

KEO6-08

By Virtue or Venture

A One-Round D&D® LIVING GREYHAWK™

Keoland Regional Adventure

Version 1.1

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A celebration in the port city, a chance meeting and the concerns of a gem merchant in the city can all lead up to one thing. You are once again in Gradsul, and some questions shouldn't be asked and some people shouldn't be met. A Keoland regional adventure for APLs 4-12.

Note: This adventure will be of particular interest to members of the Thieves Guild.

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 keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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 Keoland. Characters native to Keoland 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 Vermillion Queen has long been one of Keoland's more enigmatic powerbrokers. For many years she has piloted the Niole Dra house of the Thieves' Guild through the reefs and shoals that would break it. Using guile, cunning, political capital and naked force where necessary the Vermillion Queen has watched with pleasure as her power base grew. Two-gold barkeeps are heard to whisper that she imagines herself a puppeteer, with the entirety of the Kingdom dancing to the whims of her fingers. Nobody has ever seen her or knows anybody that ever worked directly for her, but to hear the same barkeeps tell it, anybody could have worked for the Vermillion Queen. Even if the business was legitimate, you might be facilitating her ends. Rumors abound that the Vermillion Queen is willing to dabble in even the darkest of trades, those of black magic and slavery. With supposed ties to the Scarlet Brotherhood, it should come as no surprise that she would be willing to flaunt Keoish law so totally.

Now the Vermillion Queen has become displeased with recent events within the Kingdom. The emergence of the Shadowdark thieves' guild within its territories, a general lack of respect for her house, and the recently elevated standings of her rivals in Cryllor have all come together and forced the Vermillion Queen back to her puppeteering.

Working through family contacts she has settled on a plan that is worthy of her reputation. It will serve several purposes, all in the same stroke. It starts with a campaign to discredit House Cryllor and increase tensions between Houses, while using her considerable guile and coin to gain favor with influential members of the Court. It will be a dangerous game, especially pitted against three houses of the Thieves' Guild, but if played properly it will yield the desired effect of creating turmoil and discontent between rival guilds. Unknown to the Vermillion Queen is the fact that a splinter sect of the Shadowdark in Gradsul has its own agenda and that Count Manz of Cryllor has recently started to change many things about his rule.

The Vermillion Queen's plan begins simply enough. The Vermillion Queen has her agents take a prominent gem fencing contact in Gradsul, and force him to him "retire" and move to Cryllor. This serves the twofold purpose of hurting fencing operations and angering Blanko of the Gradsul guild. Next information will be passed from various channels to the Gradsul guild to make it appear as if the upstart Shadowdark and the Cryllor guilds are both somehow involved in this. This represents a potential alliance of power that could be dangerous to any rival. At the same time information will also be passed to the Cryllor guild that Blanko of Gradsul is sending a

shipment of gems to Cryllor in order to bribe local officials, but to what end? The Cryllor guild will be outraged at this encroachment on its territory and interested in gaining the gems to be used for their own ends. The information the Cryllor guild gathers from the couriers of those gems could also be of great value.

Unfortunately for the heroes, the political landscape in Cryllor has recently changed, and not for the better. Count Manz has never been the most stable of rulers and he finally appears to be tottering on the edge. For years one of his closest advisors has been a secret worshipper of Hextor, and this advisor has guided Manz's rulership of his lands. Within the previous weeks he has been approached directly by some of the more moderate of the clergy of Hextor, who have taken a direct interest in Manz's rule (or misrule) of Cryllor.

This group of moderate Hextorites is known collectively as The Ironbound. They are comprised mostly of Lawful Neutral followers of Hextor who see strong law and order as the path to salvation. Those of the Ironbound who are of a more evil bent argue that "there are two levers for moving men; self-interest and fear." They ascribe to the belief that if their deity is a harsh master, at least he is an open-faced and honest master. The organization as a whole believes that justice is the most important quality a society can have, and that Keoland as a rule has not been just to its people. Additionally, they believe that Hextor's portfolio of Tyranny is not for them to promote tyrants, but to moderate them and prevent them from randomly hurting their thralls. They see Cryllor as the beginnings of their grand scheme to restore order to Oerth.

The Ironbound has lauded Manz' iron rule of Cryllor and has petitioned him to allow the worship of their deity in the city or at least to not persecute them if they worship in the dark and quiet places. Manz has agreed to this, and has come to study with the leader of the Ironbound, Reclusiarch Harnek. Count Manz at this point has not sworn allegiance to Hextor, but his new studies color many of his judgments. Laws in and around Cryllor have become more strict in the sense that there is less room for extenuating circumstances. The punishments inflicted for breaking a law have become harsher, but they are not crueler. Fines are stiffer, forced labor sentences are longer, and jailtime is more frequent, but there is no more excessively cruel punishment being meted out.

The Ironbound demonstrate more than a little virtue in their actions and their philosophy. They despise the thieves' guilds as groups of people who flaunt the laws and who prey on the weak. Through their agents in Gradsul and Cryllor they have pieced together the trouble brewing between the guilds and have convinced Count Manz that this is the perfect opportunity to either crush or weaken as many thieves as possible. If their plan is successful, it will surely bring them closer to the Count.

ADVENTURE SUMMARY

Once again the wheel of nature has turned and come full circle and the PCs find themselves beckoned to the port city of Gradsul for a celebration. They are invited to help celebrate the first anniversary of marriage of the Duke Luschen and Duchess Maressa of Linth. All who have distinguished themselves in service to the Duke or city of Gradsul will be invited to attend. This celebration is timed to coincide with the annual festival of Procan which is observed by most of the sea trades in Gradsul. During the eve of their last night in town the PCs are involved in an unfortunate event at their inn. An event that introduces them to the lovely young women named Azinel Marrin.

Encounter One - *A Sight For Sore Eyes*

A rather slow evening at the inn is livened up by the appearance and subsequent rescue of the lovely Azinel Marrin. Azinel is the daughter of Wesslin Marrin, a prominent gem merchant of Gradsul and she has been targeted by the Shadowdark splinter group within Gradsul as a means to obtain leverage on her father. After the rescue she confides in her rescuers and beseeches them to help her find out the reason her father is retiring and moving the family from Gradsul without warning. The well mannered Innkeeper is able to shed some light on this perceived mystery and offers some advice.

Encounter Two - *Father Knows Best*

The next day the PCs travels to Wesslin's shop only to find that he has been roughed up (by Niole Dra house operatives). After everything settles down they will finally be able to chat with Wesslin. He will explain that over the last year crime has sky-rocketed, and that has led to some rather tense times for merchants and businessmen. Rumors of a secret society in the city have been swirling around and he has even heard whispers of hostilities with the local Thieves' guild.

(Obviously Wesslin knows more than he is willing to say.) This is all too much for an "honest" businessman to take. Wesslin is selling everything to a man named Milgris Overton in Cryllor and needs the PCs help to escort his lovely daughter Azinel to and from there. He cannot personally make the trip for fear of what might happen to his family and shop in his absence. The PCs will be hired to escort Azinel to and from Cryllor and protect her and the payment. The Marrin's are actually contacts of the Niole Dra house and are playing their part in the scheme devised by the Queen.

Encounter Three - *Southern Hospitality*

That night after their meeting with Wesslin, the group is visited by a gentlemen working for Blanko and member(s) of the Gradsul guild. The leader inquires about their meeting with and their interest in the local merchant, (especially if they were seen gathering information or helping the watch in any way). He is

instructed to see if the group is working for the Cryllor guild or the splinter Shadowdark group. And will be increasingly suspicious if the group refuses to answer the questions or he feels that the group is being less than honest. He will warn the group not to interfere with guild interests in Gradsul and will “politely” inform the group that arrangements have been made so that they may leave the city that evening and if they were smart they would take this suggestion and go.

Encounter Four – *Perdition’s Gambit*

Due to the distance involved in traveling from Gradsul to Cryllor, Wesslin has arranged with his buyer to *teleport* the goods and his daughter to a waystation owned by the buyer in the base of the Good Hills, northeast of Cryllor. The cargo will need to be escorted by the players into Gradsul so as to avoid unnecessary questions. During an evening rest stop they will be set upon by a group that tries to take the gems. These are Shadowdark operatives ordered to retrieve the gems and return them to Gradsul, but not to the Mistress. The Shadowdark has been tipped off by contacts in Gradsul sympathetic to their cause. They are aware of the group hired to protect the girl and the gems and they are tasked with retrieving the gems and splitting them with the Gradsul Thieves’ Guild as a show of potential alliance against outside forces that would do them both harm. In this encounter it becomes evident that there are several forces at play here and that a potential war is brewing around the PCs.

Encounter Five – *The Eyes Of Cryllor Are Upon You*

This encounter is the scheduled meeting of Overton in Cryllor, which is delayed. By the time the group arrives in the city the Cryllor guild is already aware of what the group guards and has their own plans for it. Every available guild thief in the city will be tasked to keep an eye on the group while in the city.

Encounter Six – *An Unusual Benefactor*

This is an optional Encounter that the PCs can choose to avoid. They are delivered a message requesting their presence at the same time that Azinel is finalizing the sale of gems. They find out that they have actually been contacted by an unusual source: the clergy of Hextor.

Encounter Seven – *It’s Only Business*

In this encounter the PCs have to travel to a warehouse with the gems in order to ransom back Azinel, who has been kidnapped. The ransom attempt degenerates when agents of Count Manz attack the warehouse and attempt to arrest everyone inside. These agents are Manz’ new elite cadre of enforcers, Maugs. Manz has recently decided that the teachings of Reclusiarch Harnek have merit and through him have contracted with a Maug mercenary company, the Inexorable Sentinels.

PREPARATION FOR PLAY

Once the player has decided on which character he or she will play, you should find out from that player whether or not they have any of the following AR items or affiliations.

- **Favor or Enmity of the Shadowdark Guildmistress** from KEO3-03 **Will of the People**
- **Favor of the Duke of Gradsul**

If a player has **Favor of the Shadowdark Guild**, the attackers in Encounter Four will attempt to avoid killing those that have the favor, and will give the heroes a chance to yield and retain all their valuables.

If a player has **Enmity of the Shadowdark Guild**, the ambushers in Encounters One and Four will go out of their way to attempt to kill that player, as there has been a sizeable bounty placed on that player’s head. If someone bearing the **Enmity** falls unconscious and the attacker can render a coup-de-grace without causing significant danger to themselves, they will do so.

Additionally, players with **Favor of the Shadowdark Guild** will be allowed to regain access to an item from an AR in the past. This will be detailed on the AR for this adventure.

Should there be bearers of both AR items in the same party, and conflict occurs with Shadowdark Guild Members, the Shadowdark will treat all bearers (regardless of the AR item they received) as if they have the **Enmity**. The friend of my enemy is my enemy.

If a player has **Favor of the Duke of Gradsul**, it is potentially redeemable for one of several things **during this adventure only**. These are:

- A result of a 30 on a Gather Information check made within Gradsul. This represents the Duke using his many informants to aid the PCs and may alert them to potential dangers. This will take about an hour of the PC’s time.
- A “care package” of healing potions at a deep discount. If the PC uses the favor, they will be allowed to purchase Four (4) potions of *cure serious wounds* for a total of 1,000 gp.
- **Raise Dead!** Full spell, not at full price! A dead PC may be *raised* by the clergy of Pelor for a nominal fee of 2,500 gp.

If a player with **Favor of the Duke of Gradsul** does not expend the favor in this manner, additional options may be available at the DM’s discretion so long as they do not provide additional access. It is important to note that this **Favor** will still be useable in the later half of the adventure, within Cryllor. It takes very little effort for Luschan to arrange to help the PC in another city.

It is important to note that the use of the **Favor** is not detailed on the original AR the PCs received it on. As the DM, tell the players that these options are available to them during the adventure.

PCS WHO ARE MEMBERS OF A THIEVES GUILD

It is probable that a table you run will have a member of a thieves' guild at it, and possible that you will have more than one from differing guilds. Beyond that, this adventure is designed to tax the moral guidelines that many players follow and as such they may wish to work at cross purposes. This is acceptable as long as all players remain within Living Greyhawk Campaign guidelines. Remind players of these guidelines if necessary before taking any action.

There are three thieves' guilds *visibly* involved in this adventure; Cryllor's, Gradsul's and the fledgling Shadowdark. The Niole Dra guild run by the Vermillion Queen is the cause of these events but the only way the heroes will know this is if they are a member of the Niole Dra guild themselves.

Ask the players to write down any thieves' guilds they are affiliated with and pass it to you before the adventure begins. Try to avoid having these affiliations become public knowledge unless the players make it so.

If a player is a member of the Niole Dra guild, pass them **Player Handout Three: Vermillion Orders** before the adventure begins.

If a player is a member of the Shadowdark guild, pass them **Player Handout Four: Shadowdark Orders** before encounter four.

If a player is a member of the Gradsul guild, pass them **Player Handout Five: Blanko's Command** before encounter four.

If a player is a member of the Cryllor guild, pass them **Player Handout Six: Cryllor's Orders** before encounter four.

In each of these cases, the handout is found on top of the player's belongings with a silver lockpick wrapped in the message.

As the DM you may have to account for several variables. All the thieves' guilds are after the gems, but none of them wish to be caught in obtaining them. The Niole Dra guild is interested in any conclusion in which the other guilds are at each other's throats. The Shadowdark is concerned with protecting itself as it expands and potentially allying with the Gradsul guild. The Gradsul guild is interested primarily in staying fat and happy, and they want information on anyone who is out to take them down. Finally, the Cryllor Guild is out to intercept this gem shipment and learn why the Gradsul guild is sending agents to their city without having the professional courtesy to consult them about it.

Additionally, you may have paladins or knights at your table who want nothing to do with any guilds, and who in fact would rather see all the guilds cease to exist. They may attempt to involve the authorities or to ensure the gems never make it to a thieves' coffer. It is this possibility that will require the most adjustment on your part, and some guidelines are listed below.

- If a PC attempts to involve the authorities while still in Gradsul, they will ask that PC to stay with the shipment and to apprehend the buyers after contacting the Cryllor authorities.
- If the heroes involve the Cryllor authorities, they will set up a guard raid on the meeting spot as it was intended. Unfortunately, the kidnapping of Azinel will force the meeting to occur early and at the wrong location. The proper authorities in Cryllor *do* know what is going on, just not the lower ranked ones that the players are likely to interact with.
- If a PC tries to make off with the gems on his own it is entirely possible that he or she can do so. Regardless of who they want to give the gems to, this can throw the adventure wildly off course as the players try to get the gems back from their own party member. If this happens, have encounter seven occur within Cryllor but you will have to paraphrase heavily and combat may not occur at all depending on the PCs actions.

PALADINS AND THIEVES

Typically there are not many serious problems between paladin PCs and rogue PCs. A rogue is different from a thief. A rogue may never pick a pocket or steal an item in his life, whereas a thief by definition steals for a profit. This adventure deals with guilds that are specifically formed around the business of stealing and as such the interaction of paladin PCs should be closely monitored.

This adventure attempts to provide some interesting moral byways to explore and paladin PCs should be careful about who or what they side with. For the majority of the adventure the PCs are being deceived, used by one guild or another to get their way. As such, no punishment can befall a paladin for this. However, during and after Encounter Six, the PCs are made aware of the web in which they are entangled and as such have a responsibility to act within their code of honor, which dictates that they uphold the law.

However, this adventure is not designed as an opportunity for the DM to strip a paladin of his powers without provocation and you should be very careful in deciding that a paladin PC has fallen from grace, it is not an easy manner to rectify.

If a paladin PC is about to commit an **evil** act, such as striking down the Reclusiarch in Encounter Six (described in detail in the encounter), they should not

receive a warning from the DM. Such acts are transparently evil and no amount of justification can explain away why a paladin drew steel and attacked an unarmed man.

If a paladin is about to violate his code of ethics by committing a **chaotic** act, you as a DM should offer them a warning and an opportunity to change their action. Specifically this refers to Encounter Seven, in the PCs decision when the Inexorable Sentinels attempt to arrest them but it may also occur during any interaction with the lawful forces of Gradsul or Cryllor. Resisting arrest with lethal force against legally deputies is an act that is out of line with the Paladin Code of Conduct as described on page 44 of the PHB. Regardless of what the paladin PC may think of Cryllor's authority and its deputy's ability to arrest them, these are the agents of the Law, and a paladin is due to treat them with respect and aid them (if asked) until such a time as the paladin can determine that the deputies are acting outside the law.

Again, this adventure is **not** an excuse to strip every paladin from their powers. Use caution and leniency when in doubt and if there continues to be a question about the paladin's status, contact the Keoland Triad.

INTRODUCTION

Once again the wheel of time has come full circle and you have borne witness to events great and grave in the land of the Lion Throne. The once dead king is again upon the throne of the land, ruling with the sure hand many say he lacked before he was slain.

Just as it has been in time past, a summons has been issued in the land for heroes and adventurers to travel from distant parts of the kingdom. This time it is not to rally to war or to fight some injustice; but to gather in celebration. The summons is for those that have distinguished themselves during service to Duke Luschan and the city of Gradsul. You are invited to help the city celebrate the anniversary of his marriage to the Duchess Maressa of Linth.

The time of celebration passes as all good times do: quickly. Much of your time is taken up at parties and galas, with a final candlelight ceremony on the deck of the former Keoish flagship, the Osprey. On your last evening in town, the festivities are starting to wind down and you find yourself entering the Mast-n-Mug for one last drink. The door opens and you can hear the faint sounds of music coming from the common room...

ENCOUNTER 1: A SIGHT FOR SORE EYES

This encounter begins the players' adventure into the world of thieves' guild intrigue as a group of Shadowdark

makes a bold play against the daughter of one of the most prominent gem merchants in town. At this point make sure the players have introduced themselves to each other.

Your regular table near the fire is empty and ready for you. The room is about half-full this night, with only few regulars, some travelers and a local bard's apprentice playing a lap harp on a makeshift stage.

In among the crowd are the Shadowdark operatives that are watching Azinel. A Spot check DC APL+15 will allow the player to notice that something is not quite right with some of the members of the crowd. There are four people at various tables who seem to be uninterested in any of the food, conversation or music in the inn and who appear to be of a "rougher" class of people than the rest of the clientele. Anyone who succeeds on the Spot check should be allowed to also try a Sense Motive check DC APL+10. Success indicates that they believe these people who are standing out are waiting for someone or something, looking around almost eagerly.

The door to the inn opens, admitting a cool breeze and a single half-orc wearing clothes more suited to the docks than this quarter of town. He scans occupants of the inn with watery red eyes and a sneer on his lips. He spies a young lady seated a table away from your group and laughs to himself. Without invitation he sits at her table.

With a porcine laugh he slides his chair very close to the young lady and calls out loudly over the music. "Innkeeper, a round of drinks for me self and this sweet young thing here"

When the innkeeper doesn't immediately materialize with his beverages, he yells again "Quickly or by Necodemus's festering forelock, I'll flay you with a dull knife!"

Unless the heroes immediately intervene, the Innkeeper bustles past with the drinks and delivers them. As he passes the PC's table he gives them a worried glance. The music in the inn picks back up and regular conversation resumes.

If the PCs choose to immediately intervene, you will have to paraphrase some of Azinel's conversation from later in this encounter. The half-orc will bluster and snarl at the PCs, attempting to intimidate them off with his size and race. If that does not work, he will signal his companions with the phrase "The lockers for you if you don't leave us be." This is an indication to his cronies to be ready to fight. A Sense Motive check DC 10+ APL will alert the PC who succeeds that the half-orc is trying to signal someone for help. If the heroes continue to talk, the half-orc's companions will move to attack.

If the PCs don't immediately intervene, the half-orc will start talking to Azinel.

“So my sweet, tell me...how is your father doing?” asks the half-orc as he picks at the food on her plate and wraps a dirty arm around her shoulders.

“My father is none of your business, and neither am I” says the girl as she tries to dislodge herself from his embrace.

The innkeeper moves to the table to defuse any problems. He is interrupted by the huge half orc as he stands up and removes a dagger from his belt and grabs the inn keeper.

In rough common the half-orc shouts “Filthy little speck of human, perhaps you need lesson on minding your betters!” He begins to make a threatening gesture with his dagger.

At this time the innkeeper will yell for help. If the party seems slow to come to their aid the girl will stand up and try to slap the half-orc and will be handled roughly in the process.

If the PCs take no action at all during this encounter, they will watch as the half-orc slaps around a defenseless young girl, eventually pulling her out of the Inn. The adventure ends, the PCs are awarded 0 GP and 0 XP.

APL 4 (EL 6)

✚ **Reginald, Male Elf Bard1/Warmage 2:** hp 17; see Appendix 1.

✚ **Fingers, Male Human Rogue 3:** hp 18; see Appendix 1.

✚ **Krunkmagnus, Male Half-orc Barbarian1 / Fighter 2:** hp 30; see Appendix 1.

APL 6 (EL 8)

✚ **Reginald, Male Elf Bard2/Warmage 3:** hp 26; see Appendix 2.

✚ **Fingers, Male Human Rogue 3/Ranger 2:** hp 33; see Appendix 2.

✚ **Krunkmagnus, Male Half-orc Barbarian1 / Fighter 4:** hp 50; see Appendix 2.

APL 8 (EL 9)

✚ **Reginald, Male Elf Bard3/Warmage 4:** hp 37; see Appendix 3.

✚ **Fingers, Male Human Rogue 4/Ranger 2:** hp 44; see Appendix 3.

✚ **Krunkmagnus, Male Half-orc Barbarian1 / Fighter 5:** hp 66; see Appendix 3.

APL 10 (EL 12)

✚ **Reginald, Male Elf Bard4/Warmage 5:** hp 47; see Appendix 4.

✚ **Fingers, Male Human Rogue 7/Ranger 2:** hp 64; see Appendix 4.

✚ **Krunkmagnus, Male Half-orc Barbarian1 / Fighter 7/ Exotic Weapon Master 1:** hp 96; see Appendix 4.

APL 12 (EL 14)

✚ **Reginald, Male Elf Bard5/Warmage 6:** hp 58; see Appendix 5.

✚ **Fingers, Male Human Rogue 9/Ranger 2:** hp 84; see Appendix 5.

✚ **Krunkmagnus, Male Half-orc Barbarian1 / Fighter 9/ Exotic Weapon Master 1:** hp 117; see Appendix 5.

Notes: this group is actually part of the Shadowdark guild now operating with in the city of Gradsul. They have followed the young woman to the Inn because they have been told of Wesslin’s impending retirement and have been ordered to find out if he could be forced to work for the Shadowdark. They believe, and rightly so, that the young women might be used as a lever against her father.

Tactics: The group will fight, but if reduced to one third of their hit points they will try to escape. If things turn in the party’s favor they will make their way towards the Inn entrance to make their escape. They will slip into the night and will be nigh impossible to track once they get to the main streets. The Bard/Warmage will attempt to stay at range while the Rogue and Barbarian attempt to screen as much as possible.

The NPCs have consumed quite a bit of consumables before the fight starts. All potion durations are considered to have one minute left on them at the point the fighting begins.

The EL of this fight has been adjusted by +1 for NPC pre-cast buffs, and -1 for NPCs fleeing at 1/3 HP.

After the ensuing fight the city watch will arrive after being alerted by an alarmed patron and ask some questions of the innkeeper, the young women and the PCs. The watch shall detain any surviving thugs. Any captured thugs will refuse to answer to the PCs, preferring their chances with the watch. After this happens the players will have a chance to speak with both the innkeeper and the young women. Have them introduce themselves and listen to their story.

“Thank you for your help and I apologize, this sort of thing is not the norm in my inn I assure you” says the innkeeper.

“My name is Linalt, and this lovely yet headstrong young lady is Azinel Marrin”.

He turns to the girl “Thank Pelor these good folk were here, Azinel. If anything happened to you in my inn your father would never forgive me. Now sit down here whilst I get some tea for you and our guests.”

