

BIS6-05

The Unauthorized Biography of Lady Constance Lendel

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.1

by Jay Babcock

Based on a concept by Jay and Chris Babcock

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As her husband lay expiring, Lady Constance was already plotting her way to the top. Now that she has been named Baroness of Kynneret, her first move has been to silence her detractors. But not everyone has gone down without a fight. Are you a patriot, or a revolutionary? A Bissel regional adventure for APLs 2-16, and Part 4 of the *Rebuilding the March* series.

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

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

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

The barony of Kynneret was without a ruler for a good portion of the war. In BIS6-01 *Splitting Heirs*, the most likely successor – Lord Gideon Lendel – was found murdered. The investigation did not turn up a culprit, but it did cast suspicion on a political rival that was arrested for other crimes. In the shuffle a new player was able to seize the opportunity and thrust herself into power – the victim's widow, Lady Constance Lendel.

Soon after the murder investigation was concluded, Lady Constance was named Baroness of Kynneret. She was a potent choice – shrewd, ambitious, and well connected, it was rightly believed that she could breathe new life into the struggling land. She moved quickly to panic her rivals into submission, and secure her power.

But there is another side to Lady Constance – one that some consider distasteful. Her heart is black, and she will openly sacrifice anything or anyone to attain her goals. While her end results may be good for Kynneret, some believe her very presence to be poison to the March.

For this reason, someone powerful has begun manipulating some of Bissel's elite soldiers to make the new Baroness appear sinister, or worse, ineffective. Disguised as common bandits, these men have harassed trade caravans and messengers traveling to and from Kynneret. Unfortunately for them, Lady Constance has started to catch on...

ADVENTURE SUMMARY

The PCs are summoned to Ellis, the baronial seat of Kynneret, by the new baroness - Lady Constance Lendel. She informs them that there have been several bandit attacks against local merchants and couriers. She suspects that the attackers are based out of Siltmourne, a nearby keep that was abandoned during the war, and she charges the PCs with rooting them out.

The party seeks out the abandoned castle, and finds signs that it is indeed occupied. They progress through the ruins, encountering the remnants of history that have been left behind. All the while, bandit groups harass them and attempt to drive them off. Finally, the PCs find the bandit's leader, and learn of their secret affiliation.

Introduction: Connect the Dots

Estimated Time: 10 minutes

The PCs meet with Lady Constance. She charges the PCs with investigating Siltmourne.

Encounter 1: Once Upon A Midnight Dreary...

Estimated Time: 5 minutes

The PCs travel to Siltmourne. They observe a group of bandits entering the ruins.

Encounter 2: Siltmourne Environs

Estimated Time: 15 minutes

The PCs explore the outer areas of the castle ruins.

Encounter 3: Great Hall

Estimated Time: 5 minutes

The PCs explore the Siltmourne Great Hall.

Encounter 4: Keep First Floor

Estimated Time: 15 minutes

The PCs explore the first floor of Siltmourne Keep.

Encounter 5: Keep Sub-Floor

Estimated Time: 15 minutes

The PCs explore the basement of Siltmourne Keep.

Encounter 6: Keep Second Floor

Estimated Time: 15 minutes

The PCs explore the second floor of Siltmourne Keep.

Encounter 7: Keep Third Floor

Estimated Time: 10 minutes

The PCs explore the third floor of Siltmourne Keep.

Encounter 8: Keep Upper Floors

Estimated Time: 10 minutes

The PCs explore the fourth, fifth and sixth floors of Siltmourne Keep.

Encounter 9: Up Close and Personal

Estimated Time: 30 minutes

The PCs encounter a group of front-line fighter bandits.

Encounter 10: Death From Afar

Estimated Time: 40 minutes

The PCs encounter a group of archer bandits.

Encounter 11: Command Unit

Estimated Time: 35 minutes

The PCs encounter a group of bandits, accompanied by the bandit leader.

Conclusion A: No News Is Bad News

Estimated Time: 5 minutes

The PCs return to Ellis before encountering the bandit leader.

Conclusion B: Unidentified Fighting Objects

Estimated Time: 5 minutes

The PCs return to Ellis after encountering the bandit leader, but without evidence of deeper involvement.

Conclusion C: Ominous Tidings

Estimated Time: 5 minutes

The PCs return to Ellis with the note from the bandit leader's pack.

PREPARATION FOR PLAY

This is a difficult and complex scenario to judge. **It is highly suggested that you do not try to run this scenario without adequate preparation.**

The format of this scenario is nonstandard: All tables will begin with the Introduction and Encounter 1. Encounters 2–9 describe the various floors of the castle. The PCs may explore them in any order. Encounters 10–12 describe the brigands that inhabit the castle. They do not appear at set times or locations. Rather, they move about the castle according to behaviors that are described in those Encounters, reacting to the PCs' presence. As the gamemaster, you must keep track of the current location, perceptions, and goals of these brigands.

It is entirely possible, should the PCs completely disregard stealth, for several of the brigand groups to meet up and join forces, making for tougher (or even impossible) combat encounters. This, too, is intentional.

In particular, judges should take special note of PCs who have the "Curiosity Compulsion" from BIS5-05 **Strange Bedfellows**. Chances are the "Curiosity Compulsion" will come into frequent effect during play of this adventure.

As well, judges should note if any of the PCs have the **Enmity of House Lendel** or **Enmity of Kynneret** from BIS6-01 **Splitting Heirs**.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for Marshaling, and 5 minutes for paperwork distribution.

INTRODUCTION: CONNECT THE DOTS

Estimated Time: 10 minutes

The village folk of Kynneret have many stories to tell by the hearth fire. Most are meant to scare young children into eating their vegetables, or keep young lovers from sneaking away for midnight trysts. Many of these tales begin with 'Once upon a time' or 'In a land far, far away'. A few end with 'happily ever after'. Most carry some sort of message.

Once upon a time, begins one such story, a woodsman was making his way home, when he found a snake sunning itself on the trail.

"Oi," he said, as he studied the snake. "You have made a grave error, lying in plain sight. I will raise

my axe, and cleave you in two – lest you someday poison me or mine.”

The snake lowered its head meekly. “Good sir, I am only here to find a friend. Please trust me.”

The woodsman pondered this. “But you are a snake. If I come near you, you will wound me and poison me.”

The snake again lowered its head in subservience. “Oh no, sir. I only wish your companionship. Come close.”

The woodsman’s gaze softened, and he approached the snake. As soon as he was within an arm’s reach, the snake sprang forward, and bit the woodsman.

The woodsman staggered as the poison burnt in his blood. “How could you do such a thing”, he cried. “I trusted you, spared you, and in the end you have killed me?”

“You knew what I was all the while,” the snake said, as he fled from the dying man. “Are you upset that I lived up to your expectations?”

Pause for a moment, before continuing.

You’ve heard a number of stories told by hearth fire in the last few days, as you’ve spent time in a cozy roadside inn in the Barony of Kynneret. All over the March, the chaos that followed the end of the war has settled out. Even the scattered civil unrest that marked the middle of CY 596 has become mere background noise. Your fate is the same shared by military and mercenary groups across the March – you sit on the edge of your seats, waiting for something to do, trying to adjust to this tenuous calm.

At this point, allow the PCs a few moments to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Lady Constance Lendel was appointed as the new baroness of Kynneret, and has assumed several roles within the Council of the Land delegation for the March.
- A large number of citizens in Central Bissel have contracted some unknown malady – they’ve developed odd black marks on their skin, and several have died. Accusations are flying that it is some sort of mishap that occurred while messing around with forbidden magic during Evard’s reign.

- Bandit activity north of Pellak has increased substantially in the past few months, even on the normally-safe Watchtower Road. While there has been no loss of life, the loss of property is noticeable.

DC 20

- Many of the Barons would like to seize the vacant Margrave’s seat, which will be voted upon at the next Council in Sunsebb of CY 596. The wheels of politics have already begun turning, though no one can predict who will come out on top.
- Truelight, capital of the Barony of Nightwatch, was attacked by hordes of vicious animals. Despite assistance from the Great Army, the town defenses fell, and Truelight was evacuated.
- Bandit attacks along the Fals River have prompted the Lord Mayors of Thornward and Falsford to increase patrols along the busy trade lanes.

DC 25

- The barony of Saltrenhill is on the brink of rebellion. Rumor has it that Baron Saltren has been urging the people to secede from the March. If tensions continue, surely the Great Army will be sent to intervene.
- The construction of the town of New Clunther, on the shores of Lake Hasra, has ground to a halt as the Baron’s Council has called for an investigation into the Shaela River Trading Company. Allegations range from unfair employment practices to manslaughter. An inquiry is pending.
- Another Mist Chameleon raid has been reported – this time on refugee settlements on the shores of Lake Hasra. Their objectives are unknown.

DC 30

- Most of the bandit attackers on the Fals River have been of noticeable Baklunish decent. It is possible that one of the northern baronies – where Baklunish populations are higher – is on the brink of another rebellion.
- Mist Chameleon agents raided a bandit encampment on the northern shore of Lake Hasra after it was reported that strange, alien creatures attacked a representative from the Baron’s Council.

When they are finished with introductions and rumors, continue:

This morning, a knock on your doors disturbed the calm, and brought the promise of adventure. “Your presence is hereby requested in the court of the Baroness of Kynneret,” the messenger’s note read, “to discuss a mission of utmost importance.

She awaits your presence by high noon, at Lendel Manor in Ellis."

A few hours later, you find yourself just outside of the baronial capital. Ellis is a bustling town, frequented by trade caravans carrying wares up and down the Watchtower Road between Thornward and Pellak.

Traveling to the edge of town, you reach a lush noble estate perched on top of a broad hillside. Armed guards meet you at the front gate, giving you a thorough examination before you are allowed onto the grounds.

Eventually, you approach a large mansion, a palace at the center of the hill. An impeccably attired – and gigantic – manservant waits for you at the front entrance.

If the PCs played BIS6-01 Splitting Heirs, they will recognize the figure as Barington, Lady Constance's butler.

"Yes? And who might you be?"

Allow the PCs a chance to explain themselves to the servant. Once they mention the notes, continue:

The imposing figure looks down at you, past an upturned nose. "Yes... Her Prominence, Lady Constance, is expecting you. Follow me, please."

He leads you into a sitting room. He departs, and returns a few moments later with a tall, pale-skinned woman with sharp Suel features and raven hair. She wears a lavish purple dress embroidered with gold filigree. Oddly, the dress seems to flutter in the wind, even though you are indoors.

If the PCs played BIS6-01 Splitting Heirs, or succeed at a Knowledge [nobility and royalty] check (DC 15) they will recognize her as Lady Constance Lendel, baroness of Kynneret. The title was bestowed upon her a few months ago.

If the PCs succeed at a Knowledge [the planes] check (DC 15) they realize that this woman is accompanied by a small air elemental, which is making her clothing behave in that manner.

Baroness Lendel looks over your group with an unwavering gaze, before regarding her servant, once more. "Leave us, Barington."

"I have summoned you here because I have need of your... talents. As you well know, the Barons Council appointed me as the rightful ruler of these lands. It is my right – my responsibility – to rebuild them as I see fit. And to punish any that stand in the way."

"Over the past few months, a number of brigand attacks have been reported on merchant caravans and outlying villages – many, many more than

could be mere happenstance. I've taken the liberty of recording the most recent of these reports."

Lady Constance gestures to a nearby map of the barony, covered in tiny red pins.

Give the PCs Player Handout 1 – Brigand Attacks. They may notice that the attacks are occurring in a relatively small area. If they suggest that the attacks may be originating from somewhere near the center, read the following:

"Impressive... I see that your reputations are well-deserved. Yes, that occurred to me, as well, so I did a little research of my own."

Otherwise, read the following:

"Perplexing, I know. With nothing else to go on, it occurred to me that the attacks might be related. I did a little research of my own, looking for anything of interest in that area."

Regardless, continue with the following:

Lady Constance points to the center of the pins. "Nestled amongst these hills are the ruins of a castle – Siltmourne. One of our old defenses, abandoned during the war. It's my belief that these... bandits... are operating out of the ruins."

The baroness paces to a window, and peers out at the estate grounds. "But there is more... I hardly believe that this sudden surge in activity is random. And I like knowing who my enemies are..."

"I want you to travel to Siltmourne. If anything is going on, find out. And most importantly, I want to know who is behind this. Do this for me, and I will see that you are well rewarded."

Lady Constance can provide the following information, if questioned. If any of the PCs have the Enmity of House Lendel from BIS6-01 Splitting Heirs, her responses to that PC should be particularly cold.

- Siltmourne is a day's travel from Ellis on horseback, and two on foot. The PCs must provide their own mounts.
- The castle's primary purpose was housing a military garrison in northern Kynneret.
- Siltmourne was abandoned in late CY 595, after Evard's forces besieged it.
- There has not yet been an effort to recover and restore the fortress. In fact, if brigands have not disturbed it, the PCs will be the first visitors since the war.
- The PCs will be allowed scavenging rights to anything they recover in the ruins.

- It is possible that the ruins are now home to dangerous monsters, or other hazards. The PCs explore at their own risk.
- She will compensate the PCs with 50 gp each upon successful completion. If the information is particularly useful, she may offer substantially more.

Note that Lady Constance openly radiates evil. However, it is illegal in Bissel to use spells or spell-like abilities in the presence of a noble without their permission, and it is punished rather severely. As well, Lady Constance does not commit evil deeds in the presence of the PCs, so they have no grounds to accuse her of anything.

Once the PCs accept the mission, continue with the next section.

All APLs

- ☛ Barington: Male half-orc Ariz (Bluff +2, Sense Motive +2); AL LN.
- ☛ Lady Constance Lendel: Female human Adp6 (Bluff +2, Sense Motive +2); AL LE.
- ☛ Small Air Elemental Familiar: hp 12; see *Monster Manual*, page 95.

Around Ellis

Departing Lendel Manor, you head back into Ellis, towards the Watchtower Road. The town's shops are open, giving you a last chance to gather supplies before embarking for Siltmourne.

The PCs can take this opportunity to visit some of Ellis' shops.

If any of the PCs have the *Enmity of Kynneret* from BIS6-01 *Splitting Heirs*, the shopkeepers will refuse to deal with that particular PC.

Bordneer's Alchemist Shoppe

The sign outside this storefront reads 'Bordneer's Alchemist Shoppe. Knickknacks, Thingamabobs, and Doodads. Newt Bordneer, proprietor'. Oddly enough, the sign is not actually attached to the building. Instead, it hovers in midair of its own accord.

Opening the door, several disembodied voices greet you:

*"Welcome to Bordneer's
All mages and seers!
Magic in mind?
Then here you will find
All manner of thing,
So 'Welcome!' we sing!"*

Heading inside, you find that the shop looks like a candy store, except that the jars on the shelves are filled with much more exotic things.

An elf is bustling around the shop, replenishing the contents of a jar labeled 'Manticore Droppings'.

"You know, that's starting to get a little old..." he mutters under his breath. He turns to face you. "Hello. Be with you in a moment..."

This is Newalis Bordneer, and he is the proprietor of this shop. His occupation has earned him the inescapable nickname 'Newt'. He deals heavily in spell components, potions, and oils. The PCs may purchase any potion or oil from the DMG Table 7-17 with a market price of 750 gp or less, and any standard spell components up to 1000 gp in value.

All APLs

- ☛ Newalis "Newt" Bordneer: Male elf Adp10 (Bluff +3, Sense Motive +5); AL NG.

Stuadin's Sundries

Near the center of town, you find a large storefront. The sign out front has a picture of a shovel and a sword, and reads 'Stuadin's Sundries, All Sorts for All Sorts'.

The door opens with the tinkle of a small bell. The walls are lined with shelves and racks full of all kinds of equipment, from weapons to tools.

A voice carries from somewhere on the other side of the shop. "One second, one second..." Moments later, an older man greets you, wiping his hands on his pants before offering it to you.

"What can I do fer ye?"

This is Cilas Stuadin, and he is the proprietor of this shop. He deals in all manner of goods and services. The PCs can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). He claims to have a network of suppliers that allows him to obtain rare and unique items for his customers. In reality, everything he stocks is fairly mundane.

All APLs

- ☛ Cilas Stuadin: Male human Com14 (Bluff +2, Sense Motive +8); AL LG.

Departing Ellis

Once the PCs are ready to travel to Siltmourne, continue with Encounter 1.

ENCOUNTER 1: ONCE UPON A MIDNIGHT DREARY...

Estimated Time: 5 minutes

You depart Ellis early in the afternoon as a strong wind rises from the southeast, the herald of the ominous dark clouds on the horizon.

The storm hits with full force about fifteen minutes after you leave the Watchtower Road, heading west into the Harkenest Hills which mark the southernmost reaches of Kynneret. Visibility is reduced drastically and your progress is slowed. Still, you pull your traveling cloaks tighter about you and trudge on.

Night falls, and the storm does not let up. You've just about given up hope and started looking for a suitable spot to camp, when you reach a break in the tree line. You stand at the peak of a hill, looking over a broad valley. Even though it is well overgrown, you can clearly make out a wide trade road that snakes its way inward. A flash of lightning briefly silhouettes the battlements and towers of an imposing fortress perched atop the next large hill, about a half-mile away.

It takes your eyes a moment to adjust to the darkness, before you can make out more detail. The tall walls appear to have been carved out of the same white stone that can be seen in the cliffs around the citadel. A wide esplanade curves up from the base of the cliffs to the tall outer walls. Beyond, you can see the shape of a tall central keep, flanked by a number of smaller buildings.

At APLs 2-14, if the PCs succeed on a Spot check (DC 25) read the following:

About a quarter-mile away from your position, you can just make out a few dark shapes moving towards the castle.

At APL 16, the figures are traveling under the effect of a wind walk spell, so the Spot check is more difficult (DC 45). If they succeed, read the following:

About a quarter-mile away from your position, you can just make out movement. Barely defined, you would have mistaken it for fog... except that it is moving against the storm, directly towards the castle.

This is the bandit group detailed in Encounter 9, returning from a patrol. If the PCs make their presence known now, the bandits will move to engage them immediately. Otherwise, they will head for the castle gates.

If the PCs succeed on a second Spot check (DC 25) read the following:

Through the rain, you can briefly make out a flickering pinpoint of light coming from one of the upper floors of the Keep. A moment later, it is gone.

This is the light of a torch shining from a Keep window on the fifth floor of the Keep – the current location of the bandit group detailed in Encounter 11. The bandits covered the windows with dark canvas, but wind from the storm blew one of them open. It was a few moments before the bandits could secure it.

Once the PCs are ready to explore the castle environs, proceed to Encounter 2.

ENCOUNTER 2: SILTMOURNE ENVIRONS

Estimated Time: 15 minutes

This encounter details the outer areas of the castle ruins. Refer to DM Aid: Map #1 – Siltmourne Environs.

The rock hill that Siltmourne is on is about 70 feet tall. The cliffs are slick with rain, so climbing them requires a Climb check (DC 30) for every 10 feet traversed.

The severe thunderstorm that is currently taking place brings with it buffeting rain and winds averaging 25 mph. This places several penalties on both the PCs and NPCs while they are outside:

- Visibility is cut by 3/4.
- A -8 penalty is imposed on Listen, Search, and Spot checks.
- A -2 penalty is imposed on ranged weapon attack rolls.
- Open flames are automatically extinguished.
- Tiny or smaller creatures must make a Fortitude save (DC 10) each round or be knocked prone by the force of the wind.

Unless otherwise specified, all of the doors and walls of Siltmourne have the following attributes. All of the doors are lockable, but are only locked if noted as such:

🗡 **Exterior Wall:** 1 ft. thick; hardness 8; AC 5; hp 90; Break DC 35.

🗡 **Interior Wall:** 1 ft. thick; hardness 8; AC 5; hp 90; Break DC 35.

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

🗡 **Interior Door:** 1-1/2 in. thick; hardness 5; AC 5; hp 15; Open Lock DC 18, Break DC 18.

At APL 16, Sergeant Ahns has placed a *dimensional lock* effect upon the whole castle.

Location 1: Esplanade

A cobblestone esplanade stretches from the overgrown trade road up towards the fortress. You can imagine regiments of soldiers marching tall, surrounded by stately cavalry. But now only weeds stand here, and only raindrops clatter on the stone.

If the PCs saw the returning patrol in Encounter 1, they can suspect that they were headed towards this entrance.

This area offers no shelter, and it is quite likely that brigands up on the Eastern Defense (Location 17) will spot them approaching the castle.

Location 2: Moat & Drawbridge

A wide pit separates the esplanade from the first walls of the castle. The water in the moat is deep – at least fifteen feet. A retractable bridge extends from the far wall.

The moat is noticeably not stagnant, as water from an underground river flows in and out through grates at either end.

The bridge is initially extended. If the brigands have been alerted to the PCs' presence, the Front Line force (described in Encounter 10) may attempt to retract the bridge, making the moat harder to cross.

Location 3: Gatehouse

Just past the moat is a long, angular structure dotted with arrow slits. A large patch is stained by soot from some battle long past.

A heavy portcullis blocks passage through this entrance.

This portcullis is initially open, but the Front Line force (described in Encounter 10) closes it as they enter the castle.

The portcullis presents a minor problem. For starters, it is locked. More importantly, it is rusty, and certain to alert the brigands if it is not oiled or silenced before being lifted. Opponents will hear this on a Listen check (DC 0), adjusted by the normal modifiers.

The portcullis has the following attributes:

☛ **Portcullis:** 2 in. thick; hardness 10; AC 5; hp 60; Break DC 28.

The inside of the gatehouse is in complete disarray – the invaders that overtook the castle trashed almost everything. Only two mechanisms remain: both the portcullis and retractable bridge can be manipulated through the use of several winches and controls.

Raising the portcullis or extending the bridge via the mechanisms generated less noise than trying to do it by hand. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

Location 4: Outer Gate

A wide path winds its way up the cliffs into the castle. A heavy gate stands like a sentinel watching over the path. Barely holding together, it's clear that the gate has seen better days.

This gateway is the first serious defense of the fortress. The gate itself, however, suffered serious damage during the invasion. It has the following attributes:

☛ **Damaged Stone Gate:** 8 in. thick; hardness 8; AC 5; hp 120; Break DC 30.

Attempting to force open the gate will likely alert the brigands. Opponents will hear this on a Listen check (DC 0), adjusted by the normal modifiers.

The gate is initially open. If the brigands have been alerted to the PCs' presence, the Front Line force (described in Encounter 10) may attempt to close this gate via the mechanism in the Outer Gate House (Location 9). The brigands are loathe to close this gate without good cause, as it takes significant effort to get it back open again.

At APLs 6 and above, Sergeant Ahns has placed a *glyph of warding* on the frame of the gate, set to trigger when a humanoid (other than one of the brigands) passes through the gate.

APL 6

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 8th-level cleric, 4d8 acid, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 10th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 10th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 12th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 14

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 14th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

✚ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (glyph of warding[blast], 16th-level cleric, 5d8 acid, DC 21 Reflex save half damage); Search DC 28; Disable Device DC 28.

If the glyph goes off, it will create a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

Location 5: Outer Gate House

A large, blocky building juts from the outer wall. The few windows are all located high up, where they can see over and around the outer wall. The only entrance appears to be just past the gate.

The door to the gate house is open. The only light inside is the little that trickles in through the small windows, so odds are the inside is pitch black.

The only thing of real interest here is the mechanism for opening and closing the Outer Gate (Location 4). It can be operated by a single individual.

Opening the gate via the mechanism generates less noise than trying to force it open. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

Location 6: North Façade Chute

This chute is designed to blend in with the cliff face. It can be found if the PCs search the perimeter below the cliffs, and succeed at a Spot check (DC 20). Read the following:

Blending almost perfectly into the surrounding rock, you notice a chute carved into the rock face, leading up the cliff wall.

This chute was used for the disposal of garbage and waste... and in a pinch, could be used for a quick escape. The brigands did not notice this feature in their sweeps, and so it can prove to be a significant hole in their defenses.

The chute is slick with rain, but it is still easier to climb than the cliff face. Climbing the chute requires a Climb check (DC 15) for every 10 feet traversed. Each half of the chute is 30 feet long, with a small ledge in the middle. A rope can be properly secured on the ledge and at the top, reducing the Climb check for subsequent party members to DC 10.

Location 7: North Wall Bastion

A narrow path skirts the edge of the cliffs, leading from the chute to a walled bastion. There is no railing, no wall to prevent you from tumbling over the sheer edge immediately beyond the path. A misstep could be disastrous.

The path ends at a nondescript stone door. From a distance, it would have appeared to be a featureless section of the castle wall.

This door is locked, but poses little challenge. It has the following attributes:

☛ **Stone Door:** 4 in. thick; hardness 8; AC 5; hp 60; Open Lock DC 22, Break DC 28.

Once the PCs bypass the door, continue:

The interior of the bastion is a single room. Weapon racks line the walls, but the few blades that remain are in poor shape. A winding staircase leads up to the roof of the structure. A wooden hatch that once kept the elements out has been forced open, a byproduct of some conflict long past.

The hatch was forced open during the war, as the invaders searched the castle for survivors.

Location 8: Northern Defense

A low, crenellated wall surrounds this stone platform, giving archers a good position for defending the northern cliffs. A stone stairway leads upwards, to a narrow pathway along the castle wall.

The narrow pathway has a railing, so it is much less treacherous than the previous pathways.

Location 9: Gap House

The narrow pathway leads to a small structure that straddles the outer wall. A heavy gate blocks your path.

This gateway is the first serious defense of the fortress along the chute path. It has the following attributes:

☛ **Stone Gate:** 4 in. thick; hardness 8; AC 5; hp 60; Break DC 28.

Once the PCs bypass the gate, they will find the structure stripped of anything valuable. However, a doorway leads to the courtyard between the Outer Gate (Location 4) and the Mid Gate (Location 10). A stealthy party should be able to move from here to the Mid Gate without alerting the guards that may be watching from the cliffs above.

Location 10: Mid Gate

The path is intersected by a wide wall, penetrated by a tunnel. A heavy portcullis blocks the ramp leading up the cliff side.

This portcullis is initially open, but the Front Line force (described in Encounter 10) closes it as they enter the castle. There is a mechanism for raising the portcullis just past the Mid Gate. The portcullis has the following attributes:

☛ **Portcullis:** 2 in. thick; hardness 10; AC 5; hp 60; Break DC 28.

Lifting the portcullis generates a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers. Raising it via the mechanism creates less noise (DC 10).

At APLs 12 and above, Sergeant Ahns has placed a symbol on the right wall of the tunnel, set to trigger when the symbol is viewed. The brigands know of the existence of the symbol, and know to avoid viewing it.

APL 12

☛ **Symbol of Sleep:** CR 6; spell; spell trigger; no reset; spell effect (symbol of sleep, 12th-level cleric, DC 20 Will save negates); Search DC 30; Disable Device DC 30.

APL 14

☛ **Symbol of Stunning:** CR 8; spell; spell trigger; no reset; spell effect (symbol of stunning, 14th-level cleric, DC 22 Will save negates); Search DC 32; Disable Device DC 32.

APL 16

☛ **Symbol of Insanity:** CR 9; spell; spell trigger; no reset; spell effect (symbol of insanity, 16th-level cleric, DC 26 Will save negates); Search DC 33; Disable Device DC 33.

