gp), *wand of magic missiles* – 5th level (313 gp)

APL 10: L: 563 gp; C: 40 gp; M: 7993 gp - 2 *amulets of natural armor* +1 (333 gp), *bead of force* (250 gp), 2 *bracers of archery (lesser)* (833gp), +1 *chain shirt* (104 gp), *cloak of charisma* +2 (333 gp), 2 *cloaks of elvenkind* (417 gp); *cloak of resistance* +1 (83 gp), 2 +1 *composite longbows of strength* +3 (450 gp), +1 *full plate armor* (221 gp); *gauntlets of ogre power* (333 gp); 3 *gloves of dexterity* +2 (1000 gp), +2 *greatsword* (696 gp), *pearl of power* – 2nd level (333 gp), 4 *potions of cure light wounds* (17 gp), 6 *potions of cure serious wounds* (375 gp), +2 *short sword* (693 gp), 2 *rings of protection* +1 (333 gp), +2 *ring of protection* (667 gp), *wand of magic missiles* – 5th level (313 gp)

APL 12: L: 563 gp; C: 40 gp; M: 9913 gp - 2 *amulets of natural armor* +1 (333 gp), 40 *arrows of shock* (171 gp), *bead of force* (250 gp), 2 *bracers of archery (lesser)* (833gp), 2 +1 *chain shirt* (208 gp), +2 *chain shirt* (354 gp), *cloak of charisma* +2 (333 gp), 2 *cloaks of elvenkind* (417 gp); *cloak of resistance* +1 (83 gp), 2 +1 *composite longbows of strength* +3 (450 gp), +2 *full plate armor* (471 gp); *gauntlets of ogre power* (333 gp); 3 *gloves of dexterity* +2 (1000 gp), +2 *greatsword* (696 gp), *metamagic rod of lesser empower* (750 gp), *pearl of power* – 2nd level (333 gp), 4 *potions of cure light wounds* (17 gp), 6 *potions of cure serious wounds* (375 gp), +2 *short sword* (693 gp), 2 *rings of protection* +1 (333 gp), +2 *ring of protection* (667 gp), *wand of magic missiles* – 5th level (313 gp)

Encounter Four – Room C:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

APL 6: L: 0 gp; C: 0 gp; M: 0 gp

APL 8: L: 0 gp; C: 0 gp; M: 0 gp

APL 10: L: 0 gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Four – Room E:

APL 2: L: 200 gp; C: 0 gp; M: 171 gp – *potion of cure light wounds* (4 gp); *ring of protection +1* (167 gp)

APL 4: L: 160 gp; C: 0 gp; M: 213 gp – *potion of cure light wounds* (4 gp); *2 potions of enlarge person* (42 gp), *ring of protection +1* (167 gp)

APL 6: L: 190 gp; C: 30 gp; M: 1977 gp – *+1 flail* (192 gp), *2 gauntlets of ogre power* (667 gp), *periapt of wisdom +2* (333 gp), *3 potions of cure serious wounds* (188 gp), *2 potions of enlarge person* (42 gp), *ring of protection +1* (167 gp), *2 +1 spiked chains* (388 gp)

APL 8: L: 190 gp; C: 50 gp; M: 4080 gp – *2 amulets of natural armor +1* (333 gp), *cloak of resistance +1* (83 gp), *+1 flail* (192 gp), *2 gauntlets of ogre power* (667 gp), *periapt of wisdom +4* (1333 gp), *6 potions of cure serious wounds* (375 gp), *2 potions of enlarge person* (42 gp), *ring of protection +2* (667 gp), *2 +1 spiked chains* (388 gp)

APL 10: L: 200 gp; C: 100 gp; M: 5830 gp – *2 amulets of natural armor +1* (333 gp), *cloak of charisma +2* (333 gp), *2 +1 flaming spiked chains* (1388 gp), *+1 frost flail* (692 gp), *2 gauntlets of ogre power* (667 gp), *periapt of wisdom +4* (1333 gp), *6 potions of cure serious wounds* (375 gp), *2 potions of enlarge person* (42 gp), *ring of protection +2* (667 gp)

APL 12: L: 250 gp; C: 200 gp; M: 5830 gp – *2 amulets of natural armor +1* (333 gp), *cloak of charisma +2* (333 gp), *2 +1 flaming spiked chains* (1388 gp), *+1 frost flail* (692 gp), *2 gauntlets of ogre power* (667 gp), *periapt of wisdom +4* (1333 gp), *6 potions of cure serious wounds* (375 gp), *2 potions of enlarge person* (42 gp), *ring of protection +2* (667 gp)

Conclusion – Lady Saralind's Cash Compensation:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 75 gp; M: 0 gp

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

APL 8: L: 0 gp; C: 125 gp; M: 0 gp

APL 10: L: 0 gp; C: 150 gp; M: 0 gp

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 300 gp; C: 60 gp; M: 909 gp – Total: 450 gp (450 gp).

APL 4: L: 380 gp; C: 105 gp; M: 1490 gp – Total: 650 gp (650 gp).

APL 6: L: 580 gp; C: 130 gp; M: 5133 gp – Total: 900 gp (900 gp).

APL 8: L: 610 gp; C: 215 gp; M: 9679 gp – Total: 1300 gp (1300 gp).

APL 10: L: 763 gp; C: 290 gp; M: 13823 gp – Total: 2300 gp (2300 gp).

APL 12: L: 813 gp; C: 440 gp; M: 15293 gp – Total: 3300 gp (3300 gp).

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Cloak of Elvenkind* (DMG, Adventure)
- ❖ *Wand of magic missiles – 1st level* (DMG, Adventure)

APL 4: (all items from APL 2 plus):

- ❖ *None*

APL 6 (all items from APL 2, 4 plus):

- ❖ *Wand of magic missiles – 3rd level* (DMG, Adventure)

APL 8 (all items from APL 2, 4, 6 plus):

- ❖ *Bead of Force* (DMG, Adventure)
- ❖ *Greatsword +2* (DMG, Adventure)
- ❖ *Periapt of Wisdom +4* (DMG, Adventure)
- ❖ *Ring of Protection +2* (DMG, Adventure)

- ❖ *Wand of magic missiles – 5th level (DMG, Adventure)*

APL 10 (all items from APL 2, 4, 6, 8 plus):

- ❖ *Bracers of Archery (Lesser) (DMG, Adventure)*
- ❖ *Short sword +2 (DMG, Adventure)*
- ❖ *Weapon enhancement - flaming (DMG, Adventure)*
- ❖ *Weapon enhancement – frost (DMG, Adventure)*

APL 12 (all items from APL 2, 4, 6, 8, 10 plus):

- ❖ *Weapon enhancement – shock (DMG, Adventure)*

Items for the Adventure Record (Specials)

Influence with the Bissel Free Companies (ALL APLs)

For completing this mission, if the PC is, or in the future becomes a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any adventure to gain access (Freq: Adventure) to purchase any single magic item in the DMG (other than a Bag of Tricks) valued at 1500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence Points with the Bissel Free Companies simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points. Influence Points with no explicit gp value associated with them cannot be combined with this Influence Point. These Influence Points are non-transferable and can only be spent by the individual who received them.

Wanted for Questioning (ALL APLs)

If the PCs engaged in combat with the legitimate patrol in the village of Safen, then they are wanted for questioning by the authorities in Bissel. This PC has two options:

- 1.) Try to lay low. All Charisma based skill checks made while in Bissel, during any Core, Metaregional or Regional Scenario suffer a -4 circumstance penalty.
- 2.) Turn themselves in. The PC should contact the Bissel Triad immediately.

If the PCs incurred this penalty, the GM should sign here: _____

The Favor of Lady Saralind Markavan (ALL APLs)

For executing her wishes with discretion, and retrieving the information she desired, Lady Saralind Markavan has arranged for you to have access to the following items. The items are available for purchase after any Bissel regional module. Once an item has been purchased, it should be circled on this AR, and this favor should be crossed off the AR.