The Innkeeper bustles off as the inn slowly returns to normal. Allow the PCs to introduce themselves to Azinel as she moves to their table.

Azinel is a petite and extremely pretty young woman who is dressed in the latest of fashionable attire. She has curly auburn hair that falls to the middle of her back, and sea-green eyes. She wears copious amounts of jewelry, including earrings with emeralds that seem to match her eye color nicely. A PC can attempt a rudimentary Appraise check DC 25 (adjusted for the difficulty of making an appraisal without actually giving the jewelry a thorough inspection) to determine that the jewelry she wears is quite authentic and quite valuable. In one ear she wears enough money to keep several peasant families fed for a lifetime.

Despite any preconceptions PCs may have about Azinel being a spoiled rich girl, she is not. She is friendly and charming to all, and goes out of her way to include those around her in typical conversations. She **is** fairly naïve, however, and should any PC take advantage of that she will be terribly hurt by their actions. Allow the PCs as much time as they would like to make pleasant conversation with Azinel. If the talk turns serious, paraphrase the conversations below or have the innkeeper return and pick up from there.

Before long the innkeeper toddles back into the room carrying a serving tray with teapot and several cups on it. Linalt the inn keeper is an Oeridian man in his late forties, mousey haired and slight of build. He is otherwise unremarkable.

"There now, a spot of tea to calm the nerves, my mother used to say," says Linalt the innkeeper as he begins to pass out the cups. "Now child tell me why you have come here at such an hour?"

"It's about my father, some men came again to see him, and I overheard them arguing. I truly think he means to go through with it. To retire and move us to some awful hovel in the countryside." Azinel replies.

At this the players may question the two about what is going on.

- **Who is Wesslin?**

Wesslin is Azinel's father. He is a gem merchant in the business district. He and Linalt the innkeeper are old adventuring friends.

- **Why is he leaving Gradsul?**

Linalt confides in the group that business has not been well and that his friend is considering retirement and is in dealings with a merchant from Cryllor to sell all his merchandise.

- **Why is this upsetting to Azinel?**

Azinel believes that some local ruffians are the cause of a downturn of her fathers' business. She is certain that he is being forced out of the city. Additionally, she is used to a certain manner and place of living. Apparently Wesslin wants to move to the countryside...and get a farm.

"You're meddling in things that you shouldn't, and by the looks of what happened tonight you are going to get in hot water for it" scolds the innkeeper.

"Azinel, you must trust your father, he knows what's best for you and your family, I have known your father many a year and he never struck me as a whimsical person."

"I'm sorry," Azinel replies "it's just that...well it doesn't make any sense."

Allow the PCs a chance to ask any further questions they might have. If they offer to help somehow, you will have to adjust the conversations on the fly. Azinel will gratefully accept the PCs offer of help, saying that she thinks that if these ruffians can be stopped that her father will stay. She will give the PCs directions to her father's business and ask that they visit in the morning.

After a few minutes, Linalt will motion to one of his serving boys, who will come and escort Azinel to a private room. She will thank the PC's profusely for their help. A Sense Motive check DC 10 + APL will tell any PC who succeeds that it appears she was going to say something additional to them, then looked at Linalt and visibly changed her mind. (Note that this will NOT occur if the PCs offer their help. Azinel wants to ask the PCs for help but will not do it in front of her father's old friend. Offering is a different matter, however...)

PCs may wish to spend some time gathering information. There are several areas that might yield items of interest to them.

GUILDS/BUSINESS

- (DC 15) There has been a rash of price gouging on certain items, and some items once considered common are not to be found at all anymore, and if they are they are priced four times what they are worth.
- (DC 20) Shipping in the port city is more costly these days. And its shipments seem to disappear more frequently from the warehouses near the dock area. This has been a increasing event over the last year.
- (DC 25) The clergy of Pelor has recently been performing a larger than usual amount of healing spells, particularly on those who are considered of seedier backgrounds. Indications of some behind the scenes struggle are becoming more and more common.

- (DC 30) Rumors of a new group of thieves in the city are rampant. They supposedly call themselves the Shadowdark. Several mid-ranking thieves in Blanko's guild have recently gone missing...either presumed dead or traitor.

POLITICS/STATE OF THE KINGDOM

- (DC 15) Duke Luschan has recently spoken of creating a levy on certain types of luxury items. Apparently there is pressure from the crown to support increasing costs of the Royal Standards in Westkeep and in Ulek fighting Turrosh Mak.
- (DC 20) Luschan's wedding to Maressa appears to be showing signs of strain, particularly over her former lands. Maressa wants to send a large relief force to the Earldom of Linth, but Luschan is apparently refusing because of a lack of manpower.
- (DC 25) Nearly a year after the Earldom of Gand lost its ruler, succession in the Earldom is still undecided before the court of the land. Seeing as how Gand and Linth border each other, there is a serious vacuum of stability in the heart of the kingdom. The rulership of the Earldom of Linth was recently turned down by Averyn Linth and the land is being held in regency by the crown.
- (DC 30) Godakin Keep, a large outpost on the northeastern border of Keoland, has recently put a call into Niole Dra for an additional thousand Royal Standards to be garrisoned there. This is a massive increase in manpower at the garrison, who claims that they are having daily problems with bands of roving humanoids and the occasional rogue giant coming from Sterich and Geoff.

MILITARY CAMPAIGNS

- (DC 15) Trouble is stirring up in the Dreadwood again. The Dreadwalkers have called in an additional five hundred reservists into active duty within the last month. Rumors of a great battle in the Dread are unconfirmed.
- (DC 20) The Westkeep situation is quickly getting out of hand. The crown is quietly looking for a way to consolidate power in the area.
- (DC 25) The Royal Standards have suffered a defeat at the hands of Turrosh Mak. No one in power is talking, but people are whispering that an entire company was lost to some sort of treachery.
- (DC 30) Duke Luschan's bid to continue a push against the Sea Princes was personally halted by the King. The King cited Keoish forces being spread too thin as the reasoning. Luschan was not pleased, to say the least.

As the group is gathering their things to turn in for the night, Azinel approaches them.

"Please, help me. I know Linalt is not telling me everything he knows, and I know something is wrong. Please help me help my father; I can get money to pay you if that is needed..."

Azinel will hand a random member a scrap of paper and gently kiss the cheek of that person and say,

"Please..." then she quickly ascends the stairs again. Turning to face the party "Please..." she whispers as she disappears around the corner at the top of the stairs without so much as a whisper.

The paper is the address of her father's business, and her signature.

If the PCs decide to investigate Wesslin's business by dark, they will see a normal looking gemcutting business. Unless they take extraordinary measures to remain unseen they will be moved along by one of the efficient patrols that sweep the area. Just before dawn a dozen thugs will attack the shop, kicking in the door and roughing Wesslin up. If the PCs witness this and take part, it will be easy for them to detain a thug or two; you will have to heavily adjust encounter two.

ENCOUNTER 2: FATHER KNOWS BEST

This encounter is designed to allow the PCs to roleplay and interact with some of the city's residents, as well as do some basic investigations work. If the encounter begins to bog down, shorten the interaction with the crowds and Godfrey.

The sun rises to what promises to be a sweltering day in the port city. As the PCs make their way downstairs the sounds and smells of activity can already be heard and smelled. The common room is a buzz of activity as patrons go about their business. Read or paraphrase the following when the PCs decide to make their way to Wesslin's shop.

Gradsul slides past you in all its busy glory. Within a few minutes you reach Diamond Street, renowned throughout Keoland as home to the most skilled gemsmiths in the kingdom. Rounding the corner, you can see that business on the street has come to a standstill, with a crowd gathering and pointing at one shop in particular.

Allow the PCs time to examine the situation. Without moving a step closer, they can tell several things.

- The crowd is about 20-25 people, all appear to be high end merchants such as silversmiths, et cetera.
- There is at least a full squad of the city watch (five) standing between the crowd and the shop entrance.

- The display window for the shop appears to be broken, and the door appears to have been kicked in.
- No one appears to be in immediate danger.
- It is indeed Wesslin's shop as indicated by the sign overhead.

When the heroes move closer, they will see an older looking gnome wearing a rumpled cloak and carrying several odd looking items step out from the shop. He will examine the broken window from the exterior and write some notes into a small pad he carries with him, which appears to have its own built in inkwell. Finally, he will put a pair of glasses on which have thin sheets of crystal instead of glass in the eye sockets.

The crowd continues to grumble and gossip as the heroes move towards and through them, allowing for canny PCs to gather some information or just overhear some chatter.

Listen or Gather Information will get the following rumors:

- The owner of the shop has a price on his head placed there by the local thieves' guild, and this was an attempt to collect. (DC 5)
- The city watch has arrested the owner of the shop because he cheated a member of a local well to do family. (DC 5) (false)
- A robbery has happened, and the owner has been beaten and likely murdered. (DC 10) (not entirely true)
- Some local dock thugs have beaten up the shop owner because he would not do business with them. (DC 10)
- An argument with and between rival shop owners, that's all. (DC 15) (false)
- The strange looking gnome is Godfrey Vanrizzbinfin. Famed city watch detective. He works mainly on cases that involve unsolved or large crimes against the city. (DC 15)
- The shop owner is Wesslin Marrin. Citizen of Gradsul and retired adventurer. (DC 20)

Attempting to enter the shop will be met with a polite refusal from the city watch closest to them and will attract the attention of the gnome, Godfrey Vanrizzbinfin. After a few minutes of cooling their heels outside, the watch captain will emerge and speak to the gnome.

After a terse exchange the commander turns to his men and with a sharp bark of orders they fall into line and begin to disperse the crowd as they move off down the street. As they leave the crowd begins to break up and soon the sights and sounds of a normal business day in the district can be heard.

GODFREY VANRIZZBINFIN:

Godfrey Vanrizzbinfin a city watch detective. He works exclusively on cases that involve crimes that are connected to the thieves' guild in Gradsul. He recently was tasked to start investigating the Shadowdark in the city. He is interested in any information on the guilds that anyone can supply, be it rumors or fact. He will approach the group, introduce himself as a concerned city watch official and basically try to talk the PCs to death. He will remark that the PCs are as out of place on this street as he is, being neither rich lords nor smiths at their business, and he will rattle off a series of questions. Godfrey is a surprisingly affable little fellow, and seems to have a naturally calming demeanor. He will ask the following questions of the PCs:

1. Where are they from?
2. What are they doing in Gradsul?
3. Why are they on Diamond Street today?
4. Do you know the victim?

Godfrey will gladly write down anything the PCs wish to tell him. If they bring up the affairs of the previous evening, he will take a great interest in specific details, and will ask the PCs to reconstruct the attack for him as much as they can remember.

After noting their replies in a small book, Godfrey will bid the group good day and begin to leave. Godfrey seems harmless enough but is quite good at his work; he is respected and loathed by many guild members in the city because of his uncanny abilities and his ties with the Duke.

After their conversation with the strange gnome they find themselves standing in front of the shop eyeing the open door, and watching the gnome slowly make his way down the street.

When the PC's approach the door:

As you step towards the open door to the shop you are met by an older woman that is about to close the door. "I am sorry, but the shop is closing for the day, if you come back tomorrow..."

"It is alright Elsa, I am fine" says a gentlemen appearing behind the woman, he holds a bloodied and dampened cloth next to his temple "I am Wesslin Marrin and welcome to my shop" he says as he bows slightly and bids you to enter.

The shop is typical for most of its kind. It has a display area in front and a workshop in the rear. Several glass display cases house the inventory of the shop. Gems of all sorts lie in neat wooden boxes inside the cases. You see two younger women and a young man cleaning up some broken glass from the middle case and sheets of parchment from the floor of the shop. You recognize Azinel as one of the women. She smiles at you and looks away.

Wesslin is in his mid to late fifties and has graying brown hair. His built is slim and wiry. He wears a white tunic and leather breeches that end at the top of his high black leather boots.

"I apologize for the inconvenience. We have had some unpleasantness this morning. What can I do for you?"

The party should have already devised a plan of action before they got to the shop about how they were going to approach Wesslin. If the party tries subterfuge and innuendo, after several minutes Wesslin will realize that they are not interested in gems and will ask them to come to the point because he is quite busy.

If the group says that they are there at the behest of his daughter Azinel, he will shoot her a glance and speak.

"I see, it makes sense now, I am sorry gentlemen, you have traveled to my shop for nothing. You see, my daughter has quite an imagination, she believes that something sinister is happening, and in reality I am just making plans for my retirement."

If the group questions Wesslin further, he will tell him of his plans to retire and sell his remaining stock to a gentleman in the city of Cryllor.

A Sense Motive check DC 5 + APL will reveal that Wesslin is clearly uncomfortable with the subject.

The PCs should press a little more here. If they don't, Azinel will interrupt with a sharp look of her own and a loud "harrumph". After a pained look passes over his face, Wesslin will elaborate more.

He will tell the group of the sale of his items to one Milgris Overton in Cryllor. And if a successful Diplomacy check is made he will even give the group some reasons as follows:

- Business is good, but tensions are high in the business district. There are a lot of stolen and counterfeit items on the market these days. (DC 10)
- The crime rate in the district has increased. This morning was a good example. This sort of thing has been increasing since shortly after the Duke's wedding to Maressa Linth. Apparently the Duke's concerns are elsewhere. (DC 15)
- There are rumors that another guild is operating in the city. And items from the dock warehouses are no longer safe. And merchants must always be careful who they deal with. (DC 20)
- He would like to get his daughters out of the city and into a more rural area. He fondly remembers his childhood in the city, but it has changed. He has a chance to buy a small estate in the central part of the kingdom. (DC 25)

Development: Once he has outlined his basic plan and thanked the PCs for helping his daughter, Wesslin will

attempt to contract with them to provide armed escort for his stock and his daughter to Cryllor while he stays in Gradsul to wrap up the sale of his house and shop.

He is willing to negotiate the amount of gold needed to complete this, up to (APLx100) gp per PC. (This represents the vast majority of the gold the PCs have access to from this adventure, so the PCs should be shrewd bargainers) This price will be paid in advance.

"It seems we have a contract. By the blood of the Lion Throne." Wesslin shakes the hand of each of you and repeats the phrase.

If the party accepts, Wesslin will ask them to meet him at the shop in the morning. He will make all the arrangements for travel and has even secured the use of a wagon from a teamster friend of his. The phrase he utters is nothing more than a standard way of formalizing deals around these parts.

WHAT WESSLIN AND AZINEL REALLY KNOW (BUT AREN'T SAYING)

Wesslin is in actuality a bought-and-paid-for member of the Nirole Dra thieves' guild, and is fully aware that he is moving at the behest of the Vermillion Queen. He doesn't particularly like the way he is being moved around the chess board but he knows he is being well compensated for his troubles. As one of the largest fences for stolen gems in the kingdom, he can expect to land on his feet, likely in Nirole Dra proper. Having his shop broken into and being roughed up is actually part of the master plan cooked up by the Vermillion Queen. It is a move calculated to put the eye of the authorities squarely on the Gradsul guild and the Shadowdark.

Azelin doesn't quite know the extent of her father's involvement with the Thieves' guilds but she knows that not all of her father's dealings are on the level. She's been party to one too many midnight delivery to think that nothing is out of order. While she fears that her father might get caught, she is not overly concerned by this.

WHAT HAPPENS IF THE PCS FIGURE THINGS OUT?

From this point onward the PCs stand a reasonable chance of figuring out that the story isn't as simple as it appears.

If the PCs use some kind of magic that divines truth on Wesslin or Azinel, they will both be exceedingly upset and consider it the height of rudeness. They will refuse to speak if they find out that the PCs are uncouth enough to cast such magics without their permission, which they will not grant.

If the PCs have some way to read thoughts, Wesslin's will be a big giveaway that something isn't on the level. He's not afraid, he's not significantly worried about anything

other than his daughter's welfare, and a large amount of his thoughts center on his new life after Gradsul.

There's not a lot of proof that the PCs can bring to the authorities just yet, but should they decide to do so you will have to heavily improvise.

WHEN THE PCS LEAVE WESSLIN'S SHOP

The PCs have marked themselves as newcomers into the ongoing play in Gradsul and as such they are being watched. Have the PCs roll a Sense Motive check and then tell the PC with the highest roll that they feel as though they are being watched as they move around the city. It's not from any one particular person, but rather it appears as though most of the city is marking them for one reason or another.

ENCOUNTER 3: SOUTHERN HOSPITALITY

Note: This is **NOT** intended as a combat encounter. Stats are given for information for DM. (See appendix for stats). If the PCs force the issue and fight, they will not be rewarded any XP for the encounter. However, many PCs will not take lightly to being threatened, and may react violently. If any combat does occur, make ad hoc changes to the combat to ensure it ends quickly, but Vincent must escape.

After meeting with Wesslin, the group may explore the city for more information or shop for supplies. If the party wants to Gather Information this is a good point to use any unlearned information from Encounter One. Thieves' guild members may try to contact their respective guilds for information. The guilds in Gradsul suspect each other in what happened to Marrin so role-play accordingly.

Eventually they will make their way back to the Inn. At their evening meal they will be approached by a strange dinner guest.

Returning to the Inn for the evening, Linalt informs you that your regular table is ready and that your guest is already seated.

The group may question Linalt about this "guest". Linalt will tell the group that about an hour before, a man showed up at the Inn and told him his name was Vincent and that he was expected to meet with your group during the dinner hour, and asked if it would be too much trouble to set another place being that he had not eaten yet.

As you look past the doors leading from the foyer to the inside you can see most of the common room. Linalt points out the gentleman seated at your regular table. He is sitting at the end of the table with his back towards the door. He wears dark trousers tucked into high black leather boots and a

tan shirt. A dark colored cloak rests over the back of the chair he sits in. As you watch, he casually sips from a wine glass and gazes out the large round window.

"Shall I tell him you are delayed?" asks Linalt, looking quite puzzled at this point. "Is he not a friend of yours, he seemed to know you well?"

If the group tells Linalt that they had no "guest" that they know of, he will begin to fret about what is going on. When and if the group decides to enter the common room the man will turn and see them, he will stand raise his glass and smile. Vincent is currently working for Blanko of the Gradsul guild and has accepted this task for an extra fee. He is there to meet with the group to possibly find out their interest in Wesslin. He has four members of the guild in the room, one at the bar, one at a table next to his, one at a table near the stairs and one near the entrance to the common room and they have already searched the group's rooms and belongings for information.

"Very good, you've made it," exclaims the man as he proffers his hand to you. "Please sit down" he says as he motions for you to join him. "I must admit that I have never eaten here before, so I must rely on your good judgment about the fare." Folding his hands together in front of him, he looks at you. "It really does make you feel like you are in a ship doesn't it?"

Vincent is a strikingly attractive man, and he obviously knows the effect he has on most women. He is of mixed heritage, with long brown hair tied into a ponytail and dark brown eyes. The only distinguishing mark he has is the tiniest of scars above one of his eyebrows. He dresses in stark whites and blacks, creating a sharp contrast.

The group should feel somewhat awkward at this point and that is precisely what Vincent wants. He will try to keep the party off balance as much as possible while trying to find out who or what they are. At all times you should try to remain disarming and roguishly charming as Vincent, making sure that he smiles directly at any attractive female PCs and basically giving off the appearance of a man in the know. He will wait for the PCs to ask the obvious question on their tongue.

"Forgive me, I must have you at a disadvantage, some introductions are in order. I am Vincent and I believe that we have a mutual friend, one Wesslin Marrin?"

Vincent will give the group a moment to let that sink in before he continues.

"I work for a gentleman here in Gradsul. He is a rich and influential man who runs several lucrative businesses here in the city and he wishes to know what your interest is in our friend Mr. Marrin."

IF THE GROUP REACTS IN A POLITE MANNER

Vincent will return in kind. He will dine with the group and ask several questions about where they are from, what brought them here, how did they meet Wesslin, What if any business do they have with him, etc. He will reveal very little about himself or the guild. He will leave when he believes he has got what he came for. He will offer the group good tidings on their journeys. If pressed for information he will offer that his employer is interested in Marrin's business because he believes it to be an illegal front for thieves and smugglers. This is entirely tongue-in-cheek, since Blanko used Wesslin almost exclusively. With Wesslin determined to leave, Blanko doesn't have anything to lose by letting some of Wesslin's dirty laundry see daylight.

If treated cordially, Vincent will be the picture of a perfect dinner guest. He will freely share some of the city's more interesting gossip and will appear to be knowledgeable on most topics dealing with the Kingdom in general. Feel free to intersperse some of the Gather Information checks from earlier in the adventure that the PCs might have missed.

IF THE PARTY REACTS IN A THREATENING MANNER

"I see, you choose to be stubborn...pity, I was looking forward to dinner and some interesting conversation."

Vincent will look at the closest player and say the following:

"Would you be so kind to go to the window there and tell us what you see?"

Vincent will remain seated with the group keeping his hands flat on the table.

At the window you see Azinel Marrin standing across the street. With her on either side is a pair of hulking brutes in dark outfits. They each have one of the young girl's arms and look as though they are about to help her across the street. A wicked smile splits the face of one of the brutes.

Vincent leans into the table and the change that comes over his features is evident. A dark and sinister nature has surfaced and is now upon him. In a voice that reminds you of the crackle of dry leaves crushed beneath a boot he says "Now that we understand one another, I will tell you this. You are interfering with guild business and concerns, and they do not take kindly to those who stick their nose in unawares. Consider this your only warning."

Vincent stands and looks down at those of you still seated. In a predatory whisper he says "No violence here or all these people suffer, Azinel most and

longest. The next time I see you will be the last. Leave Gradsul."

Development: Vincent and his allies are working for Blanko of the Gradsul thieves' guild. Guild members were present this morning at Wesslin's shop and were among the witnesses to the goings on there. Through their contacts in the city they were able to find out where the group was staying. Vincent and his team were dispatched to the inn to find out anything they could about the group.

Vincent will turn to leave, desiring no more public confrontation. It is entirely likely that the PCs will attempt to initiate combat. If they force the issue, use the stats provided for the thugs in encounter one as the stats for the group in the Inn currently. Vincent will disappear out the front door while his cronies hold the heroes back and then flee as well.

Immediately after Vincent leaves, Azinel will come running into the Inn and bury herself in the arms of the male character with which she has had the most positive interaction so far. If the PCs have been hesitant to help her go to Cryllor before now, she will literally beg them, sobbing uncontrollably

Afterwards, a careful Search check DC 12+APL will reveal that the PCs rooms have been broken into and searched. The party must decide to either leave the inn or start their travels tonight or leave in the morning. Shortly after Vincent leaves the group, Linalt will appear at their table and tell the group that their bill has been taken care of and their horses await them in the stable. Linalt is very nervous and glances about the whole time.

Tactics: Vincent will start no trouble inside the inn. Nor will any of his group around the room. They are there to make sure that nothing happens to Vincent and to help search the rooms. They are not aware of Vincent's reasons to speak with the group. Make the party aware that if they harm Vincent, Azinel will pay the price of their folly.

ENCOUNTER 4: PERDITION'S GAMBIT

That night, the PCs will receive a cryptic warning and have their first encounter with the Ironbound. About an hour after everything is settled down, a page will deliver a message to the PCs in the form of a large sealed envelope. The exterior of the envelope has "Open Me Privately" stenciled on it. The PC holding the envelope can feel something round and metallic, weighing about a pound, inside the envelope. When the PCs open the envelope, give them **Player Handout Seven**. The round metallic item turns out to be something the PCs are not likely to expect, a holy symbol of Hextor with a well-worn thong attached.

The Ironbound has determined that the PCs are a likely source of assistance in their goal of weakening all the guilds involved. To this end, they desire that the gems make it safely to Cryllor, where they will alert Count Manz to their transit. If the gems don't make it to Cryllor, they will undoubtedly end up in the pockets of one of the major thieves' guilds, increasing their power. Hence, the PCs are on the receiving end of a warning from the clergy of Hextor. The source of their information is none other than Wesslin himself. Despite his stated desire to see the gems transported to Cryllor safely, he wants the thieves' guilds to know about the shipment so as to cause the most dissention possible.