Location 11: Stables

The smell of fresh manure and hay mixed with old, rotting wood emanates from the stables. From somewhere within comes a loud horse's whinny.

At the start of the adventure, there are 9 horses here – 5 heavy warhorses, 2 light warhorses, and 2 pack horses. If the Front Line force (described in Encounter 10) has arrived, there will be an additional 2 heavy warhorses and 1 light warhorse.

All of these animals are expertly cared for and tended to. A successful Handle Animal, Ride, or Survival check (DC 15) means the PC recognizes that this level of care would take several men about four hours a day.

A rack along one wall holds military saddles. None of them bear any insignia. A few bear maker's marks, and a successful Appraise or Knowledge [local – Sheldomar Valley Metaregion] check (DC 20) can recognize them as belonging to master leatherworkers from Gran March and Keoland.

Location 12: Barracks

A wide ramp leads up to a plateau on the western end of the castle, the highest ground inside the walls. A large building is wrapped around a central courtyard.

This is the barracks. In times past, it housed a garrison of 1,000 soldiers. Now, all of the rooms are in complete disarray. If the PCs search them, they find a multitude of personal items – books, clothing, and many trinkets – but nothing old or of significant value.

Three of the rooms on the second floor were used by the brigands until they had recovered living quarters in the Keep. The PCs will only find them if they spend two hours searching and succeed on a Search check (DC 25). The debris has been cleared away enough to make the beds useable.

Location 13: Armory

This squat building is noticeably different than the others in the castle; all of its windows are barred, and the doors are heavier and iron-shod.

Heading inside, you find orderly racks of weapons and armor. Every type of armament imaginable is represented here in great quantity, enough to furnish a small army.

A foundry sits near the entrance to the building, its bellows still and furnace cold.

In the dim light, you can see that many of the blades are tarnished and a few of the pole arm shafts are rotting, signs of several years of neglect.

All of the weapons and armor here are of normal quality. If the PCs are willing to spend twenty minutes, they can find virtually any combination of equipment they desire, restore it, and reequip. This includes composite bows with a Strength bonus up to +4.

While there is plenty of gear for the PCs, the racks are far from full. Noticeably, many bows, swords, and spears are missing. These were used by the resident army during the assault on Siltmourn.

Treasure:

All APLs: L: 142 gp, C: 0 gp, M: 0 gp.

Location 14: Great Hall

This single-story building is the largest structure in the castle, except for the main keep itself. The entryway is elaborate, crowned by a bas-relief sculpture depicting soldiers marching off to war, following a taller central figure.

A successful Knowledge [religion] check (DC 15) can identify the central figure as likely representing Heironeous, the Archpaladin.

This building is further described in Encounter 3.

Location 15: Inner Gate

The entrance to the inner tier of the castle is guarded by a large double gate.

This gate is likely open when the PCs reach it. The brigands do not like closing it, as it is heavy and

awkward, requiring at least four men and two minutes to close. They will only close it if they absolutely need to contain a threat.

If it is closed, the gate has the following attributes:

❖ **Stone Gates (2):** 4 in. thick; hardness 8; AC 5; hp 60 each; Break DC 28.

Location 16: Bellhouse

A small building stands near the northern end of the inner tier. There are no doors, and through the open archway you can see a huge bell.

If this bell is rung, it will alert the brigands, regardless of where they are within the castle. It can be heard clearly for up to two miles through the noise of the storm.

Location 17: Eastern Defense

This heavy wall is pierced by arrow slits, overlooking the entrance to the castle.

This is likely the area where the Ranged force (described in Encounter 11) will spend most of their time.

Location 18: East Wall Bastion

This small structure, built into the eastern wall, contains a large fireplace and kettle, used for pouring boiling oil upon the heads of unfortunate enemies. The kettle is overturned, its contents long gone.

If the PCs search the structure, and succeed at a Search check (DC 25), they find a well-disguised secret door in the floor. A ladder leads down to a cramped tunnel, which runs south to the catacombs (Encounter 5, location 51).

Location 19: Siltmourne Keep

A tall fortress forms the southeast corner of Siltmourne. Carved from the same grey stone of the cliffs, it looms before you in the murky darkness of the storm like an unearthly apparition. The single tower stands six stories above ground level.

This building is further described in Encounter 4.

ENCOUNTER 3: GREAT HALL

Estimated Time: 5 minutes

This encounter details the interior of the Great Hall. Refer to DM Aid: Map #2 – Great Hall.

Location 20: Entrance

Ornate double doors lead to an entrance foyer. A tall statue fills an alcove on each wall; to the left, a tall paladin, in stately armor, striding forth and hefting a flaming longsword; to the right, a monstrous figure of evil, its armor fashioned to

resemble horns and scales, bearing a wicked flanged flail. It might be your imagination, but it appears that the latter is cowering, ever so slightly, from its opponent's attack.

A set of double doors leads deeper into the building. A heavy chain is strung through the handles, fastened securely by a large padlock.

A successful Knowledge [religion] check (DC 15) can identify the left statue as likely representing Heironeous, the Archpaladin, and the right statue his brother, Hextor, the Scourge of Battle.

A successful Spot check (DC 10) notices that the floors in this building have been swept free of dust.

Neither the lock nor the chain shows any signs of rust. Each of the Sergeants carries a key to unlock it. The chained doors have the following attributes:

❖ **Chained Door:** 1/6 in. thick; hardness 10; AC 5; hp 5; Open Lock DC 25; Break DC 26.

Location 21: Great Hall

The double doors give way to a huge feasting hall, 90 feet in length. A flash of lightning can be seen through glass skylights. For a brief instant, it illuminates the exquisite designs worked into the wood of the walls.

For that moment, you can also see more disturbing aspects. Large banners, bearing the crest of the March, once hung from the rafters. However, only shreds of cloth remain. As well, the long feasting table has been shattered, and the largest pieces have been upended and pushed against the wall.

Six large wooden crates fill the hall, occupying most of its space.

The crates are full of mundane supplies, including dried and preserved food. If the PCs spend ten minutes checking the crates, and succeed at an Appraise or Survival check (DC 15), they can approximate that there are enough supplies here to support 12 men, including enough perishables for 3 months. Failure by 5 or more means they incorrectly guess that the supplies could support 36 men.

Location 22: North Trophy Room

This chamber likely once held a wide assortment of interesting items – trophies from across the Flanaess. Now, only a few items remain.

A large painting of a sunrise over Siltmourne hangs on the wall in a brass frame. It appears to be undamaged.

A successful Appraise check (DC 10) allows the PCs to realize that the painting is fairly amateur, and of no real value. If they fail by 5 or more, describe artistic

quality that isn't there, and hint that the painting may be priceless.

An unusual greatsword is mounted on the wall. Its hilt is fairly ordinary, but the blade is quite unusual; it is transparent, except for a slight dark tint. Beads of condensation cover its surface.

The blade of this sword is very cold to the touch, and is as hard as steel. A successful Appraise check (DC 25) allows the PCs to realize that the blade is actually made of some sort of ice. If that is made, a Knowledge [geography] check (DC 15) will allow the PCs to know that odd varieties of ice have been found in the Land of Black Ice, far to the north.

If the Appraise check is missed by 5 or more, the PC comes to the conclusion that the blade is made simply of tinted glass.

The greatsword is attached to the wall by a sturdy bracket. If the PCs use a crowbar, they can pry it loose with a Strength check (DC 18). If they take the sword, they gain the *Sword of Dark Ice* item on the Adventure Record.

A wickedly-curved scimitar lies discarded on the floor. The weapon bears Suel characters, and a foreign design.

A successful Appraise check (DC 15) allows the PCs to realize that the blade is not properly weighted, so it is all but worthless. If the check is higher (DC 20), it also allows the PCs to identify the blade to be from Sunndi or Medegia – a long way from here. If they fail by 5 or more, they see either Tusman or Ketite features in the design, and guess that it is of masterwork quality.

Treasure:

All APLs: L: 41 gp, C: 0 gp, M: 0 gp.

Location 23: South Trophy Room

Entering this room, the first thing you see is a pair of amber eyes glaring back at you. Its gaze meets yours, and you feel death course through you...

If the victim succeeds on a Knowledge [religion] check (DC 15), he can identify the 'creature' in the darkness to be a bodak.

The head of a large bodak is mounted on the wall as a trophy, and has been magically preserved – retaining a bit of its gaze ability. It has the following attributes:

All APLs (EL 0)

➤ **Preserved Bodak Head:** CR 0; magic device; visual trigger; automatic reset; effect (target stunned for 1 round); Search DC 10; Disable Device DC 10.

If the bodak head is removed from the wall, or the wall damaged, the enchantment upon it will fail, and the gaze attack will no longer function.

Once the PCs bypass this minor obstacle, continue with the following:

As your eyes adjust to the darkness, you can tell that the eyes belong to a head, mounted to a plaque on the wall. Several other trophies can be seen, as well.

A great humanoid head is mounted on the left wall. Its lower jaw is covered in wicked-looking spikes.

A Knowledge [nature] check (DC 22) can identify this as the head of a manticore.

A large wolf's head adorns the right wall. Frost coats the wall around it.

A Knowledge [nature] check (DC 15) can identify this as the head of a winter wolf.

A billowing, tattered black cloak is suspended from the ceiling. A bony, whip-like tail extends from its folds, and is wrapped around a rafter.

A Knowledge [dungeoneering] check (DC 15) can identify this as a cloaker.

ENCOUNTER 4: KEEP FIRST FLOOR

Estimated Time: 15 minutes

This encounter details the first floor of the Keep. Refer to DM Aid: Map #3 – Keep First Floor.

It is possible to scale the outside walls, but due to the rain, the Climb check is very difficult (DC 30).

At APLs 14 and above, Sergeant Magden has placed a *guards and wards* effect upon the keep. All of the corridors of this level are filled with fog, all doors off of the corridors are *arcane locked*, webs fill all of the stairwells, and all corridors are subject to the confusion effect, as per the spell.

Location 24: Entrance Hall

This stone entrance hall is adorned with a number of murals that span its entire length.

At the far end, men are depicted standing shoulder-to-shoulder. Nearer the entrance, other men fight against unspeakable evils, braced against their fellow soldiers.

If the PCs succeed on a Knowledge [religion] check (DC 20), they suspect that the murals are representative of a passage from the Heironium Harmonius, one of the archetypical texts of the Heironean religion:

"I will stand beside my brother, and together we shall be the foundation of that house, that dwelling not made by hands, but by courage and valor."

Followers of Heironeous receive a +10 insight bonus on this check, as it is a traditional part of church teachings.

Doors exit this room on the left and right, and a pair of double-doors leads out to the castle courtyard. Noticeably, none of the doors appear to be broken in.

The Keep was abandoned before Siltmourn fell, so the attackers did not have to break down these doors.

Location 25: Blocked Hallway

The ceiling here has collapsed, blocking further passage through this hallway.

There is roughly 3 tons of rubble here, preventing entry into this section of the Keep. Only an extreme amount of excavation would breach it... and the PCs will certainly be discovered doing so.

This rubble was created when a boulder from a siege engine smashed through the roof of the Keep tower.

Location 26: Looted Chamber

It is hard to determine what this chamber was used for; all that is left are broken pieces of furniture and rubble.

There is nothing of value left here.

Location 27: Courtyard

You leave the stone and mortar confines of the Keep, and enter a large open-air courtyard at its center.

You imagine that this was once a beautiful garden refuge. Now, only evergreen bushes and overgrown weeds stand in its place, the victims of disregard and a harsh Bissel winter.

A section of the courtyard wall on the eastern side sits in shadow of the Keep tower, and as such has remained relatively dry. If the PCs try to climb here, the difficulty of Climb checks is reduced to DC 25.

Location 28: Garrison

The door to this chamber opens with a squeal of protest. Opponents will hear this on a Listen check (DC 0), adjusted by the normal modifiers.

This chamber appears to have served as a guard post. A small weapon rack is mounted on one wall, and another holds a bulletin board full of duty rosters and patrol schedules.

A small table sits near the center of the room. Playing cards and coins lay upon its surface. If not for the thick layer of dust, you'd think that a game was in progress.

There are no signs of struggle here. The guards using this post were called away at the first signs of the invading horde, and they did not return.

Treasure:

All APLs: L: 0 gp, C: 2 gp, M: 0 gp.

Location 29: Armory

The door to this room is heavier than most, iron shod, and locked. It has the following attributes:

❖ **Strong Wooden Door:** 2 in. thick; hardness 5; AC 5; hp 20; Open Lock DC 25, Break DC 25.

Weapon racks line the walls of the room, about half-full of various blades and bows. A few of the weapons are scattered about the floor.

All of the weapons here are of normal quality. The racks contain a half-dozen short swords, long swords, light maces, heavy maces, long bows, and short bows.

Location 30: Barracks

Bunk beds line the walls of this room, enough sleeping space for sixteen men. There is a footlocker with each bed, though the contents are mostly strewn about the floor.

The soldiers defending the keep were housed here, and did not have a chance to retrieve their belongings before retreating. Nothing of value is left here – the soldiers were used to often being moved around, and so rarely kept much of value that wasn't carried on their persons.

Location 31: Storage

This chamber is some sort of storage room. Every inch is packed with crates and barrels, and pegs driven into the walls hold coils of rope and tools.

These rooms are full of mundane, non-perishable items, such as textiles, lumber, metal, mortar, and various tools. Much of the contents are still crated and barreled.

Location 32: Slaughterhouse

The smell of rancid meat nearly overpowers you, as you open this door.

If the PCs fail at a Fortitude save (DC 10), they are sickened for the duration of their stay in this room, and a minute afterwards.

Large metal hooks hang down from the ceiling of this chamber. Most bear large pieces of meat, green and black with age.

A number of wicked knives and cleavers sit near a chopping block by the eastern wall.

A Heal check (DC 10) can identify the carcasses as those of cows, sheep, and pigs. They have been hanging here since the invasion.

If the PCs remain here long enough to search, and succeed at a Search check (DC 15), they find a severed human head impaled on one of the hooks behind some of the carcasses. When the invaders penetrated the keep, they hung several of the remaining servants – still quite alive – on the hooks. The brigands removed most of them, but missed the head.

Location 33: Stairs Down

At APLs 14 and above, the *guards and wards* spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

These stairs lead down to the sub-floor (Encounter 5, location 44).

At APLs 14 and above, the *guards and wards* spell covers stairwell with a *stinking cloud* (Fortitude save, APL 14: DC 21, APL 16: DC 22) in addition to the *webs*.

Location 34: Pantry

The walls of this room are lined with shelves, stocked full of jars and pots. Racks of salted and smoked meat hang from hooks, and barrels fill every available inch of the floor. The whole area emanates the strong aromas of spices and preserves.

All of the containers in this room are filled with various preserved foods – enough to supply the Keep for over a year. If the PCs succeed at an Appraise check (DC 12), they recognize that the contents of the room are worth several hundred gold pieces, but are bulky and difficult to carry away.

Location 35: Cliff Walk

A balcony spans the southern side of the Keep, permitting a fantastic view of the cliffs below.

The door at the eastern end of the balcony is blocked by roughly 2 tons of rubble, preventing entry into this section of the Keep. Only an extreme amount of excavation would breach it... and the PCs will certainly be discovered doing so.

Location 36: Mess Hall

Two long tables fill the bulk of this room, flanked by long benches. Cabinets are mounted on the north wall, filled with plates, silverware, and tankards.

If the PCs search the room, and succeed at a Search check (DC 20) they find a few drops of a brown liquid on the floor under a table. A Craft [alchemy] or Profession [cook] check (DC 10) can identify the substance as beef gravy. A PC brave enough to taste it succeeds at this

check automatically. The spill is from a meal prepared today, and has not had a chance to dry.

Location 37: Kitchen

A large fireplace fills one wall of this sizable kitchen. Pots and pans are neatly arranged on shelves along the north wall. A preparation table sits at the center of the room, empty except for a single glass bottle – partially filled with a pink liquid.

If the bottle is opened, the contents can be easily identified as wine vinegar.

The fireplace is full of smoldering wood. A Survival check (DC 10) allows a PC to surmise that the fireplace was used to prepare a recent meal.

At APLs 14 and above, the *guards and wards* spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

Location 38: Infirmary

A row of cots lines the north wall of this chamber, which is in complete disarray. Bandages and broken bottles litter the floor. A corner of the ceiling has collapsed, blocking a doorway.

The medical supplies that were here were mostly taken away in the evacuation. The few that remain are all but useless.

The door at the eastern end of the room is blocked by roughly 2 tons of rubble, preventing entry into this section of the Keep. Only an extreme amount of excavation would breach it... and the PCs will certainly be discovered doing so.

Location 39: Rubble Hallway

All of the normal exits of this hallway are blocked by large piles of rubble. However, a huge hole exists in the ceiling, which is visible on DM Aid: Map #5 – Keep Second Floor. A PC can make a Climb check (DC 20) to scale the rubble, and climb through the hole.

Of course, it would just be easier to take the stairs.

Location 40: Fountain Room

The warm, humid air in this room starkly contrasts the cold chill of the rest of the Keep. A large pool sits in its middle, from which emerges a statue of a bald humanoid. Fountains of water spray out from the statue's back, giving it the appearance of ephemeral wings.

The rest of the room is full of plant beds and pots containing exotic plants.

A successful Spellcraft check (DC 25) will allow the PCs to identify the water spray as a permanent *create water* effect.

A successful Knowledge [nature] check (DC 15) will allow the PCs to identify the plants as tropical foliage that normally cannot survive in Bissel's climate. If the check is higher (DC 20) they can identify a few of the plants – there are a few medicinal herbs, a few cooking herbs, and a few hallucinogens.

Location 41: Stair Up

At APLs 14 and above, the *guards and wards* spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

These stairs lead down to the second floor (Encounter 6, location 56).

At APLs 14 and above, the *guards and wards* spell covers this stairwell with a *stinking cloud* (Fortitude save, APL 14: DC 21, APL 16: DC 22) in addition to the *webs*.

Location 42: Hall

This small feast hall contains a single long table and a number of unornamented chairs. Green tapestries drape from the walls and an iron chandelier is suspended above the center of the chamber.

The tables are set with a number of silver goblets, as if any moment the hall will erupt with ale and revelry.

The goblets are mildly valuable, should the PCs decide to take them.

Treasure:

All APLs: L: 10 gp, C: 0 gp, M: 0 gp.

Location 43: Foundry

A furnace is built into the north wall, next to an anvil. A variety of tools and blacksmithing implements hang from wrought-iron hooks set into the wall.

The forge is still noticeably warm, as it was used just a few days ago to make minor repairs.

If the PCs succeed at an Appraise check (DC 17), they realize that the tools here are fairly valuable.

Treasure:

All APLs: L: 60 gp, C: 0 gp, M: 0 gp.

ENCOUNTER 5: KEEP SUB-FLOOR

Estimated Time: 15 minutes

This encounter details the first floor of the Keep. Refer to DM Aid: Map #4 – Keep Sub-floor.

Location 44: Stairs Up

These stairs lead up to the first floor (Encounter 4, location 33).

At APLs 14 and above, the *guards and wards* spell covers the door at the top of these stairs with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

Location 45: Wine Cellar

The walls of this musty room are covered in wine racks. Upon them, about three dozen intact bottles remain.

The bottles are fairly fragile, and so removing them safely is a minor challenge. Three of the bottles are actually valuable. A successful Appraise or Bardic Knowledge check (DC 22) allows the PCs to pick out these specific bottles. Failure means that they are not sure. Failure by 5 or more means they pick out four worthless bottles, instead.

Treasure:

All APLs: L: 40 gp, C: 0 gp, M: 0 gp.

Location 46: Flooded Room

A heavy wooden table has been pushed up against this iron-shod wooden door, and a sturdy iron chain and lock keeps it securely shut. Noticeably, the stones around the door frame are marked by wide scratch marks.

If the PCs succeed at a Survival check (DC 15) they suspect that the marks were made by a large clawed creature striking out from within the blocked room. Whatever managed to make such marks into stone was immensely strong.

The heavy table blocking the door weighs about 200 lbs. If the PCs decide to move it, express to them how heavy and awkward it is, and that it doesn't appear to have originated in any of the sub-floor rooms.

Moving the table generates a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

The chain and lock on the door are also fairly sturdy. They have the following attributes:

❶ **Chained Door:** 1/6 in. thick; hardness 10; AC 5; hp 5; Open Lock DC 25; Break DC 26.

At APLs 14 and above, Sergeant Belmont has placed a *symbol* on the door, set to trigger when the door is touched.

APL 14

➤ **Symbol of Sleep:** CR 6; spell; spell trigger; no reset; spell effect (*symbol of sleep*, 12th-level cleric, DC

20 Will save negates); Search DC 30; Disable Device DC 30.

APL 16

✦ **Symbol of Stunning:** CR 8; spell; spell trigger; no reset; spell effect (*symbol of stunning*, 14th-level cleric, DC 22 Will save negates); Search DC 32; Disable Device DC 32.

If the PCs persist, and open the door despite the warnings, read the following:

Beyond the door is a long hallway. Stagnant water fills most of the floor, having leaked in through a gap somewhere in the rough hewn stone walls. Desiccated corpses are propped against the walls, mangled and disfigured beyond recognition.

The air pulses with palpable energy.

If the PCs succeed at a Heal check (DC 10) they can tell that all of the bodies, except one, have been here for at least several months. The exception has only been here for a few weeks, at most, and is clad in the same garb as the brigands. If the Heal check is higher (DC 20) they can tell that the victims were slain by massive blows by a clawed creature, probably the same that created the marks in the doorframe.

If the PCs reach this point, they earn the *Lurking in the Shadows* favor on the Adventure Record.

If the PCs persist still, and walk down the hallway, continue with the following. Try to make it obvious that they should not go further:

Suddenly, you see movement from the chamber at the end of the hallway... something huge and indistinct stirs awake. You feel emotions in your mind that are not your own – overwhelming hunger and hatred.

Any PC that has made it this far must now succeed at a Will save versus fear (DC 35) or become shaken. They are also immediately subjected to an anti-magic field effect that blankets this area – a Spellcraft check (DC 32) identifies the effect, but does not locate a source.

If the PCs ignore all of the warning signs, and enter the chamber at the end of the hallway, the unnamed evil that lurks within slays them with ease. Describe a whirl of motion, huge clawed appendages, and huge eyes that glow with a yellow light.

Location 47: Debris

The door to this room is torn off of its hinges. A number of stones have been dislodged from one wall, and the room is scattered with debris that vaguely resembles shelves.

There is nothing remaining here of interest.

Location 48: Well

A low wall separates this room into two sections. The northern half is a cistern, full of water that has flowed from cracks in the stone wall.

The water here is potable, and remarkably fresh. The servants of the keep used it regularly.

Location 49: Grotto

The walls of this chamber are not rough hewn or mortared stone like the rest of this level; rather, this room looks more like a small natural cavern. A flickering blue glow dances over the stone. A small wooden bench sits empty in the center of the chamber.

If the PCs succeed on a Spellcraft check (DC 27) they can identify the glow as a *continual flame* spell. The matron of the Keep liked to come here, as the flicking light and cool air relaxed her.

Location 50: Vault

The doors of these chambers are made of stone, and are heavily locked. They have the following attributes:

☛ **Stone Door:** 4 in. thick; hardness 8; AC 5; hp 60; Open Lock DC 25, Break DC 28.

If the PCs bypass any of the doors, they find similar rooms with different contents. The treasures within – too bulky to carry away – were secreted here, in hopes that one day they could be recovered. Read the following:

The huge door opens, releasing a wave of stale air, and revealing a small vault. A thick layer of dust covers the contents of the room, which appear to be largely undisturbed.

Vault A

This vault contains a number of finely crafted statues of historical and mythological figures. Allow bards and PCs with ranks in Knowledge [history] or Knowledge [religion] to recognize a few of the personages depicted. The statues are valuable, but very difficult to transport – the smallest weighs 200 lbs.

Moving a statue generates a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

Treasure:

All APLs: L: 40 gp, C: 0 gp, M: 0 gp.

Vault B

This vault contains what appears to be a jumbled pile of junk. However, the items here are all historical relics – for example an early Ur-Flan sickle recovered from the Fetid Fens, coinage from Vecna's rule of the Sheldomar, a tapestry bearing the old crest of the Felmarsh (the land now known as Bissel), and a crude map from the great Suel migration. Allow bards and PCs with ranks in

Knowledge [history] to recognize the significance of a few of the items. These items are of some value to a collector.

Treasure:

All APLs: L: 80 gp, C: 0 gp, M: 0 gp.

Vault C

This vault contains various pieces of artwork – paintings, vases, and a crystal candelabrum. While valuable, these items would be difficult to transport without damaging them. Noticeably, a large rectangular section of the room is empty – four feet wide, and eight feet long – as if something substantial was removed from that spot.

Treasure:

All APLs: L: 50 gp, C: 0 gp, M: 0 gp.

Location 51: Catacombs

The short hallway that leads to this chamber begins and ends with locked doors. These doors have the following attributes:

❖ **Stone Doors (2):** 4 in. thick; hardness 8; AC 5; hp 60; Open Lock DC 22, Break DC 28.

Once the PCs bypass the doors, read the following:

The scent of decay is heavy in the air here. As far as the eye can see, the walls of this large chamber are filled with small niches – the resting places of the remains of many long-dead residents of Siltmourn.

While the catacombs are a place of death and decay, they feel oddly safe and peaceful.

If the PCs succeed on a Spellcraft check (DC 30) they realize that this area is under the effect of a hallow spell.

If the PCs search the catacombs, read the following:

The catacombs have suffered over time – a large section of the wall near the rear of the chamber has collapsed into a pile of rubble.

If the PCs spend twenty minutes clearing away rubble, they find a small door behind the fallen rock (Location 52).

Location 52: Secret Exit

This exit tunnel leads to a ladder, which in turn leads up to a secret door in the floor of the East Wall Bastion (Encounter 2, Location 18).

Location 53: Holding Chamber

This chamber is bare, except for manacles attached to the wall, a stool, and a broken desk – tossed aside and shattered.

A desk drawer contains a fair amount of boring paperwork. If the PCs spend ten minutes searching through it, and succeed at a Search check (DC 13), they find a log sheet describing two prisoners checked into the dungeon cells, but never checked out – a captured bandit, and a soldier that didn't report on time to his post.

Location 54: Torture Chamber

This room was once a torture chamber. Manacles are mounted to the wall, and an iron maiden stands empty in a corner.

The torture devices show no signs of use.

Location 55: Dungeon

This block of barred cells reeks with the stench of old sweat and mildew. The cells are plain – containing just a bench, sleeping mat, and a chamber pot.

Each of the cell doors is locked, and has the following attributes:

❖ **Cell Door:** 1/2 in. thick; hardness 10; AC 5; hp 15; Open Lock DC 18, Break DC 22.

The last two cells are occupied – the desiccated remains of two human men. If the PCs succeed on a Heal check (DC 17), they can tell that one of the men was killed by the incorporeal claws of some undead spirit. The other died of a disease – and has a holy symbol of Joramy around his neck. He was able to turn the undead, and create food and water... but he was not able to cure himself of an illness he contracted afterwards.

ENCOUNTER 6: KEEP SECOND FLOOR

Estimated Time: 15 minutes

This encounter details the second floor of the Keep. Refer to DM Aid: Map #5 – Keep Second Floor.