- ❖ Amulet of Fortune Prevailing (MH)
- ❖ Ring of Spell Storing, Minor (DMG)
- ❖ Staff of Fire (DMG)
- ❖ Hat of Disguise (DMG)
- ❖ Ring of energy resistance, minor (fire) (DMG)
- ❖ Ring of energy resistance, minor (cold) (DMG)

Appendix 1 - NPCs

Encounter Two

APL 2

Raynor: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+4; hp 18; Init +6; Spd Walk 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk: +2; Grp +5; Atk +7 melee (2d6+4/19-20, masterwork greatsword); Full Atk +7 melee (2d6+4/19-20, masterwork greatsword); SA --; SQ --; AL N; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Handle Animal +4, Intimidate +5, Ride +3, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (Greatsword)

Possessions: Cloak of Resistance +1; Potion of Cure Light Wounds; Masterwork Full Plate Armor, Masterwork Greatsword

Azeez: Male Human Rogue 1; CR 1; Medium Humanoid; HD 1d6+1; hp 5; Init +7; Spd Walk 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, masterwork short sword); Full Atk +3 melee (1d6+2/19-20, masterwork short sword); SA: Sneak Attack +1d6; SQ Trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +6, Bluff +4, Diplomacy +4, Disguise +4, Forgery +5, Hide +6, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6, Combat Reflexes, Improved Initiative

Possessions: Ring of Protection +1, Potion of Cure Light Wounds, Masterwork Short sword, Masterwork Chain Shirt

Krell: Male Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+1; hp 8; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +1; Grp +4, Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +3/+3 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +1, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Cloak of Elvenkind, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Sammel: Male Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+1; hp 8; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +1; Grp +4, Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +3/+3 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +1, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Cloak of Elvenkind, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Zram: Male Human Sorcerer 1; CR 1; Medium Humanoid; HD 1d4; hp 4; Init +5; Spd Walk 30'; AC 11, touch 11, flat-footed 10; Base Atk: 0; Grp -1; Atk: +0 melee (1d4-1/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork dagger); Full Atk: +0 melee (1d4-1/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +0, Ref +1, Will +2; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 17

Skills and Feats: Concentration +4, Knowledge (Arcana) +6, Knowledge (Sheldomar Valley) +4, Knowledge (Nobility and Royalty) +4, Spellcraft +6; Combat Casting, Improved Initiative

Possessions: wand of magic missile (1st level), masterwork dagger

Spells Known: (5/4; base DC = 13 + spell level)
0 – detect magic, ghost sound, prestidigitation, read magic; 1st – cause fear, shield

APL 4

Raynor: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +6; Spd Walk 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk: +4; Grp +9; Atk +11 melee (2d6+9/19-20, masterwork greatsword); Full Atk +11 melee (2d6+9/19-20, masterwork greatsword); SA --; SQ --; AL N; SV Fort +7, Ref +4, Will +1; Str 20 (18), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +4, Intimidate +5, Ride +5, Combat Reflexes, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Masterwork Full Plate Armor, Masterwork Greatsword

Azeez: Male Human Rogue 2; CR 2; Medium Humanoid; HD 2d6+2; hp 11; Init +7; Spd Walk 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d6+3/19-20, +1 short sword); Full Atk +4 melee (1d6+3/19-20, +1 short sword); SA: Sneak Attack +1d6; SQ Evasion, Trapfinding; AL N; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +9, Bluff +5, Diplomacy +6, Disable Device +6, Disguise +6, Forgery +5, Hide +6, Move Silently +6, Open Lock +5, Sense Motive +4, Spot +4, Tumble +7, Combat Reflexes, Improved Initiative

Possessions: Ring of Protection +1, Potion of Cure Light Wounds, +1 Short sword, Masterwork Chain Shirt

Krell: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+2; hp 16; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +2; Grp +5, Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +5/+5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +9, Intimidate +1, Ride +5, Point Blank

Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Possessions: Cloak of Elvenkind, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Sammel: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+2; hp 16; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +2; Grp +5, Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +5/+5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Possessions: Cloak of Elvenkind, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Zram: Male Human Sorcerer 2; CR 2; Medium Humanoid; HD 2d4; hp 6; Init +5; Spd Walk 30'; AC 11, touch 11, flat-footed 10; Base Atk: +1; Grp 0; Atk: +1 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); Full Atk: +1 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 17

Skills and Feats: Concentration +5, Knowledge (Arcana) +7, Knowledge (Sheldomar Valley) +4, Knowledge (Nobility and Royalty) +4, Spellcraft +9; Combat Casting, Improved Initiative

Possessions: wand of magic missile (1st level), masterwork dagger

Spells Known: (6/5; base DC = 13 + spell level)
0 – acid splash, detect magic, ghost sound, prestidigitation, read magic; 1st – cause fear, shield

APL 6

Raynor: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+12; hp 54; Init +6; Spd Walk 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk: +6/+1; Grp +11/+6; Atk +13 melee (2d6+10/19-20, +1 *greatsword*); Full Atk +13/+8 melee (2d6+10/19-20, +1 *greatsword*); SA --; SQ --; AL N; SV Fort +8, Ref +5, Will +2; Str 20 (18), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +5, Intimidate +6, Jump -5, Ride +8, Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds, +1 Full Plate Armor, +1 Greatsword

Azeez: Male Human Rogue 4; CR 4; Medium Humanoid; HD 4d6+4; hp 21; Init +8; Spd Walk 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +3; Grp +5; Atk +6 melee (1d6+3/19-20, +1 *short sword*); Full Atk +6 melee (1d6+3/19-20, +1 *short sword*); SA: Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +2, Ref +8, Will +1; Str 14, Dex 19 (17), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +11, Bluff +7, Diplomacy +2, Disable Device +8, Disguise +6, Forgery +7, Hide +7, Move Silently +1, Open Lock +1, Sense Motive +6, Sleight of Hand +9, Spot +6, Tumble +10, Combat Reflexes, Improved Initiative, Quick Draw

Possessions: Ring of Protection +1, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), +1 Short sword, +1 Chain Shirt

Krell: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+4; hp 33; Init +4; Spd Walk 30'; AC 18, touch 14, flat-footed 14; Base Atk: +4; Grp +7, Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength); Full Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength) or +8/+8 ranged (1d8+5/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +3, Hide +11, Intimidate +3, Ride +7, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Sammel: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+4; hp 33; Init +4; Spd Walk 30'; AC 18, touch 14, flat-footed 14; Base Atk: +4; Grp +7, Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength); Full Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength) or +8/+8 ranged (1d8+5/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +3, Hide +11, Intimidate +3, Ride +7, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Zram: Male Human Sorcerer 4; CR 4; Medium Humanoid; HD 4d4+3; hp 15; Init +5; Spd Walk 30'; AC 12, touch 12, flat-footed 11; Base Atk: +2; Grp +1; Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); Full Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +1, Ref +2, Will +4; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Concentration +7, Knowledge (Arcana) +9, Knowledge (Sheldomar Valley) +5, Knowledge (Nobility and Royalty) +5, Spellcraft +11; Combat Casting, Improved Initiative, Toughness

Possessions: wand of magic missile (3rd level), ring of protection +1, masterwork dagger

Spells Known: (6/7/4; base DC = 14 + spell level) 0 – *acid splash, detect magic, ghost sound, prestidigitation, read magic*; 1st – *cause fear, magic missile, shield*; 2nd – *scorching ray*

APL 8

Raynor: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+16; hp 72; Init +6; Spd Walk 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk: +8/+3; Grp +13/+8; Atk +17 melee (2d6+11/19-20, +2 *greatsword*); Full Atk +17/+12 melee (2d6+11/19-20, +2 *greatsword*); SA --; SQ --; AL N; SV Fort +9, Ref +5, Will +2; Str 21 (19), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +6, Intimidate +7, Jump -5, Ride +10, Cleave, Combat Reflexes, Greater Weapon Focus (Greatsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: *Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +1, +1 Full Plate Armor, +2 Greatsword*

Azeez: Male Human Rogue 6; CR 6; Medium Humanoid; HD 6d6+6; hp 32; Init +8; Spd Walk 30 ft.; AC 21, touch 15, flat-footed 21; Base Atk +4; Grp +6; Atk +9 melee (1d6+3/19-20, +1 *short sword*); Full Atk +9 melee (1d6+3/19-20, +1 *short sword*); SA: Sneak Attack +3d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL N; SV Fort +3, Ref +9, Will +2; Str 14, Dex 19 (17), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +13, Bluff +9, Diplomacy +11, Disable Device +10, Disguise +8, Forgery +7, Hide +9, Move Silently +8, Open Lock +9, Sense Motive +9, Sleight of Hand +9, Spot +6, Tumble +12, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: *Amulet of Natural Armor +1, Bead of Force, Ring of Protection +1, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds, +1 Short sword, +1 Chain Shirt*