When the PCs are ready to travel in the morning, they will find that Wesslin has procured a rather nice stagecoach, exceedingly well appointed, for his daughter and his gems to travel in. As the PCs watch, Wesslin's employees will load the final chest into the interior of the carriage. Wesslin will call the PCs over and ask them to take a look at the chest.

WESSLIN'S CHEST

Wesslin's Chest is essentially a steamer trunk. It measures 3' by 4' and is 2' deep. When filled, it weighs close to three hundred pounds. Wesslin has had half the seating in the stagecoach ripped out in order to accommodate the absolutely massive chest. The chest is locked with an incredibly complex lock (Open Lock DC 35) and the keyhole is actually covered with a wax seal. Any attempt to pick the lock will break the seal.

Especially industrious PCs can still get the lock open to look at what's inside. The *knock* spell will open the chest without breaking the seal. A PC who breaks the seal can attempt to recreate it with a Forgery check DC 25.

Inside the chest is the fruit of Wesslin's labor for many, many years. The entire trunk is filled with small felt bags. Within each felt bag is a type of gemstone, all classed according to weight, cut, and value. Quite simply, the gems are worth enough to actually ransom a king. Inside the trunk is a cargo manifest detailing the exact quantity and type of gemstones. This can be altered or recreated with a Forgery check DC 30.

If the PCs should decide to help themselves to any of the gems, they receive the AR item **To Steal from Thieves**.

The chest has no key, this having been shipped to Cryllor weeks earlier. It is now in the possession of the purchaser, Milgris Overton.

TRAVELING TO CRYLLOR

Cryllor and Gradsul are essentially on diametric opposites of Keoland. It is a trip of approximately 520 miles. In a carriage this would take over thirty days of travel. As a real-world equivalent, this is like traveling from New York to Toronto. Quite simply, it is a dangerous risk for Wesslin to allow his cargo to travel

overland for so long. Considering how valuable the goods themselves are, it is a pittance to arrange for the fastest means of transportation possible: teleportation.

Instead of teleporting directly into Cryllor proper (which is actually illegal), Wesslin and Overton have arranged for the cargo and the PCs to be teleported to a waystation owned by Overton. This waystation is in the base of the Good Hills, northeast of Cryllor, and is about a two day travel. This is being done to avoid having unnecessary attention drawn to the cargo. While it might be simpler to teleport the cargo to a point a half-hour's ride from the gates, this is the arrangement the two business partners have made and the PCs have no say on the matter.

Wesslin tells the PCs that the waystation is little more than a barn that Overton's people use for shelter in inclement weather while traveling. Curious PCs may attempt to scry the location from description (the wizards Wesslin has hired can all provide accurate descriptions, since they are teleporting there as well). The waystation has nobody in it, and nobody within sight range in any direction.

Finally, Wesslin will tell the PCs that Milgris Overton is going to send a courier to the waystation and that he should be there at around noontime. The courier is unknown to Wesslin.

AZINEL AND TRAVELING

This is Azinel's first trip out of Gradsul. As such, she is a novice rider (+0 skill check) and will typically be a hindrance in any occasion that speed might be required. As well, she is used to living a more pampered lifestyle and will not take well to the harder lifestyle of sleeping under the stars. Since this is her first time "on her own", she refuses to ride in the carriage, preferring to see the sights as her companions do, and staying close to the male PC with whom she has had the most favorable interaction.

However, she is neither petulant nor upset at the thought of leaving Gradsul. After her encounter with Blanko's thugs she is more than willing to be quit of Gradsul.

During her travels, Azinel will be friendly with the PCs, endearing herself to them by not shying away from camp chores or other tasks. She will continue to use travel time to get closer to whatever PC she has had the most favorable interaction with so far.

It is entirely possible that a PC could desire to court Azinel after this whole affair is over. Any PC who desires to do so will be "rewarded" with the AR item **Courting Disaster**.

When the PCs have made their final preparations, read or paraphrase the following:

It is almost mid-morning when the final preparations are made. For about an hour you stand around while the quintet of wizards Wesslin has

hired mutter and fuss over the amount of inconsequential baggage you are all bringing along.

As noted, Wesslin has hired five Wizards to teleport the players, the cargo, the carriage and the mounts. Any PC who is leery of letting the Wizards teleport them and is capable of their own teleportation may choose to cast their own spell. Any PC who refuses to be teleported will be thanked by Wesslin but then left behind. There is simply no other way to get to Cryllor in a hurry. Continue reading or paraphrase:

Wesslin's hired wizards agree that all is ready and ask you to join hands. One wizard prepares to teleport you and Azinel, another for the cargo, another for the carriage and the last two prepare to teleport the mounts. When all is in readiness, the wizards begin to chant at different paces. As the wizard joining your group finishes the complex syllables, a bright blue-white light flares up around you. When it fades, Gradsul is gone from your sight, replaced by rolling foothills and a single farm building.

The farm building seems to be old but in good repair. It is open and from where you stand you can see that its wide stalls are empty.

The teleportation goes off without a hitch, and Azinel begins to attach the horses to the carriage in preparation for leaving when the courier arrives. The wizards ensure that everyone is healthy and then prepare to teleport back to Gradsul.

At this point the players have a few hours to kill before the courier arrives. Unfortunately, the courier has been waylaid and will not ever be arriving. As the wait goes on and on, passing the meeting time and heading towards midafternoon, the PCs are in a quandary. Should they travel onward to Cryllor or wait here and hope the courier arrives? Azinel, full of a sense of adventure on her first trip from Gradsul, will suggest that the PCs are more than capable of protecting things on the road and that they should get moving towards Cryllor. If the PCs have magical means to communicate with Wesslin, he will be shocked that the courier has not arrived and suggest the PCs move to Cryllor cautiously.

If the PCs decide to delay until the following morning, Azinel will consent to that, but come daybreak she will insist the PCs move to Cryllor.

When the PCs decide to move for Cryllor, read or paraphrase the following:

The wagon is sturdy and not overloaded and the team is eager, so the miles pass by at a steady pace. Azinel rides next to the wagon on her horse and seems to be handling it well enough, although experience tells you that she will not be happy tomorrow.

The day passes uneventfully, the road they travel is well-maintained but little used. The PCs pass several

farmsteads, all with people busy in the fields. On the road itself there are no other travelers. Eventually night will begin to fall and the PCs will be faced with a noticeable lack of inns to stop at. Azinel will not be thrilled with the idea of sleeping under the stars but will suggest that the PCs begin to look for a suitable campsite. With a modicum of effort, they find a small clearing in a lightly wooded area.

A Track or Survival check DC APL+10 will reveal the existence of past encampments. Azinel will insist on a small fire and some hot food, she will even offer to cook if need be. There is ample wood lying around to have a fire that evening. A second Track check DC 15 will tell the PCs that other than humans and horses; only the occasional wolf has come near the encampment recently. As the group begins to settle in for the evening, they are approached by a group of travelers.

Have the PCs make a Listen check DC 15. Success indicates that they hear hoofbeats and a bell tinkling as something moves up the track from the road to the campsite. A voice will call out to them.

"Hello in the camp, may we join you? We are travelers wishing shelter for the evening."

At this point the group must decide what to do. After a minute the stranger will call again, only this time it will sound closer. If the party decides to investigate the stranger(s) they will find a rotund man and a young boy sitting in a wagon loaded with wine casks and assorted goods. The wagon is pulled by a broken down old horse that has a large brass bell hanging from its neck. The man and boy are dressed in robes of brown and green and sport holy symbols that hang from their necks by a leather cords. A successful Knowledge (Religion) check DC 10 reveals they are symbols of Obad Hai.

The PCs can easily see that the two travelers are lightly armed, as if for self-protection.

"Obad Hai's blessing upon you all. Sorry if we startled you, this is the last rest spot for several hours ride and we needed to stop for the evening."

The speaker will dismount from the wagon and approach the PCs alone.

"My name is Jetlen..." he extends his hand in greeting, "and this sleepy but hard working lad is Klinfran, my apprentice. We're traveling to Cryllor and needed a spot to put up for the evening, not best to travel at night you know."

After introductions and some small talk Jetlen asks a question.

"I hate to be forward, but could we share your fire?"

Questions that might come up and possible responses:

1. What business takes you to Cryllor?

Jetlen and Klinfran are traders taking their goods to Cryllor to restock on some necessities. Then they take those things to various villages to sell at a profit.

2. What goods do you haul?

The wagon is about a third full with an array of items. Furs, casks of local brew and wine, some precious stones, ironwood, farm tools, leather bundles, etc.

3. Are they worshipers of Obad Hai?

Yes they are followers, but not very religious, they wear the symbols because it keeps them safe during their travels. One time they were accosted by bandits who then let them go after seeing the holy symbols. They wear them now in case a similar thing happens again.

4. Where are you from?

Originally Jetlen is from Grebe, a small village in the Earldom of Linth. He was not in Linth at the beginning of the unpleasantness there, he was traveling near Flen when that started and has not been home since. Klinfran is an orphan from Niole Dra who Jetlen is training.

If the PCs accept, Jetlen and Klinfran will move their wagon to the far side of the clearing and get settled in before coming over to sit with the PCs. If the PCs are hesitant or refuse, Jetlen will seem to be upset and will point out that all he wants is a spot to stop his cart for the evening. He will tell the PCs that if they wish, Jetlen and he will just stay with their cart and leave them alone. If the PCs continue to refuse, Jetlen will shake his head in disgust and sigh, and then move off down the road with his cart, bell tinkling all the way until it is out of sight/hearing range. In this case, they will travel for about an hour to ensure that the PCs are not following them, then they will leave the wagon and come walking back to assail the PCs during a late watch.

Klinfran will produce a small tent and some bed rolls from the back of the wagon while Jetlen busies himself with a small fire and a spartan meal. After they are done eating, Jetlen and Klinfran will approach the PC's fire, offering to share a cask of wine and some stories. If the PCs refuse, they will not force the issue but will return to their own fire without a fuss. If the PCs agree, the two travelers will sit down, open the cask, and pass it around the fire.

The cask of wine is indeed poisoned (as many PCs might guess), laced with a derivative Drow poison that must be ingested. Klinfran and Jetlen have already taken the antidote to the poison and will drink freely from the cask first before passing it around. Ask the PCs if they are sharing the wine. Although it is a tip that something is not right, it is essential to know who may be affected by the drink.

The poison itself is entirely undetectable without the use of magic, such as a *detect poison* spell. If the PCs detect the poison, Jetlen will appear dumbfounded, and will point out that he just broke the seal on the cask himself. He will then claim that he bought it from a rival merchant in Niole Dra months ago and that he never thought that his rival was going to try and kill him! Of course, he is lying through his teeth, as can be discerned with a successful Sense Motive check DC 25. If the PCs push the issue, Jetlen will call out and his companions will charge up the road into the clearing.

Development: After sitting around the fire for awhile, Jetlen and Klinfran will bid everyone good evening and return to their tent for the evening. Anyone that drank wine or ale from Jetlen's cask will have to make a Fortitude save DC 10 + APL as it is laced with Drow poison that will make the imbibers sleepy and then fall unconscious. This state will last for 2d4 hours. Any PC who is rendered unconscious in this manner may be awoken in a manner such as those described in the *sleep* spell.

Jetlen will watch from his tent to see if the poison takes effect. If that occurs he will signal his group from the cover of the trees and they will move in. If the poison does not work, he will wait until just after midnight to strike.

Jetlen's group is part of a splinter group within the Shadowdark that has been spreading into Cryllor. They were alerted to the movement of the gems and instructed to ensure that the gems do not reach their appointed destination.

APL 4 (EL 7)

🗡️ **Jetlen, Male Human Druid 4:** hp 27; see Appendix 1.

🗡️ **Klinfran, Male Human Rogue 3:** hp 18; see Appendix 1.

🗡️ **Archers, Male Half-elf Ranger 3 (2):** hp 17 each; see Appendix 1.

APL 6 (EL 9)

🗡️ **Jetlen, Male Human Druid 6:** hp 45; see Appendix 2.

🗡️ **Klinfran, Male Human Rogue 5:** hp 30; see Appendix 2.

🗡️ **Archers, Male Half-elf Ranger 5 (2):** hp 38 each; see Appendix 2.

APL 8 (EL 11)

🗡️ **Jetlen, Male Human Druid 8:** hp 54; see Appendix 3.

🗡️ **Klinfran, Male Human Rogue 5/Ranger 2:** hp 45; see Appendix 3.

➤ **Archers, Male Half-elf Ranger 5/Wildrunner 2 (2):** hp 56 each; see Appendix 3.

APL 10 (EL 13)

➤ **Jetlen, Male Human Druid 10:** hp 83; see Appendix 4.

➤ **Klinfran, Male Human Rogue 5/Ranger 3/Shadowdancer 1:** hp 60; see Appendix 4.

➤ **Archers, Male Half-elf Ranger 7/Wildrunner 2 (2):** hp 71 each; see Appendix 4.

APL 12 (EL 15)

➤ **Jetlen, Male Human Druid 12:** hp 90; see Appendix 5.

➤ **Klinfran, Male Human Rogue 5/Ranger 4/Shadowdancer 2:** hp 75; see Appendix 5.

➤ **Archers, Male Half-elf Ranger 9/Wildrunner 2 (2):** hp 86 each; see Appendix 5.

Searching Jetlen's belongings will produce a cryptic note (**Player Handout #2**) found in Jetlen's things that alludes to who they working for.

Tactics: Klinfran and his group have been tasked to retrieve the lockbox with the gems. They will prefer to do this without interference from the party and will only fight if needed. If all the PCs on watch succumb to the poison, Klinfran and Jetlen will simply hitch up the PC's carriage and ride off with the gems. Any attacker that is reduced to 1/3 of their hit points will make for the woods to escape the party.

The NPCs have consumed quite a bit of consumables before the fight starts. All potion durations are considered to have one minute left on them at the point the fighting begins.

The EL of this fight has been adjusted by +1 for NPC pre-cast buffs, and -1 for NPCs fleeing at 1/3 HP.

Development: Jetlen and Klinfran get away

If Jetlen and Klinfran are able to drive off with the gems, the PCs can still attempt to catch up with them. In their hurry to be off, Jetlen and Klinfran will forget to hobble or steal the PC's mounts, allowing the PCs to overtake them on the way to Cryllor. Simply adjust this fight to take place on the road when the PCs catch up.

ENCOUNTER 5: THE EYES OF CRYLLOR ARE UPON YOU...

After an interesting encounter the party finally reaches the city of Cryllor. The city is easily navigated and the party eventually finds the "Hound and Huntsmen" inn which has space to accommodate them. Once settled down at the Inn the group must decide the best course of action. The guild house in Cryllor has been alerted to

their arrival and is already watching them. The guild arranges for the party to meet a young lad in the city who offers his help as guide and errand boy during their stay.

The day is slightly overcast as you approach the gates to the city of Cryllor. Azinel has steadily improved her riding skills, and is no longer a burden in that respect, however she is still young and often complains about the lodgings during the trip. The guards at the gate question you as to the who, what and where of your business, as a small man dressed in brown robes scribbles the answers in a large ledger. Bored, he directs you toward the Hound and Huntsmen inn.

Ask the PCs where they wish to go. If the party suggests that they proceed to Overton's shop, Azinel will reluctantly agree and they can get vague directions from the guards. After some time spent wandering the merchant district, they will eventually find the shop. However, Overton's shop has a sign in the window stating that he is closed for the day and will reopen the next day.

The Hound and Huntsmen resides on a broad tree-lined street on the eastern half of the city. It is a large timber and stone building positioned at the middle of the block, and is clearly larger than any other buildings on this street. A large oval sign depicting a sleeping hunter and his hounds hangs from what appears to be a huge antler over the front door.

As you pull up to the entrance of the Inn you are greeted by a young lad with a dark complexion and a gap-toothed smile.

This is Nalbo, the young boy the guild has sent to watch the PCs.

"Is this your first time in Cryllor? I'm Nalbo and for a few coppers I can show you all the best places for supplies and food, perhaps a new dress for the..."

Suddenly out from the gates around the corner storms a rough looking man in a leather apron and wearing an eye patch. He rushes over and grabs the boy by the hair "How many times have I told ya not to pester the guests you little street rat?!" The man shakes the young boy and starts slapping him. "Please no, I'm sorry, don't beat me no more!" screams the boy as he is being beaten.

This entire setup is part of the plan to ingratiate Nalbo to the PCs so that they will hire him as a guide for the city. If the PCs are unmoved by the sight of a young boy being beaten in front of them, Azinel is certainly not. If the PCs don't move to break up the scuffle, Azinel will be screaming at the man. The man is Thad, a man who serves as blacksmith for the inn, catering to its guests. If confronted he will apologize to the PCs for his rough handling of Nalbo, explaining that the boy continually runs off from his errands and generally pesters guests

when he's not supposed to. For his part, Nalbo will do his best to look like an angel during this discussion.

Thad will return to his duties with a meaningful glare at Nalbo, leaving the PCs to decide if they want a guide or if they do not. If the PCs are hesitant or unsure, Azinel will remark that it is her first time in the city and at least they know where their guide lives in case something goes wrong.

After this exchange, the proprietor of the Inn will come out and introduce himself as Master Dunlen. He will offer the PCs accommodations and throw them a wink as he has a quick lunch prepared for them. The lockbox can be moved to the PCs rooms if they so request, or into the storeroom described in Encounter Seven.

During the meal and regardless of if the PCs hired him as a guide, Nalbo will stop by the table to pester the PCs and offer his services as errand boy. Azinel will think this is a good idea and will agree unless the PCs have any strenuous objections. The following exchange can be read or paraphrased:

"Do you know of Milgris Overton the gem merchant?" Azinel asks Nalbo.

"Mr. Overton? Sure I know him; his shop is down that way. I've done errands for him before. Do ya pay as well as he does?"

"Perhaps" states Azinel, "Do you know where he lives?" she asks.

"Sure I do, I helped him carry packages there one time" states the boy.

"Good, then the first errand that you can do for me is to go to Master Overton's home, and if he is there please inform him that Azinel Marrin has arrived in the city and wishes to dine with him here at the inn this evening. Complete this and you will get two silver pieces, one now, one when you return, agreed?"

Azel slides a silver piece across the table.

"Agreed" says the boy as he snatches up the coin and before you know it he is making his way between tables and patrons heading for the front door. Azinel smiles brightly at all of you.

If questioned about the judgment of her actions she will point out that their job was to escort her and the cargo safely to the buyer, and that she must make contact with him somehow. Nothing was mentioned about the business dealings with Overton. Though this may seem harsh it is true. If the PCs react poorly to this, Azinel will apologize sweetly but remain adamant.

Within half an hour, Nalbo will return with a reply from mister Overton agreeing to arrive for dinner. Everything seems to be going smoothly. The PCs are free to come and go as they please should they need to restock any equipment or consumables. If the PCs hired Nalbo he

will gladly show them to the best shops. In fact, he seems to know where all the best bargains are. Anything that the PCs need to purchase under the price of 1000 gp is sold to them at a 10% discount. Ensure these items are marked properly on the AR at the end of the adventure.

PCs may once again attempt to Gather Information. Their efforts will yield little of interest to them, but for the following results.

(DC 15) Count Manz has been spending an inordinate amount of time dealing with the day-to-day functions of Cryllor. He has introduced several new laws aimed at cutting down on corruption and vice, with mixed results.

(DC 20) Magistrates within Cryllor have been instructed to cease using their personal judgments when levying punishments for those found guilty of committing a crime. They are to use established legal precedents only.

(DC 25) The Cryllor Thieves' Guild has come under intense scrutiny during these times. Many of their members have been caught and handed harsh sentences where in the past they would have received lighter ones.

(DC 30) Manz has instituted laws specifically aimed at stamping out conflict between members of differing clergies. This came as part of Manz' broader initiatives and seems to just have been included as part of the package. Cryllor's faiths have never had much difficulty getting along.

(DC 35) Manz has a new cadre of mercenaries hired specifically as his personal enforcers. No one's ever gotten a good look at them, but they're big, well over nine feet tall and covered in armor and robes. They only move at night, and the people of Cryllor are afraid of them.

After the PCs are done with whatever shopping or errands they need to do, they will be approached by Master Dunlen, who informs them that a message has just arrived for them. It is in the form of a large sealed envelope identical to the one they received in Gradsul before they left. The exterior of the envelope has "Open Me Privately" stenciled on it. The PC holding the envelope can feel something round and metallic, weighing about a pound, inside the envelope. When the PCs open the envelope, give them **Player Handout Eight**. The round metallic item turns out to be another holy symbol of Hextor, this one without a thong attached.

The meeting the PCs are invited to is in a private residence on the south side of the city, in one of the poorer districts. If the PCs ask Nalbo he will look puzzled but give them directions and offer to escort them. If the PCs ask a guard or other functionary of the city, they will easily get directions that way as well.

The PCs are free to send as many of themselves as they wish, and leave as many as they wish to stay at the Inn. Azinel will tell the PCs that the dinner between her and the buyer is to be a private affair as she has delicate

matters to discuss with him. Should the PCs wish to stay and guard the chest they will find it a dull duty.

If the PCs follow the missive and attend the meeting, go to **Encounter Six**. If they choose to ignore the missive, go to **Encounter Seven**.

ENCOUNTER 6: AN UNUSUAL BENEFACTOR

This encounter takes place if the heroes accept the mysterious invitation during Azinel's dinner. The address on the letter they receive is a one story house in one of Cryllor's less affluent areas. Despite the area it is in, the house is very well maintained, even down to window boxes holding fresh flowers. When the PCs are making their way across town, have them make a Sense Motive check and tell the PC with the highest score that he or she feels as though their group is being watched. If the PCs use magical or mundane means to disguise themselves, this will not apply.

Arriving at the house gives the PCs a chance to examine it from the exterior. It has a door and two large windows, one on the north and one on the east. Heavy curtains obscure inside, but smoke comes from a chimney and light can be seen within. Scrying into the house reveals a single man seated at a large table, with a variety of cold meats and cheeses laid out, as if he were expecting guests. He wears no armor and carries no visible weaponry.

When the heroes knock, they will hear the sound of a chair scraping back on the floor, and footsteps approaching the door. It will open and they will be faced with Reclusiarch Harnek.

After knocking on the door, it takes only a few seconds before it swings open and you are faced with a single man. Tall and fair-skinned, he bears obvious signs of some Suel blood, although clearly he is not pureblooded. Dark hair and dark eyes speak to Oeridian or perhaps Keogh ancestry. He wears simple white robes adorned with golden trim. He smiles warmly at you and sketches a bow.

"Ah, welcome. Please, enter. I am Harnek and I think you for coming. I believe we have much to discuss."

Harnek will allow the PCs to enter and offer them seats and refreshment. On the table are cold meats and cheeses, with two open wine bottles. Should any PC refuse to partake, perhaps wary of tainted food from previous experience, Harnek will nod in understanding and eat alone while everyone speaks.

When the PCs are settled in, read or paraphrase the following:

"Well, I suppose we'd better get down to it. Few things get the attention of people cut from your cloth like receiving a pair of holy symbols of Hextor via messenger, ah? I apologize if perhaps the first

message led you to believe you would be attacked by Hextorites, but its delivery seemed to be the best way to ensure that you took the message seriously."

Sighing deeply and drawing on an inner reserve of strength, Harnek pauses before continuing.

"I fear that you and your lovely companion are not yet out of danger. Many forces are vying to get their hands on what you transport. I see by your faces that already you wonder at my sources, perhaps thinking me a member of those notorious guilds who make their living from petty theft and disruption. I assure you I am no thief, though you may call me worse.