At APLs 14 and above, Sergeant Magden has placed a *guards and wards* effect upon the keep. All of the corridors of this level are filled with fog, all doors off of the corridors are *arcane locked*, webs fill all of the stairwells, and all corridors are subject to the confusion effect, as per the spell.

Location 56: Stairs Down

These stairs lead down to the first floor (Encounter 4, location 41).

Location 57: Stairs Up

These stairs lead up to the third floor (Encounter 7, location 74).

Location 58: Debris Room

This room is a jumble of stone and broken timber debris. It is unlikely that anything of value has survived inside.

Indeed, there is nothing of value or interest in this room. If the PCs decide to excavate anyways, they will likely draw the attention of the brigands... and still not find anything.

Location 59: Parlor

This parlor is exquisite and comfortable. Burgundy tapestries hang from all four walls, matching the floor tiles and chair cushions. A large portrait of a man and woman – obviously depicted as nobility – hangs from the north wall, while the south wall bears a large mirror in an ornate gilded frame. A fancy tea set sits arranged on the table, awaiting a teatime that will never come.

The mirror frame and tea set were both imported from Tusmit, and are mildly valuable.

If the PCs succeed at a Knowledge [local – Sheldomar Valley Metaregion] or Knowledge [nobility and royalty] check (DC 24) they can identify the couple in the painting as Lord Amius and Lady Likian of Siltmourse, the former governor of the castle and his wife.

Treasure:

All APLs: L: 4 gp, C: 0 gp, M: 0 gp.

Location 60: Salon

This salon is fairly large and ornate: four columns separate the main room from alcoves against each wall, where couches and pillows provide comfortable places to lounge. A tall bookshelf stands in the corner of the room, next to an elaborate candelabrum.

The lord of the castle liked to withdraw to this chamber to read. The bookshelf contains mostly books about historical battles and the tactics employed.

If a PC succeeds at a Spot check (DC 22) they notice a few fingerprints in the dust on the shelves, and a few spots where books appear to be missing. The leader of the bandits borrowed a few of these books, as the subjects interested him.

Location 61: Dining Hall

At APLs 14 and above, the guards and wards spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

This chamber is a small dining hall, richly appointed with finely-carved furniture. A large

banner, bearing the shield of Bissel, hangs from the southern wall.

There is a noticeable lack of silverware and goblets, as these were taken in the evacuation. The furniture, should the PCs manage to carry it out, is mildly valuable.

Treasure:

All APLs: L: 20 gp, C: 0 gp, M: 0 gp.

Location 62: Nursery

The walls of this room are painted a soft pink. A crib sits near the center, covered in cobwebs and dust. A number of rotted blankets are scattered haphazardly about the floor.

It does not appear that this room has been disturbed since the invasion. There is nothing of interest here.

Location 63: Treasury

The door to this room is made of reinforced iron, is locked, and is trapped. However, in their haste to flee the castle, the stewards did not properly arm the trap. The door and trap have the following attributes:

🔒 **Iron Door:** 2 in. thick; hardness 10; AC 5; hp 60; Open Lock DC 28, Break DC 28.

All APLs (EL 0)

🔪 **Faulty Blade Trap:** CR 0; mechanical device; touch trigger; manual reset; no effect, see below; Search DC 26; Disable Device DC 26.

If they set off the trap, read the following:

As you touch the door, a soft mechanical snap issues from the doorframe. A moment later, a blade extends from the wall, aimed straight for your neck. The machinery, however, gives a loud squeal of protest, and the blade stops well short of you.

The trap generates a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

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

This chamber once held the treasury of the Keep; you can still smell the scent of gold and precious goods. However, it is long since gone, and now only a few coins and jewels litter the floor.

While not much, the twenty or so coins and gems have some small value.

Treasure:

All APLs: L: 0 gp, C: 25 gp, M: 0 gp.

Location 64: Guest Chambers

At APLs 14 and above, the guards and wards spell covers the door to this room with a *silent image*, making

the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

This bedchamber is elegantly appointed. A simple but comfortable bed sits against the wall, surrounded by fairly plain furniture.

If the bed wasn't obviously slept in recently, the dust in the room would lead you to believe that it has remained vacant for years.

There is nothing of real value left in the room.

If the PCs succeed at a Survival check (DC 17) they can identify the current occupant of the room as a male human of about average height. The generic bandits (the fighters and archers) have been using these quarters, so feel free to describe their lairs appropriately.

The closet in this chamber contains several saddlebags full of mundane equipment. A successful Survival check (DC 15) means the PCs notice that the gear contains all of the essential survival gear a person would need, except rations. It is packed in a highly precise manner, each pack identical to the next.

Location 65: Master's Chambers

At APLs 14 and above, the guards and wards spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

This large bedchamber is lavishly appointed. A four-poster canopy bed stands in the center, surrounded by drawers and an armoire made of exotic hardwoods.

The canopy is slightly torn, and the floor is littered with discarded clothing and possessions. Curiously, it appears that the bed has been cleared off, and has been used recently.

There is nothing of real value left in the room.

If the PCs succeed at a Survival check (DC 17) they can identify the current occupant of the room as a male human, about six feet tall. They can also tell that he possessed armor and weapons, and keeps them polished and maintained while here.

The closet in this chamber contains several saddlebags full of mundane equipment. A successful Survival check (DC 15) means the PCs notice that the gear contains all of the essential survival gear a person would need, except rations.

Location 66: Conservatory

This room contains a number of musical instruments – you notice a trumpet, a flute, a large harp and a set of kettle drums. An ornate pipe organ is built into one wall. All of the instruments are covered in dust and cobwebs.

No one has touched these instruments since the evacuation.

If the PCs decide to play the instruments – especially the pipe organ – they will certainly alert the brigands.

Location 67: Priest's Chambers

This chamber is fairly spartan, containing only a bed, footlocker, and bare writing desk. The only ornamentation is the silver holy symbol hanging on the wall – an armored fist grasping a lightning bolt.

Curiously, it appears that the bed has been cleared off, and has been used recently.

A successful Knowledge [religion] check (DC 10) will allow the PCs to identify the holy symbol as that of Heironeous, the Oeridian god of justice, honor, and valor. The holy symbol bears a number of scratches, chips, and a slight burn mark – all making it look pretty worn and of little value. If a follower of Heironeous takes a close look at it, and succeeds on an Appraise check (DC 15) they realize that the church particularly values such items that have seen glorious combat – and from the looks of this one, it has seen plenty of battle.

If the PCs take the holy symbol with them, and bring it to a Church of Heironeous, they earn the Holy Relic of Heironeous item on the Adventure Record. The church can identify some of its history – it is over three hundred years old, and was present at several battles of the Greyhawk Wars, the Bissel-Ket War, and now the Bissel Insurrection. It has no real value, except for the prestige it would bring to a Heironean bearing it.

There is nothing else here of value.

If the PCs succeed at a Survival check (DC 17) they can identify the current occupant of the room as a male human, about six feet tall. The faint smell of brimstone can be detected in the air.

The closet in this chamber contains several saddlebags full of mundane equipment. A successful Survival check (DC 15) means the PCs notice that the gear contains all of the essential survival gear a person would need, except rations. It is packed in a highly precise manner, each pack identical to the next.

Location 68: Chapel

A flash of lightning erupts on the other side of the stained glass windows that fill the far wall of this room, illuminating its features with eerie colors. A column of pews forms each half of the chamber, leaving a path up to a marble altar.

A polished sword and a heavy gauntlet rest upon the top of the altar.

A successful Knowledge [religion] check (DC 10) will allow the PCs to identify the holy symbol as that of

Heironeous, the Oeridian god of justice, honor, and valor.

The sword and gauntlet are merely ceremonial, and are not useful in actual combat.

Location 69: Noble Chambers

At APLs 14 and above, the *guards and wards* spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

This bedchamber is finely appointed. A large bed is flanked by ornate carved furniture and a full-length mirror, polished to perfection.

Curiously, it appears that the bed has been cleared off, and has been used recently.

There is nothing of real value left in the room.

If the PCs succeed at a Survival check (DC 17) they can identify the current occupant of the room as a female human, about five feet tall. The faint smell of recently-burned incense can be detected.

The closet in this chamber contains several saddlebags full of mundane equipment. A successful Survival check (DC 15) means the PCs notice that the gear contains all of the essential survival gear a person would need, except rations. It is packed in a highly precise manner, each pack identical to the next.

Location 70: Hole

This hole was created when a bolder from one of Evard's siege engines crashed through the roof of the tower and most of the floors below it. If the PCs fall from here, they will take 1d6 damage as they plummet down to the first floor.

Location 71: Ledge

A section of hanging floor is all that remains of this room. The rest has fallen away into the gaping chasm.

The hanging edge of the remaining ledge is unstable. If more than 50 lbs. of weight is applied to the edge that 5-foot section will collapse into the hole. Any PC on that section must make a Reflex save (DC 18) or fall with it.

The collapsing of the ledge generates a large amount of noise. Opponents will hear this on a Listen check (DC 0), adjusted by the normal modifiers.

Location 72: Library

At APL 16, the *guards and wards* spell covers the door to this room with a *silent image*, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (DC 22) disbelieves the illusion.

The door to this room is locked, and difficult to open due to the missing floor. The door has the following attributes:

🗝️ **Library Door:** 1-1/2 in. thick; hardness 5; AC 5; hp 15; Open Lock DC 18, Break DC 18.

Once the PCs bypass the door, read the following:

The walls of this room are lined with ceiling-high shelves, packed with dusty books.

Four of the books are actually valuable. A successful Appraise check (DC 25) allows the PCs to pick out these specific books – two histories of the Suel-Baklunish Wars, a history of the Vecnan Empire. Failure means that they are not sure. Failure by 5 or more means they pick out two worthless books, instead – a treatise on intelligent magical items, and an illustrated history of cultists of Zagyg in Bissel.

Treasure:

All APLs: L: 20 gp, C: 0 gp, M: 0 gp.

If the PCs search the bookshelves, and succeed at a Search check (DC 24) they find a hidden catch. Releasing the catch allows a section of shelving to swing free, revealing an entrance to the Secret Vault (Location 73).

Location 73: Secret Vault

This small chamber, hidden behind the library shelves, contains only a single feature – a marble pedestal, upon which rests a small glass orb. The sphere appears perfectly transparent at first glance, but as your eyes focus upon it, you see hazy swirls and ripples.

The orb radiates an aura of moderate divination magic. It can be freely taken from the pedestal, in which case one PC receives the *Strange Orb* item on the Adventure Record.

ENCOUNTER 7: KEEP THIRD FLOOR

Estimated Time: 10 minutes

This encounter details the third floor of the Keep. Refer to DM Aid: Map #6 – Keep Third Floor.

At APLs 14 and above, Sergeant Magden has placed a *guards and wards* effect upon the keep. All of the corridors of this level are filled with fog, all doors off of the corridors are *arcane locked*, webs fill all of the stairwells, and all corridors are subject to the confusion effect, as per the spell.

Location 74: Stairs Down

These stairs lead down to the second floor (Encounter 6, location 57).

Location 75: Aviary

This room is noticeably colder than the rest of the castle. Rain and wind stream in through large open windows, making a slick mess of the stone pavers beneath your feet.

A pair of hawks sits on a perch in the room, huddling together against the ravages of the storm.

These are trained hunting birds that were left behind during the evacuation. They have managed to fend for themselves, but have still returned to their master's home. They pose no danger (except nipping a finger or two) unless provoked.

A ranger or druid can use a Wild Empathy check (DC 25) to shift the birds' reactions from unfriendly to friendly. If they succeed, they can take the birds with them as their animal companions. They receive the Hunting Hawk item on the Adventure Record.

All APLs

🦅 **Hunting Hawks (2):** as hawk, except (Search +16, Survival +4); see *Monster Manual*, page 273.

Location 76: Covered Hole

This hole was created when a bolder from one of Evard's siege engines crashed through the roof of the tower and most of the floors below it. If the PCs fall from here, they will take 2d6 damage as they plummet down to the first floor.

The bandits have placed a number of sturdy boards across the hole on this floor, which they use to cross it. The boards can support up to 250 lbs. before breaking under the strain. A PC can safely cross them by making a Balance check (DC 12). Failure means the PC falls off the boards, and into the hole.

At APLs 14 and above, Sergeant Ahns has placed a greater glyph of warding on the floor near the hole, set to trigger when a humanoid (other than one of the brigands) passes across the gap.

APL 14

🔱 **Greater Glyph of Warding (Blast):** CR 7; spell; spell trigger; no reset; spell effect (greater glyph of warding[blast], 14th-level cleric, 7d8 acid, DC 21 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 16

🔱 **Greater Glyph of Warding (Blast):** CR 7; spell; spell trigger; no reset; spell effect (greater glyph of warding[blast], 16th-level cleric, 8d8 acid, DC 24 Reflex save half damage); Search DC 31; Disable Device DC 31.

If the glyph goes off, it will create a moderate amount of noise. Opponents will hear this on a Listen check (DC

5), adjusted by the normal modifiers. It will also destroy the boards spanning the gap.

Location 77: Stairs Up

These stairs lead up to the fourth floor (Encounter 8, location 81).

Location 78: Keep Roof

The door leads from the interior of the keep to its roof. The three stories between you and the ground provides a fantastic view of Siltmourn – at least, what little of it you can see through the unchallenged wind and rain.

Without a wind block, the effects of the thunderstorm are more severe on the Keep Roof. In addition to the effects already described, PCs and NPCs on the Keep Roof suffer the following effects:

- Ranged attack rolls suffer an additional -1 penalty (for a total of -3).
- Listen, Search, and Spot rolls suffer a further -2 penalty (for a total of -10)

Location 79: Servant Quarters

This small chamber – a servant's quarters – contains little more than a bed and a footlocker.

There are a few trinkets and clothing in each of these chambers, but nothing of real interest.

Location 80: Butler's Quarters

At APLs 14 and above, the guards and wards spell covers the door to this room with a silent image, making the door appear to be just a plain wall. If the wall is interacted with, a Will save (APL 14: DC 21, APL 16: DC 22) disbelieves the illusion.

This chamber is as spartan as the other servant's quarters, but is significantly larger. An armoire stands open against the far wall – judging from the dress tunics you can see, they belong to a tall manservant of some sort.

Curiously, it appears that the bed has been cleared off, and has been used recently.

If the PCs search the armoire, and succeed at a Search check (DC 19) they find a large key ring tucked away within. These keys open every locked door in the Keep, except for the padlock on the door of the Flooded Room (Encounter 5, Location 46).

If the PCs succeed at a Survival check (DC 17) they can identify the current occupant of the room as a male human, about six feet tall. The faint smell of recently-burned incense can be detected.

The closet in this chamber contains several saddlebags full of mundane equipment. A successful Survival check (DC 15) means the PCs notice that the

gear contains all of the essential survival gear a person would need, except rations. It is packed in a highly precise manner, each pack identical to the next.

ENCOUNTER 8: KEEP UPPER FLOORS

Estimated Time: 10 minutes

This encounter details the first floor of the Keep. Refer to DM Aid: Map #7 – Keep Fourth, Fifth, & Sixth Floors.

Location 81: Stairs Down

These stairs lead down to the third floor (Encounter 7, location 77).

Location 82: Hole

This hole was created when a bolder from one of Evard's siege engines crashed through the roof of the tower and most of the floors below it. If the PCs fall from here, they will take 3d6 damage as they plummet down to the first floor.

Location 83: Sanctum

The door to this room is locked. The door has the following attributes:

🔒 **Strong Wooden Door:** 2 in. thick; hardness 5; AC 5; hp 20; Open Lock DC 25, Break DC 25.

Once they bypass the door, read the following:

This room is sparsely furnished with a desk, chair, and short bookcase. The desk is piled high with books, papers and assorted other objects, to the point that you are unable to see what wood the desktop is made from. The bookcase is also rather untidy, crammed with bound volumes and scrolls.

The chair is pushed back from the desk, as if the occupant intends to return at any moment.

If the PCs search the desk, and succeed at a Search check (DC 22), they find a diary tucked away in the false bottom of a drawer. Give them Player Handout 2 – Diary of an Estranged Lord.

Location 84: Stairs Up

These stairs lead up to the fifth floor (location 85).

At APLs 8 and above, Sergeant Belmont has placed a *glyph of warding* above, set to trigger when a humanoid (other than one of the brigands) passes across the third step.

APL 8

🔮 ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 8th-level cleric, 4d8 acid, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10

🔮 ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 10th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12

🔮 ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 10th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 14

🔮 ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 12th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 16

🔮 ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*[blast], 14th-level cleric, 5d8 acid, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

If the glyph goes off, it will create a moderate amount of noise. Opponents will hear this on a Listen check (DC 5), adjusted by the normal modifiers.

Location 85: Stairs Down

These stairs lead down to the fourth floor (location 84).

Location 86: Command Center

Most of this floor of the tower is taken up by a single room; it is unclear what it was used for in its former life. Several tables have been pushed up against the walls in this chamber, leaving plenty of space in the center of the room.

This is where the Command Unit (described in Encounter 11) spends most of its time. If they have not previously been alerted to the PC's presence (and had at least a few minutes to act), read the following:

The tables are covered in various maps and charts, all spread about as though they were the subject of intense study.

If the PCs manage to take a closer look at the maps, and spend at least two minutes studying them, read the following:

It would appear that the maps are mostly of the Barony of Kynneret, particularly the area around Siltmourne and the Watchtower Road. The charts resemble shipping schedules – detailing the journeys of at least a dozen local trade caravans.

If the PCs succeed at a Knowledge [geography] check (DC 15), they can match up some of the

information here with that presented by Lady Constance during their briefing. The rest pertains to trade caravans that have not yet taken place.

The information found here is all the proof the PCs need to link the brigands to the caravan attacks.

Location 87: Hole

This hole was created when a bolder from one of Evard's siege engines crashed through the roof of the tower and most of the floors below it. If the PCs fall from here, they will take 4d6 damage as they plummet down to the first floor.

Location 88: Stairs Up

These stairs lead up to the sixth floor (location 89).

Location 89: Stairs Down

These stairs lead down to the fifth floor (location 88).

Location 90: Keep Roof

The stairs here are extremely slick with rain. They lead up to the very top of the tower. The wind and rain here are merciless, with nothing blocking the full brunt of the storm's fury.

Without any shelter at all, the effects of the thunderstorm are the most severe on the Tower Roof. In addition to the effects already described, PCs and NPCs on the Keep Roof suffer the following effects:

- Ranged attack rolls suffer an additional -2 penalty (for a total of -4).
- Protected flames have a 50% chance of being extinguished.
- Medium creatures must make a Fortitude save (DC 15) or be unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.
- Small creatures must make a Fortitude save (DC 15) or be knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.
- Tiny or smaller creatures must make a Fortitude save (DC 15) or be knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are instead blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Location 91: Tower

The door to the lookout tower is locked. The door has the following attributes:

🔒 **Strong Wooden Door:** 2 in. thick; hardness 5; AC 5; hp 20; Open Lock DC 25, Break DC 25.

Once the PCs bypass the door, read the following:

A ladder attached to the wall is the only fixture of this small tower. It leads up to a narrow ledge that allows access to windows in all of the walls.

An old, rusty lantern is hung near the ladder. Otherwise, the tower is empty.

Location 92: Hole

This hole was created when a bolder from one of Evard's siege engines crashed through the roof of the tower and most of the floors below it. If the PCs fall from here, they will take 5d6 damage as they plummet down to the first floor.

Location 93: Battlements

These wall fixtures provide cover against invaders. Now, they contain only dust and rain.

There is nothing of interest in the battlements.

ENCOUNTER 9: UP CLOSE AND PERSONAL

Estimated Time: 30 minutes

This encounter describes one of the groups of brigands that the PCs may come across during their exploration of Siltmourn – two front-line fighters, led by a cleric.

Normal Behavior

When the PCs first arrive at Siltmourn, these brigands are returning from a patrol. If uninterrupted, they will make their way into the castle, closing the Gatehouse portcullis (Location 2) and Mid Gate portcullis (Location 10) as they pass them.

Once inside, they will head to the Stables (Location 11) to dispose of their mounts. Then they will make their way to the Keep (Location 19) and up to the Command Center (Location 86) to give their report to their leader.

After reporting in, these brigands will head to the Armory (Location 13) to replace a damaged weapon, and to the Great Hall (Location 14) to restock on supplies. They will then spend their time either around their rooms (Locations 64 and 69) or the Kitchen (Location 37).

Alert Behavior

If these brigands are alerted to a disturbance within the castle, they will move as quickly as possible to that location, looking to engage any and all threats. If the enemy appears mobile, they will seize the opportunity to close any gates or portcullises they pass by, in an attempt to contain their opponents.

Spotting the Threat

If these brigands notice the PCs themselves, they will directly engage them as quickly as possible. Where possible, they will use features of the landscape to their advantage – doorways as bottlenecks, for instance. If

there appears to be a credible threat, they will try to pull back, and call for the attention of the other brigand groups.

APL 2 (EL 3)

✚ **Bandit Warriors (2), Male Human Ftr1:** hp 9; see Appendix 1.

✚ **Sergeant Ahns, Female Human Clr1:** hp 8; see Appendix 1.

APL 4 (EL 5)

✚ **Bandit Warriors (2), Male Human Ftr1:** hp 9; see Appendix 2.

✚ **Sergeant Ahns, Female Human Clr4:** hp 32; see Appendix 2.

APL 6 (EL 7)

✚ **Bandit Warriors (2), Male Human Ftr2:** hp 19; see Appendix 3.

✚ **Sergeant Ahns, Female Human Clr6:** hp 48; see Appendix 3.

APL 8 (EL 9)

✚ **Bandit Warriors (2), Male Human Ftr4:** hp 38; see Appendix 4.

✚ **Sergeant Ahns, Female Human Clr8:** hp 64; see Appendix 4.

APL 10 (EL 11)

✚ **Bandit Warriors (2), Male Human Ftr6:** hp 57; see Appendix 5.

✚ **Sergeant Ahns, Female Human Clr10:** hp 80; see Appendix 5.

APL 12 (EL 13)

✚ **Bandit Warriors (2), Male Human Ftr8:** hp 86; see Appendix 6.

✚ **Sergeant Ahns, Female Human Clr12:** hp 106; see Appendix 6.

APL 14 (EL 15)

✚ **Bandit Warriors (2), Male Human Ftr10:** hp 106; see Appendix 7.

✚ **Sergeant Ahns, Female Human Clr14:** hp 123; see Appendix 7.

APL 16 (EL 17)

✚ **Bandit Warriors (2), Male Human Ftr12:** hp 125; see Appendix 8.

✚ **Sergeant Ahns, Female Human Clr16:** hp 139; see Appendix 8.

Preparation: If these brigands see a smaller threat such as a single threat, they will directly attack. If instead they are aware of a large group that poses a credible threat, they will spend a few rounds drinking potions and casting buff spells before making their presence known.

Sergeant Ahns will cast *longstrider* on herself, using the extra mobility to stay clear of attackers, and keep her comrades healed. At APL6, she will use *fly* instead.

At APL10, Sergeant Ahns will cast *true seeing*, *spell resistance*, and *righteous might* on herself. She will then stand back from the fight, healing her comrades with her extended reach.

At APL12, Sergeant Ahns will use her *lesser metamagic rod of extend* judiciously on her shorter duration buff spells if she anticipates a lengthy fight.

At APL14, Sergeant Ahns will cast *wind walk* upon the entire group. They will use the ability to quickly move around the PCs, attacking from behind or flanking positions. Sergeant Ahns will also cast *spell turning* upon herself.

At APL16: Sergeant Ahns will cast *phase door* on a nearby section of wall. If defeat seems imminent, she will usher her men through it to regroup.

Tactics: The brigands will judge their opponents based upon their level of armor, and power attack accordingly. Based upon their success or failure, they will further adjust as necessary.

If the battle appears to be going against them, the brigands will use their thunderstones to alert the other brigand groups.

Sergeant Ahns will use her Luck domain and Travel domain abilities to prevent herself from being immobilized, trapped, or grappled. She prizes mobility, and knows that her hesitation may lead to another's death.

At APL4, Sergeant Ahns will use her Divine Spell Power ability early on, unless she has reason to save her turning attempts for use against the PCs (and if she does, contact the Bissel Triad with that PC's name). She will also drop a *spiritual weapon* early on in the combat, targeting an arcane spellcaster if possible.

At APL6, the fighters will attack weak opponents if given the opportunity, setting themselves up to Cleave into other PCs. They will target melee fighters with tanglefoot bags if needed to gain such an opportunity. Sergeant Ahns will blanket casters with *silence*, and will use *dispel magic* to counterspell against a PC spellcaster early in the fight, hoping to deplete a powerful spell.

At APL8, Sergeant Ahns will use *dimension door* and *freedom of movement* to free allies that become trapped or immobilized. If the situation looks dire, she will even use *dimension door* to go directly to the Command Center to alert the brigand leader.

At APL12, Sergeant Ahns will cast *blade barrier* early in the combat, targeting weaker opponents, and forcing tougher combatants to go through the blades to get to her allies.

At APL14, Sergeant Ahns will use *repulsion* to keep melee fighters away, if her men need an avenue of escape... but warily, as it could isolate them as well, if she is not careful.

At APL16, Sergeant Ahns will use her *summon monster* spells liberally, keeping the PCs at bay until the other brigand groups can be summoned to assist.

Treasure:

APL 2: L: 159 gp, C: 4 gp, M: oil of magic weapon x2 (4 gp each), potion of cure light wounds x2 (4 gp each), potion of cure moderate wounds (25 gp), potion of shield of faith +3 (25 gp).

APL 4: L: 138 gp, C: 4 gp, M: +1 full plate (220 gp), oil of magic weapon x2 (4 gp each), potion of cure light wounds x2 (4 gp each), potion of cure moderate wounds (25 gp), potion of lesser restoration (25 gp).

APL 6: L: 170 gp, C: 4 gp, M: +1 full plate (220 gp), +1 heavy steel shield (97 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), oil of magic weapon x2 (4 gp each), potion of cure moderate wounds x5 (25 gp each), potion of enlarge person x2 (20 gp each), potion of lesser restoration (25 gp), potion of shield of faith +2 x2 (4 gp each).

APL 8: L: 111 gp, C: 4 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), oil of magic weapon x2 (4 gp each), periapt of wisdom +2 (333 gp), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x5 (25 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

APL 10: L: 30 gp, C: 4 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x3 (97 gp each), +1 longsword x2 (192 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), horn of goodness/evil (541 gp), periapt of wisdom +2 (333 gp), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x5 (25 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of remove fear (4 gp).

APL 12: L: 39 gp, C: 4 gp, M: +1 animated heavy steel shield (764 gp), +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x2 (97 gp each), +1 longsword x2 (192 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds x5

(25 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

APL 14: L: 64 gp, C: 2 gp, M: +1 animated tower shield (765 gp), +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x2 (97 gp each), +1 spell storing longsword x2 (692 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x2 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

APL 16: L: 55 gp, C: 2 gp, M: +1 animated tower shield (765 gp), +1 full plate x3 (220 gp each), +1 heavy steel shield x2 (97 gp each), +1 shock spell storing longsword x2 (1,525 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +6 (3,000 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x2 (62 gp each), potion of endure elements x2 (4 gp each), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

ENCOUNTER 10: DEATH FROM AFAR

Estimated Time: 40 minutes

This encounter describes one of the groups of brigands that the PCs may come across during their exploration of Siltmourn – three archers, led by a battle sorcerer.