Krell: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+6; hp 50; Init +4; Spd

Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +6/+1; Grp +9/+4, Atk: +10 melee (1d8+3/19-20, masterwork longsword) or +12 ranged (1d8+6/20 x3, +1 *composite longbow of strength*) or +8/+8 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); Full Atk: +10/+5 melee (1d8+3/19-20, masterwork longsword) or +12/+12/+7 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); SA --; SQ --; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +4, Hide +12, Intimidate +4, Ride +11, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: *Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)*

Sammel: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+6; hp 50; Init +4; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +6/+1; Grp +9/+4, Atk: +10 melee (1d8+3/19-20, masterwork longsword) or +12 ranged (1d8+6/20 x3, +1 *composite longbow of strength*) or +8/+8 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); Full Atk: +10/+5 melee (1d8+3/19-20, masterwork longsword) or +12/+12/+7 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); SA --; SQ --; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +4, Hide +12, Intimidate +4, Ride +11, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: *Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)*

Zram: Male Human Sorcerer 6; CR 6; Medium Humanoid; HD 6d4+3; hp 21; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +3; Grp +2; Atk: +3 melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d4/19-20, masterwork dagger); Full Atk: +3 melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d4/19-20, masterwork dagger); SA

spells; SQ --; AL N; SV Fort +2, Ref +3, Will +5; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Knowledge (Sheldomar Valley) +6, Knowledge (Nobility and Royalty) +6, Spellcraft +13; Combat Casting, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), pearl of power (2nd level), ring of protection +1, masterwork dagger

Spells Known: (6/6/6/4; base DC = 14 + spell level) 0 – acid splash, detect magic, ghost sound, mending, prestidigitation, ray of frost, read magic; 1st – cause fear, mage armor, magic missile, shield; 2nd – scorching ray, summon monster II; 3rd – fireball

APL 10

Raynor: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+20; hp 90; Init +6; Spd Walk 20 ft.; AC 22, touch 12, flat-footed 21; Base Atk: +10/+5; Grp +15/+10; Atk +19 melee (2d6+11/17-20, +2 greatsword); Full Atk +19/+14 melee (2d6+11/17-20, +2 greatsword); SA --; SQ --; AL N; SV Fort +10, Ref +6, Will +3; Str 21 (19), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +4, Handle Animal +8, Intimidate +7, Jump -5, Ride +10, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +1, +1 Full Plate Armor, +2 Greatsword

Azeez: Male Human Rogue 8; CR 8; Medium Humanoid; HD 8d6+8; hp 42; Init +8; Spd Walk 30 ft.; AC 22, touch 16, flat-footed 22; Base Atk +6/+1; Grp +8/+3; Atk +13 melee (1d6+4/19-20, +2 short sword); Full Atk +13/+8 melee (1d6+4/19-20, +2 short sword); SA: Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense +2; AL N; SV Fort +3, Ref +11, Will +2; Str 14, Dex 20 (18), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +16, Bluff +10, Diplomacy +13, Disable Device +12, Disguise +10, Forgery +7, Hide +10, Move Silently +11, Open Lock +13, Sense Motive +11, Sleight of Hand +9, Spot +8, Tumble +15, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: Amulet of Natural Armor +1, Bead of Force, Ring of Protection +2, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds (x2), +2 Short sword, +1 Chain Shirt

Krell: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+8; hp 66; Init +5; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +8/+3; Grp +11/+6, Atk: +12 melee (1d8+3/19-20, masterwork longsword) or +16 ranged (1d8+6/20 x3, +1 composite longbow of strength) or +12/+12 ranged (1d8+6/20 x3, +1 composite longbow of strength); Full Atk: +12/+7 melee (1d8+3/19-20, masterwork longsword) or +16/+16/+11 ranged (1d8+6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +4, Hide +15, Intimidate +5, Ride +14, Greater Weapon Focus (Longbow), Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Sammel: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+8; hp 66; Init +5; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +8/+3; Grp +11/+6, Atk: +12 melee (1d8+3/19-20, masterwork longsword) or +16 ranged (1d8+6/20 x3, +1 composite longbow of strength) or +12/+12 ranged (1d8+6/20 x3, +1 composite longbow of strength); Full Atk: +12/+7 melee (1d8+3/19-20, masterwork longsword) or +16/+16/+11 ranged (1d8+6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +4, Hide +15, Intimidate +5, Ride +14, Greater Weapon Focus (Longbow), Improved Rapid

Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Zram: Male Human Sorcerer 8; CR 8; Medium Humanoid; HD 8d4+3; hp 27; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +4; Grp +3; Atk: +4 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); Full Atk: +4 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +2, Ref +3, Will +6; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 21 (19)

Skills and Feats: Concentration +11, Knowledge (Arcana) +13, Knowledge (Sheldomar Valley) +7, Knowledge (Nobility and Royalty) +7, Spellcraft +15; Combat Casting, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), cloak of charisma +2, pearl of power (2nd level), ring of protection +1, masterwork dagger

Spells Known: (6/7/7/6/4; base DC = 15 + spell level) 0 – acid splash, dancing lights, detect magic, ghost sound, mending, prestidigitation, ray of frost, read magic; 1st – burning hands, cause fear, mage armor, magic missile, shield; 2nd – acid arrow, scorching ray, summon monster II; 3rd – fireball, lightning bolt; 4th – ice storm

APL 12

Raynor: Male Human Fighter 12; CR 12; Medium Humanoid; HD 12d10+24; hp 108; Init +6; Spd Walk 20 ft.; AC 24, touch 13, flat-footed 23; Base Atk: +12/+7/+2; Grp +18/+13/+8; Atk +12 melee (2d6+15/17-20, +2 greatsword); Full Atk +22/+17/+12 melee (2d6+15/17-20, +2 greatsword); SA --; SQ --; AL N; SV Fort +11, Ref +7, Will +4; Str 22 (20), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +5, Handle Animal +9, Intimidate +9, Jump -4, Ride +11, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Improved Critical

(Greatsword), Improved Initiative, Improved Sunder, Mobility, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +2, +2 Full Plate Armor, +2 Greatsword

Azeez: Male Human Rogue 10; CR 10; Medium Humanoid; HD 10d6+10; hp 53; Init +9; Spd Walk 30 ft.; AC 23, touch 16, flat-footed 23; Base Atk +7/+2; Grp +9/+4; Atk +14 melee (1d6+4/19-20, +2 short sword); Full Atk +14/+9 melee (1d6+4/19-20, +2 short sword); SA: Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Opportunist, Trapfinding, Trap Sense +3; AL N; SV Fort +4, Ref +12, Will +3; Str 14, Dex 20 (18), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +18, Bluff +12, Diplomacy +15, Disable Device +14, Disguise +10, Forgery +8, Hide +11, Move Silently +11, Open Lock +14, Sense Motive +13, Sleight of Hand +9, Spot +13, Tumble +17, Combat Reflexes, Flick of the Wrist, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: Amulet of Natural Armor +1, Bead of Force, Ring of Protection +2, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds (x2), +2 Short sword, +2 Chain Shirt

Krell: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+10; hp 83; Init +9; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +10/+5; Grp +13/+8, Atk: +14 melee (1d8+3/19-20, masterwork longsword) or +18 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength) or +14/+13 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); Full Atk: +14/+9 melee (1d8+3/19-20, masterwork longsword) or +18/+18/+13 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +7, Hide +15, Intimidate +6, Ride +14, Greater Weapon Focus (Longbow), Improved Initiative, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot,

Sharp Shooting, Weapon Focus (Longbow),
Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows of Shock (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Sammel: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+10; hp 83; Init +9; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +10/+5; Grp +13/+8, Atk: +14 melee (1d8+3/19-20, masterwork longsword) or +18 ranged (1d8+6 + 1d6/20 x3, +1 *composite longbow of strength*) or +14/+14 ranged (1d8+6 + 1d6/20 x3, +1 *composite longbow of strength*); Full Atk: +14/+9 melee (1d8+3/19-20, masterwork longsword) or +18/+18/+13 ranged (1d8+6 + 1d6/20 x3, +1 *composite longbow of strength*); SA --; SQ --; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +7, Hide +15, Intimidate +6, Ride +14, Greater Weapon Focus (Longbow), Improved Initiative, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Sharp Shooting, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows of Shock (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Zram: Male Human Sorcerer 10; CR 10; Medium Humanoid; HD 10d4+3; hp 33; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +5; Grp +4; Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); Full Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +3, Ref +4, Will +7; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 21 (19)