I know their plans because I am Reclusiarch Harnek..."

Harnek pulls a small golden medallion out from underneath his shirt, letting it hang against his breast. In the warm glow of the firelight you can see that it has a mail-clad hand grasping six arrows emblazoned on the front.

"...High Priest of Hextor."

Undoubtedly this will come as a hammerblow to the PCs and they will react in a multitude of manners. Some PCs may wish to talk and some may wish to kill the Reclusiarch out of hand. Some may wish to turn him over to the authorities and some may wish to hear nothing he says, sure that it all lies.

RECLUSIARCH HARNEK

The Reclusiarch is a LN priest of Hextor. He and his organization focus on the worship of Hextor in the areas of Law and War as well as in two of his lesser known aspects, Fitness and Discord. As it relates to Hextor's portfolio of Tyranny, they believe that it is their mandate to moderate tyranny, not proliferate it. Together, Harnek's flock refers to themselves as the Ironbound. The Ironbound are part of a spreading movement through Hextor's clergy that believe that the Lawful aspects of Hextor should be emphasized and expanded upon, rather than the Evil aspects.

The Reclusiarch's motives are simple: he wishes to open inroads of conversation with the PCs in order to spread the word of his faith to those who would typically kill him. He hopes uniting against a common enemy in the thieves' guilds will prove his sincerity. Whether the PCs believe him is another matter entirely.

No one is quite sure what Hextor thinks of this new wave of devotion, if he is angered by it, or amused by it, or even aware of it, but Reclusiarch Harnek and the Ironbound have not been struck down with holy fire. Yet. The Ironbound believe that an ordered society is the healthiest society, and that much of what Keoland has suffered from in the last few years is symptomatic of poor leadership and carelessness.

The Ironbound's goal here is to thoroughly crush as many of the thieves' guilds involved as possible. By securing the gems and turning them over to Count Manz, it would cause grave financial distress to the Gradsul guild and weaken their relations with the Shadowdark and the Cryllor guild, whom they will believe set the Gradsul guild up. A war between thieves would be quite an offering to Hextor, and advance Harnek's desires.

Reclusiarch Harnek will remain calm and seated after his pronouncement, weathering whatever outburst the PCs might have. Should they wish to strike him down, Harnek will remain motionless and is considered a helpless target. Any Paladin who strikes the Reclusiarch for lethal damage as a reaction to his announcement will **immediately** fall from grace. Even though he worships an evil deity, Harnek is not himself evil and has placed himself in a position of weakness before the PCs. A Paladin should never accept a small evil into himself/herself for immediate gain.

If the PCs attempt to immediately arrest Harnek, he will submit peacefully but will not speak to them other than to say:

"Your small-mindedness ill befits you. You might have learned much, and now you will learn the hard way."

If the PCs arrest Harnek *after* they have spoken to him, he will get a wry grin on his face and say:

"Shrewd. Never leave a potential enemy behind you. I knew we chose well in approaching you. A wise man gets more from his enemies than a fool does from his friends."

If the PCs wish to have a conversation with the Reclusiarch, they have just discovered a wellspring of information. Roleplay the Reclusiarch as a simple yet well-rounded man. He is unfailingly polite even in the face of snide comments about his belief or his deity, and will welcome any discourse on the matter, particularly with other clergy and *especially* if the other clergyman is Heironean. Just be mindful if you are running this adventure in a timed venue, as this can be a lengthy discussion.

The **first** thing the Reclusiarch will do is explain his particular brand of faith as detailed above. He will tell them what he believes and why he believes it in an effort to show that he is not a "typical" Hextorite. He will *not* tell the PCs how long he has been in Cryllor, how many followers they have, or reveal the specifics of how he gets the information he has. At best, he will tell the PCs that he has many disciples and that they have been working to infiltrate the guilds. He will say this even if one of the PCs is obviously a member of one of the guilds.

After that the PCs may have a ream of questions. If any PC wishes to use divinatory magics such as *discern lies* or

zone of truth, the Reclusiarch will consent to having those spells cast. When the PCs start asking:

"Now, hold. The first thing I must tell you is that what you have been seeing is not what it appears. This entire journey you've been on is a setup. Someone is trying to foster foul relations between the major thieves' guilds within Keoland. Personally, I wish to see every last thief reformed or hung from a lamppost, particularly when they manipulate honest folk such as you into doing their dirty work unawares."

Oh? You didn't know? Wesslin is a card-carrying member of the Niole Dra thieves' guild and the single largest fence for stolen gems within the Kingdom. His "retirement" is a ploy to put the Gradsul guild at the throats of the Shadowdark and the Cryllor guilds. Cryllor's been told that Gradsul is sending the gems here for bribes, to gather a strong base of operations, and the Shadowdark's been told that Gradsul means to crush them with the funds they get from sale of the gems here. Gradsul thinks Cryllor's forced Wesslin out; turned him. All this time Blanko though Wesslin was his property, when it turns out you can't buy what someone else already owns."

The Reclusiarch has drawn the conclusion that the near-mythical Vermillion Queen is fostering this dissent, but will not comment on it unless the PCs say something first, then he will agree that it appears that way.

Reclusiarch Harnek's attitude starts off at friendly. As long as the PCs don't physically attack him, his attitude will not worsen. Even the most vehement verbal abuse will not alter the Reclusiarch's attitude downward. He is quite prepared to have his faith scorned, although he will potentially venture that the PCs are being small-minded.

Following is a list of questions the PCs might ask. As long as Harnek is friendly, he will answer them or offer his opinion as necessary.

1. Is Azinel involved?

"I do not know. Personally I believe it would be difficult to not have at least an idea that my father was the biggest gem fence in the Kingdom."

2. Isn't the worship of Hextor illegal in Cryllor?

"Technically it is not. No specific worship is forbidden in Cryllor, and never has been. Still, I will admit that we keep a very low profile."

3. What do you and the Ironbound stand to gain from telling us this?

"What we hope to gain is a weakening of the guilds that steal from their own people like leeches. With you, it is harder to say. Perhaps it is time that some saw us in a different light. The word of honest men"

goes a long way. I would like to see my worship scorned no longer."

4. What are you going to do about the Gems?

"Count Manz knows that the gems are here. In fact, he knows everything I've told you already. I suspect that when the gems change hands tomorrow night it will go poorly for those involved. If I were you, I'd be well away from that particular cauldron."

5. Wait. How do you know that the deal will be going on tomorrow night? Azinel is off making the arrangements right now.

"Overton's hands are not clean either. He's been making preparations for the last week to receive these gems. He had one of his storehouses cleaned out from top to bottom and had all his appraisal equipment moved in. It's obvious."

6. How do we know you are not lying to us/that we can trust you?

"You don't. But when one hand warns, and another hand steals, I know who I trust. Whether or not you realize it, you have all been stolen from. You honor has been stolen, and it's sitting in a large trunk at your inn."

7. How did you and your cult find all this information?

"Honest men must learn to speak the tongue of thieves, or lose by it. When we came to Cryllor we saw the harm that these guilds caused firsthand and set out to infiltrate them. We've been very successful."

The Reclusiarch laughs a little to himself and smiles at you.

"It also helps to be able to commune directly with Hextor and receive his direction. It was by his direct word that I chose to contact you."

Answer any additional questions as best you can. The Reclusiarch does not know anything of the guilds' upcoming plans.

PCs who establish a particular rapport with the Reclusiarch may decide to use Diplomacy to adjust his attitude to helpful. This is possible, particularly if the speaker seems genuinely interested in Harnek's faith. The DC for this check is APL + 15. Excellent roleplaying can apply a bonus of up to +4 at the DM's discretion. Any follower of Heironeous gains a +4 circumstance bonus on this check. Harnek is keen to begin building relations between these two clerics.

If Harnek's attitude becomes helpful, he will offer two boons. The first is that he will cast *heroes' feast* for the PCs, and invite them to eat. This has the tangible benefit of making any who eat immune to the attackers' poison in Encounter Seven.

Secondly, he will offer the following advice.

"I think we are on the road to understanding, and perhaps even friendship. I pray it is so. And so, I offer you one more warning. Your enemies now know you. On one occasion they didn't know your names, and then on a second occasion they didn't know your mettle. Much as I may despise them the thieves' guilds are not in the habit of making three mistakes in a row."

They know your strengths, best to make sure they do not discover your weaknesses."

The PCs may have other questions; answer them as best you can while maintaining a friendly and polite demeanor with Harnek. He will not offer any tangible help unless the PCs adjust his attitude to helpful.

When the PCs are done speaking with the Reclusiarch, they are free to go.

ENCOUNTER 7: IT'S ONLY BUSINESS

This encounter is malleable, so you will have to tailor it to your PCs. The main things that must occur during this encounter are the following:

I. AZINEL MUST BE KIDNAPPED BY THE CRYLLOR GUILD

This is quite probably simple, and in most cases will occur without the PCs being aware of it. When Azinel attends her dinner with Milgris, both of them will be taken by the Cryllor guild. Canny PCs may attempt to act as a bodyguard for Azinel, and they will be allowed to do so until the actual dinner itself. At that point, Azinel will reiterate that the business deal has sensitive information that the PCs cannot be privy to (she should have already made this point at the end of Encounter Five, but it helps to remind the PCs). Milgris and Azinel will meet at the Hound and Huntsmen, eat dinner, and then return to his house for further discussion. When they are in Milgris' house, the guild will strike.

Industrious PCs may have an entire host of ways to watch Azinel, ranging from magic to mundane. Any divinatory spell that reveals danger, damage, or distress will function normally and will indicate to the PCs that all three are occurring to Azinel (likely as the heroes are visiting the Reclusiarch). If the PCs use more mundane means of following Azinel, such as using an invisible familiar to tail her, or assigning another PC to follow her, they will see them enter Milgris' home without incident. After about thirty minutes, a cart will pull up in front of the house, with a dozen men walking with it. Four more people will exit the house, carrying a pair of carpets. They will dump the carpets in the cart and the entire group will leave as inconspicuously as sixteen people moving carpets at dinnertime can.

If the PCs are aware of this and have someone/something that can follow the kidnappers, they can do so easily, ending at the warehouse of Encounter Seven.

If the PCs attack the kidnappers, most of them will scatter, leaving the ringleaders here. Run the combat from Encounter Seven. If the PCs are split up this is likely to result in dead players. The Cryllor guild is more than willing to kill in the streets to get access to this amount of gems, and the PCs are in their way. Show no mercy and leave no witnesses. PCs killed in this manner (assuming the kidnappers win entirely) will be recoverable only through *true resurrection* or similar means. The guild knows all too well what happens when you leave dead adventurers lying around. They either get a *raise dead* or the authorities drag up their spirits with a *speak with dead* spell. The PCs' bodies will be taken away, dismembered, and fed to a variety of gluttonous farm animals. Always be wary of a man who keeps pigs as pets. Have the players contact the Keoland Triad if they are interested in an attempt to get their characters back and do not have access to the aforementioned means.

If the PCs do something incredibly devious, such as alert the constabulary, they will be rewarded with overwhelming bureaucracy. A guard sergeant will have them all sit in a room while he asks them the same questions over and over, before another guard sergeant does the same. The guards assure the PCs that the matter will be taken care of expeditiously and then go about their business with incredible slowness. Think of every bad experience you might have seen or heard of with a bureaucracy and subject the PCs to it. The PCs should get the hint fairly quickly that no aid is coming from this quarter.

If the PCs attempt to enlist the Reclusiarch's aid, he will be unable to help much other than casting an extended *magic circle against evil* on the PCs.

2. THE PCS MUST BECOME AWARE OF AN ATTEMPT TO STEAL THE TRUNK, WHICH LEADS TO FINDING OUT THAT AZINEL IS KIDNAPPED.

With a king's ransom in gems at stake, very few PCs are going to be willing to let it sit in a room off-camera with no one guarding it and no magic to tell them if something is going wrong. At lower APLs the PCs may resort to simply sticking the bard in the room and having him scream as loud as he can if someone tries to break in. At higher APLs they could potentially have a wide assortment of means to alert them of someone trying to break in.

In the normal course of events, this is perfectly acceptable. Nalbo is a budding member of the Cryllor guild and decides that he can be promoted to a full member if he steals some of the gems for himself. To this

end, he waits until Azinel has been kidnapped and then returns to the Inn with his partner in crime, Jinka.

If the PCs are aware of Azinel's kidnapping and are able to trail her to the warehouse, you can disregard Nalbo's theft attempt. He and his partner get into the room and are unable to pick the lock, so they leave without incident.

If the PCs are unaware of Azinel's kidnapping, or are aware of it but unable to locate Azinel, Nalbo and Jinka are their clue.

The room the chest is being kept in is a large storeroom which is half submerged. It has a single door and a single window, which is at ground level outside. Nalbo and Jinka will break the window and drop in, and then begin to examine the chest. Any PC in the room will surprise them; they do not see the PC(s) in the room, instead making straight for the chest. If there are no PCs in the room, Dunlen will come and find them (or send Thad). He will be in a tizzy, claiming that he heard the window in the storeroom shatter and he is afraid that someone is at that very moment trying to steal from the chest.

When the PCs enter the storeroom, read or paraphrase the following:

You see the window to the storeroom is broken and two small forms stand in front of the trunk. Their faces turn to you as you enter, and you recognize Nalbo. With a squeak he and his companion run for the window. They are trying to escape!

Any reasonable efforts will succeed in catching Nalbo and friend. If it degenerates into a footrace, Nalbo's movement is only 20' since he's not full grown yet. Even if Nalbo somehow manages to escape, the PCs will find the handout listed below.

Once Nalbo is caught he will quickly degenerate into a hysterical crying act in an effort to have the PCs take mercy on him. He eventually breaks down and says the following:

"Please, please! Don't turn me over to the watch! I'll tell you everything! They kidnapped her, and they have her now at Overton's warehouse! I only wanted my cut!"

Nalbo will produce a smell message from inside his jacket.

"I was supposed to leave this for you to find! I just wanted something for myself!"

Give out **Player Handout 1**.

The PCs have the option of bringing the chest or leaving it behind, but if they bring it, it will require the use of the carriage or magic since the chest is so heavy. Any reasonable attempt to use an imitation or illusion of the chest will fool casual inspection.

Outside the group will see a lone rider in the street bearing a lantern with painted glass panels that cast off a blue light. He begins to move as soon as the group approaches, and begins to lead them in the direction of the warehouse district.

When the PCs get close to the warehouse, read or paraphrase the following:

Ahead of you is a large warehouse with a hastily painted crescent moon on one of its large sliding doors. Light peeks out from within.

A Spot (DC 8+APL) check reveals streaks of fresh whitewash running down the door to the ground.

Outside the open door a few feet away stands a cloaked figure with a hooded lantern. He beckons you to approach and enter the warehouse.

The man will not answer any questions. Any violence will cause the guard to run inside. When the PCs move:

As you pass beyond the portal and bring the wagon to a stop, you hear the door slide to a close behind you. Several lanterns that are hung around a large open dimly illuminate the immediate surroundings of the warehouse. Above you, the roof is lost in shadow, although you can see the outline of catwalks ringing the warehouse.

The light does not reach the roof area where the archers positioned on a catwalk are, 25' above the party. A Spot check DC APL+10 will tell the PCs that the only access to the catwalk is two small ladders on either end of warehouse.

In the lit area stands a lone figure, hood up over his head. He nods deeply towards you. "Please place the chest on the floor, and put your hands where my eyes can see."

The hooded figure begins to inspect the chest. After a brief time he looks back up to the PCs.

"Yes, very good, you have kept your word, now I shall keep mine. Take her and go." Raising his hand you see a heavily armored man bring forth a girl from the darkness, her hands bound behind her and a sack covering her head. The man removes the sack and the girl squints in the dim light to focus in on the surroundings.

"What are you doing?" she asks. Turning around to face her captors, "You can't, that belongs to my father, that's all we have" she cries and starts to struggle. "It will ruin my father, I won't let you."

Azinel breaks free and tumbles to the ground at your feet. She looks up to you, desperation in her eyes.

"Please, help me! It can't end like this!"

The PCs now have an interesting choice to make. Azinel is marginally safe, but the PCs are surrounded by an

unknown amount of guild operatives and are hemmed in. If they choose to leave the Cryllor guild will be more than happy to consider the deal a fair trade and let them go. If the PCs choose to leave immediately they will not be confronted by Manz' deputies. This will indirectly lead to Conclusion B, as Manz' men will take the guild prisoner and confiscate the gems.

If the PCs attack or linger too long, read or paraphrase the following:

Something in your bearing gives away your intention to act. Perhaps it is your eyes, the twitch of your hands, or the drawing of naked steel. The man across from you raises his fist and prepares shout out some command...and the warehouse is suddenly bedlam.

You hear the frightened screams of people from all around as the solid walls of the warehouse are blasted in by some incredible force. You hear more screams and the sounds of combat from the far end of the warehouse.

Suddenly, the door behind you falls inward, admitting man-shaped creatures over nine feet tall. In the torchlight you can see that they wear heavy armor and bear an assortment of nasty looking weaponry. Their skin is the color of dusty stone corridors and has the same consistency. They survey the scene with eyes that glow dull orange.

One of them holds up a piece of parchment, and as he does so, you can clearly see that his surcoat is emblazoned with the Manz family arms and a second coat of arms you don't recognize.

"In the name of Count Manz, we are the Inexorable Sentinels and you are all charged with possession of stolen goods. You are to throw down your weapons, cease all spellcasting and surrender."

The paper flutters to the ground when the creature releases it. The creature cracks its' knuckles as it looks you and the kidnappers over.

"Who wants to resist arrest?"

Now the interesting choice the PCs had has been made even more complicated. They are one corner of a triangle on what is about to become a three sided brawl. They have several options:

1. The PCs attack the thieves.

In this adventure, the Inexorable Sentinels will fight off-camera against other thieves of the guild and the PCs will only be fighting against the Cryllor Guild thieves. Combat proceeds as normal. After the fight, the PCs are still going to have to decide if they want to fight the Inexorable Sentinels, submit to arrest, or attempt to flee them. If they decide to fight, they are probably in trouble, but run the fight as detailed.

2. The PCs attack the Inexorable Sentinels.

In this adventure, the Cryllor Guild fights more Sentinels off-camera and does its best to escape into the night. Resolve combat against the Sentinels normally, and afterwards the PCs will have to deal with the consequences of fighting the law, strange as its minions may be. Paladins who knowingly fight a legitimate force of deputies who are executing a lawful search and seizure are in danger of falling from grace. If a Paladin deals lethal damage to a member of the Inexorable Sentinels, they will fall from grace **immediately**.

3. The PCs surrender to the Inexorable Sentinels.

The Sentinels will crush the Cryllor guild members utterly, arresting at least thirty of them. Award the PCs full XP for the encounter for recognizing that there was a non-combative away around the encounter.

4. The PCs attempt to flee (with or without the gems).

This draws the immediate attention of the Inexorable Sentinels. Any PC who makes to flee will cause the Sentinels to come crashing down on them. Resolve the combat normally as in option 2.

5. The PCs attack everyone.

An exceedingly foolhardy decision, this leads to the PCs fighting against the unified forces of the Inexorable Sentinels and the Cryllor Guild in what becomes an EL + 5 encounter. The thieves will be on one side of the PCs and the Sentinels on the other, likely resulting in the complete and utter destruction of the PCs. The Sentinels and the Thieves will not necessarily be working together (for example, they will not provide flanking bonuses for each other, et cetera) but they will not pass up an opportunity to soften up a PC together.

APL 4 (EL 7)

- **Barnabus, Male Human Bbn1/Ftr3:** hp 38; see *Appendix 1*.
- **Salix, Male Human Clr4:** hp 30; see *Appendix 1*.
- **Archers, Male Human Rgr3 (2):** hp 24 each; see *Appendix 1*.

APL 6 (EL 9)

- **Barnabus, Male Human Bbn1/Ftr5:** hp 56; see *Appendix 2*.
- **Salix, Male Human Clr6:** hp 45; see *Appendix 2*.
- **Archers, Male Human Rgr5 (2):** hp 38each; see *Appendix 2*.

APL 8 (EL 11)

- **Barnabus, Male Human Bbn1/Ftr7:** hp 74; see *Appendix 3*.
- **Salix, Male Human Clr8:** hp 30; see *Appendix 3*.

- **Archers, Male Human Rgr5/WiR2 (2):** hp 56each; see *Appendix 3*.

APL 10 (EL 11)

- **Barnabus, Male Human Bbn1/Ftr8/Ewm1:** hp 92; see *Appendix 4*.
- **Salix, Male Human Clr10:** hp 83; see *Appendix 4*.
- **Archers, Male Human Rgr7/WiR2 (2):** hp 71each; see *Appendix 4*.

APL 12 (EL 13)

- **Barnabus, Male Human Bbn1/Ftr10/Ewm1:** hp 110; see *Appendix 5*.
- **Salix, Male Human Clr12:** hp 99; see *Appendix 5*.
- **Archers, Male Human Rgr9/WiR2 (2):** hp 86each; see *Appendix 5*.

OR

APL 4 (EL 7)

- **Shard and Ferrous, Male Maug Ftr2 (2):** hp 68 each; see *Appendix 1*.
- **Salix, Male Human Clr4:** hp 30; see *Appendix 1*.

APL 6 (EL 9)

- **Shard and Ferrous, Male Maug Ftr4 (2):** hp 82 each; see *Appendix 2*.
- **Salix, Male Human Clr6:** hp 45; see *Appendix 2*.

APL 8 (EL 11)

- **Shard and Ferrous, Male Maug Ftr5/Justicar1 (2):** hp 97 each; see *Appendix 3*.
- **Salix, Male Human Clr8:** hp 30; see *Appendix 3*.

APL 10 (EL 13)

- **Shard and Ferrous, Male Maug Ftr5/Justicar3 (2):** hp 111 each; see *Appendix 4*.
- **Salix, Male Human Clr10:** hp 83; see *Appendix 4*.

APL 12 (EL 15)

- **Shard and Ferrous, Male Maug Ftr5/Justicar5 (2):** hp 125 each; see *Appendix 5*.
- **Salix, Male Human Clr12:** hp 99; see *Appendix 5*.

Tactics: The group at the warehouse will begin their attacks with ranged weapons from their concealed positions near the roof. Barnabus will attack if he is prevented from retrieving the chest. The cleric will be the buffer and divine caster for the group. He will throw the appropriate buff spells on his group before the party arrives. During combat he will cast offensive spells or

spells that help his group especially Barnabus. If wounded to 1/3 HP, the guild members will flee.

The NPCs have consumed quite a bit of consumables before the fight starts. All potion durations are considered to have one minute left on them at the point the fighting begins.

The EL of this fight has been adjusted by +1 for NPC pre-cast buffs, and -1 for NPCs fleeing at 1/3 HP.

If the PCs fight the Maugs, the Maugs are considered to have used one of their Pulverize charges for the day (on the wall). The Maugs will attempt to take the PCs alive, using nonlethal when the PCs appear close to unconsciousness (accidents happen!). When the Maugs become Justiciars, they will always attempt to strike for nonlethal unless the PC is immune to it.

The Maugs will not flee from combat and have no pre-cast spells, so their EL is unaffected.

WE WON, NOW WHAT?

After the fight, the PCs are at a crossroads of events. There is no "right" choice for them to make, just choices that will have different outcomes and consequences. The most important decision they have to make is what to do with the gems. The most common decisions are outlined below.

1. Turn the gems over to Azinel

This can only occur if the PCs fight and defeat the Inexorable Sentinels, or somehow manage to flee the scene with the gems (likely using magical means). If this happens, Azinel finds a way to sell the gems to Milgriss. Essentially this means that the Vermillion Queen's plan takes a successful first step. The three other thieves' guilds now have reason to be wary of each other.