Normal Behavior

When the PCs first arrive at Siltmourn, these brigands are at the top of the Eastern Defense (Location 17), watching for trespassers. If uninterrupted, they will remain there for four more hours, before retiring to the Keep (Location 19) and their rooms (Locations 64 and 69).

Alert Behavior

If these brigands are alerted to a disturbance within the castle, they will move as quickly as possible to a vantage point, from which they can survey the situation. In all cases, their purpose is to warn the rest of the brigands, while delaying the enemy advance.

Spotting the Threat

If these brigands notice the PCs themselves, they will snipe at them from afar. If they take significant return fire, or are possibly faced with melee combat, they will withdraw and find a new sniping point (such as the Keep Roof (Location 78)). They realize how vulnerable they are, and will use their ranged strength to their advantage.

If necessary, they can unleash a devastating stream of arrows and spells. But if they are given the chance, they will wait for an opportunity to cripple their enemies with single shots that don't reveal their position. For instance, a rogue concentrating on disarming a trap makes a terrific target. As well, they know the locations of all the glyphs and wards in the castle, and may hold their fire to see if any of the party is incapacitated by them, before picking off survivors.

APL 2 (EL 4)

🔱 **Bandit Archers (3), Male Human Ftr1:** hp 9; see Appendix 1.

🔱 **Sergeant Magden, Male Human Sor1:** hp 5; see Appendix 1.

APL 4 (EL 6)

🔱 **Bandit Archers (3), Male Human Ftr1:** hp 9; see Appendix 2.

🔱 **Sergeant Magden, Male Human Sor3:** hp 15; see Appendix 2.

APL 6 (EL 8)

🔱 **Bandit Archers (3), Male Human Ftr3:** hp 28; see Appendix 3.

🔱 **Sergeant Magden, Male Human Sor6:** hp 30; see Appendix 3.

APL 8 (EL 10)

🔱 **Bandit Archers (3), Male Human Ftr5:** hp 47; see Appendix 4.

🔱 **Sergeant Magden, Male Human Sor6/ EleSavant2:** hp 40; see Appendix 4.

APL 10 (EL 12)

🔱 **Bandit Archers (3), Male Human Ftr7:** hp 66; see Appendix 5.

🔱 **Sergeant Magden, Male Human Sor6/ EleSavant4:** hp 50; see Appendix 5.

APL 12 (EL 14)

🔱 **Bandit Archers (3), Male Human Ftr9:** hp 95; see Appendix 6.

🔱 **Sergeant Magden, Male Human Sor6/ EleSavant6:** hp 70; see Appendix 6.

APL 14 (EL 16)

🔱 **Bandit Archers (3), Male Human Ftr11:** hp 115; see Appendix 7.

🔱 **Sergeant Magden, Male Human Sor6/ EleSavant8:** hp 81; see Appendix 7.

APL 16 (EL 18)

🔱 **Bandit Archers (3), Male Human Ftr13:** hp 135; see Appendix 8.

🔱 **Sergeant Magden, Male Human Sor6/ EleSavant10:** hp 92; see Appendix 8.

Preparation: This group of brigands is formed around the idea of a running combat, stretched out over time, harassing the enemy for as long as possible. As such, they will be fairly conservative in their use of buff spells and consumable items. They will save these for encounters with multiple PCs, not for sniping at lone scouts.

At APL4, Sergeant Magden will consume his *potion of protection from arrows 15/magic* before major combat begins, hoping to avoid damage from ranged opponents.

At APL6, the archers will use their *oil of flame arrow* immediately, as it has a long duration and works well for a running combat.

At APL10, the archers will drink their *potions of enlarge person* (for the increased damage) while Sergeant Magden casts *greater invisibility* upon them. They will then move about constantly, preventing the PCs from getting a good target on them.

At APL14, Sergeant Magden will cast *lesser globe of invulnerability* on himself before putting himself in a position where PC might harm him.

At APL16, the archers will use their *oil of greater magic weapon +5* before attacking even a lone enemy, as it can make a large difference in their performance, and has a reasonable duration.

Tactics: These brigands will try to use their range and mobility to their advantage for as long as possible. They will not necessarily attack the PCs with full force the instant they see them. Instead, they will try to keep their position and number hidden as long as possible. For instance, a rogue that climbs the outer wall, trying to open the portcullis, may find himself targeted by a single volley, but be unable to spot his attackers afterwards.

As well, they are adept at coordinating their attacks: that same rogue may take an arrow from each of the archers and a scorching ray from Sergeant Magden, all at the same instant.

The archers are also fairly adept at using their items for distraction – an archer might drop a lit sunrod in a conspicuous place, and when it catches a PC's attention and draws him out, snipe at him.

If the situation seems dire, the brigands will use a thunderstone to alert the other brigand groups.

At APL6, Sergeant Magden will pound upon the PCs with multiple fireballs. He will give his oil of greater magic weapon +4 to one of the archers, giving him a slight edge.

At APL8, Sergeant Magden will target heavy fighter-types with Tasha's hideous laughter. If there appears to be an enemy spellcaster, she will attempt to counterspell (falling back on dispel magic if needed).

At APL10, the archers have arrows of monkey-morphing; they will use these against spell-casters, but only conservatively as they are expensive. Sergeant Magden will cast reciprocal gyre at any PC that appears to be buffed.

At APL12, Sergeant Magden will use walls of force to separate the PCs, particularly preventing a cleric from reaching the wounded. He may also use mass enlarge person on the PCs, making them easier for the archers to hit.

At APL14, Sergeant Magden will use dominate person to try to control a heavy fighter PC. He will command a dominated PC to leave the castle and return home. If combat begins, the archers will use Ranged Pin to delay any attacker that tries to close with them, and Sergeant Magden will hammer large groups with chain lightning.

At APL16, the archers will use their +1 exit wound composite longbows as often as possible, preferring attacks that will affect multiple targets. Sergeant Magden will cast Mordenkainen's sword upon a vulnerable spellcaster, hopefully occupying them for the duration of the combat.

Treasure:

APL 2: L: 194 gp, C: 2 gp, M: oil of magic weapon x3 (4 gp each), potion of cure light wounds x7 (4 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 20 (58 gp).

APL 4: L: 194 gp, C: 2 gp, M: oil of bless weapon (8 gp), oil of magic weapon x3 (4 gp each), potion of cure light wounds x7 (4 gp each), potion of mage armor (4 gp), potion of protection from arrows 15/magic (125 gp), potion of resist energy [fire] 20 (58 gp).

APL 6: L: 194 gp, C: 2 gp, M: amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), oil of flame arrow x3 (62 gp each), oil of greater magic weapon +4 (200 gp), oil of magic weapon x3 (4 gp each), potion of cat's grace x3 (25 gp each), potion of cure light wounds (4 gp), potion of cure moderate wounds x6 (25 gp each), potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 8: L: 44 gp, C: 2 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), elixir of fire breath (91 gp), oil of flame arrow x3 (62 gp each), oil of greater

magic weapon +4 (200 gp), potion of cure serious wounds x4 (62 gp each), potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp).

APL 10: L: 51 gp, C: 7 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), oil of flame arrow x3 (62 gp each), oil of greater magic weapon +5 (250 gp), potion of cat's grace x3 (25 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp).

APL 12: L: 51 gp, C: 7 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), oil of flame arrow x3 (62 gp each), oil of greater magic weapon +5 (250 gp), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp), rod of cancellation (916 gp).

APL 14: L: 51 gp, C: 7 gp, M: +1 shock composite longbow x3 (+2 Str) (383 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), lesser metamagic rod of maximize (1,166 gp), oil of flame arrow x3 (62 gp each), oil of greater magic weapon +5 x4 (250 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), ring of counterspells (333 gp), ring of protection +1 (166 gp), rod of cancellation (916 gp).

APL 16: L: 51 gp, C: 12 gp, M: +1 exit wound composite longbow x3 (+2 Str) (1,550 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cape of the mountebank (840 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), lesser metamagic rod of maximize (1,166 gp), oil of flame arrow x3 (62 gp each), oil of greater magic weapon +5 x4 (250 gp each), potion of barkskin +4 x3 (75 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), potion of shield of faith +5 (75 gp), ring of counterspells (333 gp), ring of protection +1 (166 gp), rod of cancellation (916 gp), rod of splendor (2,083 gp).

ENCOUNTER 11: COMMAND UNIT

Estimated Time: 35 minutes

This encounter describes one of the groups of brigands that the PCs may come across during their exploration of Siltmourn – two front-line fighters and a cleric, led by a marshal – the leader of the brigands.

Normal Behavior

When the PCs first arrive at Siltmourn, these brigands are in the Command Center (Location 86), making plans for the next raid. If uninterrupted, they will remain there for two more hours, and then head to the Great Hall (Location 14) to evaluate the stock of supplies. After that, they will retire to the Keep (Location 19) and their rooms (Locations 64, 65 and 69).

Alert Behavior

If these brigands are alerted to a disturbance within the castle, they will move as quickly as possible back to the Command Center (Location 86), where they will spend a minute securing sensitive maps and records. Then they will head to a vantage point near the disturbance, where they can ascertain its nature.

Spotting the Threat

If these brigands notice the PCs themselves, read the following immediately, adjusting to fit the situation:

Suddenly, you are faced with several armed men, blades at the ready. They already have potions in hand, and are girding themselves for battle.

“Master Sergeant,” one of the brigands calls out, his eyes and guard never wavering from you. “What are your orders?”

A tall man of Flan heritage steps into view, a longsword in his own hand. He wears the same common garb as his men, but his stance and demeanor show great confidence and strength of will. He looks you over, quickly sizing you up.

“Stay your weapons.” A commanding voice issues from behind the brigands, and the men instantly take a step back. “They are not our enemies... they’re just in the wrong place at the wrong time.”

The man regards you dispassionately. “I know who you are, and why you have come. And now I must ask you to leave this place. This is not your fight.”

The brigand leader will speak only briefly with the PCs, before they must make a decision. He can provide the following answers:

- Who are you? *A patriot, doing my part, nothing more or less. That is all you need know.*

- Who are these men with you? *Other patriots, ready to make the ultimate sacrifice for the good of the March.*
- What ‘fight’ do you refer to? *Evil governs this land. It doesn’t even have the decency to hide its venom from the people. As long as we breathe free, we’ll keep her from getting her claws in too deep.*
- Are you talking about Lady Constance? *Yes.*
- Why is this not our business? *Neither you nor I are the players in this game; we are merely the pawns that get tossed about. Neither of us need die for their machinations. And either of our deaths would not solve anything.*
- Are you responsible for the caravan attacks? *Yes.*
- Will you stop attacking caravans? *Regrettably, no. As long as our orders stand, we will do what we need to do.*
- Who do you take orders from? *Legitimate authority. I’m sorry, but I cannot say more than that. Even as righteous our cause may be, our mission must still remain unspoken.*
- We’re going to tell Lady Constance about you! *Do what you must. She will send her soldiers within days. We can be gone from here in hours.*
- What happens if we don’t leave? *Then we will be forced to dispatch you. We cannot afford to hold prisoners, and we cannot have you disrupting our mission.*

The PCs have only two choices: they can immediately leave Siltmourn, or they can stand and fight. If they choose to leave, continue with Conclusion B. Otherwise, read the following:

The brigands raise their weapons once more. Their leader speaks softly, his voice edged with sadness.

“Then you have made your decision. I regret what we must do...”

The brigands immediately attack.

APL 2 (EL 5)

🗡️ **Bandit Warriors (2), Male Human Ftr1:** hp 9; see Appendix 1.

🗡️ **Sergeant Belmont, Male Human Clr1:** hp 8; see Appendix 1.

🗡️ **Master Sergeant Tannan, Male Human Brd1/Marshal2:** hp 16; see Appendix 1.

APL 4 (EL 7)

- ✚ **Bandit Warriors (2), Male Human Ftr2:** hp 19; see Appendix 2.
- ✚ **Sergeant Belmont, Male Human Clr2:** hp 16; see Appendix 2.
- ✚ **Master Sergeant Tannan, Male Human Brd1/Marshal4:** hp 33; see Appendix 2.

APL 6 (EL 9)

- ✚ **Bandit Warriors (2), Male Human Ftr4:** hp 38; see Appendix 3.
- ✚ **Sergeant Belmont, Male Human Clr4:** hp 32; see Appendix 3.
- ✚ **Master Sergeant Tannan, Male Human Brd2/Marshal5:** hp 46; see Appendix 3.

APL 8 (EL 11)

- ✚ **Bandit Warriors (2), Male Human Ftr6:** hp 57; see Appendix 4.
- ✚ **Sergeant Belmont, Male Human Clr6:** hp 48; see Appendix 4.
- ✚ **Master Sergeant Tannan, Male Human Brd2/Marshal7:** hp 60; see Appendix 4.

APL 10 (EL 13)

- ✚ **Bandit Warriors (2), Male Human Ftr8:** hp 76; see Appendix 5.
- ✚ **Sergeant Belmont, Male Human Clr8:** hp 64; see Appendix 5.
- ✚ **Master Sergeant Tannan, Male Human Brd3/Marshal8:** hp 72; see Appendix 5.

APL 12 (EL 15)

- ✚ **Bandit Warriors (2), Male Human Ftr10:** hp 105; see Appendix 6.
- ✚ **Sergeant Belmont, Male Human Clr10:** hp 90; see Appendix 6.
- ✚ **Master Sergeant Tannan, Male Human Brd3/Marshal10:** hp 96; see Appendix 7.

APL 14 (EL 17)

- ✚ **Bandit Warriors (2), Male Human Ftr12:** hp 125; see Appendix 7.
- ✚ **Sergeant Belmont, Male Human Clr12:** hp 107; see Appendix 7.
- ✚ **Master Sergeant Tannan, Male Human Brd3/Marshal12:** hp 111; see Appendix 7.

APL 16 (EL 19)

- ✚ **Bandit Warriors (2), Male Human Ftr14:** hp 159; see Appendix 8.
- ✚ **Sergeant Belmont, Male Human Clr14:** hp 124; see Appendix 8.
- ✚ **Master Sergeant Tannan, Male Human Brd3/Marshal14:** hp 126; see Appendix 8.

Preparation: If these brigands see combat, they know that the situation is dire; they will use any consumables and buff spells immediately.

Sergeant Belmont will cast *longstrider* on himself, using the extra mobility to stay clear of attackers, and keep her comrades healed. At APL8, he will use *fly* instead.

Master Sergeant Tannan will begin combat with his Motivate Dexterity and Hardy Soldiers auras active, particularly for the initiative bonus granted by the former.

At APL4, the fighters will drink their potions of *enlarge person* first, hoping to screen the Master Sergeant from attack.

At APL12, Sergeant Belmont will cast *true seeing*, *spell resistance*, and *righteous might* on himself. He will then stand back from the fight, healing his comrades with his extended reach.

At APL14, Sergeant Belmont will use his *lesser metamagic rod of extend* judiciously on his shorter duration buff spells if he anticipates a lengthy fight.

At APL16, Sergeant Belmont will cast *spell turning* upon himself as a precautionary measure.

Tactics: The brigands will judge their opponents based upon their level of armor, and power attack accordingly. Based upon their success or failure, they will further adjust as necessary.

Sergeant Belmont will use his Luck domain and Travel domain abilities to prevent himself from being immobilized, trapped, or grappled. He prizes mobility, and knows that his hesitation may lead to another's death.

Master Sergeant Tannan will generally use his first turn to start his inspire courage bardic ability. He will try to avoid being hurt, using Tumble to move around. He will fight defensively, making use of Combat Expertise and Dodge, making him very hard to hit.

At APL4, if his comrades are still flatfooted, Master Sergeant Tannan will use his Grant Move Action ability to fix that. He will also immediately switch to his Master of Tactics aura, giving his allies a bonus when flanking.

At APL6, Sergeant Belmont will use his Divine Spell Power ability early on, unless he has reason to save his turning attempts for use against the PCs (and if she does,

contact the Bissel Triad with that PCs name). He will also drop a *spiritual weapon* early on in the combat, targeting an arcane spellcaster if possible. Master Sergeant Tannan will immediately switch to his Over the Top aura, as his allies charge into battle, and then to his Master of Tactics aura. If the PCs seem to be doing little damage, he will switch to his Motivate Attack aura. He will also target a heavy fighter PC with Tasha's hideous laughter.

At APL8, the fighters will attack weak opponents if given the opportunity, setting themselves up to Cleave into other PCs. They will target melee fighters with tanglefoot bags if needed to gain such an opportunity. Sergeant Belmont will blanket casters with *silence*, and will use *dispel magic* to counterspell against a PC spellcaster early in the fight, hoping to deplete a powerful spell. Master Sergeant Tannan adds Elusive Target and Mobility to his feat list, making him even harder to hit.

At APL10, Sergeant Belmont will use *dimension door* and *freedom of movement* to free allies that become trapped or immobilized.

At APL12, the fighters will try to use their +1 spell storing longswords on heavy fighter PCs, slowing them and preventing iterative attacks.

At APL14, Sergeant Belmont will cast *blade barrier* early in the combat, targeting weaker opponents, and forcing tougher combatants to go through the blades to get to his allies.

At APL16, Sergeant Belmont will use *repulsion* to keep melee fighters away, once the fighters are enlarged and engaged in melee. That should keep the PCs from getting to the Master Sergeant.

Treasure:

APL 2: L: 174 gp, C: 6 gp, M: +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of cure light wounds x4 (4 gp each), potion of cure moderate wounds (25 gp), potion of sanctuary (4 gp), potion of shield of faith +2 (4 gp), potion of shield of faith +3 (25 gp).

APL 4: L: 318 gp, C: 6 gp, M: +1 heavy steel shield (97 gp), +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of cure light wounds x2 (4 gp each), potion of cure moderate wounds x5 (25 gp each), potion of enlarge person x2 (20 gp each), potion of resist energy [fire] 20 (58 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 6: L: 123 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x7 (25 gp each), potion of enlarge person x2 (20 gp each), potion of lesser restoration (25 gp), potion of magic vestment +4 (200 gp), potion of resist energy [fire] 20 (58 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 8: L: 40 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 longsword x2 (192 gp each), +1 mithral shirt (175 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x5 (25 gp each), potion of cure serious wounds (62 gp), potion of enlarge person x2 (20 gp each), potion of lesser restoration (25 gp), potion of magic vestment +4 (200 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +3 (25 gp).

APL 10: L: 48 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 longsword x2 (192 gp each), +1 mithral shirt (175 gp), amulet of natural armor +1 (166 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), periapt of wisdom +2 (333 gp), potion of cure moderate wounds x5 (25 gp each), potion of cure serious wounds (62 gp), potion of enlarge person x2 (20 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), potion of shield of faith +3 (25 gp), ring of protection +1 (166 gp).

APL 12: L: 73 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 mithral shirt (175 gp), +1 spell storing longsword x2 (692 gp each), amulet of natural armor +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +4 (1,333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of enlarge person x2 (20 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), ring of protection +1 (166 gp).

APL 14: L: 65 gp, C: 6 gp, M: +1 animated heavy steel shield (764 gp), +1 full plate x3 (220 gp each), +1 heavy steel shield x3 (97 gp each), +1 mithral shirt (175 gp), +1 shock spell storing longsword x2 (1,525 gp each), amulet of natural armor +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds

x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), ring of protection +1 (166 gp).

APL 16: L: 90 gp, C: 4 gp, M: +1 animated tower shield (765 gp), +1 death ward full plate x2 (470 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), +1 mithral heavy shield of light fortification x2 (418 gp each), +1 mithral shirt (175 gp), +1 shock spell storing longsword x2 (1,525 gp each), amulet of health +2 x2 (333 gp each), amulet of natural armor +2 (166 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 x3 (83 gp each), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), ring of protection +1 x2 (166 gp each), ring of protection +2 (666 gp), scarlet prism ioun stone (2,500 gp), stone salve x2 (333 gp each).

Developments: If the PCs defeat Master Sergeant Tannan, they find orders. Give them Player Handout 3 – Ominous Missive. If they return to Lady Constance with this evidence, continue with Conclusion C.

CONCLUSION A: SUB PAR PERFORMANCE

Estimated Time: 5 minutes

You take one last look back at Siltmourne before it is swallowed up again by the stormy darkness, and then head on your way. You came here seeking answers, and only found more questions. Hopefully, that will be enough for now.

Other than the inclement weather, your return trip to Ellis is uneventful. The gates of Lendel Manor pass by you once more, and as before, you are led to the Baroness. She stands near the large windows of her study, hands clasped behind her back, gazing out at the storm.

“You return, I see.” The baroness addresses you without turning around. “What did you find?”

Allow the PCs a chance to tell their story – although they won’t have much to tell. Lady Constance will listen

silently, asking only brief questions when absolutely necessary. In particular, she will ask the identity of the bandits – which the PCs never learned. Once they are done, continue with the following:

Lady Constance listens to your story, interrupting you only a few times with questions. When you have finished, she reaches into a pocket, and retrieves two objects – a sheet of parchment and a short twist of wire. She holds it up, and whispers a few arcane syllables. The wire begins to glow slightly, and she speaks in a commanding voice to no one in particular.

“Lieutenant, I command you to go ahead as planned. Take your men, and crush any that oppose you.”

As she speaks, the wire’s glow intensifies. As she speaks her last syllable, she releases it from her hand. It flares up in a flare of light, and both it and the scroll disintegrate.

If the PCs can succeed at a Spellcraft check (DC 19) they can tell that Lady Constance just cast a sending spell off of a scroll.

The baroness turns to you. “I expected more from you. I am no better off than when you left here.” She tosses a small bag of coins on the desk before her. “I am sorely disappointed.”

“Leave me now.” Lady Constance turns back to the window, clasping her hands behind her back again. “I have work to do...”

The adventure is now over. The bag contains the monetary reward that was promised to the PCs.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The End

CONCLUSION B: SCRATCHING THE SURFACE

Estimated Time: 5 minutes

You take one last look back at Siltmourne before it is swallowed up again by the stormy darkness, and then head on your way. You came here seeking answers, and only found more questions – the cryptic words of the bandit leader still echo in your head. Hopefully, that will be enough for now.

Other than the inclement weather, your return trip to Ellis is uneventful. The gates of Lendel Manor pass by you once more, and as before, you are led to the Baroness. She stands near the large windows of her study, hands clasped behind her back, gazing out at the storm.

"You return, I see." The baroness addresses you without turning around. "What did you find?"

Allow the PCs a chance to tell their story. Lady Constance will listen silently, asking only brief questions when absolutely necessary. In particular, she will ask the identity of the bandits – allow the PCs to speculate as they see fit. Once they are done, continue with the following:

Lady Constance listens to your story, interrupting you only a few times with questions. When you have finished, she reaches into a pocket, and retrieves two objects – a sheet of parchment and a short twist of wire. She holds it up, and whispers a few arcane syllables. The wire begins to glow slightly, and she speaks in a commanding voice to no one in particular.

"Lieutenant, I command you to go ahead as planned. Take your men, and crush any that oppose you."

As she speaks, the wire's glow intensifies. As she speaks her last syllable, she releases it from her hand. It flares up in a flare of light, and both it and the scroll disintegrate.

If the PCs can succeed at a Spellcraft check (DC 19) they can tell that Lady Constance just cast a *sending* spell off of a scroll.

The baroness turns to you. "Very well, I suspect that this bandit leader is not the root of these terrorists... but he will certainly know what I need to know." She tosses a small bag of coins on the desk before her. "He will be persuaded."

"Leave me now." Lady Constance turns back to the window, clasping her hands behind her back again. "I have work to do..."

The adventure is now over. The bag contains the monetary reward that was promised to the PCs.

As well, the PCs receive the Favor of Lady Constance item on the Adventure Record. If a PC has the Enmity of House Lendel from BIS6-01 Splitting Heirs, that PC does not gain this favor, but loses the enmity.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The End

CONCLUSION C: OMINOUS TIDINGS

Estimated Time: 5 minutes

You take one last look back at Siltmourn before it is swallowed up again by the stormy darkness, and

then head on your way. You came here seeking answers, and only found more questions – the cryptic words of the bandit leader still echo in your head, and the ominous note he carried only made things less clear. Hopefully, that will be enough for now.

Other than the inclement weather, your return trip to Ellis is uneventful. The gates of Lendel Manor pass by you once more, and as before, you are led to the Baroness.

However, this time you are not her only visitors. A coach waits outside the stables, bedecked in silver and blue. As you near the house, a number of guards exit, escorting a tall man in a hooded traveling cloak. He is quickly ushered into the coach, and the coach departs.

If the PCs succeed at a Knowledge [nobility & royalty] or Knowledge [local – Sheldomar Valley Metaregion] check (DC 15) they can identify those as the heraldic colors of the Bissel Free Companies. A PC that has met him before, or that succeeds on a Knowledge [nobility & royalty] check (DC 15), can suspect the hooded figure to be Lord Cainlan Rashedra, the Baron of Parulla and head of the Bissel Free Companies.

Lady Constance stands near the large windows of her study, hands clasped behind her back, gazing out at the storm.

"You return, I see." The baroness addresses you without turning around. "What did you find?"

Allow the PCs a chance to tell their story. Lady Constance will listen silently, asking only brief questions when absolutely necessary. In particular, she will ask the identity of the bandits – allow the PCs to decide whether to give her the note found on the brigand leader's body. If they do, read the following section:

Lady Constance reads the parchment wordlessly. At one point, a look of shock crosses her face, and she looks past you, at the doorway. A slight smile crosses her face for a brief second, and she turns back away from you.

Once they are done, continue with the following:

Lady Constance listens to the rest of your story, interrupting you only a few times with questions. When you have finished, she reaches into a pocket, and retrieves two objects – a sheet of parchment and a short twist of wire. She holds it up, and whispers a few arcane syllables. The wire begins to glow slightly, and she speaks in a commanding voice to no one in particular.

"Lieutenant, I command you to go ahead as planned. Take your men, and crush any that oppose you."

As she speaks, the wire's glow intensifies. As she speaks her last syllable, she releases it from her hand. It flares up in a flare of light, and both it and the scroll disintegrate.

If the PCs can succeed at a Spellcraft check (DC 19) they can tell that Lady Constance just cast a *sending* spell off of a scroll.

The baroness turns to you. "Very well. I suspect that these bandits are not the root of these attacks... but I don't think they'll be happening any longer." She tosses a small bag of coins on the desk before her. "Excellent..."

"Leave me now." Lady Constance turns back to the window, clasping her hands behind her back again. "I have work to do..."

The adventure is now over. The bag contains the monetary reward that was promised to the PCs.