Skills and Feats: Concentration +13, Knowledge (Arcana) +15, Knowledge (Sheldomar Valley) +8, Knowledge (Nobility and Royalty) +8, Spellcraft +17; Combat Casting, Craft Rod, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), cloak of charisma +2, pearl of power (2nd level),

ring of protection +1, metamagic rod of lesser empower, masterwork dagger

Spells Known: (6/7/7/7/6/4; base DC = 15 + spell level) 0 – acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic; 1st – burning hands, cause fear, mage armor, magic missile, shield; 2nd – acid arrow, mirror image, scorching ray, summon monster II; 3rd – fireball, hold person, lightning bolt; 4th – ice storm, wall of ice; 5th – cone of cold

Encounter Three

APL 2

Gareth: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+4; hp 18; Init +6; Spd Walk 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk: +2; Grp +5; Atk +7 melee (2d6+4/19-20, masterwork greatsword); Full Atk +7 melee (2d6+4/19-20, masterwork greatsword); SA --; SQ --; AL N; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Handle Animal +4, Intimidate +5, Ride +3, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (Greatsword)

Possessions: Cloak of Resistance +1; Potion of Cure Light Wounds; Masterwork Full Plate Armor, Masterwork Greatsword

Rickard: Male Human Rogue 1; CR 1; Medium Humanoid; HD 1d6+1; hp 5; Init +7; Spd Walk 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, masterwork short sword); Full Atk +3 melee (1d6+2/19-20, masterwork short sword); SA: Sneak Attack +1d6; SQ Trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +6, Bluff +4, Diplomacy +4, Disguise +4, Forgery +5, Hide +6, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6, Combat Reflexes, Improved Initiative

Possessions: Ring of Protection +1, Potion of Cure Light Wounds, Masterwork Short sword, Masterwork Chain Shirt

Derrick: Male Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+1; hp 8; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk:

+1; Grp +4, Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +3/+3 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +1, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: *Cloak of Elvenkind*, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

James: Male Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+1; hp 8; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +1; Grp +4, Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +3/+3 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +1, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: *Cloak of Elvenkind*, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 1; CR 1; Medium Humanoid; HD 1d4; hp 4; Init +5; Spd Walk 30'; AC 11, touch 11, flat-footed 10; Base Atk: 0; Grp -1; Atk: +0 melee (1d4-1/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork dagger); Full Atk: +0 melee (1d4-1/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +0, Ref +1, Will +2; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 17

Skills and Feats: Concentration +4, Knowledge (Arcana) +6, Knowledge (Sheldomar Valley) +4, Knowledge (Nobility and Royalty) +4, Spellcraft +6; Combat Casting, Improved Initiative

Possessions: *wand of magic missile* (1st level), masterwork dagger

Spells Known: (5/4; base DC = 13 + spell level)
0 – *detect magic*, *ghost sound*, *prestidigitation*, *read magic*; 1st – *cause fear*, *shield*

APL 4

Gareth: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +6; Spd Walk 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk: +4; Grp +9; Atk +11 melee (2d6+9/19-20, masterwork greatsword); Full Atk +11 melee (2d6+9/19-20, masterwork greatsword); SA --; SQ --; AL N; SV Fort +7, Ref +4, Will +1; Str 20 (18), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +4, Intimidate +5, Ride +5, Combat Reflexes, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: *Cloak of Resistance* +1; *Gauntlets of Ogre Power*; *Potion of Cure Light Wounds* (x2); Masterwork Full Plate Armor, Masterwork Greatsword

Rickard: Male Human Rogue 2; CR 2; Medium Humanoid; HD 2d6+2; hp 11; Init +7; Spd Walk 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d6+3/19-20, +1 short sword); Full Atk +4 melee (1d6+3/19-20, +1 short sword); SA: Sneak Attack +1d6; SQ Evasion, Trapfinding; AL N; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +9, Bluff +5, Diplomacy +6, Disable Device +6, Disguise +6, Forgery +5, Hide +6, Move Silently +6, Open Lock +5, Sense Motive +4, Spot +4, Tumble +7, Combat Reflexes, Improved Initiative

Possessions: *Ring of Protection* +1, *Potion of Cure Light Wounds*, +1 Short sword, Masterwork Chain Shirt

Derrick: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+2; hp 16; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +2; Grp +5, Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or

+5/+5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Possessions: Cloak of Elvenkind, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

James: Male Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+2; hp 16; Init +3; Spd Walk 30'; AC 17, touch 13, flat-footed 14; Base Atk: +2; Grp +5, Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/20 x3, composite masterwork longbow of strength) or +5/+5 ranged (1d8+3/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +3, Hide +9, Intimidate +1, Ride +5, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Possessions: Cloak of Elvenkind, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 2; CR 2; Medium Humanoid; HD 2d4; hp 6; Init +5; Spd Walk 30'; AC 11, touch 11, flat-footed 10; Base Atk: +1; Grp 0; Atk: +1 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); Full Atk: +1 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 17

Skills and Feats: Concentration +5, Knowledge (Arcana) +7, Knowledge (Sheldomar Valley) +4, Knowledge (Nobility and Royalty) +4, Spellcraft +9; Combat Casting, Improved Initiative

Possessions: wand of magic missile (1st level), masterwork dagger

Spells Known: (6/5; base DC = 13 + spell level) 0 – acid splash, detect magic, ghost sound,

prestidigitation, read magic; 1st – cause fear, shield

APL 6

Gareth: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+12; hp 54; Init +6; Spd Walk 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk: +6/+1; Grp +11/+6; Atk +13 melee (2d6+10/19-20, +1 greatsword); Full Atk +13/+8 melee (2d6+10/19-20, +1 greatsword); SA --; SQ --; AL N; SV Fort +8, Ref +5, Will +2; Str 20 (18), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +5, Intimidate +6, Jump -5, Ride +8, Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds, +1 Full Plate Armor, +1 Greatsword

Rickard: Male Human Rogue 4; CR 4; Medium Humanoid; HD 4d6+4; hp 21; Init +8; Spd Walk 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +3; Grp +5; Atk +6 melee (1d6+3/19-20, +1 short sword); Full Atk +6 melee (1d6+3/19-20, +1 short sword); SA: Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +2, Ref +8, Will +1; Str 14, Dex 19 (17), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +11, Bluff +7, Diplomacy +2, Disable Device +8, Disguise +6, Forgery +7, Hide +7, Move Silently +1, Open Lock +1, Sense Motive +6, Sleight of Hand +9, Spot +6, Tumble +10, Combat Reflexes, Improved Initiative, Quick Draw

Possessions: Ring of Protection +1, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), +1 Short sword, +1 Chain Shirt

Derrick: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+4; hp 33; Init +4; Spd Walk 30'; AC 18, touch 14, flat-footed 14; Base Atk: +4; Grp +7, Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength); Full Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength) or +8/+8 ranged (1d8+5/20 x3, composite masterwork longbow of strength); SA

--; SQ --; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +3, Hide +11, Intimidate +3, Ride +7, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

James: Male Human Fighter 4; CR 4; Medium Humanoid; HD 4d10+4; hp 33; Init +4; Spd Walk 30'; AC 18, touch 14, flat-footed 14; Base Atk: +4; Grp +7, Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength); Full Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+5/20 x3, composite masterwork longbow of strength) or +8/+8 ranged (1d8+5/20 x3, composite masterwork longbow of strength); SA --; SQ --; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +3, Hide +11, Intimidate +3, Ride +7, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Light Wounds, Arrows (20), Masterwork Chain Shirt, Masterwork Longsword, Masterwork Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 4; CR 4; Medium Humanoid; HD 4d4+3; hp 15; Init +5; Spd Walk 30'; AC 12, touch 12, flat-footed 11; Base Atk: +2; Grp +1; Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); Full Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +1, Ref +2, Will +4; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Concentration +7, Knowledge (Arcana) +9, Knowledge (Sheldomar Valley) +5, Knowledge (Nobility and Royalty) +5, Spellcraft +11; Combat Casting, Improved Initiative, Toughness