The PCs receive **Conclusion A**

2. Turn the gems over to Count Manz

This happens if the players surrender to being arrested by the Inexorable Sentinels or if they assist them in taking down the Cryllor thieves' guild. Manz confiscates the gems and has the arrested members of the thieves guild tried. In a sign that the trials are not a sham, several thieves are acquitted and go free.

If the PCs are arrested and surrender willingly, they are found guilty of transporting stolen goods into Cryllor for the purpose of sale, but receive an unusual stay of sentence when Reclusiarch Harnek speaks in their favor at their trial (whether he has met them or not). If the PCs fought the Inexorable Sentinels and lost, they are found guilty of the above and of the crimes of attempted murder (if they did any lethal damage at all) and resisting lawful arrest and are punished more harshly as detailed on the AR.

The Vermillion Queen's plan suffers a large setback, as Count Manz takes a personal interest in the goings on in

Cryllor and begins to take steps to systematically eradicate the Thieves' Guild. Normally the Queen would consider this a positive event but Count Manz' is not one to settle for easy scapegoats.

The PCs receive **Conclusion B**

3. Turn the gems over to a thieves' guild.

This can only occur if the PCs fight and defeat the Inexorable Sentinels, or somehow manage to flee the scene with the gems (likely using magical means. If this happens, it is a setback for the Vermillion Queen's plan in that the PCs are flies in the ointment that might need to be taken care of in the future. Depending on what guild the gems go to, it will be quite a coup and influx of wealth, solidifying their power in the area. Any Paladin who knowingly agrees with this turn of events falls from grace **immediately**. The Lawful component of a Paladin's alignment is just as important as the Good part, and allowing massive amounts of stolen goods to go to a thieves' guild is not allowable by their code.

The PCs receive **Conclusion C**.

4. Keep the gems for themselves.

This can only occur if the PCs fight and defeat the Inexorable Sentinels, or somehow manage to flee the scene with the gems (likely using magical means. The PCs receive a substantial amount of gold and the eternal enmity of many people. They receive the AR item **To Steal From Thieves**.

The Vermillion Queen's plan suffers a setback and she knows that there is another powerful figure on the playing board somewhere that she has to account for.

The PCs receive **Conclusion D**

5. Turn the gems over to another organization.

This can only occur if the PCs fight and defeat the Inexorable Sentinels, or somehow manage to flee the scene with the gems (likely using magical means. It may be that the PCs don't know who they can trust in this mess, and decide to go to an outside source to fish them out of the hot water they are in.

Most Lawful organizations and most clergies will turn the gems over to Count Manz when he finds out they have them, and shield the PCs from his wrath. Most Chaotic organizations will find a way to shield the PCs and then determine if they can use the gems for themselves without getting in too much trouble.

The Vermillion Queen's plan suffers a setback but the confusion from the events at the exchange makes for a very nice smokescreen to hide behind.

The PCs receive **Conclusion E**

Whatever course the PCs decide to take, give them as much public information as you can. If the PCs are arrested by the Inexorable Sentinels, they are most likely

freed on their own recognizance unless they are found guilty of attempted murder and resisting lawful arrest.

CONCLUSION

CONCLUSION A

After your encounter with the law and the guilds in the Cryllor warehouse, you somehow manage to free yourselves, Azinel, and the chest of gems. Deciding that upholding your end of the bargain is the best idea, you return ownership of the gems over to Azinel, for which she is extremely grateful.

Several days later horrible news reaches your ears. Wesslin Marrin has been killed in apparent retaliation for his actions. Within a week, the Gradsul guild is nearing open warfare with the Shadowdark and the Cryllor guild has been rumored to send agents to disrupt both their operations. A bloody game of knives has begun to be played in the dark corners of the Kingdom.

CONCLUSION B

After the events in the Cryllor warehouse, the gems are delivered to Count Manz as evidence of a growing thieves' conspiracy. Thirty or so members of the Cryllor guild are arrested and tried for kidnapping, resisting lawful arrest, receiving stolen property and a host of other crimes. In a surprising turn of events, several defendants are found not guilty and released. Apparently the talk of Cryllor's judicial system attempting to weed out corruption is true, for it seemed as if the defendants would all be found guilty.

For your part in the events at the warehouse, you are arrested on charges of transporting stolen goods into Cryllor for purpose of sale. Less than forty eight hours later, you are found guilty. Apparently ignorance that the cargo was stolen is no defense.

During your sentencing, fate smiles upon you. A man wearing simple white robes adorned with golden trim unexpectedly speaks for you and vouches for your well-intentions. Despite having no official standing that the court recognizes, it yields to his wishes when he asks that your sentence be commuted in recognition of your attempts to help and his word. As you are released, the man nods at you and smiles before walking off into a busy crowd.

Several days later horrible news reaches your ears. Wesslin Marrin has been killed in apparent retaliation for his actions. Within a week, the Gradsul guild is nearing open warfare with the Shadowdark and the Cryllor guild has been rumored to send agents to disrupt both their operations. A bloody game of knives has begun to be played in the dark corners of the Kingdom.

However, that is not all you hear. Rumors of a master figure pulling strings have surfaced. Apparently something you have done has hurt his plans, and inquiries by the law have made his perch uncomfortable. Be wary in who you anger, even without intent.

CONCLUSION C

After your encounter with the law and the guilds in the Cryllor warehouse, you somehow manage to free yourselves, Azinel, and the chest of gems. Deciding that being taken for a fool is not to your liking, you relieve Azinel of ownership and ensure that the gems make their way into the hands of your guild. Azinel fumes and sputters but there is naught she can do about it.

Within a week, the Gradsul guild is nearing open warfare with the Shadowdark and the Cryllor guild has been rumored to send agents to disrupt both their operations. A bloody game of knives has begun to be played in the dark corners of the Kingdom. However, one player has significantly more knives to play with, thanks to you. Surely the game will be a lopsided victory.

CONCLUSION D

After your encounter with the law and the guilds in the Cryllor warehouse, you somehow manage to free yourselves, Azinel, and the chest of gems. Deciding that being taken for a fool is not to your liking, you relieve Azinel of ownership of the gems and decide to keep them for yourselves. Unfortunately it is difficult to sell many of the gems without drawing undue attention to yourselves, but you make do. Within a month you are well rewarded for your time.

However, such wealth does not come without a price of its own. You have made many powerful enemies by eluding all capture attempts. Your notoriety flourishes throughout the kingdom as tales of your escape with a king's ransom in jewels is retold over and over again.

Some time later you hear that the Gradsul guild is nearing open warfare with the Shadowdark and the Cryllor guild has been rumored to send agents to disrupt both their operations. A bloody game of knives has begun to be played in the dark corners of the Kingdom over the jewels you and your companions made off with.

CONCLUSION E

After your encounter with the law and the guilds in the Cryllor warehouse, you somehow manage to free yourselves, Azinel, and the chest of gems. Deciding that you no longer wish to be involved with this

twisted tale, you find an intermediary to take the gems off your hands. Quickly and quietly you divest yourself of the entire situation and your name fades from the tongues of those involved.

Within a week, the Gradsul guild is nearing open warfare with the Shadowdark and the Cryllor guild has been rumored to send agents to disrupt both their operations. A bloody game of knives has begun to be played in the dark corners of the Kingdom. Luckily, you are uninvolved in the bloodshed to follow.

EPILOGUE

An agreeable meal and urgent business for our mutual benefit... Signed Blanko of Gradsul.

Captain Imperius Johan Reichlin, longtime member of the Duke's personal guard, looked again at the fine gold printing on the invitation as he paced on the slick cobblestones outside the inn entrance. The fog had come in rather heavy this evening, which did nothing to improve his mood. Visibility was poor, and things go wrong when you can't see your enemy. Looking up and down the street he could barely see his men gathered in small groups at each corner of the avenue that lead past the Mug-N-Mast inn.

Pulling his cloak around him he continued to run through the plan that he had put in motion, trying to find any flaws and have them corrected before she arrived. It was heavy-handed and lacked artistry, but such things happened when meetings are planned in half a glass's time. If the Duke knew this was happening and if anything happened to her...

Well, the ocean hides all bodies and no career, no matter who successful, could survive that...

"Captain, Lieutenant Croswell reporting, Sir", came the low voice from behind him.

Snapping straight he whirled on his heel to face the man. He was not dressed in the livery of the Duke's personal guard this evening, more like one of those adventurous sort that one sees in the city. His bearing still betrayed him as a man used to standing at attention for a living. It was the best that could be done on such short notice.

"Yes Lieutenant, is everything in place?"

"Yes sir, exactly as you ordered, four patrols control the avenue and the group in the inn are stationed and ready, Sir."

"What of the lookouts?"

"Across the street Sir, on the rooftop" replied the lieutenant, careful not to point at the building.

"Very well done, Lieutenant. You may rejoin your group inside. I will enter with the Duchess upon her arrival."

"Yes sir," replied the young man as he snapped to attention and saluted the Captain. The Captain watched as he moved up the steps and entered the inn.

After a few minutes the faint sounds of hooves on cobblestones reached his ears. Looking up to the roof of the building across the street, he saw the lookout motion and heard the men on the avenue begin to move. They would form a line across the avenue on either side of the carriage when it arrived. None would pass afterwards.

In short order the carriage arrived and Duchess Maressa swept down from it as soon as the door was opened, betraying her desire to get this meeting underway.

"Well, best not keep that old son-of-a-squid waiting any longer" said Maressa, venom in her voice. The Captain raised his eyebrows and offered his arm to the Duchess. Seeing his surprise at her comment she took his arm and they started up the steps to the entrance "It's alright Captain, I would think that he has been called worse, especially by me..."

"Of course my lady. As you say, my lady."

The door opened, and the games began.

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 One

Rescue Azinel.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp

APL 12: 420 xp

Encounter Four

Defeat the bandits.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp

APL 12: 450 xp

Encounter Seven

Defeat the Cryllor Guild **or** the Inexorable Sentinels **or** assist the Inexorable Sentinels in defeating the Cryllor guild through combat or surrendering.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp

APL 12: 450 xp

Story Award

Survive the web of the Vermillion Queen

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp

APL 12: 315 xp

Discretionary roleplaying award

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp

APL 12: 315 xp

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp

APL 12: 1,575 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 1-4-7:

APL 4: L: 505 gp, C: 145 gp, M: *Potion Invisibility* x2 (25 gp each), *Potion haste* x2 (62 gp each), *Potion Barkskin* +2 (25 gp each), *Wand Cure Light* (62 gp each), *Potion Enlarge Person* (20 gp each).

APL 6: L: 890 gp, C: 10 gp, M *Chain shirt* +1 (104 gp each), *Scimitar* +1 (193 gp each), *Longbow* +1 (198 gp each), *Bastard Sword* +1 (182 gp each), *Morningstar* +1 (192 gp each), *Potion Enlarge Person* (21 gp each).

APL 8: L: 1128 gp, C: 172 gp, M *Breastplate* +1 (112 gp each), *Wand Magic Missile* (187 gp each), *Potion Invisibility* (25 gp each), *Studded Leather* +1 (181 gp each), *Short Sword* +1 (192 gp Each), *Potion Haste* (62 gp each), *Chain shirt* +1 (104 gp each), *Bastard Sword* +1 (182 gp each), *Bracers of Armor* (83 gp each).

APL 10: L: 2000 gp, C: 300 gp, M Chain shirt +1 (104 gp each), Potion Cure Serious (62 gp each), Potion Invisibility (25 gp each), Studded Leather +2 (347 gp each), Wand Cure Light (62 gp each), Potion Displacement (62 gp each), Banded Mail +2 (366 gp each), Cloak of Elvenkind (208 gp each), Potion of Enlarge person (20 gp each), Potion Displacement (62 gp each), Flaming Bastard Sword +1 (682 gp each).

APL 12: L: 2726 gp, C: 574 gp, M Potion Cure Serious (62 gp each), Mithral Chain shirt +1 (175 gp each), Scimitar +1 (192 gp each), Amulet of health +2 (333 gp each), Frost Short Sword +1 (692 gp each), Potion Haste (62 gp each), Potion Displacement (62 gp each), Potion Barkskin +5 (50 gp each), Maiming Bastard Sword +1 (682 gp each), Dusty Rose Ioun Stone (416 gp each).

Maximum Reward Allowed

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

APL 10: 2,300 gp.

APL 12: 3,300 gp.

ITEMS FOR THE ADVENTURE RECORD

Special

👉 **Heist of the Century!**: You've stolen a legendary shipment of jewels and turned it over to your guild. Your status skyrockets as you are celebrated as the most cunning thief since Medrigan the Mad. You gain a +2 circumstance bonus to all Cha-based checks with the guild, and, for one year from the date on this AR, any item upgrade you purchase, where access comes from a Keoland thieves guild, is at a 25% discount.

🔪 **Arrested**: For your actions in Cryllor you have been arrested for one of a multitude of crimes and subjected to the new and improved Cryllor judicial system. Circle all that apply: Transporting Stolen Goods for Sale (2 TUs), Resisting Lawful Arrest (2 TUs), Assaulting an Officer of the Law (4 TUs), Attempted Murder (6 TUs), Murder (20 TUs).

If Reclusiarch Harnek speaks on your behalf, all the charges against you will be dropped pending further investigation. You are released on your own recognizance, and you clearly owe a favor to the mysterious man.

If the Reclusiarch does not speak on your behalf, you suffer the above circled additional TU costs and a fine of 100 gp per TU lost to these sentences. If you are found guilty of murder, you are also required to report on parole for one year from the date on this AR; this means any adventure this PC plays cost 1 additional TU during that period.

👉 **The Reclusiarch's Favor**: For your aid in the matter of the guilds, you gain access (Frequency: Regional) to purchase the clouting weapon special ability upgrade (Complete Arcane).

👉 **To Steal From Thieves**: You have pulled off a theft that will go down in Keoish history, relieving a large quantity of stolen gems from three thieves' guilds. Needless to say, this causes quite a bit of an uproar. If you are a member of a Keoish thieves' guild metaorganization, you may not purchase anything from them for one year from the date on this AR. You gain an immediate bonus of APL x 500 gp, recorded above the adventure cap as if you had sold an item.

During your next two Keoland regional adventures, you receive a bonus of APL x 500 gp in the same manner. However, this money comes with its own price. You have had a large bounty placed on your head by the guilds involved, and it will follow you around until they collect your head. For three years from the date on this AR, any enemy with two or more levels of rogue will recognize you as a valuable bounty to collect and they will go out of their way to try to kill you. Any time you suffer sneak attack damage, the result of the sneak attack dice is multiplied by 1½, similar to an empowered spell. If you are not subject to sneak attacks for any reason (such as *fortification*, etc.), you are still targeted by rogues as listed above.

👉 **Courting Disaster**: After your trials together you and young Azinel Marrin have fallen in love. Although she has not consented to marriage yet, your relationship is blossoming. Until such a time as this effect is upgraded or negated, you gain the following bonus: once per adventure you may choose to add a +1 divine bonus to any saving throw you are about to roll, for the gods protect those in love. If two years from the date on this AR should pass without this effect being upgraded or negated, mark it as VOID.

Item Access

APL 4:

- Chime of Opening (Adventure; Dungeon Master's Guide)
- Cloak of Elvenkind (Adventure; Dungeon Master's Guide)
- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)

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

- +1 Animated Tower Shield (Adventure; Dungeon Master's Guide)
- Bracers of Armor +4 (Adventure; Dungeon Master's Guide)
- Lens of Detection (Adventure; Dungeon Master's Guide)

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

- Ioun Stone, Dark Blue Rhomboid (Adventure; Dungeon Master's Guide)
- Pearl of Power, 3rd Level Spell (Adventure; Dungeon Master's Guide)
- Sacred Scabbard (Adventure; Complete Warrior)

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

- +1 Distance Composite Longbow, +6 Str Bonus (Adventure; DMG)
- Ring of Wizardry I (Adventure; Dungeon Master's Guide)

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

- Cloak of Displacement, Major (Adventure; Dungeon Master's Guide)
- Headband of Intellect +6 (Adventure; Dungeon Master's Guide)

Keoland Thieves Guild Metaorganization Members:

- +1 Anarchic Longsword or Short Sword (Regional; Dungeon Master's Guide)
- Armor Enhancement Bonus Upgrade: to +2 or +3 (Regional; DMG)
- Lantern of Revealing (Regional; Dungeon Master's Guide)
- Ring of Counterspells (Regional; Dungeon Master's Guide)
- Ring of Protection +4 (Regional; Dungeon Master's Guide)
- Silent Moves Armor Special Ability Upgrade (Regional; Dungeon Master's Guide)
- Vest of Resistance +3 (Adventure; Complete Arcane)

APPENDIX 1 – APL 4

ENCOUNTER 1

Bard 1 / Warmage 2: elf, gray, male; CR 3; medium humanoid; HD 1d6+2d6+3; hp 17; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk +1; Grp -1; Atk -1 melee (1d4-2/19-20/x2, dagger); Full Atk -1 melee (1d4-2/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA Bardic Music, Armored Mage, Warmage Edge; SQ Armored Mage; AL CN; SV Fort +1, Ref +2, Will +4; Str 6, Dex 11, Con 12, Int 19, Wis 8, Cha 15

Skills and Feats: Bluff +6, Concentration +7, Craft (stringed instrument) +5, Diplomacy +6, Gather Information +6, Intimidate +5, Knowledge (arcane) +10, Knowledge (history) +10, Perform (stringed instrument) +6, Sense Motive +3, Spellcraft +12, Tumble +1; Combat Casting, Extra Edge.

Languages: Common, Elven.

Possessions: Chain Shirt; Potions of ~~Bear's Endurance~~, ~~Protection from Arrows~~, ~~10/magic~~, ~~Fox's Cunning~~, ~~Eagle's Splendor~~, ~~Barkskin +3~~, ~~Shield of Faith +3~~

Bardic Knowledge (Ex): You possess a special knowledge skill for stray bits of trivia. Knowledge check is 1d20+7

Bardic Music: Performances can create varied magical effects 1 time per day.

Counter song (Su): You can counter any sonic or language dependent magical effect. Anyone within 30 feet can use your Perform check in place of his or her saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 2 creature(s) within 90 feet. If you beat their Will save with a Perform Check, they will listen quietly for up to 3 round(s).

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Armored Mage (Ex): You may wear light armor and light shields with no chance of arcane spell failure.

Warmage Edge (Ex): Whenever you cast a spell that deals hit point damage, you add +4 to the amount of total damage dealt.

Bard Spells Known per day (3/1) (base DC = 12 + spell level): 0—[Daze, Lullaby, Read Magic]; 1st—[Grease, Inspirational Boost].

Warmage Spells; per day (6/6) Spells Known (base DC = 12 + spell level): 0—[Acid Splash, Light, Ray of Frost]; 1st—[Burning Hands, Chill Touch, Magic Missile, Orb of Lesser Acid, Orb of Lesser Cold, Orb of Lesser Electricity, Orb of Lesser Fire, Orb of Lesser Sound, Shocking Grasp, Sonic Blast]

Power Up Suite: (Active – bear's endurance, eagle's splendor, fox's cunning, Barkskin +3, shield of faith +3, Protection from Arrows 10/magic): hp: 23; AC 21, touch 13, flat-footed 18 (+5 armor, +3

deflection, +3 natural); DR: ranged 10/magic SA Warmage Edge +7; SV Fort +3, Ref +2, Will +4; Str 6, Dex 11, Con 16, Int 23, Wis 8, Cha 19, Bard & Warmage Spell Save DC 14 + level;

Skills and Feats: Bluff +8, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (arcane) +12, Knowledge (history) +12, Perform (stringed instrument) +8, Spellcraft +14.

Warmage Edge +7

Rogue 3: CR3; Medium Humanoid (Human, Oeridian); Male; HD 3d6+6; hp 18; Init+7; Spd 30 ft/x4; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex); Base Atk/Grp: +2/+4; Atk +7 melee (1d6+2;19-20/x2, MW Short Sword); +5 melee (1d4+2;19-20/x2, Dagger); Ranged +5 (1d4+2;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ: Evasion (Ex), Sneak Attack (+2d6), Trap Finding (Ex), Trap Sense +1; AL NE; SV Fort +3, Ref +6, Will +0; Str 14, Dex 17, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +5, Hide +7, Jump +6, Listen +5, Move Silently +7, Open Lock +9, Search +5, Spot +5. Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword)

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Anytime someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage.

Trap finding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use Disable Device skill to disarm magical traps.

Languages: Common

Possessions: Chain Shirt, Masterwork Short Sword, Daggers (x5), Potions of Invisibility, ~~Barkskin +2~~, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds (x2).

Description: Oeridian, 5'7" 140lbs.

Power-Up Suite (Active – bull's strength, Barkskin +2, cat's grace): HD 3d6+6; hp 18; Init+9; Spd 30 ft/x4; AC 21, touch 15, flat-footed 16 (+4 armor, +5 dex, +2 natural); Base Atk/Grp: +4/+6; Atk +9 melee (1d6+4;19-20/x2, MW Short Sword); +7 melee (1d4+4;19-20/x2, Dagger); Ranged +7 (1d4+4;19-20/x2, Dagger); SV Fort +3, Ref +8, Will +0; Str 18, Dex 21, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +9, Jump +8, Move Silently +9, Open Lock +11,

Note: Rogue will use haste potion at earliest possible opportunity.

Barbarian 1/Fighter 2: CR3; Half-Orc Medium Humanoid (Orc); Male; HD 1d12+2d10+9; hp 30; Init+5; Spd 40 ft/x4; AC 16, touch 11, flat-footed 15 (+5 armor, +1 dex); Base Atk/Grp: +3/+7; Atk +9 melee (2d4+6;18-20/x2, Masterwork Falchion); Space/Reach: 5ft./5ft.; SA&SQ;

Fast Movement(Ex), Illiteracy, Rage; AL NE; SV Fort +8, Ref +1, Will -1; Str 18, Dex 13, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Jump +5; **Weapon Focus** (Falchion), **Improved Initiative**, **Power Attack**, **Reckless Rage**

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Illiteracy: Cannot read or write

Reckless Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +9 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skill that requires patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common

Possessions: Breastplate, Masterwork Falchion, Falchion, Potions of ~~Barkskin +2~~, ~~Bull's Strength~~, ~~Shield of Faith +2~~, Haste, ~~Cat's Grace~~, Cure Light Wounds, ~~Bless Weapon~~.

Description: Half Orc, 6'7" 340lbs.

Power-Up Suite (Active – rage, bull's strength, Barkskin +2, shield of faith +2, bless weapon, cat's grace): hp 39; Init+7; Spd 40 ft/x4; AC 18, touch 15, flat-footed 19 (+5 armor, +3 dex, +2 natural, +2 deflection, -4 reckless rage); Base Atk/Grp: +3/+12; Atk +14 melee (2d4+13;18-20/x2, Masterwork Falchion, auto-confirm crits vs evil); Space/Reach: 5ft./5ft.; SA&SQ: Fast Movement(Ex),Rage; AL NE; SV Fort +11, Ref +3, Will +1; Str 28, Dex 17, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +6, Jump +10

Note: Fighter will use haste potion at earliest possible opportunity.

ENCOUNTER 4

Jetlen, Male Human Drd4: Medium Humanoid; CR 4; HD 4d8+4; hp 27; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 dex.); Base Atk/Grp: +3/+3; Atk +5 melee (1d6;18-20/x2, Masterwork Scimitar); Full Atk +5 melee (1d6;18-20/x2, Masterwork Scimitar); SA Spells, Spontaneous Casting; SQ Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Resist Natures Lure(Ex); AL N; SV Fort +5, Ref +4, Will +7; Str 10, Dex 16, Con 13, Int 11, Wis 16, Cha 8.

Skills & Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12; **Track**, **Improved Initiative**, **Weapon Focus**(Scimitar).

Spontaneous Casting (Sp): You can spontaneously cast summon nature's ally spells by sacrificing a prepared spell of equal or higher level.

Animal Companion (Ex): You have a Dire Bat as your animal companion.