As well, the PCs receive the *Favor of Lady Constance* item on the Adventure Record. If a PC has the *Enmity of House Lendel* from BIS6-01 *Splitting Heirs*, that PC does not gain this favor, but loses the enmity.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 9: Up Close and Personal

Defeat the Bandits

APL 2: 90 xp

APL 4: 150 xp

APL 6: 210 xp

APL 8: 270 xp

APL 10: 330 xp

APL 12: 390 xp

APL 14: 450 xp

APL 16: 510 xp

Encounter 10: Death From Afar

Defeat the Bandits

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

APL 14: 480 xp

APL 16: 540 xp

Encounter 11: Command Unit

Defeat the Bandits

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

APL 14: 510 xp

APL 16: 570 xp

Story Award

Return evidence of Free Company involvement to Baroness Lendel

APL 2: 45 xp

APL 4: 68 xp

APL 6: 90 xp

APL 8: 113 xp

APL 10: 135 xp

APL 12: 158 xp

APL 14: 180 xp

APL 16: 203 xp

General Role-play award

APL 2: 45 xp

APL 4: 67 xp

APL 6: 90 xp

APL 8: 112 xp

APL 10: 135 xp

APL 12: 157 xp

APL 14: 180 xp

APL 16: 202 xp

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 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 adventure, 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.

Encounter 2: Siltmourne Environs

All APLs: L: 142 gp, C: 0 gp, M: 0 gp.

Encounter 3: Great Hall

All APLs: L: 41 gp, C: 0 gp, M: 0 gp.

Encounter 4: Keep First Floor

All APLs: L: 70 gp, C: 2 gp, M: 0 gp.

Encounter 5: Keep Sub-floor

All APLs: L: 210 gp, C: 0 gp, M: 0 gp.

Encounter 6: Keep Second Floor

All APLs: L: 44 gp, C: 25 gp, M: 0 gp.

Encounter 9: Up Close and Personal

APL 2: L: 159 gp, C: 4 gp, M: oil of magic weapon x2 (4 gp each), *potion of cure light wounds* x2 (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of shield of faith* +3 (25 gp).

APL 4: L: 138 gp, C: 4 gp, M: +1 full plate (220 gp), oil of magic weapon x2 (4 gp each), *potion of cure light wounds* x2 (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp).

APL 6: L: 170 gp, C: 4 gp, M: +1 full plate (220 gp), +1 heavy steel shield (97 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), oil of magic weapon x2 (4 gp each), *potion of cure moderate wounds* x5 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of lesser restoration* (25 gp), *potion of shield of faith* +2 x2 (4 gp each).

APL 8: L: 111 gp, C: 4 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), oil of magic weapon x2 (4 gp each), *percept of wisdom* +2 (333 gp), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x5 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of pass without trace* (4 gp), *potion of remove fear* (4 gp), *potion of shield of faith* +2 x2 (4 gp each).

APL 10: L: 30 gp, C: 4 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x3 (97 gp each), +1 longsword x2 (192 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), horn of goodness/evil (541 gp), *percept of wisdom* +2 (333 gp), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x5 (25 gp each), *potion of endure elements* x2 (4 gp each), *potion of enlarge person* x2 (20 gp each), *potion of pass without trace* (4 gp), *potion of remove fear* (4 gp).

APL 12: L: 39 gp, C: 4 gp, M: +1 animated heavy steel shield (764 gp), +1 breastplate x2 (112 gp each), +1 full

plate (220 gp), +1 heavy steel shield x2 (97 gp each), +1 longsword x2 (192 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds x5 (25 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

APL 14: L: 64 gp, C: 2 gp, M: +1 animated tower shield (765 gp), +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x2 (97 gp each), +1 spell storing longsword x2 (692 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x2 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x2 (20 gp each), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

APL 16: L: 55 gp, C: 2 gp, M: +1 animated tower shield (765 gp), +1 full plate x3 (220 gp each), +1 heavy steel shield x2 (97 gp each), +1 shock spell storing longsword x2 (1,525 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +6 (3,000 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x2 (62 gp each), potion of endure elements x2 (4 gp each), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of shield of faith +2 x2 (4 gp each).

Encounter 10: Death From Afar

APL 2: L: 194 gp, C: 2 gp, M: oil of magic weapon x3 (4 gp each), potion of cure light wounds x7 (4 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 20 (58 gp).

APL 4: L: 194 gp, C: 2 gp, M: oil of bless weapon (8 gp), oil of magic weapon x3 (4 gp each), potion of cure light wounds x7 (4 gp each), potion of mage armor (4 gp), potion of protection from arrows 15/magic (125 gp), potion of resist energy [fire] 20 (58 gp).

APL 6: L: 194 gp, C: 2 gp, M: amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), oil of flame arrow x3 (62 gp each), oil of magic weapon x3 (4 gp each), potion of cat's grace x3 (25 gp each), potion of cure light wounds (4 gp), potion of cure moderate wounds x6 (25 gp each), oil of greater magic weapon +4 (200 gp),

potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 8: L: 44 gp, C: 2 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), elixir of fire breath (91 gp), oil of flame arrow x3 (62 gp each), potion of cure serious wounds x4 (62 gp each), oil of greater magic weapon +4 (200 gp), potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp).

APL 10: L: 51 gp, C: 7 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), oil of flame arrow x3 (62 gp each), potion of cat's grace x3 (25 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), oil of greater magic weapon +5 (250 gp), potion of mage armor (4 gp), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp).

APL 12: L: 51 gp, C: 7 gp, M: +1 composite longbow x3 (+2 Str) (216 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), oil of flame arrow x3 (62 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), oil of greater magic weapon +5 (250 gp), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), ring of protection +1 (166 gp), rod of cancellation (916 gp).

APL 14: L: 51 gp, C: 7 gp, M: +1 shock composite longbow x3 (+2 Str) (383 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), lesser metamagic rod of maximize (1,166 gp), oil of flame arrow x3 (62 gp each), potion of cure serious wounds x4 (62 gp each), potion of enlarge person x3 (20 gp each), oil of greater magic weapon +5 x4 (250 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), ring of counterspells (333 gp), ring of protection +1 (166 gp), rod of cancellation (916 gp).

APL 16: L: 51 gp, C: 12 gp, M: +1 exit wound composite longbow x3 (+2 Str) (1,550 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), arrow of monkey-morphing x3 (191 gp each), bracers of armor +1 (83 gp), cape of the mountebank (840 gp), elixir of fire breath (91 gp), gloves of dexterity +2 x3 (333 gp each), lesser metamagic rod of maximize (1,166 gp), oil of flame arrow x3 (62 gp each), potion of barkskin +4 x3 (75 gp each), potion of cure serious wounds x4 (62 gp

each), potion of enlarge person x3 (20 gp each), oil of greater magic weapon +5 x4 (250 gp each), potion of mage armor (4 gp), potion of resist energy [fire] 30 x3 (91 gp each), potion of shield of faith +2 x3 (4 gp each), potion of shield of faith +5 (75 gp), ring of counterspells (333 gp), ring of protection +1 (166 gp), rod of cancellation (916 gp), rod of splendor (2,083 gp).

Encounter 11: Command Unit

APL 2: L: 174 gp, C: 6 gp, M: +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of cure light wounds x4 (4 gp each), potion of cure moderate wounds (25 gp), potion of sanctuary (4 gp), potion of shield of faith +2 (4 gp), potion of shield of faith +3 (25 gp).

APL 4: L: 318 gp, C: 6 gp, M: +1 heavy steel shield (97 gp), +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of cure light wounds x2 (4 gp each), potion of cure moderate wounds x5 (25 gp each), potion of enlarge person x2 (20 gp each), potion of resist energy [fire] 20 (58 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 6: L: 123 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), +1 mithral shirt (175 gp), oil of magic weapon x2 (4 gp each), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x7 (25 gp each), potion of enlarge person x2 (20 gp each), potion of lesser restoration (25 gp), potion of magic vestment +4 (200 gp), potion of resist energy [fire] 20 (58 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x3 (4 gp each).

APL 8: L: 40 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 longsword x2 (192 gp each), +1 mithral shirt (175 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), potion of bull's strength x2 (25 gp each), potion of cure moderate wounds x5 (25 gp each), potion of cure serious wounds (62 gp), potion of enlarge person x2 (20 gp each), potion of lesser restoration (25 gp), potion of magic vestment +4 (200 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +3 (25 gp).

APL 10: L: 48 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 longsword x2 (192 gp each), +1 mithral shirt (175 gp), amulet of natural armor +1 (166 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), periapt of wisdom +2 (333 gp), potion of cure moderate wounds x5 (25 gp each), potion of cure serious wounds (62 gp), potion of enlarge person x2 (20 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), potion of shield of faith +3 (25 gp), ring of protection +1 (166 gp).

APL 12: L: 73 gp, C: 6 gp, M: +1 breastplate x2 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x4 (97 gp each), +1 mithral shirt (175 gp), +1 spell storing longsword x2 (692 gp each), amulet of natural armor +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +4 (1,333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), horn of goodness/evil (541 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of enlarge person x2 (20 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), ring of protection +1 (166 gp).

APL 14: L: 65 gp, C: 6 gp, M: +1 animated heavy steel shield (764 gp), +1 full plate x3 (220 gp each), +1 heavy steel shield x3 (97 gp each), +1 mithral shirt (175 gp), +1 shock spell storing longsword x2 (1,525 gp each), amulet of natural armor +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of sanctuary (4 gp), potion of shield of faith +2 x2 (4 gp each), ring of protection +1 (166 gp).

APL 16: L: 90 gp, C: 4 gp, M: +1 animated tower shield (765 gp), +1 death ward full plate x2 (470 gp each), +1 full plate (220 gp), +1 heavy steel shield (97 gp), +1 mithral heavy shield of light fortification x2 (418 gp each), +1 mithral shirt (175 gp), +1 shock spell storing longsword x2 (1,525 gp each), amulet of health +2 x2 (333 gp each), amulet of natural armor +2 (166 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 x3 (83 gp each), divine scroll of lesser restoration (12 gp), dusty rose prism ioun stone (416 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), horn of goodness/evil (541 gp), lesser metamagic rod of extend (250 gp), minor ring of spell storing (1,500 gp), periapt of wisdom +2 (333 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x3 (62 gp each), potion of displacement (62 gp), potion of endure elements x3 (4 gp each), potion of magic vestment +4 (200 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x2 (25 gp each), potion of remove fear (4 gp), potion of resist

energy [fire] 30 (91 gp), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 x2 (4 gp each), *ring of protection* +1 x2 (166 gp each), *ring of protection* +2 (666 gp), *scarlet prism ioun stone* (2,500 gp), *stone salve* x2 (333 gp each).

Conclusion B or C

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1,034 gp, C: 89 gp, M: 425 gp – Total: 1,548 gp (450 gp).

APL 4: L: 1,157 gp, C: 89 gp, M: 1,048 gp – Total: 2,294 gp (650 gp).

APL 6: L: 994 gp, C: 89 gp, M: 2,798 gp – Total: 3,881 gp (900 gp).

APL 8: L: 702 gp, C: 89 gp, M: 5,453 gp – Total: 6,244 gp (1,300 gp).

APL 10: L: 636 gp, C: 94 gp, M: 9,501 gp – Total: 10,231 gp (2,300 gp).

APL 12: L: 670 gp, C: 94 gp, M: 16,174 gp – Total: 16,938 gp (3,300 gp).

APL 14: L: 687 gp, C: 92 gp, M: 26,028 gp – Total: 26,807 gp (6,600 gp).

APL 16: L: 703 gp, C: 95 gp, M: 44,401 gp – Total: 45,199 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Holy Relic of Heironeous:** This silver holy symbol was recovered from Siltmourne Keep. It is over three hundred years old, and was present at several battles of the Greyhawk Wars, the Bissel-Ket War, and now the Bissel Insurrection. It has no real value, except for the prestige it would bring to a Heironean bearing it.

☛ **Lurking in the Shadows:** You have encountered a horrifying presence in the darkness beneath Siltmourne Keep and lived to tell the tale. Perhaps this bears further investigation.

☛ **Favor of Lady Constance:** You have done a service for Lady Constance Lendel, the baroness of Kynneret. This counts as an influence point with House Lendel.

☛ **Strange Orb:** This small glass orb appears perfectly transparent at first glance, but as your eyes focus upon it, you see hazy swirls and ripples. The orb radiates an aura of moderate divination magic, but it is unclear what purpose it serves.

☛ **Hunting Hawk:** This hawk has been well-trained for hunting; it gains a +2 inherent bonus to Spot and Survival checks, and has maximum hit points at each HD. It can be taken as a standard animal, animal companion, or familiar at a cost of 1 additional TU. Mark this effect as USED if the hawk is ever killed.

☛ **Ioun Stone, Scarlet Prism:** This *ioun stone* (*Dungeon Master's Guide*, page 260) grants a marshal a +1 innate bonus to the effects of her aura abilities, increasing the bonus granted to herself and her allies by +1.

Moderate Enchantment; CL 12th; Prerequisites: Craft Wondrous Item, creator must be 12th level; Market Price: 30,000 gp. Weight: – lbs.

☛ **Sword of Dark Ice:** This non-magical masterwork greatsword is as hard as steel, but is translucent except for a slight dark tint. Beads of condensation cover its surface. It gives the wielder a +1 bonus on the confirmation roll for critical hits when used on creatures with the fire subtype. It can be upgraded normally. It shares all characteristics with a weapon of normal steel, except it is affected by spells and effects as if made of ice or crystal instead of metal.

Market Price: 550 gp. Weight: 8 lbs.

☛ **Arrow of Monkey-Morphing:** When this arrow strikes a target, the target must succeed on a Fortitude save (DC 17) or be changed into a monkey as though affected by a *baleful polymorph* spell. Like the spell, the subject gets a +4 bonus on the save if the transformation would be fatal to the creature. Also like the spell, if the effect succeeds, the subject must succeed on a Will save (DC 17) or suffer the secondary transformation effects.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magical Arms & Armor, *baleful polymorph*; Market Price: 2,297 gp. Weight: – lbs.

Item Access

APLs 2, 4, 6:

- +1 Mithral Chain Shirt (*Adventure*; *Dungeon Master's Guide*)
- Sword of Dark Ice (*Adventure*; See Above; Limit 1)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Elixir of Fire Breath (*Adventure*; *Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Arrow of Monkey-Morphing (*Adventure*; See Above; Limit 1)
- Horn of Goodness/Evil (*Adventure*; *Dungeon Master's Guide*)

- Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 Spell Storing Long Sword (Adventure; Dungeon Master's Guide)
- Brooch of Shielding (Adventure; Dungeon Master's Guide)
- Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)
- Rod of Cancellation (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- +1 Animated Tower Shield (Adventure; Dungeon Master's Guide)
- +1 Shock Spell Storing Long Sword (Adventure; Dungeon Master's Guide)
- Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Maximize, Lesser (Adventure; Dungeon Master's Guide)
- Ring of Counterspells (Adventure; Dungeon Master's Guide)
- Ring of Spell Storing, Minor (Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- +1 Death Ward Full Plate (Adventure; Complete Arcane)
- +1 Exit Wound Composite Longbow, +2 Str Bonus (Adventure; Complete Warrior)
- +1 Light Fortification Mithral Heavy Shield (Adventure; Dungeon Master's Guide)
- Cape of the Mountebank (Adventure; Dungeon Master's Guide)
- Ioun Stone, Scarlet Prism (Adventure; See Above; Limit 1)
- Periapt of Wisdom +6 (Adventure; Dungeon Master's Guide)
- Rod of Splendor (Adventure; Dungeon Master's Guide)

APPENDIX 1 – APL 2

ENCOUNTER 9

Bandit Warrior, Male Human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +1/+4; Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); Full Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Intimidate +4, Ride +1; Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: *potion of cure light wounds*, *oil of magic weapon*, crowbar, longbow, heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), thunderstone, 3 gp.

Sergeant Ahns, Female Human Clr1 (Fharlanghn): Medium humanoid (human); CR 1; HD 1d8+2; hp 8; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield); Base Atk/Grp: +0/+0; Atk +0 melee (1d8, heavy mace); Full Atk +0 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +4, Ref +1, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +6, Heal +7, Survival +7; Improved Initiative, Track.

Languages: Common.

Cleric Spells Prepared (3/2+1, save DC = 13 + spell level): 0 – *detect magic*, *light*, *resistance*; 1st – *bless*, *longstrider*^{*}, *magic weapon*.

^{*}Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: *potion of cure moderate wounds*, *potion of shield of faith* +3, banded mail, heavy mace, heavy steel shield, holy symbol, spell component pouch, 18 gp.

ENCOUNTER 10

Bandit Archer, Male Human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +5 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +3 melee (1d8+3, 19-20, longsword); Full Atk +3/+3 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +3 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +2, Search +2, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Possessions: *oil of magic weapon*, *potion of cure light wounds* x2, chain shirt, longsword, masterwork composite longbow (+2 Str), sunrod, thunderstone, 3 gp.

Sergeant Magden, Male Human Sor1: Medium humanoid (human); CR 1; HD 1d4+2; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +0/+0; Atk +2 ranged (1d10, 19-20, heavy crossbow) or +0 melee (1d8, x3, spear); Full Atk +2 ranged (1d10, 19-20, heavy crossbow) or +0 melee (1d8, x3, spear); SA -; SQ Summon familiar; AL NG; SV Fort +2, Ref +4, Will +2; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills & Feats: Concentration +6, Knowledge [arcana] +4, Knowledge [the planes] +2, Listen +2, Spot +2; Alertness, Combat Casting, Spell Focus [evocation].

Languages: Common.

Sorcerer Spells Known (5/4, save DC = 13 + spell level, 14 for Evocation spells): 0 – *caltrop*^{SPC}, *detect magic*, *flare*, *light*; 1st – *magic missile*, *ray of flame*^{SPC}. ^{SPC}Spell Compendium.

Possessions: *potion of cure light wounds*, *potion of mage armor*, *potion of resist energy* (fire) 20, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, 6 gp.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 1d4; hp 2; Init +2; Spd 20 ft., climb 20 ft.; AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); Base Atk/Grp: +0/-12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link; AL NG; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An

attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +1/+4; Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); Full Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Intimidate +4, Ride +1; Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: *potion of cure light wounds*, *oil of magic weapon*, crowbar, longbow, heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; **Skills & Feats:** Ride +4.

Sergeant Belmont, Male Human Clr1 (Fharlanghn): Medium humanoid (human); CR 1; HD 1d8+2; hp 8; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield); Base Atk/Grp: +0/+0; Atk +0 melee (1d8, heavy mace); Full Atk +0 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +4, Ref +1, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +6, Heal +7, Survival +7; Improved Initiative, Track.

Languages: Common.

Cleric Spells Prepared (3/2+1, save DC = 13 + spell level): 0 – *detect magic*, *light*, *resistance*; 1st – *bless*, *longstrider**, *magic weapon*.

*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times

per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: *potion of cure moderate wounds*, *potion of shield of faith* +3, banded mail, heavy mace, heavy steel shield, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +8; SQ DR 1/-.

Master Sergeant Tannan, Male Human Brd1/Marshal2: Medium humanoid (human); CR 3; HD 1d6+2d8; hp 16; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +1/+1; Atk +1 melee (1d8, 19-20, longsword); Full Atk +1 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, minor aura, major aura +1; AL NG; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 11, Int 13, Wis 10, Cha 16.

Skills & Feats: Diplomacy+8, Escape Artist+7, Listen+6, Perform[oratory]+9, Sense Motive+9, Spellcraft +7, Spot+6, Tumble +7; Combat Expertise, Dodge, Improved Initiative, Skill Focus [diplomacy].

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. Master Sergeant Tannan knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Languages: Common.

Bard Spells Known (2, save DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound.

Possessions: +1 mithral shirt, potion of cure light wounds x2, potion of sanctuary, potion of shield of faith +2, longsword, masterwork heavy steel shield, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; Skills & Feats: Escape Artist+10, Tumble +10.

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ENCOUNTER 9

Bandit Warrior, Male Human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +1/+4; Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); Full Atk +6 melee (1d8+3, 19-20, masterwork longsword) or +3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Intimidate +4, Ride +1; Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: *potion of cure light wounds*, *oil of magic weapon*, crowbar, longbow, heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), thunderstone, 3 gp.

Sergeant Ahns, Female Human Clr4 (Fharlanghn): Medium humanoid (human); CR 4; HD 4d8+8; hp 32; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +9 armor, +2 shield); Base Atk/Grp: +3/+3; Atk +3 melee (1d8, heavy mace); Full Atk +3 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Concentration +9, Heal +10, Survival +10; Divine Spell Power^{CD}, Improved Initiative, Track.
^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (5/4+1/3+1, save DC = 13 + spell level): 0 – *detect magic*, *guidance*, *light*, *mending*, *resistance*; 1st – *bless*, *longstrider*^{*}, *magic weapon*, *sanctuary*, *shield of faith*; 2nd – *hold person*, *locate object*^{*}, *spiritual weapon*, *resist energy*.

^{*}Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, *potion of cure moderate wounds*, *potion of lesser restoration*, heavy mace, heavy steel shield, holy symbol, spell component pouch, 18 gp.

ENCOUNTER 10

Bandit Archer, Male Human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +5 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +3 melee (1d8+3, 19-20, longsword); Full Atk +3/+3 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +3 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +2, Search +2, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Possessions: *oil of magic weapon*, *potion of cure light wounds* x2, chain shirt, longsword, masterwork composite longbow (+2 Str), sunrod, thunderstone, 3 gp.

Sergeant Magden, Male Human Sor3: Medium humanoid (human); CR 3; HD 3d4+6; hp 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +1/+1; Atk +3 ranged (1d10, 19-20, heavy crossbow) or +1 melee (1d8, x3, spear); Full Atk +3 ranged (1d10, 19-20, heavy crossbow) or +1 melee (1d8, x3, spear); SA -; SQ Summon familiar; AL NG; SV Fort +3, Ref +5, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills & Feats: Concentration +8, Knowledge [arcana] +6, Knowledge [the planes] +3, Listen +2, Spot +2; Alertness, Combat Casting, Ranged Spell Specialization, Spell Focus [evocation].

Languages: Common.

Sorcerer Spells Known (6/6, save DC = 13 + spell level, 14 for Evocation spells): 0 – *caltraps*^{SPC}, *detect magic*, *flare*, *light*, *ray of frost*; 1st – *magic missile*, *ray of flame*^{SPC}, *true strike*.
^{SPC}Spell Compendium.

Possessions: *oil of bless weapon*, *potion of cure light wounds*, *potion of mage armor*, *potion of protection from arrows* 15/magic, *potion of resist energy* (fire) 20, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, 6 gp.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 3d4; hp 7; Init +2; Spd 20 ft., climb 20 ft.; AC 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); Base Atk/Grp: +1/-11; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells; AL NG; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's

body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr2: Medium humanoid (human); CR 2; HD 2d10+4; hp 19; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); Full Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +4, Intimidate +5, Ride +3; Cleave, Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, longbow, masterwork heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; **Skills & Feats:** Ride +6;

Sergeant Belmont, Male Human Clr2 (Fharlanghn): Medium humanoid (human); CR 2; HD 2d8+4; hp 16; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk/Grp: +1/+1; Atk +1 melee (1d8, heavy mace); Full Atk +1 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +5, Ref +1, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +7, Heal +8, Survival +8; Improved Initiative, Track.

Languages: Common.

Cleric Spells Prepared (4/3+1, save DC = 13 + spell level): 0 – *detect magic*, *light*, *mending*, *resistance*; 1st – *bless*, *longstrider**, *magic weapon*, *sanctuary*.

*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical

effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: *potion of cure moderate wounds*, masterwork full plate, heavy mace, heavy steel shield, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +8; SQ DR 1/-.

Master Sergeant Tannan, Male Human Brd1/Marshal4: Medium humanoid (human); CR 5; HD 1d6+4d8+5; hp 33; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +3/+3; Atk +3 melee (1d8, 19-20, longsword); Full Atk +3 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, minor aura, major aura +1, grant move action 1/day; AL NG; SV Fort +5, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 16.

Skills & Feats: Diplomacy+8, Escape Artist+9, Listen+6, Perform[oratory] +13, Sense Motive+9, Spellcraft +7, Spot+6, Tumble +9; Combat Expertise, Dodge, Improved Initiative, Skill Focus [diplomacy].

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. Master Sergeant Tannan knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (2, save DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound.

Possessions: +1 heavy steel shield, +1 mithral shirt, potion of cure light wounds x2, potion of resist energy [fire] 20, potion of sanctuary, potion of shield of faith +2, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; Skills & Feats: Escape Artist +12, Tumble +12.

ENCOUNTER 9

Bandit Warrior, Male Human Ftr2: Medium humanoid (human); CR 2; HD 2d10+4; hp 19; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); Full Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +4, Intimidate +5, Ride +3; Cleave, Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, oil of magic weapon,

APPENDIX 3 – APL 6

crowbar, longbow, masterwork heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

Sergeant Ahns, Female Human Clr6 (Fharlanghn): Medium humanoid (human); CR 6; HD 6d8+12; hp 48; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +4/+4; Atk +4 melee (1d8, heavy mace); Full Atk +4 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +8, Ref +4, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Concentration +11, Heal +12, Survival +12; Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (5/4+1/4+1/3+1, save DC = 13 + spell level): 0 – detect magic, guidance, light, mending, resistance; 1st – bless, longstrider*, magic weapon, sanctuary, shield of faith; 2nd – hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, prayer.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, potion of cure moderate wounds, potion of lesser restoration, heavy mace, holy symbol, spell component pouch, 18 gp.

ENCOUNTER 10

Bandit Archer, Male Human Ftr3: Medium humanoid (human); CR 3; HD 3d10+6; hp 28; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +3/+5; Atk +8 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +5 melee (1d8+3, 19-20, longsword); Full Atk +6/+6 ranged (1d8+2, x3, masterwork composite longbow (+2 Str)) or +5 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +3, Search +3, Spot +3; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [composite longbow].

Languages: Common.

Possessions: oil of flame arrow, oil of magic weapon, potion of cat's grace, potion of cure moderate wounds x2, potion of shield of faith +2, chain shirt, longsword, masterwork composite longbow (+2 Str), sunrod, thunderstone, 3 gp.

Sergeant Magden, Male Human Sor6: Medium humanoid (human); CR 6; HD 6d4+12; hp 30; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +1 armor, +1 natural); Base Atk/Grp: +3/+3; Atk +5 ranged (1d10, 19-20, heavy crossbow) or +3 melee (1d8, x3, spear); Full Atk +5 ranged (1d10, 19-20, heavy crossbow) or +3 melee (1d8, x3, spear); SA -; SQ Summon familiar; AL NG; SV Fort +4, Ref +6, Will +5; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17.

Skills & Feats: Concentration +10, Knowledge [arcana] +8, Knowledge [the planes] +4, Listen +2, Spot

+2; Alertness, Combat Casting, Energy Substitution [fire], Ranged Spell Specialization, Spell Focus [evocation].

Languages: Common.

Sorcerer Spells Known (6/7/6/4, save DC = 13 + spell level, 14 for Evocation spells): 0 – acid splash, caltrops^{SPC}, detect magic, flare, light, ray of frost, read magic; 1st – enlarge person, magic missile, ray of flame^{SPC}, true strike; 2nd – Melf's acid arrow, scorching ray; 3rd – fireball. ^{SPC}Spell Compendium.

Possessions: amulet of natural armor +1, bracers of armor +1, potion of cure light wounds, oil of greater magic weapon +4, potion of mage armor, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, 6 gp.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 6d4; hp 15; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +3/-9; Atk +7 melee (1d3-4, bite); Full Atk +7 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL NG; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr4: Medium humanoid (human); CR 4; HD 4d10+8; hp 38; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield); Base Atk/Grp: +4/+7; Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); Full Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus [longsword], Weapon Specialization [longsword].