Possessions: wand of magic missile (3rd level), ring of protection +1, masterwork dagger

Spells Known: (6/7/4; base DC = 14 + spell level) 0 – acid splash, detect magic, ghost sound, prestidigitation, read magic; 1st – cause fear, magic missile, shield; 2nd – scorching ray

APL 8

Gareth: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+16; hp 72; Init +6; Spd Walk 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk: +8/+3; Grp +13/+8; Atk +17 melee (2d6+11/19-20, +2 greatsword); Full Atk +17/+12 melee (2d6+11/19-20, +2 greatsword); SA --; SQ --; AL N; SV Fort +9, Ref +5, Will +2; Str 21 (19), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +2, Handle Animal +6, Intimidate +7, Jump -5, Ride +10, Cleave, Combat Reflexes, Greater Weapon Focus (Greatsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +1, +1 Full Plate Armor, +2 Greatsword

Rickard: Male Human Rogue 6; CR 6; Medium Humanoid; HD 6d6+6; hp 32; Init +8; Spd Walk 30 ft.; AC 21, touch 15, flat-footed 21; Base Atk +4; Grp +6; Atk +9 melee (1d6+3/19-20, +1 short sword); Full Atk +9 melee (1d6+3/19-20, +1 short sword); SA: Sneak Attack +3d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL N; SV Fort +3, Ref +9, Will +2; Str 14, Dex 19 (17), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +13, Bluff +9, Diplomacy +11, Disable Device +10, Disguise +8, Forgery +7, Hide +9, Move Silently +8, Open Lock +9, Sense Motive +9, Sleight of Hand +9, Spot +6, Tumble +12, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: Amulet of Natural Armor +1, Bead of Force, Ring of Protection +1, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds, +1 Short sword, +1 Chain Shirt

Derrick: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+6; hp 50; Init +4; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +6/+1; Grp +9/+4, Atk: +10 melee (1d8+3/19-20, masterwork longsword) or +12 ranged (1d8+6/20 x3, +1 *composite longbow of strength*) or +8/+8 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); Full Atk: +10/+5 melee (1d8+3/19-20, masterwork longsword) or +12/+12/+7 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); SA --; SQ --; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +4, Hide +12, Intimidate +4, Ride +11, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

James: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+6; hp 50; Init +4; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +6/+1; Grp +9/+4, Atk: +10 melee (1d8+3/19-20, masterwork longsword) or +12 ranged (1d8+6/20 x3, +1 *composite longbow of strength*) or +8/+8 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); Full Atk: +10/+5 melee (1d8+3/19-20, masterwork longsword) or +12/+12/+7 ranged (1d8+6/20 x3, +1 *composite longbow of strength*); SA --; SQ --; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 19 (17), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +4, Hide +12, Intimidate +4, Ride +11, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 6; CR 6; Medium Humanoid; HD 6d4+3; hp 21; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +3; Grp +2; Atk: +3 melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d4/19-20, masterwork dagger); Full Atk: +3

melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +2, Ref +3, Will +5; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Knowledge (Sheldomar Valley) +6, Knowledge (Nobility and Royalty) +6, Spellcraft +13; Combat Casting, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), pearl of power (2nd level), ring of protection +1, masterwork dagger

Spells Known: (6/6/6/4; base DC = 14 + spell level) 0 – acid splash, detect magic, ghost sound, mending, prestidigitation, ray of frost, read magic; 1st – cause fear, mage armor, magic missile, shield; 2nd – scorching ray, summon monster II; 3rd – fireball

APL 10

Gareth: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+20; hp 90; Init +6; Spd Walk 20 ft.; AC 22, touch 12, flat-footed 21; Base Atk: +10/+5; Grp +15/+10; Atk +19 melee (2d6+11/17-20, +2 *greatsword*); Full Atk +19/+14 melee (2d6+11/17-20, +2 *greatsword*); SA --; SQ --; AL N; SV Fort +10, Ref +6, Will +3; Str 21 (19), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +4, Handle Animal +8, Intimidate +7, Jump -5, Ride +10, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1, Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +1, +1 Full Plate Armor, +2 Greatsword

Rickard: Male Human Rogue 8; CR 8; Medium Humanoid; HD 8d6+8; hp 42; Init +8; Spd Walk 30 ft.; AC 22, touch 16, flat-footed 22; Base Atk +6/+1; Grp +8/+3; Atk +13 melee (1d6+4/19-20, +2 *short sword*); Full Atk +13/+8 melee (1d6+4/19-20, +2 *short sword*); SA: Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense +2; AL N; SV

Fort +3, Ref +11, Will +2; Str 14, Dex 20 (18), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +16, Bluff +10, Diplomacy +13, Disable Device +12, Disguise +10, Forgery +7, Hide +10, Move Silently +11, Open Lock +13, Sense Motive +11, Sleight of Hand +9, Spot +8, Tumble +15, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: Amulet of Natural Armor +1, Bead of Force, Ring of Protection +2, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds (x2), +2 Short sword, +1 Chain Shirt

Derrick: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+8; hp 66; Init +5; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +8/+3; Grp +11/+6, Atk: +12 melee (1d8+3/19-20, masterwork longsword) or +16 ranged (1d8+6/20 x3, +1 composite longbow of strength) or +12/+12 ranged (1d8+6/20 x3, +1 composite longbow of strength); Full Atk: +12/+7 melee (1d8+3/19-20, masterwork longsword) or +16/+16/+11 ranged (1d8+6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +4, Hide +15, Intimidate +5, Ride +14, Greater Weapon Focus (Longbow), Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

James: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+8; hp 66; Init +5; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +8/+3; Grp +11/+6, Atk: +12 melee (1d8+3/19-20, masterwork longsword) or +16 ranged (1d8+6/20 x3, +1 composite longbow of strength) or +12/+12 ranged (1d8+6/20 x3, +1 composite longbow of strength); Full Atk: +12/+7 melee (1d8+3/19-20, masterwork longsword) or +16/+16/+11 ranged (1d8+6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +4, Hide +15, Intimidate +5, Ride +14, Greater Weapon Focus (Longbow), Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 8; CR 8; Medium Humanoid; HD 8d4+3; hp 27; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +4; Grp +3; Atk: +4 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); Full Atk: +4 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +2, Ref +3, Will +6; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 21 (19)

Skills and Feats: Concentration +11, Knowledge (Arcana) +13, Knowledge (Sheldomar Valley) +7, Knowledge (Nobility and Royalty) +7, Spellcraft +15; Combat Casting, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), cloak of charisma +2, pearl of power (2nd level), ring of protection +1, masterwork dagger

Spells Known: (6/7/7/6/4; base DC = 15 + spell level) 0 – acid splash, dancing lights, detect magic, ghost sound, mending, prestidigitation, ray of frost, read magic; 1st – burning hands, cause fear, mage armor, magic missile, shield; 2nd – acid arrow, scorching ray, summon monster II; 3rd – fireball, lightning bolt; 4th – ice storm

APL 12

Gareth: Male Human Fighter 12; CR 12; Medium Humanoid; HD 12d10+24; hp 108; Init +6; Spd Walk 20 ft.; AC 24, touch 13, flat-footed 23; Base Atk: +12/+7/+2; Grp +18/+13/+8; Atk +12 melee (2d6+15/17-20, +2 greatsword); Full Atk +22/+17/+12 melee (2d6+15/17-20, +2 greatsword); SA --; SQ --; AL N; SV Fort +11, Ref +7, Will +4; Str 22 (20), Dex 14, Con 14, Int 8, Wis 9, Cha 10

Skills and Feats: Climb +5, Handle Animal +9, Intimidate +9, Jump -4, Ride +11, Cleave,

Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Mobility, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1; Gauntlets of Ogre Power; Potion of Cure Light Wounds (x2); Potion of Cure Serious Wounds (x2), Ring of Protection +2, +2 Full Plate Armor, +2 Greatsword