Nature Sense (Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.

Wild Empathy (Ex): You can make a check (1d20+5) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without

suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Resist Nature's Lure (Ex): +4 to saving throws against the spell-like abilities of fey creatures.

Languages: Common, Druid.

10 Spells Known/Prepared (5/3/2, save DC = 13 + spell level): 0 – Detect magic, Guidance, Light, Read Magic, Resistance; 1st – Entangle, Longstrider, Summon Nature's Ally 1; 2nd – Flaming Sphere, Summon Nature's Ally 2;

Possessions: Masterwork Scimitar, Studded Leather Armor, Potions of Invisibility, ~~Barkskin +2~~, ~~Bull's Strength~~, ~~Shield of Faith +2~~, Haste, Enlarge person, ~~Cat's Grace~~, Wand of Cure Light Wounds.

Description: Flan, 31, 5'9" 140lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace, shield of faith +2): HD 4d8+4; hp 27; Init+8; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+3 armor, +1 shield +4 dex, +4 misc.); Base Atk/Grp: +3/+5; Atk +7 one-handed melee (1d8+2;19-20/x2,Masterwork Scimitar); Full Atk +7 one-handed melee (1d8+2;19-20/x2, Masterwork Scimitar); SV Fort +5, Ref +5, Will +7; Str 14, Dex 19, Con 13, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12

Note: Jetlen will use haste potion at earliest possible opportunity.

Klinfran, Male Human(Flan) Rog3: Medium Humanoid(Human); CR 3; HD 3d6+6; hp 18; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+4 armor, +4 dex); Base Atk/Grp: +2/+3; Atk +5 melee (1d6+1;19-20/x2, Masterwork Short Sword); or +4 melee (1d4+1;19-20/x2, Dagger); Full Atk +5 melee (1d6+1;19-20/x2, Masterwork Short Sword) or +4 melee (1d4+1;19-20/x2, Dagger); SA: Sneak Attack; SQ: Trapsense(Ex), Evasion(Ex), Trapfinding(Ex); AL CN; SV Fort +3, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +7, Listen+6, MoveSilently+7, OpenLock+9, Search+8, Spot+6; **Dodge**, **Improved Initiative**, **Weapon Finesse**.

Trapsense (Ex): +1 to Reflex saves and AC against traps.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Sneak Attack (Ex): Any time someone you attack is denied the Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Languages: Common.

Possessions: Masterwork Short Sword, Short Sword, Chain shirt, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds(x2).

Description: Flan, 5'5" 160lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 3d8+6; hp 18; Init+9; Spd 30 ft/x4; AC 22, touch 17, flat-footed 17 (+4 armor, +1 shield, +5 dex., +2 misc.); Base Atk/Grp: +2/+5; Atk +7 one-handed melee (1d6+3; 19-20/x2, Masterwork Short Sword); Full Atk +7 one-handed melee (1d6+3; 19-20/x2, Masterwork Short Sword); SV Fort +3, Ref +8, Will +1; Str 16, Dex 21, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +9, Listen+6, MoveSilently+9, OpenLock+9, Search+8, Spot+6

Note: Klinfran will use haste potion at earliest possible opportunity.

Archers(x2), Male ½ Elf Rgr3: Medium Humanoid(Elf); CR 3; HD 3d8+6; hp 24; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex); Base Atk/Grp: +3/+5; Atk +7 Two-handed ranged (1d8; 20/x3, Masterwork longbow) or +5 one-handed melee (1d8+2; 19-20/x2, Longsword); Full Atk +5/+5 Two-handed, Rapid Shot ranged (1d8; 20/x3, Masterwork longbow); SA Favored Enemy; SQ Wild Empathy(Ex); AL CN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +7, Listen +8, Move Silently +7, Search +7, Spot +8, Survival +7; *Endurance*², *Point Blank Shot*, *Precise Shot*, *Rapid Shot*², *Track*².

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+2 bonus)

Languages: Common, Elf.

Possessions: Masterwork longbow, Long sword, Chain shirt, Potions of Invisibility, Barkskin+2, Bull's Strength, Haste, Cat's Grace, Cure Light Wounds.

Description: ½ Elf, 5'4", 130 lbs

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 3d8+6; hp 24; Init+5; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+4 armor, +4 dex, +2 natural); Base Atk/Grp: +3/+7; Atk +8 ranged (1d8; 20/x3, Masterwork longbow); or +7 one-handed melee (1d8+6; 19-20/x2, Longsword); Full Atk +7/+7 Two-handed, Rapid Shot ranged (1d8; 20/x3, Masterwork longbow); SV Fort +5, Ref +8, Will +2; Str 18, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Listen +8, Move Silently +11, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity.

ENCOUNTER 7

Barnabus, Male Human Bbn1/Ftr3: Medium Humanoid; CR 4; HD 3d10+1d12+8; hp 38; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 dex.); Base Atk/Grp: +4/+7; Atk +9 melee (1d10+3; 19-20/x2, Masterwork Bastard sword); Full Atk +9 melee (1d10+3; 19-20/x2, Masterwork Bastard sword); SA Rage; SQ Fast Movement(Ex); AL CN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +2, Handle Animal +4, Intimidate +4, Jump +2, Ride +10, Swim -2; *Exotic Weapon Proficiency*(Bastard sword), *Power Attack*, *Cleave*, *Weapon Focus*(Bastard Sword), *Reckless Rage*(Races of Stone, Page 143).

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Rage: You can fly into a screaming frenzy once per encounter up to 1 time per day. This gives +6 to Strength and Constitution, +12 hit points, and a +2 morale bonus to Will saves. But gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common, Druid.

Possessions: Masterwork Bastard sword, Breastplate, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds..

Description: Suel, 30, 6'2" 222lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 3d10+1d12+8; hp 38; Init+5; Spd 30 ft/x4; AC 21, touch 15, flat-footed 18 (+5 armor, +3 dex, +21 shield); Base Atk/Grp: +9/+9; Atk +11 melee (1d10+5; 19-20/x2, Masterwork Bastard sword); SV Fort +7, Ref +5, Will +2; Str 20, Dex 19, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +6, Handle Animal +4, Intimidate +4, Jump +6, Ride +10, Swim +2,

Note: Barnabus will use haste potion at earliest possible opportunity.

Salix, Male Human Clr4: Medium Humanoid(Human); CR 4; HD 4d8+8; hp 30; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield); Base Atk/Grp: +3/+4; Atk +7 melee (1d8+2; 20/x2, Masterwork Morningstar); Full Atk +7 melee (1d8+1; 20/x2, Masterwork Morningstar); SA: Spells, Spontaneous Casting, Restricted Spells; SQ: Aura(Ex), Rebuke Undead(Su); AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 11.

Skills & Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3; *Combat Casting*, *Weapon Focus*(Morningstar), *Domain Focus*(evil) (Complete Divine Page 80).

Aura (Ex): You have a moderate aura of Law and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20+2; rebuking damage is equal to 2d4+6 on a successful check.

Languages: Common.

12 Spells Known/Prepared (5/4/3, save DC = 12 + spell level): 0 – Detect magic, Guidance, Light, Read Magic, Resistance; 1st – Bane, Bless, Magic Weapon, Obscuring Mist; 2nd – Cure Moderate Wounds, Sound Burst, Summon Monster 2;

Possessions: Masterwork Morningstar, Banded Mail, Potions of Invisibility, Barkskin +2, ~~Bull's Strength~~, ~~Shield of Faith~~, Haste, Enlarge Person, ~~Cat's Grace~~, Cure Light Wounds, Rage.

Description: Suel, 5'6" 160lbs.

Power-Up Suite (Active – bull's strength, shield of faith +2, cat's grace): HD 4d8+8; hp 30; Init+2; Spd 30 ft/x4; AC 22, touch 15, flat-footed 121 (+6 armor, +1 shield, +1 dex.); Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3;20/x2, Masterwork Morningstar); SV Fort +6, Ref +3, Will +7; Str 18, Dex 14, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3

Note: Salix will use haste potion at earliest possible opportunity.

Archers (x2), Male ½ Elf Rgr3: Medium Humanoid(Elf); CR 3; HD 3d8+6; hp 24; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex); Base Atk/Grp: +3/+5; Atk +7 Two-handed ranged (1d8;20/x3, Masterwork longbow) or +5 one-handed melee (1d8+2;19-20/x2, Longsword); Full Atk +5/+5 Two-handed, Rapid Shot ranged (1d8;20/x3, Masterwork longbow); SA Favored Enemy; SQ Wild Empathy(Ex); AL CN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +7, Listen +8, Move Silently +7, Search +7, Spot +8, Survival +7; Endurance², Point Blank Shot, Precise Shot, Rapid Shot², Track².

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+2 bonus)

Languages: Common, Elf.

Possessions: Masterwork longbow, Long sword, Chain shirt, Potions of Invisibility, Barkskin +2, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace): HD 3d8+6; hp 24; Init+5; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+4 armor, +4 dex.); Base Atk/Grp: +3/+7; Atk +8 ranged (1d8;20/x3, Masterwork longbow); or +7 one-handed melee (1d8+6;19-20/x2, Longsword); Full Atk +7/+7 Two-handed, Rapid Shot ranged (1d8;20/x3, Masterwork longbow); SV Fort +5, Ref +8, Will +2; Str 18, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Listen +8, Move Silently +11, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity.

OR

Shard and Ferrous, (2) Male Maugs Ftr2: Large Construct (extraplanar); CR 5; HD 5d10+30; hp 68; Init +2; Spd 40 ft. (can't run); AC 25, touch 10, flat-footed 24 (+1 dex, +8 masterwork full plate armor, +7 natural); Base Atk/Grp: +3/+13; Atk +8 melee (2D6+5/19-20; masterwork two-bladed sword) or +8 melee (1D8+7, Slam); Full Atk +8/+8 melee (2D6+5/19-20; masterwork two-bladed sword) or +8 melee (1D8+7, Slam); SA Pulverize; SQ Construct traits, grafts, rapid repair, SR 16; AL LN; SV Fort +3, Ref +2, Will +0; Str 21, Dex 15, Con -, Int 13, Wis 11, Cha 12. *Maug, Fiend Folio* page 122.

Skills & Feats: Craft (blacksmithing) +6. Craft (stonemasonry) +10, Gather Information +4, Intimidation +7, Knowledge (architecture and engineering) +10, Listen +8, Profession (Siege Engineer) +5, Profession (Soldier) +5, Search +3 Spot +8, Survival +5; Alertness, Two-Weapon Fighting, Weapon Focus (Two-bladed sword), Track, Power Attack.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks

Languages: Common, Draconic, Giant.

Possessions: Masterwork Full Plate, Masterwork two-bladed sword, Maug Graft (Shoving Arm), Maug Graft (Locking Hand). *Maug Grafts Fiend Folio Page 213*

APPENDIX 2 – APL 6

ENCOUNTER 1

Bard 2 / Warmage 3: elf, gray, male; CR 5; medium humanoid; HD 2d6+3d6+5; hp 26; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk +2; Grp +0; Atk +0 melee (1d4-2/19-20/x2, dagger); Full Atk +0 melee (1d4-2/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA Bardic Music, Armored Mage, Warmage Edge; SQ Armored Mage; AL CN; SV Fort +2, Ref +4, Will +5; Str 6, Dex 11, Con 12, Int 19, Wis 8, Cha 15

Skills and Feats: Bluff +8, Concentration +9, Craft (stringed instrument) +6, Diplomacy +10, Gather Information +6, Intimidate +8, Knowledge (arcane) +12, Knowledge (history) +12, Perform (stringed instrument) +8, Sense Motive +3, Spellcraft +14, Tumble +1; Combat Casting, Extra Edge.

Languages: Common, Elven.

Possessions: Chain Shirt +1; Potions of ~~Bear's Endurance, Protection from Arrows 10/magic, Fox's Cunning, Eagle's Splendor, Barkskin +4, Shield of Faith +3~~

Bardic Knowledge (Ex): You possess a special knowledge skill for stray bits of trivia. Knowledge check is 1d20+8

Bardic Music: Performances can create varied magical effects 2 times per day.

Counter song (Su): You can counter any sonic or language dependent magical effect. Anyone within 30 feet can use your Perform check in place of his or her saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 2 creature(s) within 90 feet. If you beat their Will save with a Perform Check, they will listen quietly for up to 3 round(s).

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Armored Mage (Ex): You may wear light armor and light shields with no chance of arcane spell failure.

Warmage Edge (Ex): Whenever you cast a spell that deals hit point damage, you add +5 to the amount of total damage dealt.

Advanced Learning (Ex): You may add a new spell to your list, provided it is an evocation spell normally found on the Wizard's spell list. The spell must be of a level no higher than that of the highest-level spell you already know.

Bard Spells Known per day (3/1) (base DC = 12 + spell level): 0—[Daze, Lullaby, Read Magic]; 1st—[Grease, Inspirational Boost].

Warmage Spells; per day (6/6) Spells Known (base DC = 12 + spell level): 0—[Acid Splash, Light, Ray of Frost]; 1st—[Burning Hands, Chill Touch, Magic Missile, Orb of Lesser

Acid, Orb of Lesser Cold, Orb of Lesser Electricity, Orb of Lesser Fire, Orb of Lesser Sound, Shocking Grasp, Sonic Blast

Power Up Suite: (Active – *bear's endurance, eagle's splendor, fox's cunning, Barkskin +4, shield of faith +4, Protection from Arrows 10/magic*): hp: 36; AC 23, touch 14, flat-footed 19 (+5 armor, +4 deflection, +4 natural); DR: ranged 10/magic SA Warmage Edge +7; SV Fort +4, Ref +4, Will +5; Str 6, Dex 11, Con 16, Int 24, Wis 8, Cha 19, Bard & Warmage Spell Save DC 14 + level;

Skills and Feats: Bluff +10, Diplomacy +12, Gather Information +8, Intimidate +8, Knowledge (arcane) +14, Knowledge (history) +14, Perform (stringed instrument) +10, Spellcraft +16.

Warmage Edge +7

Rogue 3 / Ranger 2: CR5; Medium Humanoid (Human, Oeridian); Male; HD 3d6+2d8+10; hp 33; Init+8; Spd 30 ft/x4; AC 19, touch 14, flat-footed 15 (+5 armor, +4 dex); Base Atk/Grp: +4/+6; Atk +8 melee (1d6+2;19-20/x2, MW Short Sword) Full Atk +8 melee (1d6+2;19-20/x2, MW Short Sword) and +8 melee (1d6+1;19-20/x2, MW Short Sword); Ranged +8 (1d4+2;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ: Evasion (Ex), Sneak Attack (+2d6), Trap Finding (Ex), Trap Sense +1, Combat Style, Two-weapon fighting, Favored Enemy, Elf; AL NE; SV Fort +6, Ref +10, Will +0; Str 14, Dex 18, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +5, Hide +11, Jump +9, Listen +7, Move Silently +11, Open Lock +10, Search +7, Spot +7; Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword), Track, Two-weapon Fighting

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Anytime someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage.

Trap finding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use Disable Device skill to disarm magical traps.

Languages: Common

Possessions: Chain Shirt +1, Masterwork Short Sword (x2), Daggers (x5), Potions of Invisibility, ~~Barkskin +2, Bull's Strength, Haste, Cat's Grace, Shield of Faith +3~~

Description: Oeridian, 5'7" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace, shield of faith +3*): hp 33; Init+10; Spd 30 ft/x4; AC 26, touch 19, flat-footed 17 (+5 armor, +6 dex, +3 deflection, +2 natural); Base Atk/Grp: +6/+8; Atk +10 melee (1d6+4;19-20/x2, MW Short Sword) Full Atk +10 melee (1d6+4;19-20/x2, MW Short Sword) and +10 melee (1d6+2;19-20/x2, MW Short Sword); Ranged +10 (1d4+4;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ: Evasion (Ex), Sneak Attack (+2d6), Combat Style, Two-weapon fighting; AL NE; SV Fort +6,

Ref +12, Will +0; Str 18, Dex 22, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +13, Jump +11, Move Silently +13, Open Lock +12,

Note: Rogue will use haste potion at earliest possible opportunity

Barbarian 1 / Fighter 4: CR5; Half-Orc Medium Humanoid (Orc); Male; HD 1d12+4d10+15; hp 50; Init+6; Spd 40 ft/x4; AC 18, touch 12, flat-footed 16 (+6 armor, +2 dex); Base Atk/Grp: +5/+9; Atk +11 melee (2d4+8; i8-20/x2, Masterwork Falchion); Space/Reach: 5ft./5ft.; SA&SQ; Fast Movement(Ex), Rage; AL NE; SV Fort +9, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +6, Jump +5; *Weapon Focus* (Falchion), *Improved Initiative*, *Power Attack*, *Reckless Rage*, *Weapon Specialization* (Falchion)

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Reckless Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +15 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skill that requires patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common

Possessions: Breastplate +1, Masterwork Falchion, Falchion, Potions of ~~Barkskin +2, Bull's Strength, Shield of Faith +3~~, Haste, ~~Cat's Grace, Bear's Endurance~~, Cure Light Wounds, ~~Bless Weapon~~, Bless Weapon.

Description: Half Orc, 6'7" 340lbs.

Power-Up Suite (Active – reckless rage, bull's strength, barkskin +2, bear's endurance, shield of faith +3, bless weapon, cat's grace): hp 75; Init+8; Spd 40 ft/x4; AC 21, touch 13, flat-footed 16 (+6 armor, +4 dex, +3 deflection, +2 natural, -4 rage); Base Atk/Grp: +5/+14; Atk +16 melee (2d4+16; i8-20/x2, Masterwork Falchion, auto-confirm crits); Space/Reach: 5ft./5ft.; SA&SQ; Fast Movement(Ex), Reckless Rage; AL NE; SV Fort +14, Ref +5, Will +3; Str 28, Dex 18, Con 26, Int 6, Wis 8, Cha 6.

Note: Fighter will use haste potion at earliest possible opportunity.

ENCOUNTER 4

Jetlen, Male Human Drd6: Medium Humanoid; CR 6; HD 6d8+12; hp 45; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 dex); Base Atk/Grp: +4/+4; Atk +6 melee (1d6+1; i8-20/x2, +1 Scimitar); SA Spells, Spontaneous Casting; SQ Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Resist Nature's Lure(Ex), Wild Shape(Su); AL N; SV Fort +7, Ref +4, Will +8; Str 10, Dex 15, Con 14, Int 11, Wis 16, Cha 8.

Skills & Feats: Concentration +7, Handle Animal +6, Knowledge(nature) +11, Listen +12, Spot +12, Survival

+12; Track, Improved Initiative, Weapon Focus(Scimitar), Dodge.

Spontaneous Casting (Sp): You can spontaneously cast summon nature's ally spells by sacrificing a pre-prepared spell of equal or higher level.

Animal Companion (Ex): You have a Dire Bat as your animal companion.

Nature Sense (Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.

Wild Empathy (Ex): You can make a check (1d20+5) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Resist Nature's Lure (Ex): +4 to saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): You can turn yourself into a Small or Medium-size animal (and back) 2 times per day for 6 hour(s). The new form's Hit Dice cannot exceed 6.

Languages: Common, Druid.

16 Spells Known/Prepared (5/4/4/3, save DC = 13 + spell level): 0 – Detect magic, Guidance, Light, Read Magic, Resistance; 1st – Entangle, Longstrider, Summon Nature's Ally 1, Produce Flame; 2nd – Flaming Sphere, Summon Nature's Ally 2, Heat Metal, Fog Cloud; 3rd – Call Lightning, Summon Nature's Ally 3, Cure Moderate Wounds, Spike Growth;

Possessions: +1 Scimitar, Studded Leather Armor, Potions of Invisibility, ~~Barkskin +2, Bull's Strength, Shield of Faith +2~~, Haste, Enlarge person, ~~Cat's Grace~~, Wand of Cure Light Wounds.

Description: Flan, 31, 5'9" 140lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace, shield of faith +2): HD 6d8+12; hp 45; Init+8; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+3 armor, +1 shield +4 dex, +4 misc.); Base Atk/Grp: +4/+6; Atk +8 one-handed melee (1d6+2; i9-20/x2, Masterwork Scimitar); Full Atk +8 one-handed melee (1d6+2; i9-20/x2, Masterwork Scimitar); SV Fort +7, Ref +6, Will +8; Str 14, Dex 19, Con 14, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12

Note: Jetlen will use haste potion at earliest possible opportunity before combat begins.

Klinfran, Male Human(Flan) Rog5: Medium Humanoid(Human); CR 5; HD 5d6+10; hp 30; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 19 (+4 armor, +1 shield, +4 dex); Base Atk/Grp: +3/+4; Atk +6 melee (1d6+2; i9-20/x2, +1 Short Sword); Full Atk +6 melee (1d6+2; i9-20/x2, +1 Short Sword); SA: Sneak Attack; SQ: Uncanny Dodge(Ex), Trapsense(Ex), Evasion(Ex),

Trapfinding(Ex); AL CN; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +7, Listen+8, Move Silently+9, Open Lock+11, Search+10, Sense Motive+4 Spot+9, Tumble+9; Dodge, Improved Initiative, Weapon Finesse.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trapsense (Ex): +1 to Reflex saves and AC against traps.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Sneak Attack (Ex): Any time someone you attack is denied the Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Languages: Common.

Possessions: +1 Short Sword, Short Sword, Chain shirt, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds(x2).

Description: Flan, 5'5" 160lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 5d6+10; hp 30; Init+9; Spd 30 ft/x4; AC 22, touch 17, flat-footed 22 (+4 armor, +1 shield, +5 dex., +2 misc.); Base Atk/Grp: +3/+6; Atk +8 one-handed melee (1d6+4;19-20/x2,+1 Short Sword); Full Atk +8 one-handed melee (1d6+4;19-20/x2,+1 Short Sword); SV Fort +3, Ref +9, Will +1; Str 16, Dex 21, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide+11, Listen+6, MoveSilently+11, Open Lock+9, Search+8, Spot+6

Note: Klinfran will use haste potion at earliest possible opportunity before combat begins.

Archers(x2), Male ½ Elf Rgr5: Medium Humanoid(Elf); CR 5; HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex); Base Atk/Grp: +5/+7; Atk +9 ranged (1d8+1;20/x3, +1 longbow) or +7 melee (1d8+2;19-20/x2,Longsword); Full Atk +7/+7 ranged (1d8+1;20/x3,+1 longbow); SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex); AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +9, Listen +10, Move Silently +9, Search +9, Spot +10, Survival +9; *Endurance*², *Point Blank Shot*, *Precise Shot*, *Rapid Shot*², *Track*².

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)

Languages: Common, Elf.

Possessions: +1 Longbow, Long sword, Chain shirt, Potions of ~~Invisibility, Barkskin+2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 5d8+10; hp 38; Init+6; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+4 armor, +4 dex); Base Atk/Grp: +5/+9; Atk +11 ranged (1d8+1;20/x3,+1 longbow); or +9 one-handed melee (1d8+4;19-20/x2,Longsword); Full Atk +9/+9 Two-handed, Rapid Shot ranged (1d8+1;20/x3,+1 longbow); SV Fort +6, Ref +9, Will +2; Str 18, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

ENCOUNTER 7

Barnabus, Male Human Bbn1/Ftr5: Medium Humanoid; CR 6; HD 5d10+1d12+12; hp 56; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+6 armor, +2 shield, +2 dex.); Base Atk/Grp: +6/+9; Atk +11 melee (1d10+5;19-20/x2, +1 Bastard sword); Full Atk +11/+6 melee (1d10+5;19-20/x2, +1 Bastard sword); SA Rage; SQ Fast Movement(Ex); AL CN; SV Fort +8, Ref +3, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +3, Handle Animal +4, Intimidate +4, Jump +3, Ride +13, Swim -1; *Exotic Weapon Proficiency*(Bastard sword), *Improved Initiative* *Power Attack*, *Cleave*, *Weapon Focus*(Bastard Sword), *Power Critical*(Bastard sword) *Reckless Rage*(Races of Stone, Page 143).