Languages: Common.

Possessions: +1 breastplate, potion of bull's strength, potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, oil of magic weapon, crowbar, longbow,

masterwork heavy steel shield, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; Skills & Feats: Ride +8.

Sergeant Belmont, Male Human Clr4 (Fharlanghn): Medium humanoid (human); CR 4; HD 4d8+8; hp 32; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +9 armor, +2 shield); Base Atk/Grp: +3/+3; Atk +3 melee (1d8, heavy mace); Full Atk +3 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Concentration +9, Heal +10, Survival +10; Divine Spell Power^{CD}, Improved Initiative, Track.
^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (5/4+1/3+1, save DC = 13 + spell level): 0 – detect magic, guidance, light, mending, resistance; 1st – bless, longstrider*, magic weapon, sanctuary, shield of faith; 2nd – hold person, locate object*, spiritual weapon, resist energy.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, potion of cure moderate wounds, potion of lesser restoration, heavy mace, heavy steel shield, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +8; SQ DR 1/-.

Master Sergeant Tannan, Male Human Brd2/Marshal5: Medium humanoid (human); CR 7; HD 2d6+5d8+7; hp 46; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +4/+4; Atk +4 melee (1d8, 19-20, longsword); Full Atk +4 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, minor aura, major aura +1, grant move action 1/day; AL NG; SV Fort +5, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 16.

Skills & Feats: Diplomacy+8, Escape Artist+11, Listen+8, Perform[oratory] +15, Sense Motive+13, Spellcraft +7, Spot+8, Tumble +11; Combat Expertise,

Dodge, Improved Initiative, Mobility, Skill Focus [diplomacy].

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. Master Sergeant Tannan knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/1, save DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, light; 1st – expeditious retreat, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, potion of cure moderate wounds x2, potion of magic vestment +4, potion of resist energy [fire] 20, potion of sanctuary, potion of shield of faith +2, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 1/-; Skills & Feats: Escape Artist+14, Tumble +14.

ENCOUNTER 9

Bandit Warrior, Male Human Ftr4: Medium humanoid (human); CR 4; HD 4d10+8; hp 38; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield); Base Atk/Grp: +4/+7; Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); Full Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus [longsword], Weapon Specialization [longsword].

Languages: Common.

Possessions: +1 breastplate, potion of bull's strength, potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, oil of magic weapon, crowbar, longbow, masterwork heavy steel shield, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

Sergeant Ahns, Female Human Clr8 (Fharlanghn): Medium humanoid (human); CR 8; HD 8d8+16; hp 64; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +6/+6; Atk +6 melee (1d8, heavy mace); Full Atk +6/+1 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +9, Ref +4, Will +12; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +13, Heal +16, Survival +16; Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon,

resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – dimension door*, divine power, freedom of movement, ~~greater magic weapon~~.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, periapt of wisdom +2, potion of cure moderate wounds, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (*greater magic weapon*) –Atk +8 melee (1d8, +2 heavy mace); Full Atk +8/+3 melee (1d8+2, +2 heavy mace).

ENCOUNTER 10

Bandit Archer, Male Human Ftr5: Medium humanoid (human); CR 5; HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +5/+7; Atk +10 ranged (1d8+5, x3, +1 composite longbow (+2 Str)) or +7 melee (1d8+3, 19-20, longsword); Full Atk +8/+8 ranged (1d8+5, x3, +1 composite longbow (+2 Str)) or +7 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +6, Ref +4, Will +1; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +4, Search +4, Spot +4; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [composite longbow], Weapon Specialization [composite longbow].

Languages: Common.

Possessions: +1 composite longbow (+2 Str), oil of flame arrow, potion of cure serious wounds, potion of shield of faith +2, chain shirt, longsword, sunrod, thunderstone, 3 gp.

Sergeant Magden, Male Human Sor6/Elemental Savant2: Medium humanoid (human); CR 8; HD 8d4+16; hp 40; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 armor, +1 natural, +1 deflection); Base Atk/Grp: +4/+4; Atk +6 ranged (1d10, 19-20, heavy crossbow) or +4 melee (1d8, x3, spear); Full Atk +6 ranged (1d10, 19-20, heavy crossbow) or +4 melee (1d8, x3, spear); SA -; SQ Summon familiar, elemental specialty, resistance to energy, immunity to sleep; AL NG; SV Fort +4, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 18.

Skills & Feats: Concentration +12, Knowledge [arcana] +10, Knowledge [the planes] +4, Listen +2, Spellcraft +2, Spot +2; Alertness, Combat Casting, Energy Substitution [fire], Ranged Spell Specialization, Spell Focus [evocation].

Elemental Specialty (Ex): When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. For this savant, this is fire resistance 5.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Languages: Common.

Sorcerer Spells Known (6/7/7/6/4, save DC = 14 + spell level, 15 for Evocation spells): 0 – acid splash, caltrops^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic; 1st – enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike; 2nd – Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – dispel magic, fireball; 4th – dimension door. ^{SPC}Spell Compendium.

Possessions: amulet of natural armor +1, bracers of armor +1, elixir of fire breath, potion of cure serious wounds, oil of greater magic weapon +4, potion of mage armor, ring of protection +1, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, 6 gp.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 8d4; hp 20; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +4 natural); Base Atk/Grp: +4/-8; Atk +8 melee (1d3-4, bite); Full Atk +8 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL NG; SV

Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr6: Medium humanoid (human); CR 6; HD 6d10+12; hp 57; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6, 19-20, +1 longsword) or +8 ranged (1d8, x3, longbow); Full Atk +11/+6 melee (1d8+6, 19-20, +1 longsword) or +8/+3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, potion of bull's strength, potion of cure moderate wounds x2, potion of enlarge person, crowbar, longbow, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +10; SQ DR 2/-; **Skills & Feats:** Ride +9.

Sergeant Belmont, Male Human Clr6 (Fharlanghn): Medium humanoid (human); CR 6; HD 6d8+12; hp 48; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +4/+4; Atk +4 melee (1d8, heavy mace); Full Atk +4 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +8, Ref +4, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Concentration +11, Heal +12, Survival +12; Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (5/4+1/4+1/3+1, save DC = 13 + spell level): 0 – detect magic, guidance, light, mending, resistance; 1st – bless, longstrider*, magic weapon, sanctuary,

shield of faith; 2nd – hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, prayer.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, potion of cure moderate wounds, potion of lesser restoration, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; SQ DR 2/-.

Master Sergeant Tannan, Male Human Brd2/Marshal7: Medium humanoid (human); CR 9; HD 2d6+7d8+9; hp 60; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +6/+6; Atk +6 melee (1d8, 19-20, longsword); Full Atk +6/+1 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, minor aura, major aura +2, grant move action 1/day; AL NG; SV Fort +6, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 18.

Skills & Feats: Diplomacy+11, Escape Artist+13, Listen+12, Perform[oratory] +18, Sense Motive+16, Spellcraft +13, Spot+12, Tumble +13; Combat Expertise, Dodge, Elusive Target^{CW}, Improved Initiative, Mobility, Skill Focus [diplomacy]. ^{CW}Complete Warrior

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level. Master Sergeant Tannan's bonus is +2, and he knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/1, save DC = 14 + spell level): 0 – daze, detect magic, flare, ghost sound, light; 1st – inspirational boost, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, cloak of charisma +2, potion of cure critical wounds, potion of magic vestment +4, potion of resist energy [fire] 30, potion of sanctuary, potion of shield of faith +3, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +10; SQ DR 2/-; Skills & Feats: Escape Artist+17, Tumble +17.

APPENDIX 5 – APL 10

ENCOUNTER 9

Bandit Warrior, Male Human Ftr6: Medium humanoid (human); CR 6; HD 6d10+12; hp 57; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6, 19-20, +1 longsword) or +8 ranged (1d8, x3, longbow); Full Atk +11/+6 melee (1d8+6, 19-20, +1 longsword) or +8/+3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, potion of bull's strength, potion of cure moderate wounds x2, potion of enlarge person, crowbar, longbow, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

Sergeant Ahns, Female Human Clr10 (Fharlanghn): Medium humanoid (human); CR 10; HD 10d8+20; hp 80; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +7/+7; Atk +7 melee (1d8, heavy mace); Full Atk +7/+2 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +10, Ref +5, Will +13; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +15, Heal +18, Survival +18; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dimension door*, divine power, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, righteous might, spell resistance, true seeing.

*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times

per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (*greater magic weapon*) – Atk +9 melee (1d8+2, +2 heavy mace); Full Atk +9/+4 melee (1d8+2, +2 heavy mace).

ENCOUNTER 10

Bandit Archer, Male Human Ftr7: Medium humanoid (human); CR 7; HD 7d10+14; hp 66; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +7/+9; Atk +12 ranged (1d8+5, x3, +1 composite longbow (+2 Str)) or +9 melee (1d8+3, 19-20, longsword); Full Atk +12/+12/+7 ranged (1d8+5, x3, +1 composite longbow (+2 Str)) or +9/+4 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +7, Ref +5, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +5, Search +5, Spot +5; Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [composite longbow], Weapon Specialization [composite longbow]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 composite longbow (+2 Str), arrow of monkey-morphing, oil of flame arrow, potion of cat's grace, potion of cure serious wounds, potion of enlarge person, potion of shield of faith +2, chain shirt, longsword, sunrod, thunderstone, 6 gp.

Sergeant Magden, Male Human Sor6/Elemental Savant4: Medium humanoid (human); CR 10; HD 10d4+20; hp 50; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 armor, +1 natural, +1 deflection); Base Atk/Grp: +5/+5; Atk +7 ranged (1d10, 19-20, heavy crossbow) or +5 melee (1d8, x3, spear); Full Atk +7 ranged (1d10, 19-20, heavy crossbow) or +5 melee (1d8, x3, spear); SA Energy penetration; SQ Summon familiar, elemental specialty, resistance to energy, immunity to sleep; AL NG; SV Fort +5, Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 20.

Skills & Feats: Concentration +14, Knowledge [arcana] +12, Knowledge [the planes] +4, Listen +2, Spellcraft +4, Spot +2; Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation].

Elemental Specialty (Ex): When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. For this savant, this is fire resistance 10.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.

Languages: Common.

Sorcerer Spells Known (6/8/7/7/6/4, save DC = 15 + spell level, 17 for Evocation spells): 0 – acid splash, caltrop^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic, resistance; 1st – enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike; 2nd – fireburst^{SPC}, Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – dispel magic, fireball, unluck^{SPC}; 4th – dimension door, greater invisibility; 5th – reciprocal gyre^{SPC}. ^{SPC}Spell Compendium.

Possessions: amulet of natural armor +1, arcane scroll of true seeing, bracers of armor +1, cloak of charisma +2, elixir of fire breath, potion of cure serious wounds, oil of greater magic weapon +5, potion of mage armor, ring of protection +1, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, tanglefoot bag, thunderstone, 26 gp.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 10d4; hp 25; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +5/-7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL NG; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr8: Medium humanoid (human); CR 8; HD 8d10+16; hp 76; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +8/+13; Atk +15 melee (1d8+8, 17-20, +1 longsword) or +10 ranged (1d8, x3, longbow); Full Atk +15/+10 melee (1d8+8, 17-20, +1 longsword) or +10/+5 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +8, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [longsword], Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, gauntlets of ogre power, potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, crowbar, longbow, silk rope (50 ft.), tanglefoot bag x2, thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +10; SQ DR 2/-; **Skills & Feats:** Ride+9.

Sergeant Belmont, Male Human Clr8 (Fharlanghn): Medium humanoid (human); CR 8; HD 8d8+16; hp 64; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +6/+6; Atk +6 melee (1d8, heavy mace); Full Atk +6/+1 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +9, Ref +4, Will +12; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +13, Heal +16, Survival +16; Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – dimension door*, divine power, freedom of movement, ~~greater magic weapon~~.

*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This

granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, periapt of wisdom +2, potion of cure moderate wounds, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (greater magic weapon, Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +9; Atk +8 melee (1d8, +2 heavy mace); Full Atk +8/+3 melee (1d8+2, +2 heavy mace); SQ DR 2/-.

Master Sergeant Tannan, Male Human Brd3/Marshal8: Medium humanoid (human); CR 11; HD 3d6+8d8+11; hp 72; Init +6; Spd 30 ft.; AC 23, touch 14, flat-footed 21 (+2 Dex, +5 armor, +2 shield, +1 deflection, +1 natural, +1 insight); Base Atk/Grp: +8/+8; Atk +8 melee (1d8, 19-20, longsword); Full Atk +8/+2 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, minor aura, major aura +2, grant move action 2/day, inspire competence; AL NG; SV Fort +8, Ref +7, Will +9; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 18.

Skills & Feats: Diplomacy+13, Escape Artist+15, Listen+14, Perform[oratory] +20, Sense Motive+18, Spellcraft +15, Spot+14, Tumble +15; Combat Expertise, Dodge, Elusive Target^{CW}, Improved Initiative, Mobility, Skill Focus [diplomacy]. ^{CW}Complete Warrior

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level. Master Sergeant Tannan's bonus is +2, and he knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/2, save DC = 14 + spell level): 0 – daze, detect magic, flare, ghost sound, light, resistance; 1st – expeditious retreat, inspirational boost, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, amulet of natural armor +1, cloak of charisma +2, dusty rose prism ioun stone, potion of cure critical wounds, potion of magic vestment +4, potion of resist energy [fire] 30, potion of sanctuary, potion of shield of faith +3, ring of protection +1, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura) – Init +10; SQ DR 2/-; Skills & Feats: Escape Artist+19, Tumble +19.

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ENCOUNTER 9

Bandit Warrior, Male Human Ftr8: Medium humanoid (human); CR 8; HD 8d10+16; hp 76; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +8/+13; Atk +15 melee (1d8+8, 17-20, +1 longsword) or +10 ranged (1d8, x3, longbow); Full Atk +15/+10 melee (1d8+8, 17-20, +1 longsword) or +10/+5 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +8, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [longsword], Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, gauntlets of ogre power, potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, crowbar, longbow, silk rope (50 ft.), tanglefoot bag x2, thunderstone, 3 gp.

Power-Up Suite (heroes' feast) – hp 86; Atk +16 melee (1d8+8, 17-20, +1 longsword) or +11 ranged (1d8, x3, longbow); Full Atk +16/+11 melee (1d8+8, 17-20, +1 longsword) or +11/+6 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear; SV Fort +8, Ref +4, Will +3.

Sergeant Ahns, Female Human Clr12 (Fharlanghn): Medium humanoid (human); CR 12; HD 12d8+24; hp 96; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +9/+9; Atk +9 melee (1d8, heavy mace); Full Atk +9/+4 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +11, Ref +6, Will +14; Str 10, Dex 12, Con 14, Int 10, Wis 21, Cha 12.

Skills & Feats: Concentration +17, Heal +20, Survival +20; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track, Spell Penetration. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/7+1/5+1/5+1/ 4+1/4+1/2+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, divine favor, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – blindness/deafness, dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dimension door*, divine power, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, righteous might, spell resistance, ~~symbol of sleep~~, true seeing; 6th – blade barrier, ~~heroes' feast~~, mislead*.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This

extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 animated heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, lesser metamagic rod of extend, periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (greater magic weapon, heroes' feast) – hp 106; Atk +13 melee (1d8+3, +3 heavy mace); Full Atk +13/+8 melee (1d8+3, +3 heavy mace); SQ Immune to poison, immune to fear; SV Fort +11, Ref +6, Will +15.

ENCOUNTER 10

Bandit Archer, Male Human Ftr9: Medium humanoid (human); CR 9; HD 9d10+18; hp 85; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+5 Dex, +4 armor); Base Atk/Grp: +9/+11; Atk +17 ranged (1d8+5, 19-20/x3, +1 composite longbow (+2 Str)) or +11 melee (1d8+3, 19-20, longsword); Full Atk +17/+17/+12 ranged (1d8+5, 19-20/x3, +1 composite longbow (+2 Str)) or +11/+6 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +8, Ref +8, Will +3; Str 14, Dex 20, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +6, Search +6, Spot +6; Greater Weapon Focus [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [composite longbow], Weapon Specialization [composite longbow]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 composite longbow (+2 Str), arrow of monkey-morphing, gloves of dexterity +2, oil of flame arrow, potion of cure serious wounds, potion of enlarge person, potion of resist energy [fire] 30, potion of shield of faith +2, chain shirt, longsword, sunrod, thunderstone, 6 gp.

Power-Up Suite (heroes' feast) – hp 95; Atk +18 ranged (1d8+5, 19-20/x3, +1 composite longbow (+2 Str)) or +12 melee (1d8+3, 19-20, longsword); Full Atk +18/+18/+13 ranged (1d8+5, 19-20/x3, +1 composite longbow (+2 Str)) or +12/+7 melee (1d8+3, 19-20,

longsword); SQ Immune to poison, immune to fear; SV Fort +8, Ref +8, Will +4.

Sergeant Magden, Male Human Sor6/Elemental Savant6: Medium humanoid (human); CR 12; HD 12d4+24; hp 60; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 armor, +1 natural, +1 deflection); Base Atk/Grp: +6/+6; Atk +8 ranged (1d10, 19-20, heavy crossbow) or +6 melee (1d8, x3, spear); Full Atk +8/+3 ranged (1d10, 19-20, heavy crossbow) or +6/+1 melee (1d8, x3, spear); SA Energy focus, energy penetration; SQ Summon familiar, elemental specialty, resistance to energy, immunity to sleep, darkvision; AL NG; SV Fort +6, Ref +8, Will +10; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 21.

Skills & Feats: Concentration +16, Knowledge [arcana] +14, Knowledge [the planes] +4, Listen +2, Spellcraft +6, Spot +2; Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation], Sudden Maximize^{CA}. ^{CA}Complete Arcane

Elemental Specialty (Ex): When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. For this savant, this is fire resistance 10.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, a fire elemental savant is better able to manipulate energy associated with fire. The save DC for any spell with the fire descriptor increases by 1. This increase is cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Languages: Common.

Sorcerer Spells Known (6/8/7/7/7/4, save DC = 15 + spell level, 17 for Evocation spells, 16 for Fire spells, 18 for Fire Evocation spells): 0 – acid splash, caltrops^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic, resistance; 1st – enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike; 2nd – darkness, fireburst^{SPC}, Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – dispel magic, fireball, slow, unluck^{SPC}; 4th – dimension door, greater invisibility, mass enlarge person; 5th – reciprocal gyre^{SPC}, wall of force. ^{SPC}Spell Compendium. **Note:** Sergeant Magden's total Caster Level is 11th.

Possessions: amulet of natural armor +1, arcane scroll of true seeing, bracers of armor +1, cloak of charisma +2, elixir of fire breath, potion of cure serious wounds, oil of greater magic weapon +5, potion of mage armor, ring of protection +1, rod of cancellation, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, tanglefoot bag, thunderstone, 26 gp.

Power-Up Suite (heroes' feast) – hp 70; Atk +9 ranged (1d10, 19-20, heavy crossbow) or +7 melee (1d8, x3, spear); Full Atk +9/+4 ranged (1d10, 19-20, heavy crossbow) or +7/+2 melee (1d8, x3, spear); SQ Immune to poison, immune to fear; SV Fort +6, Ref +8, Will +11.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 12d4; hp 30; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +6/-6; Atk +10 melee (1d3-4, bite); Full Atk +10/+5 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL NG; SV Fort +4, Ref +6, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr10: Medium humanoid (human); CR 10; HD 10d10+20; hp 95; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +10/+15; Atk +18 melee (1d8+8, 17-20, +1 longsword) or +12 ranged (1d8, x3, longbow); Full Atk +18/+13 melee (1d8+8, 17-20, +1 longsword) or +12/+7 ranged (1d8, x3, longbow); SA –; SQ –; AL NG; SV Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +6; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 spell storing longsword (containing slow, CL 11th, Will DC 18), gauntlets of ogre power, potion of cure serious wounds, potion of enlarge person, potion of protection from arrows 10/magic, potion of shield of faith +2, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 105; Init +11; Atk +19 melee (1d8+8, 17-20, +1 longsword) or +13 ranged (1d8, x3, longbow); Full Atk +19/+14 melee (1d8+8, 17-20, +1 longsword) or +13/+8 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +9, Ref +5, Will +4; Skills & Feats: Ride +10,

Sergeant Belmont, Male Human Clr10 (Fharlanghn): Medium humanoid (human); CR 10; HD 10d8+20; hp 80; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +7/+7; Atk +7 melee (1d8, heavy mace); Full Atk +7/+2 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +10, Ref +5, Will +13; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +15, Heal +18, Survival +18; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track. ^{CD}Complete Divine Languages: Common.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dimension door*, divine power, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, righteous might, spell resistance, true seeing.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 90; Init +10; Atk +10 melee (1d8+2, +2 heavy mace); Full Atk +10/+5 melee (1d8+2, +2 heavy mace); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +10, Ref +5, Will +14.

Master Sergeant Tannan, Male Human Brd3/Marshal10: Medium humanoid (human); CR 13; HD 3d6+10d8+13; hp 86; Init +6; Spd 30 ft.; AC 23, touch 14, flat-footed 21 (+2 Dex, +5 armor, +2 shield, +1 deflection, +1 natural, +1 insight); Base Atk/Grp: +9/+9; Atk +9 melee (1d8, 19-20, longsword); Full Atk +9/+4 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, minor aura, major aura +2, grant move action 2/day, inspire competence; AL NG; SV Fort +9, Ref +8, Will +10; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 21.

Skills & Feats: Diplomacy+14, Escape Artist+17, Listen+16, Perform[oratory] +23, Sense Motive+21, Spellcraft +17, Spot+16, Tumble +17; Close-Quarters Fighting^{CW}, Combat Expertise, Dodge, Elusive Target^{CW}, Improved Initiative, Mobility, Skill Focus [diplomacy]. ^{CW}Complete Warrior

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Force of Will: Bonus on Will saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level. Master Sergeant Tannan's bonus is +2, and he knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/3, save DC = 15 + spell level): 0 – daze, detect magic, flare, ghost sound, light, resistance; 1st – expeditious retreat, inspirational boost, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, amulet of natural armor +1, brooch of shielding, cloak of charisma +4, dusty rose prism ioun stone, potion of cure critical wounds, potion of displacement, potion of endure elements, potion of magic vestment +4, potion of resist energy [fire] 30, potion of sanctuary, ring of protection +1, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 96; Init +11; Atk +10 melee (1d8, 19-20, longsword); Full Atk +10/+5 melee (1d8, 19-20, longsword); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +9, Ref +8, Will +11; Skills & Feats: Escape Artist+22, Tumble +22.

APPENDIX 7 – APL 14

ENCOUNTER 9

Bandit Warrior, Male Human Ftr10: Medium humanoid (human); CR 10; HD 10d10+20; hp 95; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +10/+15; Atk +18 melee (1d8+8, 17-20, +1 longsword) or +12 ranged (1d8, x3, longbow); Full Atk +18/+13 melee (1d8+8, 17-20, +1 longsword) or +12/+7 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +6; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 spell storing longsword (containing slow, CL 13th, Will DC 18), gauntlets of ogre power, potion of cure serious wounds, potion of enlarge person, potion of protection from arrows 10/magic, potion of shield of faith +2, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

Power-Up Suite (heroes' feast) – hp 106; Atk +19 melee (1d8+8, 17-20, +1 longsword) or +13 ranged (1d8, x3, longbow); Full Atk +19/+14 melee (1d8+8, 17-20, +1 longsword) or +13/+8 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear; SV Fort +9, Ref +5, Will +4;

Sergeant Ahns, Female Human Clr14 (Fharlanghn): Medium humanoid (human); CR 14; HD 14d8+28; hp 112; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+1 Dex, +9 armor, +4 shield); Base Atk/Grp: +10/+10; Atk +10 melee (1d8, heavy mace); Full Atk +10/+5 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +12, Ref +6, Will +15; Str 10, Dex 12, Con 14, Int 10, Wis 21, Cha 12.

Skills & Feats: Concentration +19, Heal +22, Survival +22; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Tower Shield Proficiency, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/3+1/2+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, divine favor, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, entropic shield, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – blindness/deafness, dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dimension door*, dismissal, divine power, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, flame strike, righteous might, spell resistance, true seeing; 6th – blade barrier, ~~heroes' feast~~, mislead*, wind walk; 7th – repulsion, spell turning*, ~~symbol of stunting~~.

*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 animated tower shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, lesser metamagic rod of extend, minor ring of spell storing (containing dispel magic), periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 8 gp.

Power-Up Suite (greater magic weapon, heroes' feast) – hp 123; Atk +14 melee (1d8+3, +3 heavy mace); Full Atk +14/+9 melee (1d8+3, heavy mace); SQ Immune to poison, immune to fear; SV Fort +12, Ref +6, Will +16.

ENCOUNTER 10

Bandit Archer, Male Human Ftr11: Medium humanoid (human); CR 11; HD 11d10+22; hp 104; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+5 Dex, +4 armor); Base Atk/Grp: +11/+13; Atk +19 ranged (1d8+5 plus 1d6 electrical, 19-20/x3, +1 composite longbow (+2 Str)) or +13 melee (1d8+3, 19-20, longsword); Full Atk +19/+19/+14/+9 ranged (1d8+5 plus 1d6 electrical, 19-20/x3, +1 composite longbow (+2 Str)) or +13/+8/+3 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +9, Ref +8, Will +3; Str 14, Dex 20, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +7, Search +7, Spot +7; Greater Weapon Focus [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Ranged Pin^{CW}, Rapid Shot, Weapon Focus [composite longbow], Weapon Specialization [composite longbow]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 shock composite longbow (+2 Str), arrow of monkey-morphing, gloves of dexterity +2, oil of flame arrow, potion of cure serious wounds, potion of enlarge person, oil of greater magic weapon +5, potion of resist energy [fire] 30, potion of shield of faith +2, chain shirt, longsword, sunrod, thunderstone, 6 gp.

Power-Up Suite (heroes' feast) – hp 115; Atk +20 ranged (1d8+5 plus 1d6 electrical, 19-20/x3, +1 composite longbow (+2 Str)) or +14 melee (1d8+3, 19-20, longsword); Full Atk +20/+20/+15/+10 ranged (1d8+5 plus 1d6 electrical, 19-20/x3, +1 composite longbow (+2 Str)) or

+14/+9/+4 melee (1d8+3, 19-20, longsword); SQ Immune to poison, immune to fear; SV Fort +9, Ref +8, Will +4.

Sergeant Magden, Male Human Sor6/Elemental Savant8: Medium humanoid (human); CR 14; HD 14d4+28; hp 70; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 armor, +1 natural, +1 deflection); Base Atk/Grp: +7/+7; Atk +9 ranged (1d10, 19-20, heavy crossbow) or +7 melee (1d8, x3, spear); Full Atk +9/+4 ranged (1d10, 19-20, heavy crossbow) or +7/+2 melee (1d8, x3, spear); SA Energy focus, energy penetration; SQ Summon familiar, elemental specialty, resistance to energy, immunity to sleep, darkvision; AL NG; SV Fort +6, Ref +8, Will +11; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 21.