Rickard: Male Human Rogue 10; CR 10; Medium Humanoid; HD 10d6+10; hp 53; Init +9; Spd Walk 30 ft.; AC 23, touch 16, flat-footed 23; Base Atk +7/+2; Grp +9/+4; Atk +14 melee (1d6+4/19-20, +2 short sword); Full Atk +14/+9 melee (1d6+4/19-20, +2 short sword); SA: Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Opportunist, Trapfinding, Trap Sense +3; AL N; SV Fort +4, Ref +12, Will +3; Str 14, Dex 20 (18), Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +18, Bluff +12, Diplomacy +15, Disable Device +14, Disguise +10, Forgery +8, Hide +11, Move Silently +11, Open Lock +14, Sense Motive +13, Sleight of Hand +9, Spot +13, Tumble +17, Combat Reflexes, Flick of the Wrist, Improved Initiative, Quick Draw, Weapon Finesse

Possessions: Amulet of Natural Armor +1, Bead of Force, Ring of Protection +2, Gloves of Dexterity +2, Potion of Cure Light Wounds (x2), Potion of Cure Serious Wounds (x2), +2 Short sword, +2 Chain Shirt

Derrick: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+10; hp 83; Init +9; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +10/+5; Grp +13/+8, Atk: +14 melee (1d8+3/19-20, masterwork longsword) or +18 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength) or +14/+14 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); Full Atk: +14/+9 melee (1d8+3/19-20, masterwork longsword) or +18/+18/+13 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +7, Hide +15, Intimidate +6, Ride +14, Greater Weapon Focus (Longbow), Improved Initiative,

Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Sharp Shooting, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows of Shock (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

James: Male Human Fighter 10; CR 10; Medium Humanoid; HD 10d10+10; hp 83; Init +9; Spd Walk 30'; AC 19, touch 14, flat-footed 15; Base Atk: +10/+5; Grp +13/+8, Atk: +14 melee (1d8+3/19-20, masterwork longsword) or +18 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength) or +14/+14 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); Full Atk: +14/+9 melee (1d8+3/19-20, masterwork longsword) or +18/+18/+13 ranged (1d8+6 + 1d6/20 x3, +1 composite longbow of strength); SA --; SQ --; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 20 (18), Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +7, Hide +15, Intimidate +6, Ride +14, Greater Weapon Focus (Longbow), Improved Initiative, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Sharp Shooting, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: Bracers of Archery, Cloak of Elvenkind, Gloves of Dexterity +2, Potion of Cure Serious Wounds, Arrows of Shock (20), Masterwork Longsword, +1 Chain Shirt, +1 Composite Longbow of Strength (+3)

Mikkel: Male Human Sorcerer 10; CR 10; Medium Humanoid; HD 10d4+3; hp 33; Init +5; Spd Walk 30'; AC 16 (mage armor), touch 16, flat-footed 14; Base Atk: +5; Grp +4; Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); Full Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); SA spells; SQ --; AL N; SV Fort +3, Ref +4, Will +7; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 21 (19)

Skills and Feats: Concentration +13, Knowledge (Arcana) +15, Knowledge (Sheldomar Valley) +8, Knowledge (Nobility and Royalty) +8, Spellcraft +17; Combat Casting, Craft Rod, Craft Wand, Improved Initiative, Toughness

Possessions: wand of magic missile (5th level), cloak of charisma +2, pearl of power (2nd level), ring of protection +1, metamagic rod of lesser empower, masterwork dagger

Spells Known: (6/7/7/7/6/4; base DC = 15 + spell level) 0 – acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic; 1st – burning hands, cause fear, mage armor, magic missile, shield; 2nd – acid arrow, mirror image, scorching ray, summon monster II; 3rd – fireball, hold person, lightning bolt; 4th – ice storm, wall of ice; 5th – cone of cold

Encounter 4e

APL 2

Beatriz: Female Human Cleric 3; CR 3; Medium Humanoid; HD 3d8; hp 18; Init +1; Spd Walk 20'; AC 19, touch 12, flat-footed 18; Base Atk: +2; Grp +2; Atk: +4 melee (1d8/20, masterwork flail); Full Atk: +4 melee (1d8/20 masterwork flail); SA spells; SQ Rebuke undead (6/day turn level 3) (turn damage 2d6+2); Spontaneous casting; AL LE; SV Fort +3, Ref +2, Will +6; Str 10, Dex 13, Con 10, Int 15, Wis 16, Cha 9

Skills and Feats: Concentration +6, Diplomacy +1; Heal +9; Knowledge (History, Sheldomar Valley) +6; Knowledge (Religion) +8, Spellcraft +8; Divine Metamagic (Maximize Spell), Extra Turning, Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Ring of Protection +1, Potion of Cure Light Wounds, Breastplate, Masterwork Flail, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (4/3+1/2+1; Base DC 13+Spell level) 0 – Cure Minor Wounds, Detect Magic,

Guidance, Read Magic; 1st – Bane, Cure Light Wounds, Entropic Shield, domain – Cause Fear; 2nd – Cure Moderate Wounds, Hold Person domain – Spiritual Weapon

Guards (3): Male Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+2; hp 9 (each); Init +2; Spd Walk 20' AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +4; Atk +5 melee (2d4+4/20, masterwork spiked chain); Full Atk +5 melee (2d4+4/20 masterwork spiked chain); SA --; SQ --; AL LE; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +3, Jump -6; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip

Possessions: Masterwork Spiked Chain, Half-Plate Armor

APL 4

Beatriz: Female Human Cleric 3; CR 3; Medium Humanoid; HD 3d8; hp 18; Init +1; Spd Walk 20'; AC 19, touch 12, flat-footed 18; Base Atk: +2; Grp +2; Atk: +4 melee (1d8/20, masterwork flail); Full Atk: +4 melee (1d8/20 masterwork flail); SA spells; SQ Rebuke undead (6/day turn level 3) (turn damage 2d6+2); Spontaneous casting; AL LE; SV Fort +3, Ref +2, Will +6; Str 10, Dex 13, Con 10, Int 15, Wis 16, Cha 9

Skills and Feats: Concentration +6, Diplomacy +1; Heal +9; Knowledge (History, Sheldomar Valley) +6; Knowledge (Religion) +8, Spellcraft +8; Divine Metamagic (Maximize Spell), Extra Turning, Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Ring of Protection +1, Potion of Cure Light Wounds, Breastplate, Masterwork Flail, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (4/3+1/2+1; Base DC 13+Spell level) 0 – *Cure Minor Wounds, Detect Magic, Guidance, Read Magic*; 1st – *Bane, Cure Light Wounds, Entropic Shield*, domain – *Cause Fear*; 2nd – *Cure Moderate Wounds, Hold Person* domain – *Spiritual Weapon*

Guards (2): Male Human Fighter 3; CR 3; Large (Enlarged) Humanoid; HD 3d10+6; hp 27 (each); Init +1; Spd Walk 20' AC 17, touch 9, flat-footed 16; Base Atk +3; Grp +7; Atk +8 melee (2d6+5/20, masterwork spiked chain); Full Atk +8 melee (2d6+5/20 masterwork spiked chain); SA –; SQ enlarged; AL LE; SV Fort +5, Ref +2, Will 0; Str 18 (16), Dex 12 (14), Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +5, Jump -4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain)

Possessions: ~~Potion of Enlarge~~; Masterwork Spiked Chain, Full Plate Armor

APL 6

Beatriz: Female Human Cleric 6; CR 6; Medium Humanoid; HD 6d8; hp 36; Init +1; Spd Walk 20'; AC 22, touch 12, flat-footed 21; Base Atk: +4; Grp +4; Atk: +6 melee (1d8+1/20, +1 *flail*); Full Atk: +6 melee (1d8+1/20 +1 *flail*); SA spells; SQ Rebuke undead (6/day turn level 6) (turn damage 2d6+5); Spontaneous casting; AL LE; SV Fort +5, Ref +3, Will +9; Str 10, Dex 13, Con 10, Int 15, Wis 19 (17), Cha 9

Skills and Feats: Concentration +8, Diplomacy +3; Heal +13; Knowledge (History, Sheldomar Valley) +9; Knowledge (Religion) +10, Spellcraft +11; Divine Metamagic (Maximize Spell), Divine Spell Power, Extra Turning, Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: *Ring of Protection +1, Periapt of Wisdom +2, Potion of Cure Serious Wounds, +1 Flail*, Masterwork Full Plate, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies