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Rage: You can fly into a screaming frenzy once per encounter up to 1 time per day. This gives +6 to Strength and Constitution, +18 hit points, and a +2 morale bonus to Will saves. But gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common, Druid.

Possessions: +1 Bastard sword, Breastplate +1, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds.

Description: Suel, 30, 6'2" 222lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 5d10+1d12+12; hp 56; Init+4; Spd 30

ft/x4; AC 22, touch 15, flat-footed 19 (+6 armor, +3 dex, +1 shield); Base Atk/Grp: +6/+11; Atk +13 melee (1d10+6; 19-20/x2, +1 Bastard sword); Full Atk +13/+8 melee (1d10+6; 19-20/x2, +1 Bastard sword); SV Fort +8, Ref +7, Will +2; Str 20, Dex 19, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Intimidate +4, Jump +7, Ride +10, Swim +3,

Note: Barnabus will use haste potion at earliest possible opportunity before combat begins.

Salix, Male Human Clr6: Medium Humanoid(Human); CR 6; HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield); Base Atk/Grp: +4/+6; Atk +8 melee (1d8+3; 20/x2, +1 Morningstar); Full Atk +6 melee (1d8+3; 20/x2, +1 Morningstar); SA: Spells, Spontaneous Casting, Restricted Spells; SQ: Aura(Ex), Rebuke Undead(Su); AL LE; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 11.

Skills & Feats: Diplomacy +3, Heal +9, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +6; *Combat Casting, Weapon Focus(Morningstar), Divine Spell Power, Domain Focus(evil)* (Complete Divine Page 80).

Aura (Ex): You have a strong aura of Law and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20+2; rebuking damage is equal to 2d6+6 on a successful check..

Languages: Common.

15 Spells Known/Prepared (5/4/4/2, save DC = 12 + spell level): 0 – Detect magic, Guidance, Light, Read Magic, Resistance; 1st – Bane, Bless, Magic Weapon, Obscuring Mist; 2nd – Cure Moderate Wounds, Sound Burst, Summon Monster 2, Hold Person; 3rd – Cure Serious Wounds, Dispel Magic, Magic Vestment;

Possessions: +1 Morningstar, Banded Mail +1, Potions of Invisibility, Barkskin +2, ~~Bull's Strength~~, ~~Shield of Faith~~, Haste, Enlarge Person, ~~Cat's Grace~~, Cure Light Wounds.

Description: Suel, 5'6" 160lbs.

Power-Up Suite (Active – bull's strength, shield of faith +2, cat's grace): HD 6d8+12; hp 45; Init+2; Spd 30 ft/x4; AC 23, touch 15, flat-footed 22 (+7 armor, +1 shield, +1 dex.); Base Atk/Grp: +4/+8; Atk +10 melee (1d8+5; 20/x2, +1 Morningstar); SV Fort +7, Ref +4, Will +8; Str 18, Dex 14, Con 14, Int 10, Wis 16, Cha 11.

Skills and Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3

Note: Salix will use haste potion at earliest possible opportunity before combat begins. Followed by Enlarge person.

Archers(x2), Male ½ Elf Rgr5: Medium Humanoid(Elf); CR 5; HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex); Base Atk/Grp: +5/+7; Atk +9 ranged (1d8+1; 20/x3, +1 longbow) or +7 melee (1d8+2; 19-20/x2, Longsword); Full

Atk +7/+7 ranged (1d8+1; 20/x3, +1 longbow); SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex); AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +9, Listen +10, Move Silently +9, Search +9, Spot +10, Survival +9; *Endurance², Point Blank Shot, Precise Shot, Rapid Shot², Track².*

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)

Languages: Common, Elf.

Possessions: +1 Longbow, Long sword, Chain shirt, Potions of ~~Invisibility~~, ~~Barkskin~~ +2, ~~Bull's Strength~~, ~~Cat's Grace~~, Cure Light Wounds.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace): HD 5d8+10; hp 38; Init+6; Spd 30 ft/x4; AC 20, touch 16, flat-footed 16 (+4 armor, +4 dex.); Base Atk/Grp: +5/+9; Atk +11 ranged (1d8+1; 20/x3, +1 longbow); or +9 one-handed melee (1d8+4; 19-20/x2, Longsword); Full Atk +9/+9 Two-handed, Rapid Shot ranged (1d8+1; 20/x3, +1 longbow); SV Fort +6, Ref +9, Will +2; Str 18, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

OR

Shard and Ferrous, (2) Male Maugs Ftr4: Large Construct (extraplanar); CR 7; HD 7d10+30; hp 82; Init +2; Spd 40 ft. (can't run); AC 26, touch 10, flat-footed 25 (+1 dex, +9 full plate armor +1, +7 natural); Base Atk/Grp: +6/+16; Atk +11 melee (2D6+6/19-20; masterwork two-bladed sword) or +10 melee (1D8+8, Slam); Full Atk +11/+11 melee (2D6+6/19-20; masterwork two-bladed sword) or +10 melee (1D8+8, Slam); SA Pulverize; SQ Construct traits, grafts, rapid repair, SR 18; AL LN; SV Fort +4, Ref +3, Will +1; Str 22, Dex 15, Con -, Int 13, Wis 11, Cha 12. *Maug, Fiend Folio page 122.*

Skills & Feats: Craft (blacksmithing) +6. Craft (stonemasonry) +10, Gather Information +6, Intimidation +8, Knowledge (architecture and engineering) +10, Listen +8, Profession (Siege Engineer) +5, Profession (Soldier) +5, Search +5 Spot +8, Survival +5; Alertness, Improved Sunder, Power Attack, Skill Focus (Gather Information), Two-Weapon Fighting, Weapon Focus (Two-bladed sword), Track.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit

spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks

Languages: Common, Draconic, Giant.

Possessions: Full Plate +1, Masterwork two-bladed sword, Maug Graft (Shoving Arm), Maug Graft (Locking Hand). *Maug Grafts Fiend Folio Page 213*

APPENDIX 3 – APL 8

ENCOUNTER 1

Bard 3 / Warmage 4: elf, gray, male; CR 7; medium humanoid; HD 3d6+4d6+7; hp 37; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk +3; Grp +1; Atk +1 melee (1d4-2/19-20/x2, dagger); Full Atk +1 melee (1d4-2/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA Bardic Music, Armored Mage, Warmage Edge; SQ Armored Mage; AL CN; SV Fort +3, Ref +4, Will +6; Str 6, Dex 11, Con 12, Int 19, Wis 8, Cha 15

Skills and Feats: Bluff +10, Concentration +11, Craft (stringed instrument) +7, Diplomacy +12, Gather Information +6, Intimidate +9, Knowledge (arcane) +14, Knowledge (history) +14, Perform (stringed instrument) +10, Sense Motive +3, Spellcraft +16, Tumble +1; Improved Initiative, Combat Casting, Extra Edge.

Languages: Common, Elven.

Possessions: Chain Shirt +1; Wand of Magic Missiles (3rd); Potions of ~~Bear's Endurance~~, ~~Protection from Arrows~~, ~~10/magic~~, ~~Fox's Cunning~~, ~~Eagle's Splendor~~, ~~Barkskin~~ +4, ~~Shield of Faith~~ +4, Haste

Bardic Knowledge (Ex): You possess a special knowledge skill for stray bits of trivia. Knowledge check is 1d20+9

Bardic Music: Performances can create varied magical effects 3 times per day.

Counter song (Su): You can counter any sonic or language dependent magical effect. Anyone within 30 feet can use your Perform check in place of his or her saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 2 creature(s) within 90 feet. If you beat their Will save with a Perform Check, they will listen quietly for up to 3 round(s).

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.

Armored Mage (Ex): You may wear light armor and light shields with no chance of arcane spell failure.

Warmage Edge (Ex): Whenever you cast a spell that deals hit point damage, you add +6 to the amount of total damage dealt.

Advanced Learning (Ex): You may add a new spell to your list, provided it is an evocation spell normally found on the Wizard's spell list. The spell must be of a level no higher than that of the highest-level spell you already know.

Bard Spells Known per day (3/2) (base DC = 12 + spell level): 0—[Daze, Lullaby, Read Magic]; 1st—[Grease, Inspirational Boost, Expeditious Retreat].

Warmage Spells; per day (6/6/4) Spells Known (base DC = 12 + spell level): 0—[Acid Splash, Light, Ray of Frost]; 1st—[Burning Hands, Chill Touch, Magic Missile, Orb of Lesser Acid, Orb of Lesser Cold, Orb of Lesser Electricity, Orb of Lesser Fire, Orb of Lesser Sound, Shocking Grasp, Sonic Blast]. 2nd—[Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Scorching Ray, Shatter]

Power Up Suite: (Active – bear's endurance, eagle's splendor, bull's strength, barkskin +4, shield of faith +4, Protection from Arrows 10/magic): hp: 51; AC 23, touch 14, flat-footed 19 (+5 armor, +4 deflection, +4 natural); DR: ranged 10/magic SA Warmage Edge +8; SV Fort +5, Ref +4, Will +6; Str 6, Dex 11, Con 16, Int 24, Wis 8, Cha 19, Bard & Warmage Spell Save DC 14 + level;

Skills and Feats: Bluff +12, Diplomacy +14, Gather Information +8, Intimidate +11, Knowledge (arcane) +16, Knowledge (history) +16, Perform (stringed instrument) +12, Spellcraft +18.

Warmage Edge +8

Rogue 4 / Ranger 2: CR6; Medium Humanoid (Human, Oeridian); Male; HD 4d6+2d8+18; hp 44; Init+8; Spd 30 ft/x4; AC 19, touch 14, flat-footed 19 (+5 armor, +4 dex); Base Atk/Grp: +5/+7; Atk +9 melee (1d6+3;19-20/x2, Short Sword +1) Full Atk +9 melee (1d6+3;19-20/x2, Short Sword +1) and +9 melee (1d4+1;19-20/x2, MW Short Sword); Ranged +8 (1d4+2;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ; Evasion (Ex), Sneak Attack (+2d6), Trap Finding (Ex), Trap Sense +1, Combat Style, Two-weapon fighting, Favored Enemy, Elf; AL NE; SV Fort +6, Ref +11, Will +0; Str 14, Dex 18, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +6, Hide +12, Jump +9, Listen +8, Move Silently +12, Open Lock +12, Search +8, Spot +8; Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword), Track, Two-weapon Fighting, Improved Toughness

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Anytime someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage.

Trap finding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use Disable Device skill to disarm magical traps.

Languages: Common

Possessions: Chain Shirt +1, Short Sword +1, MW Short Sword, Daggers (x5), Potions of Invisibility, ~~Barkskin~~ +3, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, ~~Shield of Faith~~ +3

Description: Oeridian, 5'7" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin +3, cat's grace, shield of faith +3*): hp 44; Init+10; AC 25, touch 17, flat-footed 22 (+5 armor, +4 dex, +3 deflection, +3 natural); Base Atk/Grp: +7/+9; Atk +11 melee (1d6+5;19-20/x2, Short Sword +1) Full Atk +11 melee (1d6+5;19-20/x2, Short Sword +1) and +11 melee (1d6+2;19-20/x2, MW Short Sword); Ranged +10 (1d4+4;19-20/x2, Dagger); SV Fort +6, Ref +13, Will +0; Str 18, Dex 22, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +14, Jump +11, Move Silently +14, Open Lock +14

Note: Rogue will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 60 ft.

Barbarian 1/Fighter 5: CR6; Half-Orc Medium Humanoid (Orc); Male; HD 1d12+5d10+24; hp 66; Init+6; Spd 40 ft/x4; AC 18, touch 12, flat-footed 16 (+6 armor, +2 dex); Base Atk/Grp: +6/+10; Atk +12 melee (2d4+9;18-20/x2, +1 Falchion); Full Atk +12/+7 melee (2d4+9;18-20/x2, +1 Falchion) Space/Reach: 5ft./5ft.; SA&SQ; Fast Movement(Ex), Rage; AL NE; SV Fort +9, Ref +3, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +7, Jump +5; *Weapon Focus (Falchion), Improved Initiative, Power Attack, Reckless Rage, Weapon Specialization (Falchion), Improved Toughness*

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Reckless Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +18 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skill that requires patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common

Possessions: Breastplate +1, +1 Falchion, Falchion, Potions of ~~Barkskin +2, Bull's Strength, Shield of Faith +2, Haste, Cat's Grace, Bear's Endurance, Cure Light Wounds, Bless Weapon, Bless Weapon.~~

Description: Half Orc, 6'7" 340lbs.

Power-Up Suite (Active – *reckless rage, bull's strength, barkskin +2, bear's endurance, shield of faith +2, bless weapon, cat's grace*): hp 96; Init+8; Spd 40 ft/x4; AC 20, touch 12, flat-footed 16 (+6 armor, +4 dex, +2 deflection, +2 natural, -4 rage); Base Atk/Grp: +5/+14; Atk +17 melee (2d4+17;18-20/x2, +1 Falchion, auto-confirm crits); Full Atk +17/+12 melee (2d4+17;18-20/x2, +1 Falchion, auto-confirm crits); Space/Reach: 5ft./5ft.; SA&SQ; Fast Movement(Ex), Reckless Rage; AL NE; SV Fort +14, Ref +5, Will +3; Str 28, Dex 18, Con 26, Int 6, Wis 8, Cha 6.

Note: Fighter will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 70 ft.

ENCOUNTER 4

Jetlen, Male Human Drd8: Medium Humanoid; CR 8; HD 8d8+8; hp 54; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+4 armor, +1 shield, +4 dex.); Base Atk/Grp: +6/+6; Atk +8 melee (1d6+1;18-20/x2, +1 Scimitar); Full Atk +8/+3 melee (1d6+1;18-20/x2, +1 Scimitar); SA Spells, Spontaneous Casting; SQ Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Resist Nature's Lure(Ex), Wild Shape(Su); AL N; SV Fort +8, Ref +5, Will +9; Str 10, Dex 16, Con 14, Int 11, Wis 17, Cha 8.

Skills & Feats: Concentration +7, Handle Animal +6, Knowledge(nature) +15, Listen +13, Spot +14, Survival +14; *Track, Improved Initiative, Weapon Focus(Scimitar), Dodge.*

Spontaneous Casting (Sp): You can spontaneously cast summon nature's ally spells by sacrificing a prepared spell of equal or higher level.

Animal Companion (Ex): You have a Dire Bat as your animal companion.

Nature Sense (Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.

Wild Empathy (Ex): You can make a check (1d20+9) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Resist Nature's Lure (Ex): +4 to saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): You can turn yourself into a Small or Medium-size animal (and back) 3 times per day for 8 hour(s). The new form's Hit Dice cannot exceed 8.

Languages: Common, Druid.

21 Spells Known/Prepared (6/5/4/4/2, save DC = 13 + spell level): 0 – Detect magic, Guidance, Know Direction, Light, Read Magic, Resistance;
1st – Entangle, Longstrider, Summon Nature's Ally 1, Produce Flame, Obscuring Mist ; 2nd – Flaming Sphere, Summon Nature's Ally 2, Heat Metal, Fog Cloud; 3rd – Call Lightning, Summon Nature's Ally 3, Cure Moderate Wounds, Spike Growth; 4th – Dispel Magic, Flame Strike.

Possessions: +1 Scimitar, +1 Studded Leather Armor, Potions of Invisibility, ~~Barkskin +2, Bull's Strength, Shield of Faith +2, Haste, Enlarge person, Cat's Grace, Wand of Cure Light Wounds.~~

Description: Flan, 31, 5'9" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace, shield of faith +2*): HD 8d8+8; hp 54; Init+9; Spd 30 ft/x4; AC 25, touch 20, flat-footed 19 (+4 armor, +1 shield +4 dex, +4 misc.); Base Atk/Grp: +6/+8; Atk +10 one-handed melee (1d6+3;19-20/x2,+1 Scimitar); Full Atk +10/+5 one-handed melee (1d6+3;19-20/x2, +1

Scimitar); SV Fort +8, Ref +7, Will +9; Str 14, Dex 20, Con 14, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12

Note: Jetlen will use haste potion at earliest possible opportunity before combat begins.

Klinfran, Male Human(Flan) Rog5/Rgr2: Medium Humanoid(Human); CR 7; HD 5d6+2d8+14; hp 45; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 19 (+5 armor, +4 dex); Base Atk/Grp: +5/+6; Atk +10 melee (1d6+2;19-20/x2, +1 Short Sword); Full Atk +10 melee (1d6+2;19-20/x2, +1 Short Sword); +10 melee (1d6+1;19-20/x2, Masterwork Short Sword); SA: Sneak Attack, Favored Enemy; SQ: Uncanny Dodge(Ex), Trapsense(Ex), Wild Empathy(Ex) Evasion(Ex), Trapfinding(Ex); AL CN; SV Fort +6, Ref +10, Will +1; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +12, Listen+10, Move Silently+12, Open Lock+11, Search+12, Sense Motive+10 Spot+9, Tumble+10; Dodge, Improved Initiative, Track², Two-Weapon Fighting², Weapon Finesse(Sword, Short), Weapon Focus(Sword, Short).

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trapsense (Ex): +1 to Reflex saves and AC against traps.

Wild Empathy (Ex): You can make a check (1d20+1) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Sneak Attack (Ex): Any time someone you attack is denied the Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Languages: Common.

Possessions: +1 Short Sword, Short Sword, +1 Chain shirt, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds(x2).

Description: Flan, 5'5" 160lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace): HD 5d6+2d8+14; hp 45; Init+9; Spd 30

ft/x4; AC 22, touch 17, flat-footed 22 (+5 armor, +5 dex, +2 misc.); Base Atk/Grp: +5/+8; Atk +12 one-handed melee (1d6+4;19-20/x2,+1 Short Sword); Full Atk +12 one-handed melee (1d6+4;19-20/x2,+1 Short Sword) and +12 one-handed melee (1d6+3;19-20/x2,Masterwork Short Sword); SV Fort +6, Ref +12, Will +1; Str 16, Dex 21, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +13, Listen+6, MoveSilently+13, OpenLock+9, Search+8, Spot+6

Note: Klinfran will use haste potion at earliest possible opportunity before combat begins, followed by invisibility.

Archers(x2), Male ½ Elf Rgr5/Wlr2: Medium Humanoid(Elf); CR 7; HD 5d8+2d10+14; hp 56; Init +3; Spd 40 ft.; AC 18, touch 115, flat-footed 16 (+5 armor, +3 dex); Base Atk/Grp: +7/+9; Atk +12 ranged (1d8+1;20/x3, +1 longbow) or +9 melee (1d8+2;19-20/x2,Longsword); Full Atk +10/+10/+5 ranged (1d8+1;20/x3,+1 longbow); or +9/+4 melee (1d8+2;19-20/x2,Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal Scream(Ex), Scent(Ex) ; AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

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Skills & Feats: Hide +11, Listen +10, Move Silently +11, Search +9, Spot +10, Survival +9; Endurance², Point Blank Shot, Precise Shot, Rapid Shot², Track².

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor.(*Races of the Wild*)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s).(Races of the Wild)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.(Races of the Wild)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)

Languages: Common, Elf.

Possessions: +1 Longbow, Long sword, +1 Chain shirt, Potions of Invisibility, ~~Barkskin +2, Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds, Bracers of Armor +1.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 5d8+2d10+14; hp 56; Init+5; Spd 30 ft/x4; AC 21, touch 17, flat-footed 14 (+5 armor, +4 dex); Base Atk/Grp: +7/+11; Atk +14 ranged (1d8+1;20/x3,+1 longbow); or +11 one-handed melee (1d8+4;19-20/x2,Longsword); Full Atk +12/+12 Two-handed, Rapid Shot ranged (1d8+1;20/x3,+1 longbow) or +11/+6 melee (1d8+4;19-20/x2, Longsword); SV Fort +9, Ref +12, Will +2; Str 18, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

ENCOUNTER 7

Barnabus, Male Human Bbn1/Ftr7: Medium Humanoid; CR 8; HD 7d10+1d12+12; hp 74; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+6 armor, +1 shield, +3 dex); Base Atk/Grp: +8/+11; Atk +13 melee (1d10+4;17-20/x2, +1 Bastard sword) or +11 melee (1d4+3;19-20/x2, Dagger); Full Atk +13/+8 melee (1d10+4;17-20/x2, +1 Bastard sword) or +11/+6 melee (1d4+3;19-20/x2, Dagger); SA Rage; SQ Fast Movement(Ex); AL CN; SV Fort +9, Ref +5, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +3, Handle Animal +4, Intimidate +10, Jump +3, Ride +14, Swim -1; Exotic Weapon Proficiency(Bastard sword), Improved Critical(Bastard sword), Improved Initiative, Power Attack, Cleave, Weapon Focus(Bastard sword), Power Critical(Bastard sword) Reckless Rage(Races of Stone, Page 143).

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Rage: You can fly into a screaming frenzy once per encounter up to 1 time per day. This gives +6 to Strength and Constitution, +24 hit points, and a +2 morale bonus to Will saves. But gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common.

Possessions: +1 Bastard sword, Breastplate +1, Potions of Invisibility, ~~Barkskin +5~~, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds.

Description: Suel, 30, 6'2" 222lbs.

Power-Up Suite (Active – *bull's strength, barkskin +5, cat's grace*): HD 7d10+1d12+12; hp 74; Init+5; Spd 30 ft/x4; AC 25, touch 18, flat-footed 22 (+6 armor, +3 dex, +1 shield); Base Atk/Grp: +18/+13; Atk +15 melee (1d10+6;19-20/x2, +1 Bastard sword); Full Atk +15/+10 melee (1d10+6;19-20/x2, +1 Bastard sword); SV Fort +8, Ref +7, Will +3

; Str 20, Dex 20, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Intimidate +4, Jump +7, Ride +10, Swim +3,

Note: Barnabus will use haste potion at earliest possible opportunity before combat begins.

Salix, Male Human Clr8: Medium Humanoid(Human); CR 68; HD 8d8+24; hp 66; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield); Base Atk/Grp: +6/+8; Atk +10 melee (1d8+3;20/x2, +1 Morningstar); Full Atk +10/+5 melee (1d8+3;20/x2, +1 Morningstar); SA: Spells, Spontaneous Casting, Restricted Spells; SQ: Aura(Ex), Rebuke Undead(Su); AL LE; SV Fort +8, Ref +2, Will +9; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 11.

Skills & Feats: Diplomacy +3, Heal +9, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +6; Combat Casting, Weapon Focus(Morningstar), Divine Spell Power, Domain Focus(evil) (Complete Divine Page 80).

Aura (Ex): You have a strong aura of Law and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20+2;rebuking damage is equal to 2d6+8 on a successful check..

Languages: Common.

20 Spells Known/Prepared (6/5/4/3/2, save DC = 12 + spell level): 0 – Detect magic(x2), Guidance, Light, Read Magic, Resistance; 1st – Bane, Bless, Divine Favor, Magic Weapon, Obscuring Mist;

2nd – Cure Moderate Wounds, Sound Burst, Summon Monster 2, Hold Person; 3rd – Cure Serious Wounds, Dispel Magic, Magic Vestment; 4th – Cure Critical Wounds, Magic Weapon(Greater).

Possessions: +1 Morningstar, Banded Mail +1, Shield Steel, Potions of Invisibility, ~~Barkskin +5~~, ~~Bull's Strength~~, ~~Shield of Faith~~, Haste, Enlarge Person, Cat's Grace, Cure Light Wounds.

Description: Suel, 5'6" 160lbs.