Skills & Feats: Concentration +18, Knowledge [arcana] +16, Knowledge [the planes] +4, Listen +2, Spellcraft +8, Spot +2; Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation], Sudden Maximize^{CA}. ^{CA}Complete Arcane

Elemental Specialty (Ex): When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. For this savant, this is fire resistance 20.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, a fire elemental savant is better able to manipulate energy associated with fire. The save DC for any spell with the fire descriptor increases by 1. This increase is cumulative with those granted by the Spell Penetration and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Languages: Common.

Sorcerer Spells Known (6/8/7/7/7/4, save DC = 15 + spell level, 17 for Evocation spells, 16 for Fire spells, 18 for Fire Evocation spells): 0 – acid splash, caltrops^{SpC}, detect magic, electric jolt^{SpC}, flare, light, ray of frost, read magic, resistance; 1st – enlarge person, magic missile, persistent blade^{SpC}, ray of flame^{SpC}, true strike; 2nd – darkness, fireburst^{SpC}, Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – dispel magic, fireball, slow, unluck^{SpC}; 4th – dimension door, greater invisibility, lesser globe of invulnerability, mass enlarge person; 5th – dominate person, reciprocal gyre^{SpC}, wall of force;

6th – chain lightning, ~~guards and wards~~. ^{SpC}Spell Compendium. **Note:** Sergeant Magden's total Caster Level is 13th.

Possessions: amulet of natural armor +1, arcane scroll of true seeing, bracers of armor +1, cloak of charisma +2, elixir of fire breath, lesser metamagic rod of maximize, potion of cure serious wounds, oil of greater magic weapon +5, potion of mage armor, ring of counterspells (containing fireball) ring of protection +1, rod of cancellation, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, tanglefoot bag, thunderstone, 26 gp.

Power-Up Suite (heroes' feast) – hp 81; Atk +10 ranged (1d10, 19-20, heavy crossbow) or +8 melee (1d8, x3, spear); Full Atk +10/+5 ranged (1d10, 19-20, heavy crossbow) or +8/+3 melee (1d8, x3, spear); SQ Immune to poison, immune to fear; SV Fort +6, Ref +8, Will +12.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 14d4; hp 35; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +7/-5; Atk +11 melee (1d3-4, bite); Full Atk +11/+6 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL NG; SV Fort +4, Ref +6, Will +12; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr12: Medium humanoid (human); CR 12; HD 12d10+24; hp 114; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +12/+21; Atk +20 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +14 ranged (1d8, x3, longbow); Full Atk +20/+15/+10 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +14/+9/+4 ranged (1d8, x3, longbow); SA –; SQ –; AL NG; SV Fort +10, Ref +6, Will +4; Str 21, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Listen +6, Ride +3, Spot +6; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword],

Greater Weapon Specialization [longsword], Improved Critical [longsword], Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 full plate, +1 heavy steel shield, +1 shock spell storing longsword (containing slow, CL 13th, Will DC 18), gauntlets of ogre power, potion of cure serious wounds, potion of protection from arrows 10/magic, potion of shield of faith +2, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x2, tanglefoot bag, thunderstone, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 125; Init +12; Atk +21 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +15 ranged (1d8, x3, longbow); Full Atk +21/+16/+11 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +15/+10/+5 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +10, Ref +6, Will +5; Skills & Feats: Ride +3.

Sergeant Belmont, Male Human Clr12 (Fharlanghn): Medium humanoid (human); CR 12; HD 12d8+24; hp 96; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +9/+9; Atk +9 melee (1d8, heavy mace); Full Atk +9/+4 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +11, Ref +6, Will +14; Str 10, Dex 12, Con 14, Int 10, Wis 21, Cha 12.

Skills & Feats: Concentration +17, Heal +20, Survival +20; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Track, Spell Penetration. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/7+1/5+1/5+1/ 4+1/4+1/2+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, divine favor, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – blindness/deafness, dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dimension door*, divine power, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, righteous might, spell resistance, ~~symbol of sleep~~, true seeing; 6th – blade barrier, ~~greater glyph of warding~~, mislead*.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out

or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 animated heavy steel shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, lesser metamagic rod of extend, periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 18 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, greater magic weapon, heroes' feast) – hp 107; Init +11; Atk +13 melee (1d8+3, +3 heavy mace); Full Atk +13/+8 melee (1d8+3, +3 heavy mace); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +11, Ref +6, Will +15.

Master Sergeant Tannan, Male Human Brd3/Marshal12: Medium humanoid (human); CR 15; HD 3d6+12d8+15; hp 100; Init +7; Spd 30 ft.; AC 24, touch 15, flat-footed 21 (+3 Dex, +5 armor, +2 shield, +1 deflection, +1 natural, +1 insight); Base Atk/Grp: +11/+11; Atk +11 melee (1d8, 19-20, longsword); Full Atk +11/+6/+1 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, minor aura, major aura +2, grant move action 3/day, inspire competence; AL NG; SV Fort +10, Ref +10, Will +11; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 23.

Skills & Feats: Diplomacy+15, Escape Artist+20, Listen+18, Perform[oratory] +26, Sense Motive+24, Spellcraft +19, Spot+18, Tumble +20; Close-Quarters Fighting^{CW}, Combat Expertise, Combat Reflexes, Dodge, Elusive Target^{CW}, Improved Initiative, Mobility, Skill Focus [diplomacy]. ^{CW}Complete Warrior

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. Master Sergeant Tannan knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Force of Will: Bonus on Will saves.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level. Master Sergeant Tannan's bonus is +2, and he knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/3, save DC = 16 + spell level): 0 – daze, detect magic, flare, ghost sound, light, resistance; 1st – expeditious retreat, inspirational boost, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, amulet of natural armor +1, brooch of shielding, cloak of charisma +6, dusty rose prism ioun stone, gloves of dexterity +2, potion of cure critical wounds, potion of displacement, potion of endure elements, potion of magic vestment +4, potion of resist energy

[fire] 30, potion of sanctuary, ring of protection +1, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 111; Init +13; Atk +12 melee (1d8, 19-20, longsword); Full Atk +12/+7/+2 melee (1d8, 19-20, longsword); SQ Immune to poison, immune to fear, DR 2/-; SV Fort +10, Ref +10, Will +12; Skills & Feats: Escape Artist+26, Tumble +26.

APPENDIX 8 – APL 16

ENCOUNTER 9

Bandit Warrior, Male Human Ftr12: Medium humanoid (human); CR 12; HD 12d10+24; hp 114; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk/Grp: +12/+21; Atk +20 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +14 ranged (1d8, x3, longbow); Full Atk +20/+15/+10 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +14/+9/+4 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +10, Ref +6, Will +4; Str 21, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Listen +6, Ride +3, Spot +6; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Greater Weapon Specialization [longsword], Improved Critical [longsword], Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 full plate, +1 heavy steel shield, +1 shock spell storing longsword (containing slow, CL 14, Will DC 19), gauntlets of ogre power, potion of cure serious wounds, potion of protection from arrows 10/magic, potion of shield of faith +2, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x2, tanglefoot bag, thunderstone, 3 gp.

Power-Up Suite (heroes' feast) – hp 126; Atk +21 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +15 ranged (1d8, x3, longbow); Full Atk +21/+16/+11 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +15/+10/+5 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear; SV Fort +10, Ref +6, Will +5;

Sergeant Ahns, Female Human Clr16 (Fharlanghn): Medium humanoid (human); CR 16; HD 16d8+32; hp 128; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+1 Dex, +9 armor, +5 shield); Base Atk/Grp: +12/+12; Atk +12 melee (1d8, heavy mace); Full Atk +12/+7/+2 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day, spontaneous healing; AL N; SV Fort +13, Ref +7, Will +17; Str 10, Dex 12, Con 14, Int 10, Wis 26, Cha 12.

Skills & Feats: Concentration +19, Heal +25, Spellcraft +6, Survival +25; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Tower Shield Proficiency, Track, Spell Penetration, 1 feat. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/8+1/7+1/7+1/6+1/6+1/4+1/4+1/3+1, save DC = 18 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, divine favor, longstrider*, magic weapon, obscuring mist x2, sanctuary, shield of faith x2; 2nd – bull's strength, entropic shield, hold person x2, locate object*, silence, spiritual weapon, resist energy; 3rd – blindness/deafness, daylight, dispel magic x2, fly*, ~~glyph~~

~~of warding~~, invisibility purge, prayer; 4th – death ward, dismissal, divine power, freedom of movement*, freedom of movement, ~~greater magic weapon~~, greater magic weapon; 5th – break enchantment*, righteous might, spell resistance, summon monster V x2, true seeing x2; 6th – blade barrier, greater dispel magic, ~~heroes' feast~~, mislead*, ~~wind walk~~; 7th – greater restoration, repulsion, spell turning*, summon monster VII x2; 8th – ~~dimensional lock~~, firestorm, phase door*, ~~symbol of insanity~~.

*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 animated tower shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, lesser metamagic rod of extend, minor ring of spell storing (containing dispel magic), periapt of wisdom +6, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 8 gp.

Power-Up Suite (greater magic weapon, heroes' feast) – hp 140; Atk +17 melee (1d8+4, +4 heavy mace); Full Atk +17/+12/+7 melee (1d8+4, +4 heavy mace); SQ Immune to poison, immune to fear; SV Fort +13, Ref +7, Will +18;

ENCOUNTER 10

Bandit Archer, Male Human Ftr13: Medium humanoid (human); CR 13; HD 13d10+22; hp 123; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+5 Dex, +4 armor); Base Atk/Grp: +13/+15; Atk +21 ranged (1d8+7 plus 1d6, 19-20/x3, +1 composite longbow (+2 Str)) or +15 melee (1d8+3, 19-20, longsword); Full Atk +21/+21/+16/+11 ranged (1d8+7 plus 1d6, 19-20/x3, +1 composite longbow (+2 Str)) or +15/+10/+5 melee (1d8+3, 19-20, longsword); SA -; SQ -; AL NG; SV Fort +10, Ref +9, Will +4; Str 14, Dex 21, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +8, Search +8, Spot +8; Greater Weapon Focus [composite longbow], Greater Weapon Specialization [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Precise Shot, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Ranged Pin^{CW}, Rapid Shot,

Weapon Focus [composite longbow], Weapon Specialization [composite longbow]. ^{CW}Complete Warrior
Languages: Common.

Possessions: +1 exit wound composite longbow (+2 Str), arrow of monkey-morphing, gloves of dexterity +2, oil of flame arrow, potion of barkskin +4, potion of cure serious wounds, potion of enlarge person, oil of greater magic weapon +5, potion of resist energy [fire] 30, potion of shield of faith +2, chain shirt, longsword, sunrod, thunderstone, 9 gp.

Power-Up Suite (heroes' feast) – hp 135; Atk +22 ranged (1d8+7 plus 1d6, 19-20/x3, +1 composite longbow (+2 Str)) or +16 melee (1d8+3, 19-20, longsword); Full Atk +22/+22/+17/+12 ranged (1d8+7 plus 1d6, 19-20/x3, +1 composite longbow (+2 Str)) or +16/+11/+6 melee (1d8+3, 19-20, longsword); SQ Immune to poison, immune to fear; SV Fort +10, Ref +9, Will +5;

Sergeant Magden, Male Human Sor6/Elemental Savant10: Medium elemental (fire); CR 16; HD 16d4+32; hp 80; Init +2; Spd 50 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 armor, +1 natural, +1 deflection); Base Atk/Grp: +8/+8; Atk +8 melee (1d6 plus 1d6 fire, slam) or +10 ranged (1d10, 19-20, heavy crossbow) or +8 melee (1d8, x3, spear); Full Atk +8/+3 melee (1d6 plus 1d6 fire, slam) or +10/+5 ranged (1d10, 19-20, heavy crossbow) or +8/+3 melee (1d8, x3, spear); SA Energy focus, energy penetration, burn; SQ Summon familiar, elemental specialty, resistance to energy, immunity to sleep, darkvision, immunity to paralysis and poison, elemental perfection, energy immunity, elemental traits, vulnerability to cold; AL NG; SV Fort +7, Ref +9, Will +12; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 22.

Skills & Feats: Concentration +20, Knowledge [arcana] +18, Knowledge [the planes] +4, Listen +2, Spellcraft +10, Spot +2; Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation], Spell Penetration, Sudden Maximize^{CA}.
^{CA}Complete Arcane

Elemental Specialty (Ex): When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. For this savant, this is fire resistance 20.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, a fire elemental savant is better able to manipulate energy associated with fire. The save DC for any spell with the fire descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Immunity to Paralysis and Poison (Ex): As an elemental savant approaches elemental perfection, she gains immunity to paralysis and poison at 9th level.

Elemental Perfection: At 10th level, a fire elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to elemental. She no longer needs to eat, sleep, or breathe (though she must still rest to regain spells). She gains an elemental creature's immunity to stunning, and she is no longer subject to extra damage from critical hits or flanking. A fire elemental savant gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium fire elemental, except that the save DC against her burn attack is 22. The save DC is Constitution based.

Upon achieving this state, a fire elemental savant's appearance undergoes a minor physical change. In this case, the savant has flickering, glowing eyes and her skin is hot to the touch. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures with the fire subtype and with other fire elemental savants.

Unlike a normal elemental, an elemental savant retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

Energy Immunity (Ex): From 10th level on, a fire elemental savant gains immunity to fire.

Burn (Ex): A fire elemental savant's slam attack deals bludgeoning damage plus fire damage from her flaming body. Those hit by her slam attack also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental savant with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Languages: Common.

Sorcerer Spells Known (6/8/8/7/7/7/6/3, save DC = 16 + spell level, 18 for Evocation spells, 17 for Fire spells, 19 for Fire Evocation spells): 0 – acid splash, caltrops^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic, resistance; 1st – enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike; 2nd – darkness, fireburst^{SPC},

Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – dispel magic, fireball, slow, unluck^{SPC}; 4th – dimension door, greater invisibility, lesser globe of invulnerability, mass enlarge person; 5th – dominate person, reciprocal gyre^{SPC}, wall of force; 6th – chain lightning, ~~guards and wards~~; 7th – Mordenkainen's sword. ^{SPC}Spell Compendium. **Note:** Sergeant Magden's total Caster Level is 14th.

Possessions: amulet of natural armor +1, arcane scroll of true seeing, bracers of armor +1, cape of the mountebank, elixir of fire breath, lesser metamagic rod of maximize, potion of cure serious wounds, oil of greater magic weapon +5, potion of mage armor, potion of shield of faith +5, ring of counterspells (containing fireball) ring of protection +1, rod of cancellation, rod of splendor, 20 bolts, alchemist's fire, heavy crossbow, smokestick, spear, spell component pouch, tanglefoot bag, thunderstone, 46 gp.

Power-Up Suite (heroes' feast) – hp 92; Atk +9 melee (1d6 plus 1d6 fire, slam) or +11 ranged (1d10, 19-20, heavy crossbow) or +9 melee (1d8, x3, spear); Full Atk +9/+4 melee (1d6 plus 1d6 fire, slam) or +11/+6 ranged (1d10, 19-20, heavy crossbow) or +9/+4 melee (1d8, x3, spear); SQ Immune to poison, immune to fear; SV Fort +7, Ref +9, Will +13.

Mr. Pookums, Weasel Familiar: Tiny magical beast; CR 1/4; HD 1d4; hp 40; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +8/-4; Atk +12 melee (1d3-4, bite); Full Atk +12/+7 melee (1d3-4, bite); Space/Reach: 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL NG; SV Fort +5, Ref +7, Will +13; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Mr. Pookums hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached Mr. Pookums loses its Dexterity bonus to AC and thus has an AC of 13. An attached Mr. Pookums can be struck with a weapon or grappled itself. To remove an attached Mr. Pookums through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 11

Bandit Warrior, Male Human Ftr14: Medium humanoid (human); CR 14; HD 14d10+42; hp 147; Init +6; Spd 20 ft.; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 deflection); Base Atk/Grp: +14/+23; Atk +22 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +16 ranged (1d8, x3, longbow); Full Atk

+22/+17/+12 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +16/+11/+6 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +13, Ref +7, Will +5; Str 21, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +7, Intimidate +7, Listen +7, Ride +4, Spot +8; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Greater Weapon Specialization [longsword], Improved Critical [longsword], Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Quick Draw, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 death ward full plate, +1 mithral heavy shield of light fortification, +1 shock spell storing longsword (containing slow, CL 14, Will DC 19), amulet of health +2, cloak of resistance +1, gauntlets of ogre power, potion of cure serious wounds, potion of protection from arrows 10/magic, potion of shield of faith +2, ring of protection +1, stone salve, antitoxin, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x3, tanglefoot bag x2, thunderstone x2, 3 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, heroes' feast) – hp 159; Init +14; Atk +23 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +17 ranged (1d8, x3, longbow); Full Atk +23/+18/+13 melee (1d8+10 plus 1d6 electricity, 17-20, +1 longsword) or +17/+12/+7 ranged (1d8, x3, longbow); SQ Immune to poison, immune to fear, DR 4/-; SV Fort +13, Ref +7, Will +6; Skills & Feats: Ride +12.

Sergeant Belmont, Male Human Clr14 (Fharlanghn): Medium humanoid (human); CR 14; HD 14d8+28; hp 112; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+1 Dex, +9 armor, +5 shield); Base Atk/Grp: +10/+10; Atk +10 melee (1d8, heavy mace); Full Atk +10/+5 melee (1d8, heavy mace); SA -; SQ Turn undead 4/day (3 remaining), spontaneous healing; AL N; SV Fort +12, Ref +6, Will +15; Str 10, Dex 12, Con 14, Int 10, Wis 21, Cha 12.

Skills & Feats: Concentration +19, Heal +22, Survival +22; Augment Healing^{CD}, Combat Casting, Divine Spell Power^{CD}, Improved Initiative, Tower Shield Proficiency, Track. ^{CD}Complete Divine

Languages: Common.

Cleric Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/3+1/2+1, save DC = 15 + spell level): 0 – detect magic, guidance, light, mending, resistance, virtue; 1st – bless, divine favor, longstrider*, magic weapon, obscuring mist, sanctuary, shield of faith x2; 2nd – bull's strength, entropic shield, hold person, locate object*, silence, spiritual weapon, resist energy; 3rd – blindness/deafness, dispel magic, fly*, ~~glyph of warding~~, invisibility purge, prayer; 4th – death ward, dismissal, divine power, freedom of movement*, freedom of movement, ~~greater magic weapon~~; 5th – break enchantment*, righteous might, spell resistance, symbol of sleep, true seeing; 6th – blade barrier, ~~greater glyph of warding~~, mislead*, wind walk; 7th – repulsion, spell turning*, ~~symbol of stunning~~.

*Domain spell. *Domains*: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of cleric class skills).

Possessions: +1 full plate, +1 animated tower shield, cloak of resistance +1, divine scroll of lesser restoration, horn of goodness/evil, lesser metamagic rod of extend, minor ring of spell storing (containing dispel magic), periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, heavy mace, holy symbol, spell component pouch, 8 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, greater magic weapon, heroes' feast) – hp 124; Init +13; Atk +14 melee (1d8+3, heavy mace); Full Atk +14/+9 melee (1d8+3, heavy mace); SQ Immune to poison, immune to fear, DR 4/-; SV Fort +12, Ref +6, Will +16.

Master Sergeant Tannan, Male Human Brd3/Marshal14: Medium humanoid (human); CR 17; HD 3d6+14d8+17; hp 114; Init +7; Spd 30 ft.; AC 26, touch 16, flat-footed 23 (+3 Dex, +5 armor, +2 shield, +2 deflection, +2 natural, +1 insight); Base Atk/Grp: +12/+12; Atk +12 melee (1d8, 19-20, longsword); Full Atk +12/+7/+2 melee (1d8, 19-20, longsword); SA -; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, minor aura, major aura +3, grant move action 3/day, inspire competence; AL NG; SV Fort +11, Ref +10, Will +12; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 24.

Skills & Feats: Diplomacy+16, Escape Artist+22, Listen+20, Perform[oratory] +29, Sense Motive+27, Spellcraft +21, Spot+20, Tumble +22; Close-Quarters Fighting^{CW}, Combat Expertise, Combat Reflexes, Dodge, Elusive Target^{CW}, Improved Initiative, Mobility, Skill Focus [diplomacy]. ^{CW}Complete Warrior

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

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

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

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

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls. This ability is enhanced by Master Sergeant Tannan's *scarlet prism ioun stone*, and he knows the following minor auras:

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Force of Will: Bonus on Will saves.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level. This ability is enhanced by Master Sergeant Tannan's *scarlet prism ioun stone*, giving him a bonus of +4. He knows the following major auras:

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Attack: Bonus on melee attack rolls.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Motivate Care: Bonus to Armor Class.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Languages: Common.

Bard Spells Known (3/3, save DC = 16 + spell level): 0 – daze, detect magic, flare, ghost sound, light, resistance; 1st – expeditious retreat, inspirational boost, Tasha's hideous laughter.

Possessions: +1 heavy steel shield, +1 mithral shirt, amulet of natural armor +2, brooch of shielding, cloak of charisma +6, dusty rose prism ioun stone, gloves of dexterity +2, potion of cure critical wounds, potion of displacement, potion of endure elements, potion of magic vestment +4, potion of resist energy [fire] 30, potion of sanctuary, ring of protection +2, scarlet prism ioun stone, longsword, masterwork cadence drum, spell component pouch, 15 gp.

Power-Up Suite (Motivate Dexterity marshal aura, Hardy Soldiers marshal aura, *heroes' feast*) – hp 126; Init +15; Atk +13 melee (1d8, 19-20, longsword); Full Atk +13/+8/+3 melee (1d8, 19-20, longsword); SQ Immune to poison, immune to fear, DR 4/-; SV Fort +11, Ref +10, Will +13; Skills & Feats: Escape Artist +30, Tumble +30.

DM AID: NEW RULES ITEMS

NEW FEATS

Augment Healing [General] (Source: *Complete Divine*, page 79)

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Close-Quarters Fighting [General] (Source: *Complete Warrior*, page 97)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Elusive Target [Tactical] (Source: *Complete Warrior*, page 101)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Rapid Shot [General] (Source: *Complete Warrior*, page 101)

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

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

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Power Critical [General] (Source: *Complete Warrior*, page 103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Ranged Spell Specialization [General] (Source: *Complete Arcane*, page 82)

You deal more damage with ranged touch attack spells.

Prerequisites: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

Sudden Maximize [Metamagic] (Source: *Complete Arcane*, page 83)

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you can cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

NEW SPELLS

Caltrops (Source: *Spell Compendium*, page 42.)

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A *caltrops* spell covers on 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does not count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

Electric Jolt (Source: *Spell Compendium*, page 78.)

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Fireburst (Source: *Spell Compendium*, page 93.)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Inspirational Boost (Source: *Spell Compendium*, page 124.)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Persistent Blade (Source: *Spell Compendium*, page 154.)

Evocation [Force]

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One dagger made of force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring into being a tiny blade of force. The blade flies at a speed of 40 feet (perfect) and attacks any target within its range, as you desire, starting in the round when you cast the spell. The blade attacks on your turn once each round, striking with an attack bonus equal to your base attack bonus +1/2 your Cha modifier or Int modifier (for sorcerers and wizards, respectively) and deals 1d4 points of damage, with a critical threat range of 19-20. If an ally also attacks the creature, the blade moves on your turn to flank the target. As a force effect, it can strike ethereal and incorporeal creatures. The blade cannot be attacked.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise, it continues to attack the same target. If an attacked creature has spell, resistance, the resistance is checked the first time the *persistent blade* strikes. If the blade is successfully resisted, the spell is dispelled. If not, the blade has its normal full effect on that creature for the duration of the spell.

Focus: A silvered dagger.

Ray of Flame (Source: *Spell Compendium*, page 167.)

Evocation [Flame]

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels (maximum 5d6). The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out (requiring a DC 15 Reflex save; see *Catching on Fire*, DMG 303).

Focus: A small, polished glass lens.

Reciprocal Gyre (Source: *Spell Compendium*, page 170.)

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

Unluck (Source: *Spell Compendium*, page 227.)

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worst result applied.

A creature carrying a *stone of good luck* is immune to the effects of *unluck*.

Material Component: A piece of a broken mirror.

NEW ITEMS

Death Ward Enhancement (Source: *Complete Arcane*, page 142.)

Once per day, someone wearing armor enhanced by this special ability who is struck with a death effect (death spells, magical death effects, energy drain, and any negative energy effects such as those from *inflict* spells or *chill touch*) can ignore the effect.

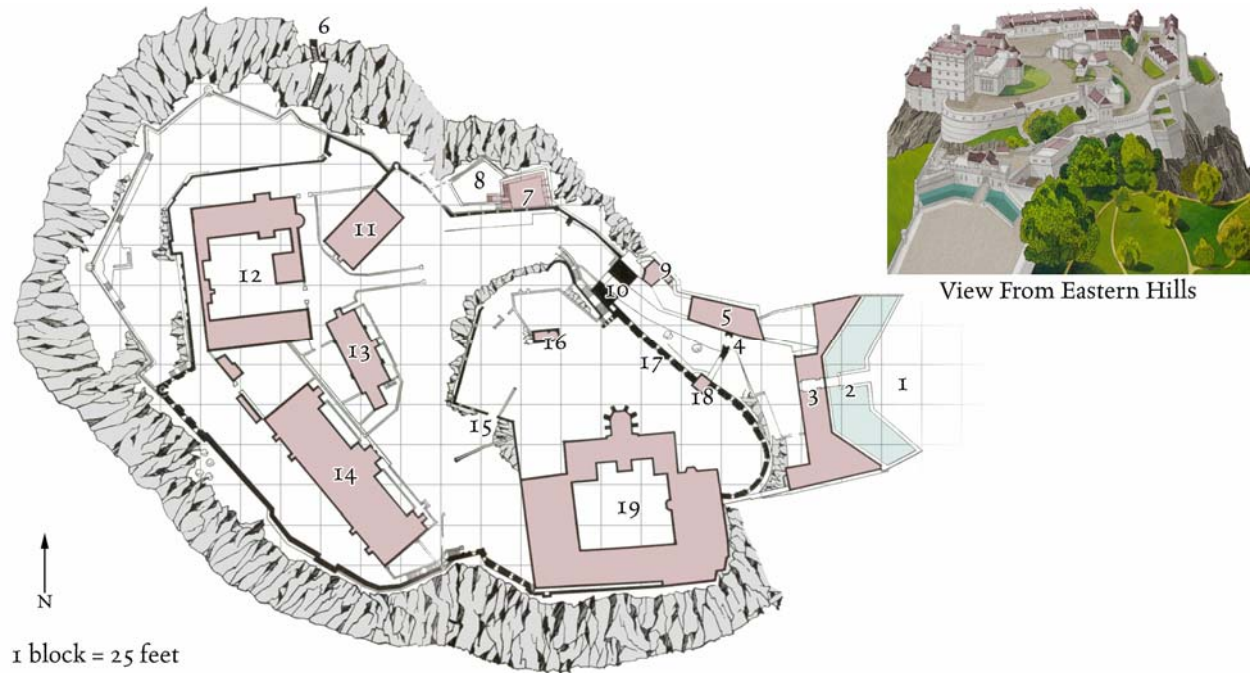
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +1 bonus.