(no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (5/4+1/4+1/3+1; Base DC 15+Spell level) 0 – *Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance*; 1st – *Bane, Command, Cure Light Wounds, Entropic Shield*, domain – *Cause Fear*; 2nd – *Bull's Strength, Cure Moderate Wounds (x2), Hold Person* domain – *Spiritual Weapon*; 3rd – *Cure Serious Wounds, Dispel Magic, Prayer*, domain – *Animate Dead*

Guards (2): Male Human Fighter 6; CR 6; Large (Enlarged) Humanoid; HD 6d10+12; hp 54 (each); Init +1; Spd Walk 20' AC 18, touch 10, flat-footed 17; Base Atk +6/+1; Grp +11/+6; Atk +12 melee (2d6+10/20, +1 *spiked chain*); Full Atk +12/+7 melee (2d6+10/20 +1 *spiked chain*); SA –; SQ enlarged; AL LE; SV Fort +7, Ref +3, Will +1; Str 21 (17), Dex 12 (14), Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +8, Jump -1; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Karmic Strike, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Possessions: ~~Potion of Enlarge~~; *Potion of Cure Serious Wounds, Gauntlets of Ogre Power, +1 Spiked Chain*, Full Plate Armor

APL 8

Beatriz: Female Human Cleric 9; CR 9; Medium Humanoid; HD 9d8; hp 54; Init +1; Spd Walk 20'; AC 23, touch 13, flat-footed 22; Base Atk: +6/+1; Grp +6/+1; Atk: +8 melee (1d8+1/20, +1 *flail*); Full Atk: +8/+3 melee (1d8+1/20 +1 *flail*); SA spells; SQ Rebuke undead (10/day turn level 9) (turn damage 2d6+8); Spontaneous casting; AL LE; SV Fort +7, Ref +5, Will +13; Str 10, Dex 13, Con 10, Int 15, Wis 22 (18), Cha 9

Skills and Feats: Concentration +12, Diplomacy +4; Heal +18; Knowledge (History, Sheldomar Valley) +11; Knowledge (Religion) +12, Spellcraft +14; Divine Metamagic (Maximize Spell), Divine Spell Power, Extra Turning(x2), Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Ring of Protection +2, Cloak of Resistance +1, Periapt of Wisdom +4, Potion of Cure Serious Wounds (x2), +1 Flail, Masterwork Full Plate, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (6/6+1/6+1/4+1/3+1/2+1; Base DC 16+Spell level) 0 – Cure Minor Wounds(x2), Detect Magic, Guidance, Read Magic, Resistance; 1st – Bane, Command, Cure Light Wounds(x3), Entropic Shield, domain – Cause Fear; 2nd – Bull's Strength(x2), Cure Moderate Wounds (x2), Hold Person (x2) domain – Spiritual Weapon; 3rd – Blindness, Cure Serious Wounds, Dispel Magic, Prayer, domain – Animate Dead; 4th – Cure Critical Wounds (x2), Poison, domain – Divine Power; 5th – Flame Strike, Righteous Might, domain – Slay Living

Guards (2): Male Human Fighter 9; CR 9; Large (Enlarged) Humanoid; HD 9d10+18; hp 81 (each); Init +1; Spd Walk 20' AC 19, touch 11, flat-footed 18; Base Atk +9/+4; Grp +15/+10; Atk +17 melee (2d6+11/20, +1 spiked chain); Full Atk +17/+12 melee (2d6+11/20 +1 spiked chain); SA –; SQ enlarged; AL LE; SV Fort +8, Ref +4, Will +2; Str 22 (18), Dex 12 (14), Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +11, Jump +1; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Trip, Karmic Strike, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Possessions: ~~Potion of Enlarge~~, Potion of Cure Serious Wounds (x2), Amulet of Natural Armor +1, Gauntlets of Ogre Power, +1 Spiked Chain, Full Plate Armor

APL 10

Beatriz: Female Human Cleric 11; CR 11; Medium Humanoid; HD 11d8; hp 66; Init +1; Spd Walk 20'; AC 23, touch 13, flat-footed 22; Base Atk: +8/+3; Grp +8/+3; Atk: +10 melee (1d8+1 +1d6 cold /20, +1 frost flail); Full Atk: +10/+5 melee (1d8+1 +1d6 cold/20 +1 frost flail); SA spells; SQ Rebuke undead (11/day turn level 11) (turn damage 2d6+11); Spontaneous casting; AL LE; SV Fort +7, Ref +4, Will +13; Str 10, Dex 13, Con 10, Int 15, Wis 22 (18), Cha 11 (9)

Skills and Feats: Concentration +14, Diplomacy +7; Heal +20; Knowledge (History, Sheldomar Valley) +12; Knowledge (Religion) +13, Spellcraft +16; Divine Metamagic (Maximize Spell), Divine Spell Power, Extra Turning(x2), Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Ring of Protection +2, Cloak of Charisma +2, Periapt of Wisdom +4, Potion of Cure Serious Wounds (x2), +1 Frost Flail, Masterwork Full Plate, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (6/7+1/6+1/5+1/4+1/3+1/2+1; Base DC 16+Spell level) 0 – Cure Minor Wounds(x3), Detect Magic, Guidance, Read Magic, Resistance; 1st – Bane, Command, Cure Light Wounds(x3), Entropic Shield, domain – Cause Fear; 2nd – Bull's Strength(x2), Cure Moderate Wounds (x2), Hold Person (x3), domain – Spiritual Weapon; 3rd – Blindness, Cure Serious Wounds(x2), Dispel Magic, Prayer domain – Animate Dead; 4th – Cure Critical Wounds (x2), Poison, Summon Monster IV, domain – Divine Power; 5th – Flame Strike(x2), Righteous Might, domain – Slay Living; 6th – Heal, Mass Bull's Strength, domain – Blade Barrier

Guards (2): Male Human Fighter 11; CR 11; Large (Enlarged) Humanoid; HD 11d10+22; hp 99 (each); Init +1; Spd Walk 20' AC 19, touch 11, flat-footed 18; Base Atk +11/+6/+1; Grp +17/+11/+7; Atk +19 melee (2d6+11 + 1d6 /20, +1 *flaming spiked chain*); Full Atk +19/+14/+9 melee (2d6+11 +1d6 /20 +1 *flaming spiked chain*); SA --; SQ enlarged; AL LE; SV Fort +9, Ref +4, Will +2; Str 22 (18), Dex 12 (14), Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +13, Jump +3; Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Trip, Karmic Strike, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Possessions: ~~Potion of Enlarge~~; *Potion of Cure Serious Wounds (x2)*, *Amulet of Natural Armor +1*, *Gauntlets of Ogre Power*, +1 *Flaming Spiked Chain*, Full Plate Armor

APL 12

Beatriz: Female Human Cleric 12; CR 12; Medium Humanoid; HD 12d8; hp 72; Init +1; Spd Walk 20'; AC 23, touch 13, flat-footed 22; Base Atk: +9/+4; Grp +9/+4; Atk: +11 melee (1d8+1 +1d6 cold /20, +1 *frost flail*); Full Atk: +11/+6 melee (1d8+1 +1d6 cold/20 +1 *frost flail*); SA spells; SQ Rebuke undead (16/day turn level 12) (turn damage 2d6+13); Spontaneous casting; AL LE; SV Fort +8, Ref +5, Will +14; Str 10, Dex 13, Con 10, Int 15, Wis 22 (18), Cha 12 (10)

Skills and Feats: Concentration +15, Diplomacy +9; Heal +21; Knowledge (History, Sheldomar Valley) +13; Knowledge (Religion) +14, Spellcraft +16; Divine Metamagic (Maximize Spell), Divine Spell Power, Extra Turning(x3), Maximize Spell, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: *Ring of Protection +2*, *Cloak of Charisma +2*, *Periapt of Wisdom +4*, *Potion of Cure Serious Wounds (x2)*, +1 *Frost Flail*, Masterwork Full Plate, Heavy Shield