Exit Wound Enhancement (Source: *Complete Warrior*, page 134.)

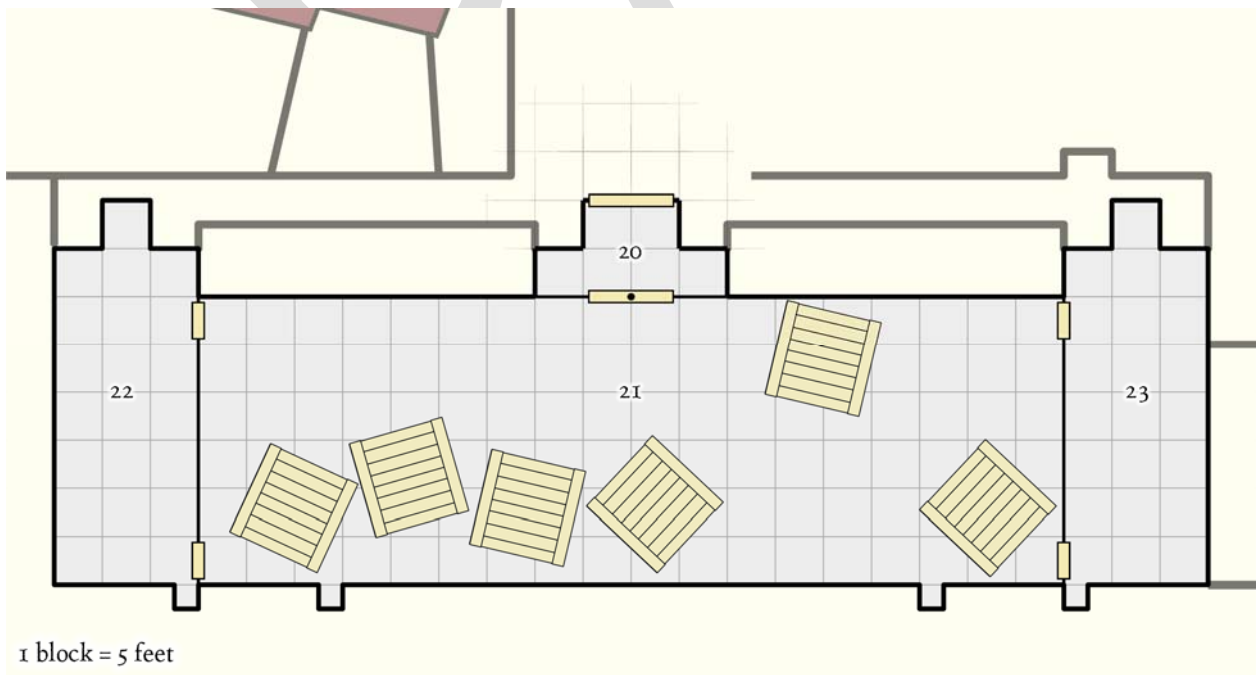
Weapons with the exit wound ability propel their ammunition entirely through living targets they hit. This effect deals an extra 1d6 points of damage. The weapon or projectile continues in a straight line beyond the original target. Targets in the path are attacked using the same attack roll as the original target; these additional targets gain a +4 bonus to AC for each previous target in the path. When an exit wound weapon or projectile hits an object, it stops. The exit wound ability can be applied to any ranged weapon; projectile weapons so enhanced bestow the ability on their ammunition.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor; *Melf's acid arrow*; Price +2 bonus.

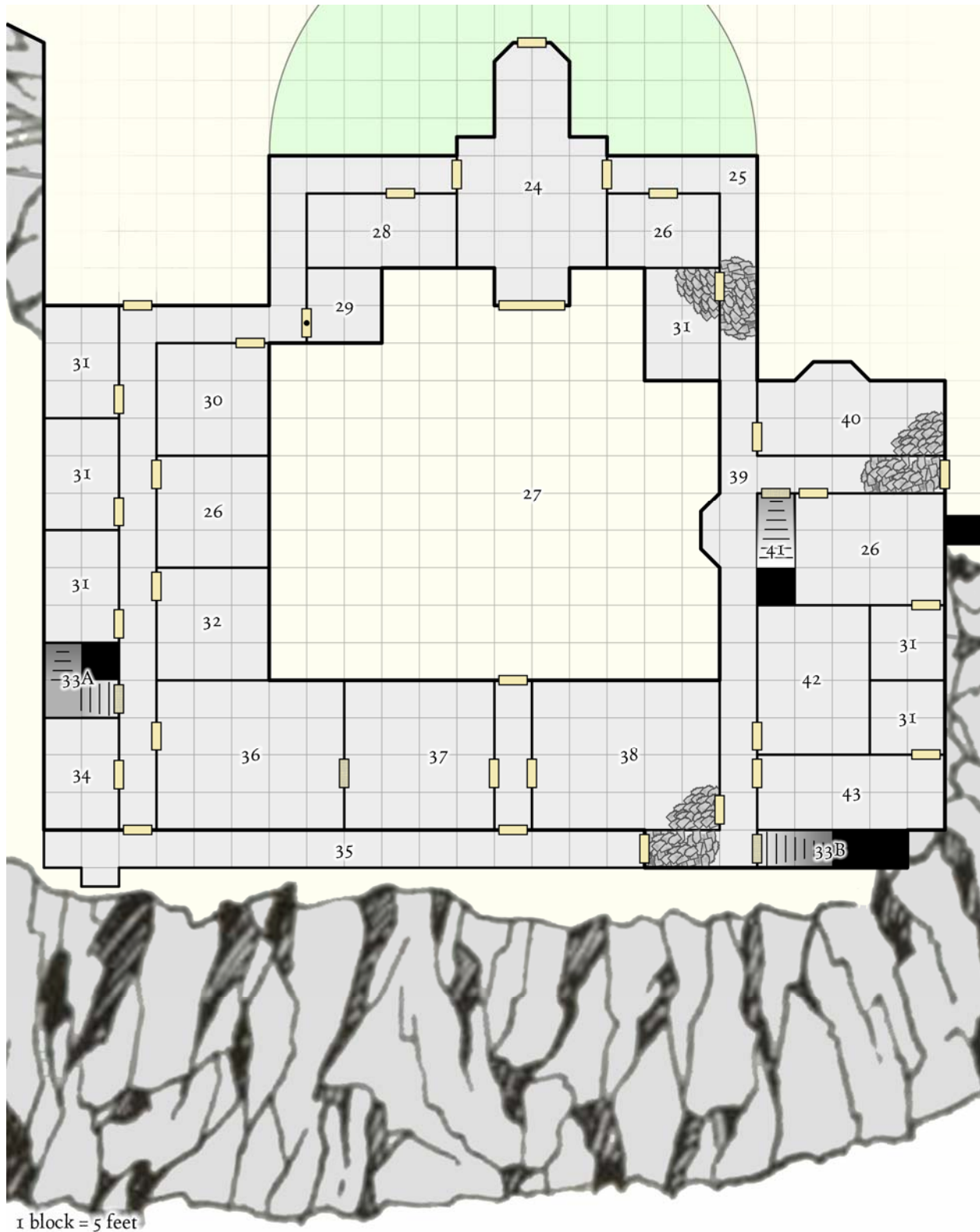
DM AID: MAP #1 – SILTMOURNE ENVIRONS



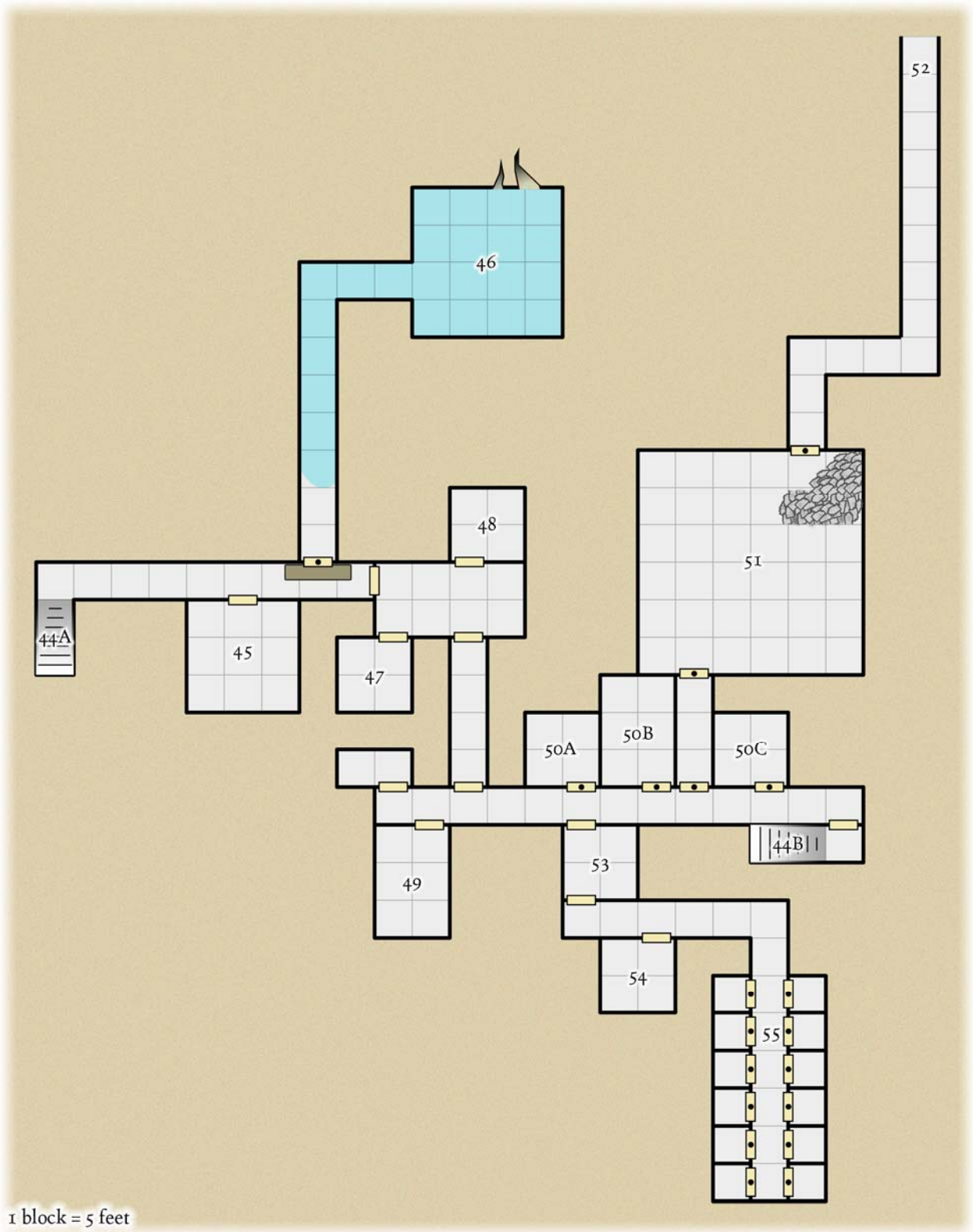
DM AID: MAP #2 – GREAT HALL



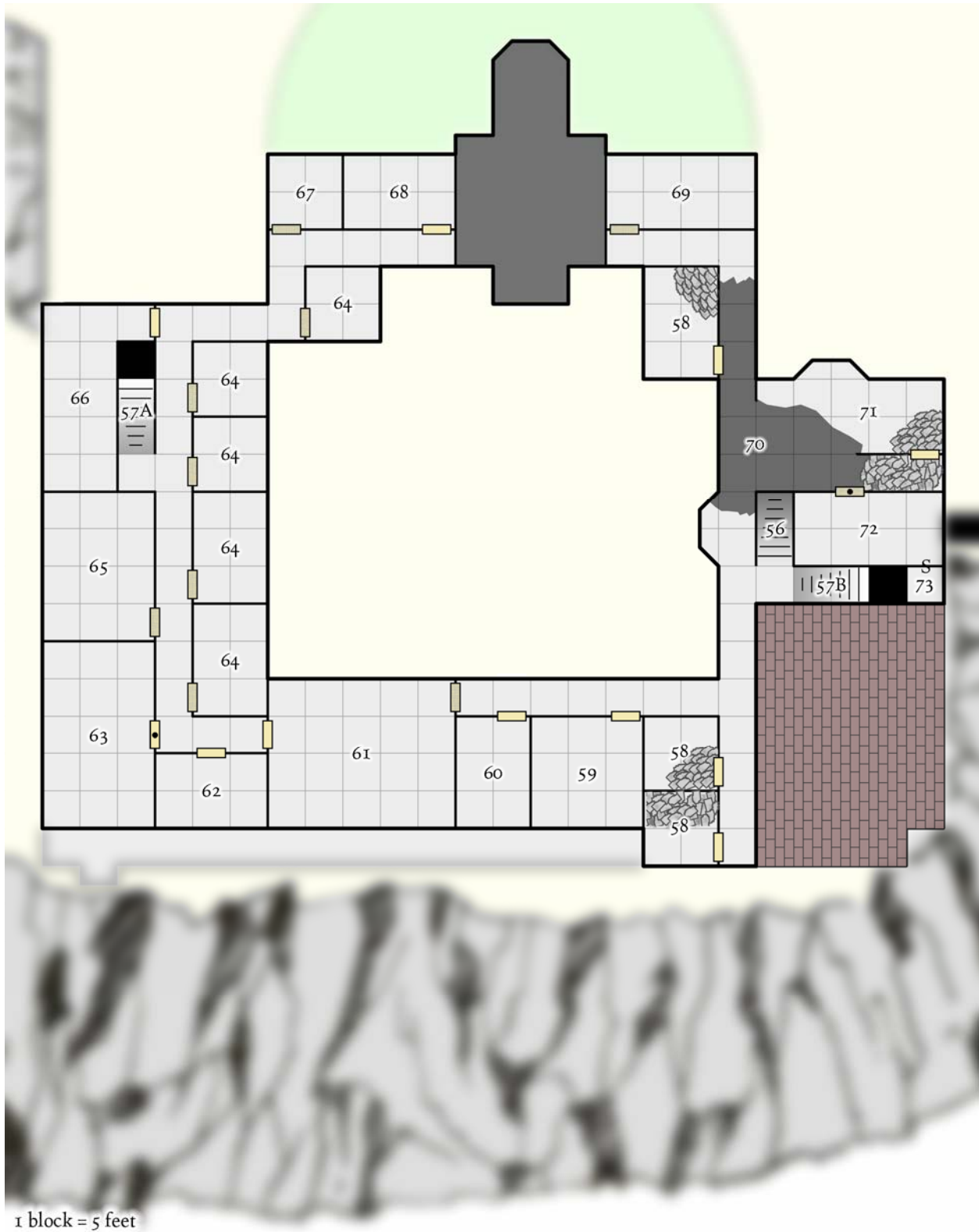
DM AID: MAP #3 – KEEP FIRST FLOOR



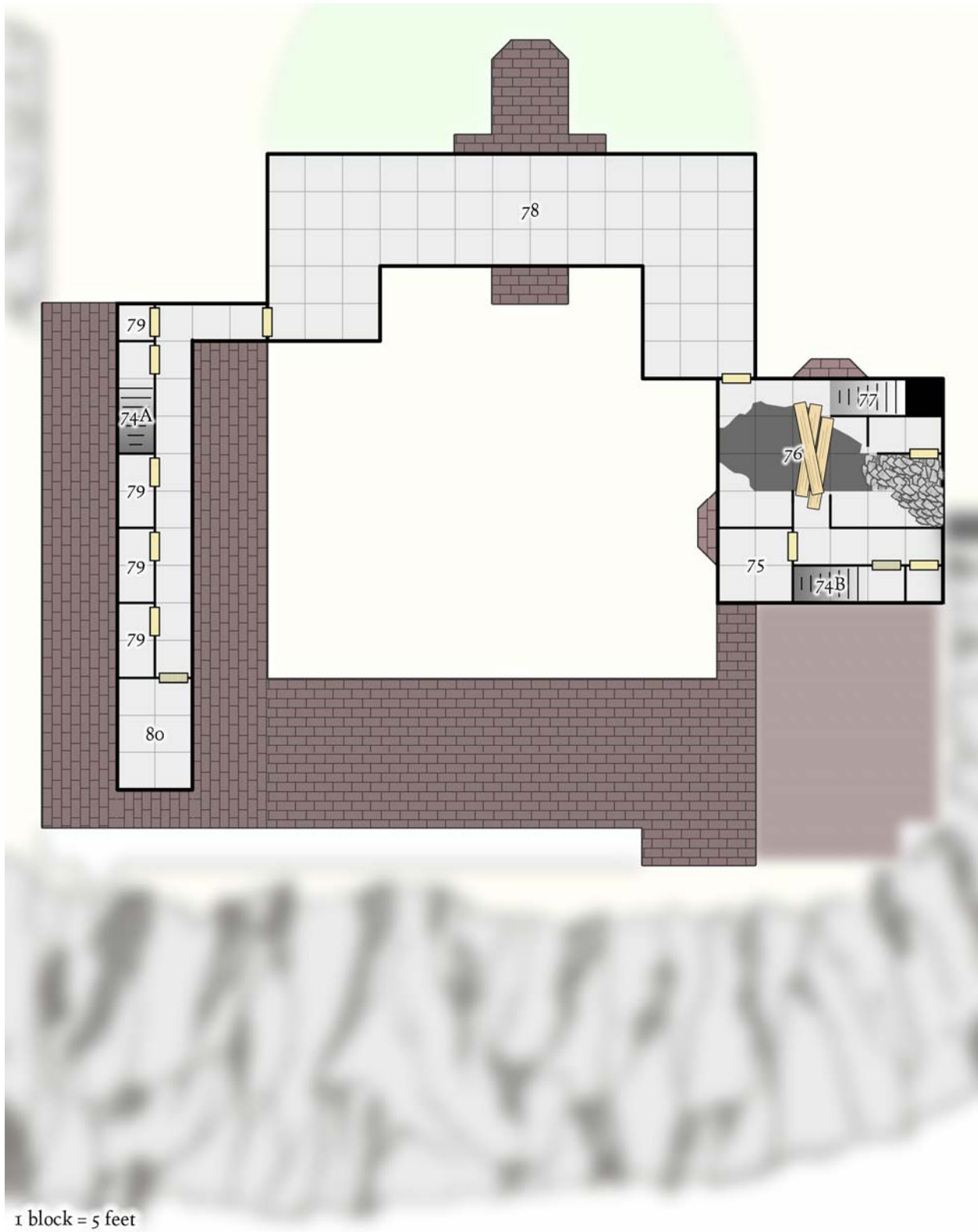
DM AID: MAP #4 – KEEP SUB-FLOOR



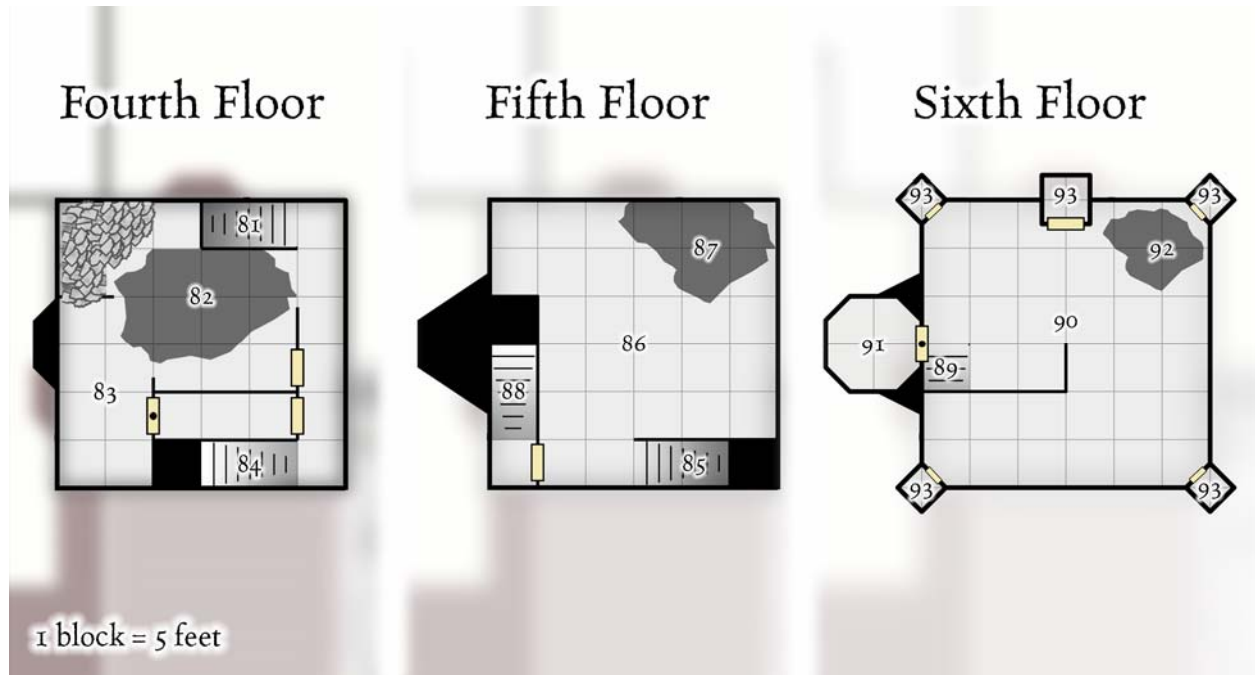
DM AID: MAP #5 – KEEP SECOND FLOOR



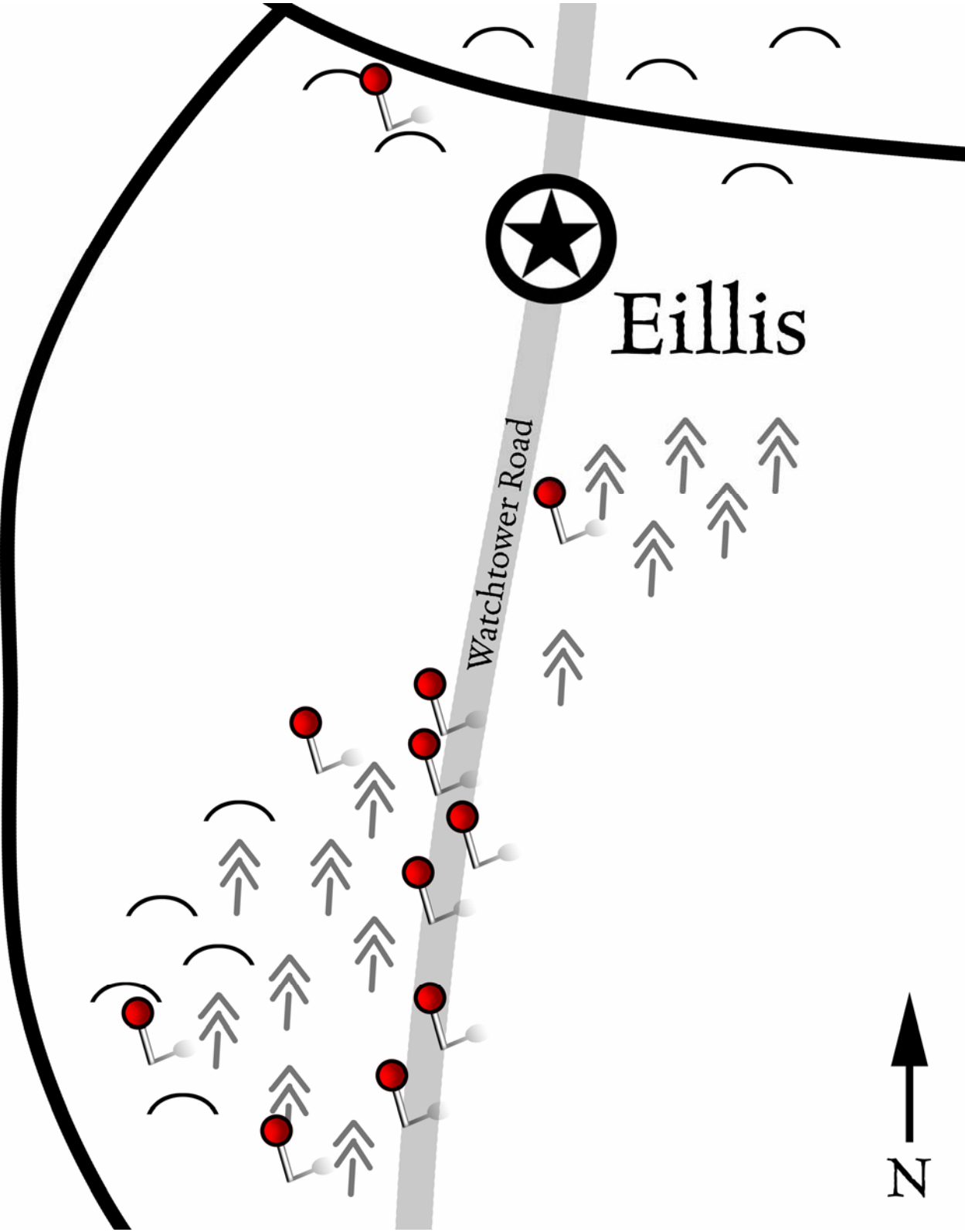
DM AID: MAP #6 – KEEP THIRD FLOOR



DM AID: MAP #7 – KEEP FOURTH, FIFTH, & SIXTH FLOORS



PLAYER HANDOUT 1 – BRIGAND ATTACKS



PLAYER HANDOUT 2 – DIARY OF AN ESTRANGED LORD

You have found a diary hidden within the lord's sanctum. The latest entry seems to be of particular interest:

Waterday, 5 Patchwall 595 CY

To whomever might read this;

It has been a long time since I have written here. I suspect it may be the last time.

I know I am supposed to be strong – the leader of these stalwart men. I am supposed to stand tall at their head, and lead them to victory. Through many wars and battles I have done just that.

But this time... this time I am scared. I know that our defeat is inevitable. How am I to keep up the appearance of victory, when I know that our loss will come? I do not think the men could mistake it, either. I am sure their doom is plainly visible to them, as well.

We have been besieged for three days. Within moments, we will be ready to flee this place. It is futile; certainly, the necromancer will be watching all roads from this place.

I know we should stay; that all advantage will be lost if we flee. But with fate barreling down upon us... how can I order my men to stand their ground in clear conscience? Even the slightest chance of survival seems to be the best option.

And so, I write this... in hopes that you, dear reader... my judge and jury, will sympathize... and condemn my actions less as a result.

May the Archpaladin have mercy on my soul.

PLAYER HANDOUT 3 – OMINOUS MISSIVE

This note was found on the body of the brigand leader:

Master Sergeant Tannan

You will gather three of our most competent sergeants. We have selected the following men as likely candidates, based on their past performance, adaptability, and relative anonymity:

Sergeant Ahns

Sergeant Magden

Sergeant Belmont

With their aid, you will select Free Company agents of like qualifications, no more than absolutely necessary.

Once equipped, you will mobilize to the abandoned fortress Siltmourne in the Barony of Kynneret. Once situated, you will commence bandit-style attacks upon merchant traffic bearing the colors of House Lendel.

Your objective is information about the Baroness' motives and actions, as well as drawing attention to her ministrations. It is imperative that this information be obtained with all discretion.

Godspeed, and good luck,

C.

B. F. C.