Deity: Hextor

Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for

touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Spells Prepared: (6/7+1/6+1/5+1/4+1/4+1/3+1; Base DC 16+Spell level) 0 – *Cure Minor Wounds(x3)*, *Detect Magic*, *Guidance*, *Read Magic*, *Resistance*; 1st – *Bane*, *Command*, *Cure Light Wounds(x3)*, *Entropic Shield*, domain – *Cause Fear*; 2nd – *Bull's Strength(x2)*, *Cure Moderate Wounds (x2)*, *Hold Person (x3)*, domain – *Spiritual Weapon*; 3rd – *Blindness*, *Cure Serious Wounds(x2)*, *Dispel Magic*, *Prayer* domain – *Animate Dead*; 4th – *Cure Critical Wounds (x2)*, *Poison*, *Summon Monster IV*, domain – *Divine Power*; 5th – *Flame Strike(x3)*, *Righteous Might*, domain – *Slay Living*; 6th – *Heal (x2)*, *Mass Bull's Strength*, domain – *Blade Barrier*

Guards (2): Male Human Fighter 12; CR 12; Large (Enlarged) Humanoid; HD 12d10+24; hp 108 (each); Init +1; Spd Walk 20' AC 19, touch 11, flat-footed 18; Base Atk +12/+7/+2; Grp +18/+12/+8; Atk +20 melee (2d6+13 + 1d6 /20, +1 *flaming spiked chain*); Full Atk +20/+14/+10 melee (2d6+13 +1d6 /20 +1 *flaming spiked chain*); SA --; SQ enlarged; AL LE; SV Fort +10, Ref +5, Will +3; Str 22 (18), Dex 13 (15), Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Intimidate +12, Jump +7; Cleave, Close Quarters Fighting, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Greater Weapon Specialization (spiked chain), Improved Trip, Karmic Strike, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Possessions: ~~Potion of Enlarge~~; *Potion of Cure Serious Wounds (x2)*, *Amulet of Natural Armor +1*, *Gauntlets of Ogre Power*, +1 *Flaming Spiked Chain*, Full Plate Armor

Appendix 2 – New Feats

Divine Metamagic [Divine]

Source: Complete Divine, p. 80

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead

Benefit: When you take this feat, choose a metamagic feat that you already have. The feat applies only to that metamagic feat. As a free action, you can take energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an addition attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Divine Spell Power [Divine]

Source: Complete Divine, p.80

You can channel positive or negative energy to enhance your divine spellcasting ability

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on you arcane spellcasting ability.

Flick Of The Wrist [General]

Source: Complete Warrior p. 99

With a single motion, you can draw a light weapon and make a devastating attack

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Improved Rapid Shot [General]

Source: Complete Warrior p. 101

You are an expert at firing weapons with exceptional speed

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls

Karmic Strike [General]

Source: Complete Warrior p. 102

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you

Prerequisites: Dex 13, Combat Expertise, Dodge

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class, in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn

Sharp-Shooting [General]

Source: Complete Warrior p. 105

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3

Benefits: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover

Normal: Cover normally gives a +4 bonus to AC

Player Handout 1

B

I have received guidance that what we need to purge our enemies from our midst is in Safen, in a shrine to our most holy there. I have sent orders via normal channels that will allow you to leave your current duties to get to Safen. Use the cover of the Army to retrieve the relic before He does. Bring it to me in Pellak before the meeting of the Council, and I will ensure that you will have a Barony of your choice, after we have swept those that would stand against us aside.

Player Handout 2

Inscribed on wall of the room is the following:

GRXQX'K KHBXHZX GRTG O'B TFUTNK ZXTQ,

NXG OZ GRX WTQJ O WOKTPPXTQ.

GH GROK HZX HZFN O TB FHNTF,

GRHDER OZ ROK UTJX O'B WHHBXW GH GHOF.

RX LXXFK BX ZHG (UX TFUTNK GHDMR);

OL O UXQX FHKG, RX'W ZHG FHKX BDMR.

TZW ZHU O MHBX GH BN KDQPQOKX,

LHQ NHD TQX RX, IDG URH TB O?

KPXTJ BN ZTBX TZW O UOFF HPXZ GRX UTN.

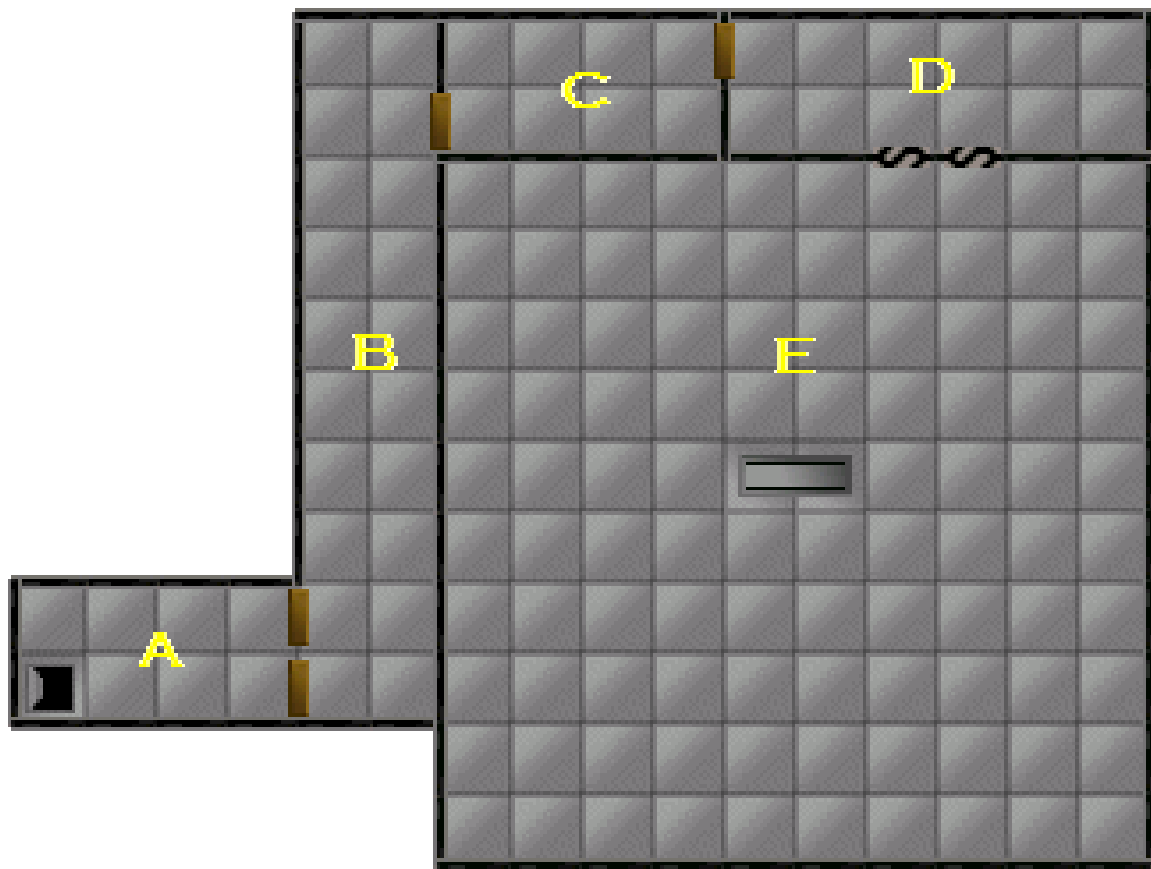
Player Handout 3

The translated text of the inscription on the wall is as follows:

***THERE'S SOMEONE THAT I'M ALWAYS NEAR,
YET IN THE DARK I DISAPPEAR.
TO THIS ONE ONLY I AM LOYAL,
THOUGH IN HIS WAKE I'M DOOMED TO TOIL.***

***HE FEELS ME NOT (WE ALWAYS TOUCH);
IF I WERE LOST, HE'D NOT LOSE MUCH.
AND NOW I COME TO MY SURPRISE,
FOR YOU ARE HE, BUT WHO AM I?
SPEAK MY NAME AND I WILL OPEN THE WAY.***

DM Map 1 – The Abandoned Shrine (Encounter 4)



1 square = 5 feet

Player Handout 4

The note reads:

You poor, poor fool. I gave you a chance when I created you, and you spurned me. Now you think that you can become more powerful than me? Go back to your god, who has betrayed you, again. And know that I am more powerful than you could ever be.

My forces of shadow will clean this land of your stain, and once more you shall beg at my feet. And this time, I will not hesitate to finish you and claim what is rightfully mine.