Power-Up Suite (Active – *bull's strength, shield of faith +5, cat's grace*): HD 8d8+24; hp 66; Init+2; Spd 20 ft/x4; AC 24, touch 16, flat-footed 23 (+7 armor, +1 shield, +1 dex); Base Atk/Grp: +6/+10; Atk +12 melee (1d8+5;20/x2, +1 Morningstar); Full Atk +12/+7 melee (1d8+5;20/x2, +1 Morningstar); SV Fort +8, Ref +4, Will +9; Str 18, Dex 14, Con 15, Int 10, Wis 16, Cha 11.

Skills and Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3

Note: Salix will use haste potion at earliest possible opportunity before combat begins. Followed by Enlarge person.

Archers(x2), Male ½ Elf Rgr5/Wlr2: Medium Humanoid(Elf); CR 7; HD 5d8+2d10+14; hp 56; Init +3; Spd 40 ft.; AC 18, touch 115, flat-footed 16 (+5 armor, +3 dex); Base Atk/Grp: +7/+9; Atk +12 ranged (1d8+1;20/x3, +1 longbow) or +9 melee (1d8+2;19-20/x2,Longsword); Full Atk +10/+10/+5 ranged (1d8+1;20/x3,+1 longbow); or +9/+4 melee (1d8+2;19-20/x2,Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal

Scream(Ex), Scent(Ex) ; AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

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Skills & Feats: Hide +11, Listen +10, Move Silently +11, Search +9, Spot +10, Survival +9; *Endurance*², *Point Blank Shot*, *Precise Shot*, *Rapid Shot*², *Track*².

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor. (*Races of the Wild*)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s). (*Races of the Wild*)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. (*Races of the Wild*)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)

Languages: Common, Elf.

Possessions: +1 Longbow, Long sword, +1 Chain shirt, Potions of ~~Invisibility~~, ~~Barkskin~~+2, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds, Bracers of Armor +1.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength*, *barkskin* +2, *cat's grace*): HD 5d8+2d10+14; hp 56; Init+5; Spd 30 ft/x4; AC 21, touch 17, flat-footed 14 (+5 armor, +4 dex); Base Atk/Grp: +7/+11; Atk +14 ranged (1d8+1;20/x3,+1 longbow); or +11 one-handed melee (1d8+4;19-20/x2,Longsword); Full Atk +12/+12 Two-handed, Rapid Shot ranged (1d8+1;20/x3,+1 longbow) or +11/+6 melee (1d8+4;19-20/x2, Longsword); SV Fort +9, Ref +12, Will +2; Str 18, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begin.

OR

Shard and Ferrous, (2) Male Maugs Ftr5/Just1: Large Construct (extraplanar); CR 9; HD 9d10+30; hp 97; Init +2; Spd 40 ft. (can't run); AC 26, touch 10, flat-footed 25 (+1 dex, +9 full plate armor +1, +7 natural); Base Atk/Grp: +8/+18; Atk +13 melee (2D6+6/19-20; masterwork two-bladed sword) or +12 melee (1D8+8, Slam); Full Atk +13/+13/+8 melee (2D6+6/19-20; masterwork two-bladed sword) or +12 melee (1D8+8, Slam); SA Pulverize, Bring 'em back alive, Non-lethal strike +1d6; SQ Construct

traits, grafts, rapid repair, SR 20; AL LN; SV Fort +4, Ref +3, Will +3; Str 22, Dex 15, Con -, Int 13, Wis 11, Cha 12. *Maug, Fiend Folio* page 122. *Justiciar Prestige Class, Complete Warrior*

Skills & Feats: Craft (blacksmithing) +6. Craft (stonemasonry) +10, Gather Information + 8, Intimidation +9, Knowledge (architecture and engineering) +10, Listen +9, Profession (Siege Engineer) +5, Profession (Soldier) +5, Search +7 Spot +9, Survival +8; Alertness, Improved Sunder, Power Attack, Skill Focus (Gather Information), Two-Weapon Fighting, Weapon Focus (Two-bladed sword) Weapon Specialization (Two-bladed sword), Track.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of *Fiend Folio*. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

Bring 'em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Non-lethal strike (Ex): A Justiciar can make nonlethal strikes. Any time the character uses the bring 'em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Languages: Common, Draconic, Giant.

Possessions: Full Plate +1, Masterwork two-bladed sword, Maug Graft (Shoving Arm), Maug Graft (Locking Hand). *Maug Grafts Fiend Folio* Page 213

APPENDIX 4 – APL 10

ENCOUNTER 1

Bard 4 / Warmage 5: elf, gray, male; CR 9; medium humanoid; HD 4d6+5d6+9; hp 47; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk +5; Grp +3; Atk +3 melee (1d4-2/19-20/x2, dagger); Full Atk +3 melee (1d4-2/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA Bardic Music, Armored Mage, Warmage Edge; SQ Armored Mage; AL CN; SV Fort +4, Ref +6, Will +8; Str 6, Dex 11, Con 12, Int 20, Wis 8, Cha 15

Skills and Feats: Bluff +12, Concentration +13, Craft (stringed instrument) +10, Diplomacy +14, Gather Information +6, Intimidate +10, Knowledge (arcane) +17, Knowledge (history) +17, Perform (stringed instrument) +13, Sense Motive +3, Spellcraft +19, Tumble +1; Improved Initiative, Combat Casting, Extra Edge, Point Blank Shot.

Languages: Common, Elven.

Possessions: Chain Shirt +1; Vest of Resistance +1, Wand of Magic Missiles (5th); Potions of ~~Bear's Endurance~~, ~~Protection from Arrows~~, ~~15/magic~~, ~~Fox's Cunning~~, ~~Eagle's Splendor~~, ~~Barkskin~~ +5, ~~Shield of Faith~~ +5, ~~Fly~~, Cure Serious Wounds

Bardic Knowledge (Ex): You possess a special knowledge skill for stray bits of trivia. Knowledge check is 1d20+11

Bardic Music: Performances can create varied magical effects 4 times per day.

Counter song (Su): You can counter any sonic or language dependent magical effect. Anyone within 30 feet can use your Perform check in place of his or her saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 2 creature(s) within 90 feet. If you beat their Will save with a Perform Check, they will listen quietly for up to 4 round(s).

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.

Armored Mage (Ex): You may wear light armor and light shields with no chance of arcane spell failure.

Warmage Edge (Ex): Whenever you cast a spell that deals hit point damage, you add +7 to the amount of total damage dealt.

Advanced Learning (Ex): You may add a new spell to your list, provided it is an evocation spell normally found on the Wizard's spell list. The spell must be of a level no higher than that of the highest-level spell you already know.

Bard Spells Known per day (3/3/1) (base DC = 12 + spell level): 0—[Daze, Lullaby, Read Magic]; 1st—[Grease, Inspirational Boost, Expeditious Retreat]; 2nd—[Glitterdust, Blur].

Warmage Spells; per day (6/7/5) Spells Known (base DC = 12 + spell level): 0—[Acid Splash, Light, Ray of Frost]; 1st—[Burning Hands, Chill Touch, Magic Missile, Orb of Lesser Acid, Orb of Lesser Cold, Orb of Lesser Electricity, Orb of Lesser Fire, Orb of Lesser Sound, Shocking Grasp, Sonic Blast]. 2nd—[Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Scorching Ray, Shatter]

Power Up Suite: Spd 30 ft, Fly 40 ft. (good); hp: 65; AC 25, touch 15, flat-footed 20 (+5 armor, +5 deflection, +5 natural); Base Atk +6; Grp +4; DR: ranged 15/magic SA Warmage Edge +9; SV Fort +4, Ref +6, Will +8; Str 6, Dex 11, Con 12, Int 24, Wis 8, Cha 19, Bard & Warmage Spell Save DC 14 + level;

Skills and Feats: Bluff +14, Diplomacy +16, Gather Information +8, Intimidate +12, Knowledge (arcane) +19, Knowledge (history) +19, Perform (stringed instrument) +15, Spellcraft +21.

Warmage Edge +9.

Rogue 7 / Ranger 2 : CR9; Medium Humanoid (Human, Oeridian); Male; HD 7d6+2d8+27; hp 64; Init+8; Spd 30 ft/x4; AC 19, touch 14, flat-footed 19 (+5 armor, +4 dex); Base Atk/Grp: +7/+9; Atk +11 melee (1d6+3;19-20/x2, Short Sword +1) Full Atk +11/+6 melee (1d6+3;19-20/x2, Short Sword +1) and +11 melee (1d6+2;19-20/x2, Short Sword +1); Ranged +8 (1d4+2;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ; Evasion (Ex), Sneak Attack (+4d6), Trap Finding (Ex), Trap Sense +1, Combat Style, Two-weapon fighting, Favored Enemy, Elf; AL NE; SV Fort +7, Ref +12, Will +1; Str 14, Dex 19, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +9, Hide +15, Jump +12, Listen +11, Move Silently +15, Open Lock +15, Search +11, Spot +11; Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword), Track, Two-weapon Fighting, Improved Toughness, Quick Draw

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Anytime someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 4d6 damage.

Trap finding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use Disable Device skill to disarm magical traps.

Languages: Common

Possessions: Mithral Chain Shirt +1, Short Sword +1 (x2), MW Dagger, Daggers (x5), Potions of Invisibility, ~~Barkskin~~ +5, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, ~~Oil of Bless Weapon~~, ~~Shield of Faith~~ +5, Cure Serious Wounds (x2)

Description: Oeridian, 5'7" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin +5, cat's grace, shield of faith +5, oil of bless weapon*): hp 64; Init+10; AC 31, touch 21, flat-footed 31 (+5 armor, +6 dex, +5 deflection, +5 natural); Base Atk/Grp: +9/+11; Atk +13 melee (1d6+5; 19-20/x2, +1 Short Sword) Full Atk +13/+8 melee (1d6+5; 19-20/x2, Short Sword +1) and +13 melee (1d6+3; 19-20/x2, +1 Short Sword); Ranged +8 (1d4+4; 19-20/x2, Dagger); SV Fort +7, Ref +14, Will +1; Str 18, Dex 23, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +17, Jump +14, Move Silently +17, Open Lock +17,

Note: Rogue will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 60 ft.

Barbarian 1/Fighter 7/Exotic Weapon Master 1: CR9; Half-Orc Medium Humanoid (Orc); Male; HD 1d12+7d10+1d10+36; hp 96; Init+5; Spd 40 ft/x4; AC 18, touch 11, flat-footed 17 (+7 armor, +1 dex); Base Atk/Grp: +9/+14; Atk +16 melee (1d8+13; 15-20/x2, Great Scimitar +1); Full Atk +16/+11 melee (1d8+13; 15-20/x2, Great Scimitar +1) Space/Reach: 5ft./5ft.; SA&SQ: Fast Movement(Ex), Rage; AL NE; SV Fort +11, Ref +3, Will +1; Str 20, Dex 13, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +10, Jump +6; Exotic Weapon Proficiency (Great Scimitar) Weapon Focus (Great Scimitar), Weapon Specialization (Great Scimitar), Improved Critical (Great Scimitar), Improved Initiative, Power Attack, Reckless Rage, Improved Toughness

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Reckless Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +27 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skill that requires patience or concentration while enraged. Your rage lasts up to 7 rounds.

Languages: Common

Possessions: Breastplate +2, Great Scimitar +1, Falchion, Potions of ~~Barkskin +5, Bull's Strength, Shield of Faith +5, Haste, Cat's Grace, Bear's Endurance, Cure Serious Wounds (x2), Oil of Bless Weapon, .~~

Description: Half Orc, 6'7" 340lbs.

Power-Up Suite (Active – *reckless rage, bull's strength, barkskin +5, bear's endurance, shield of faith +5, oil of bless weapon, cat's grace*): hp 141; Init+7; Spd 40 ft/x4; AC 26, touch 14, flat-footed 23 (+7 armor, +3 dex, +5 deflection, +5 natural, -4 rage); Base Atk/Grp: +14/+19; Atk +21 melee (1d8+23; 15-20/x2, Great Scimitar +1, auto-confirm crits from blessed weapon); Full Atk +21/+16 melee (1d8+23; 15-20/x2, Great Scimitar +1, auto-confirm crits from blessed weapon); Space/Reach: 5ft./5ft.; SA&SQ: Fast Movement(Ex), Rage; AL NE; SV Fort +19, Ref +7, Will +5; Str 30, Dex 17, Con 26, Int 6, Wis 8, Cha 6.

Note: Fighter will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 60 ft

ENCOUNTER 4

Jetlen, Male Human Drd10: Medium Humanoid; CR 10; HD 10d8+10; hp 83; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+5 armor, +1 shield, +4 dex.); Base Atk/Grp: +7/+7; Atk +9 melee (1d6+1; 18-20/x2, +1 Scimitar); Full Atk +9/+4 melee (1d6+1; 18-20/x2, +1 Scimitar); SA Spells, Spontaneous Casting; SQ Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Resist Natures Lure(Ex), Wild Shape(Su), Venom Immunity(Ex); AL N; SV Fort +9, Ref +6, Will +10; Str 10, Dex 16, Con 15, Int 11, Wis 17, Cha 8.

Skills & Feats: Concentration +7, Handle Animal +11, Knowledge(nature) +16, Listen +18, Spot +16, Survival +16; Alertness, Track, Improved Initiative, Weapon Focus(Scimitar), Dodge.

Spontaneous Casting (Sp): You can spontaneously cast summon nature's ally spells by sacrificing a prepared spell of equal or higher level.

Animal Companion (Ex): You have a Dire Bat as your animal companion.

Nature Sense (Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.

Wild Empathy (Ex): You can make a check (1d20+11) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Resist Nature's Lure (Ex): +4 to saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): You can turn yourself into a Small to Large-size animal (and back) 4 times per day for 10 hour(s). The new form's Hit Dice cannot exceed 10.

Venom Immunity (Ex): You are immune to all poisons.

Languages: Common, Druid.

25 Spells Known/Prepared (6/5/5/4/3/2, save DC = 13 + spell level): 0 – Detect magic, Guidance, Know Direction, Light, Read Magic, Resistance; 1st – Entangle, Longstrider, Summon Nature's Ally 1, Produce Flame, Obscuring Mist ; 2nd – Flaming Sphere, Summon Nature's Ally 2, Heat Metal, Fog Cloud, Bear's Endurance; 3rd – Call Lightning, Summon Nature's Ally 3, Cure Moderate Wounds, Spike Growth; 4th – Dispel Magic, Flame Strike, Freedom of Movement; 5th – Summon Nature's Ally 5, Treestride.

Possessions: +1 Scimitar, +2 Studded Leather Armor, Potions of Invisibility, ~~Barkskin +2, Bull's Strength, Shield of Faith +2, Haste, Enlarge person, Cat's Grace, Wand of Cure Light Wounds, Amulet of Health +2.~~

Description: Flan, 31, 5'9" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace, shield of faith +2*): HD 10d8+10; hp 83; Init+9; Spd 30 ft/x4; AC 26, touch 20, flat-footed 20 (+5 armor, +1 shield +6 dex, +4 misc.); Base Atk/Grp: +7/+9; Atk +11 one-handed melee (1d6+3;19-20/x2, +1 Scimitar); Full Atk +11/+6 one-handed melee (1d6+3;19-20/x2, +1 Scimitar); SV Fort +9, Ref +8, Will +10; Str 14, Dex 20, Con 14, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12

Note: Jetlen will use haste potion at earliest possible opportunity before combat begins.

Klinfran, Male Human(Flan) Rog5/Rgr3/Shd1: Medium Humanoid(Human); CR 9; HD 5d6+4d8+18; hp 60; Init +8; Spd 30 ft.; AC 20, touch 15, flat-footed 20 (+5 armor, +5 dex); Base Atk/Grp: +6/+7; Atk +12 melee (1d6+2;19-20/x2, +1 Short Sword); Full Atk +12/+7 melee (1d6+2;19-20/x2, +1 Short Sword); +12/+7 melee (1d6+1;19-20/x2, Masterwork Short Sword); SA: Sneak Attack, Favored Enemy; SQ: Uncanny Dodge(Ex), Trapsense(Ex), Wild Empathy(Ex) Evasion(Ex), Trapfinding(Ex), Hide in Plain Sight(Su); AL NE; SV Fort +6, Ref +13, Will +2; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +8, Bluff +11, Decipher Script +8, Disable Device +8, Forgery +8, Hide +15, Listen+10, Move Silently+12, Open Lock+12, Search+14, Sense Motive+10 Spot+12, Tumble+11; Dodge, Endurance², Improved Initiative, Track², Two-Weapon Fighting², Improved Two-Weapon Fighting, Weapon Finesse(Sword, Short), Weapon Focus(Sword, Short).

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trapsense (Ex): +1 to Reflex saves and AC against traps.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Sneak Attack (Ex): Any time someone you attack is denied the Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are

immune to critical hits ignore this damage, as do creatures with concealment.

Hide in Plain Sight (Su): As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind.

Languages: Common.

Possessions: +1 Short Sword, Masterwork Short Sword, +2 Chain shirt, Potions of Invisibility, Barkskin +5, Bull's Strength, Haste, Cat's Grace, Cure Light Wounds(x2), Displacement.

Description: Flan, 5'5" 160lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 5d6+4d8+18; hp 60; Init+9; Spd 30 ft/x4; AC 25, touch 20, flat-footed 25 (+5 armor, +5 dex., +5 misc.); Base Atk/Grp: +6/+9; Atk +14 one-handed melee (1d6+2;19-20/x2,+1 Short Sword); Full Atk +14/+9 one-handed melee (1d6+2;19-20/x2, +1 Short Sword) and +14/+9 one-handed melee (1d6+1;19-20/x2, Masterwork Short Sword); SV Fort +6, Ref +15, Will +2; Str 16, Dex 22, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +13, Listen+6, MoveSilently+13, OpenLock+9, Search+8, Spot+6

Note: Klinfran will use haste potion at earliest possible opportunity before combat begins. Followed by invisibility.

Archers(x2), Male ½ Elf Rgr7/WlR2: Medium Humanoid(Elf); CR 9; HD 7d8+2d10+18; hp 71; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 16 (+5 armor, +4 dex, +1 misc); Base Atk/Grp: +9/+11; Atk +15 ranged (1d8+1d6;20/x3, +1 Shocking longbow) or +11 melee (1d8+2;19-20/x2,Longsword); Full Atk +13/+13/+8 ranged (1d8+1d6;20/x3,+1 Shocking longbow); or +11/+6 melee (1d8+2;19-20/x2,Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal Scream(Ex), Scent(Ex) ; AL CN; SV Fort +10, Ref +12, Will +3; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

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Skills & Feats: Hide +15, Knowledge(nature) +10, Listen +14, Move Silently +15, Search +9, Spot +10, Survival +9; Endurance², Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot², Manyshot², Track², Weapon Focus(Longbow).

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+6) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor. (*Races of the Wild*)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s). (*Races of the Wild*)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. (*Races of the Wild*)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)
- Humanoid (dwarf) (+2 bonus)

Languages: Common, Elf.

Possessions: +1 Shocking Longbow, Long sword, +1 Chain shirt, Potions of Invisibility, ~~Barkskin+2~~, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds, Displacement, Bracers of Armor +1, Cloak of Elvenkind.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 7d8+2d10+18; hp 71; Init+6; Spd 30 ft/x4; AC 22, touch 17, flat-footed 18 (+5 armor, +4 dex); Base Atk/Grp: +9/+13; Atk +17 ranged (1d8+1;20/x3,+1 longbow); or +13 one-handed melee (1d8+4;19-20/x2,Longsword); Full Atk +15/+15/+10 Two-handed, Rapid Shot ranged (1d8+1;20/x3,+1 longbow) or +13/+8 one-handed (1d8+4;19-20/x2, Longsword); SV Fort +10, Ref +14, Will +3; Str 18, Dex 22, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +18, Listen +8, Move Silently +18, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

ENCOUNTER 7

Barnabus, Male Human Bbn1/Ftr8/EWM1: Medium Humanoid; CR 10; HD 9d10+1d12+20; hp 92; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+7 armor, +3 dex); Base Atk/Grp: +10/+13; Atk +15 melee (1d10+9+1d6;17-20/x2, +1 Flaming Bastard sword) or +13 melee (1d4+3;19-20/x2, Dagger); Full Atk +15/+10 melee (1d10+9+1d6;17-20/x2,+1 Flaming Bastard sword) or +13/+8 melee (1d4+3;19-20/x2, Dagger); SA Rage; SQ Fast Movement(Ex), Exotic Weapon Stunt(Ex); AL CN; SV Fort +12, Ref +5, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +5, Craft(Weaponsmithing) +6, Handle Animal +4, Intimidate +10, Jump +5, Ride +14, Swim +3; Exotic Weapon Proficiency(Bastard sword),Improved Critical(Bastard sword), Improved Initiative, Power Attack, Cleave, Weapon Focus(Bastard Sword), Weapon Specialization(Bastard sword), Greater weapon Focus(Bastard

sword), Power Critical(Bastard sword) Reckless Rage(Races of Stone, Page 143).

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Rage: You can fly into a screaming frenzy once per encounter up to 1 time per day. This gives +6 to Strength and Constitution, +30 hit points, and a +2 morale bonus to Will saves. But gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 7 rounds.

Exotic Weapon Stunt (EX): *Uncanny Blow:* When wielding a one-handed exotic melee weapon in two hands, you can focus the power of your attack so that you deal extra damage equal to your Strength bonus x2. If you have the Power Attack feat, you treat the weapon as two-handed for purposes of determining your bonus on damage rolls.

Languages: Common.

Possessions: +1 Flaming Bastard sword, Breastplate +2, Potions of Invisibility, ~~Barkskin+5~~, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds.

Description: Suel, 30, 6'2" 222lbs.

Power-Up Suite (Active – *bull's strength, barkskin +5, cat's grace*): HD 9d10+1d12+20; hp 92; Init+5; Spd 30 ft/x4; AC 25, touch 18, flat-footed 22 (+7 armor, +3 dex, +5 misc.); Base Atk/Grp: +10/+15; Atk +18 melee (1d10+13;19-20/x2, +1 Bastard sword); Full Atk +15/+10 melee (1d10+13;19-20/x2, +1 Bastard sword); SV Fort +12, Ref +7, Will +3

; Str 20, Dex 20, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Intimidate +4, Jump +7, Ride +10, Swim +3,

Note: Barnabus will use haste potion at earliest possible opportunity before combat begins.

Salix, Male Human Clr10: Medium Humanoid(Human); CR 10; HD 10d8+30; hp 83; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield); Base Atk/Grp: +7/+9; Atk +11 melee (1d8+3;20/x2, +1 Doom Burst Morningstar); Full Atk +11/+6 melee (1d8+3;20/x2, +1 Doom Burst Morningstar); SA: Spells, Spontaneous Casting, Restricted Spells; SQ: Aura(Ex), Rebuke Undead(Su); AL LE; SV Fort +9, Ref +3, Will +10; Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 11.

Skills & Feats: Diplomacy +3, Heal +15, Knowledge(religion) +10, Knowledge(planes) +8, Spellcraft +6 ; Combat Casting, Weapon Focus(Morningstar), Divine Spell Power, Domain Focus(evil), (Complete Divine Page 80), Domain Spontaneity(Evil) (Complete Divine Page 80).

Aura (Ex): You have a strong aura of Law and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20+2;rebuking damage is equal to 2d6+10 on a successful check..

Languages: Common.

24 Spells Known/Prepared (6/5/5/3/3/2, save DC = 12 + spell level): 0 – Detect magic(x2), Guidance, Light, Read Magic, Resistance; 1st – Bane, Bless, Divine Favor, Magic Weapon, Obscuring Mist; 2nd – Cure Moderate Wounds(x2), Sound Burst, Summon Monster 2, Hold Person; 3rd – Cure Serious Wounds, Dispel Magic, Magic Vestment; 4th – Cure Critical Wounds, Magic Weapon(Greater), Freedom of Movement; 5th – Flame Strike, Righteous Might.

Possessions: +1 Doom Burst Morningstar (Miniatures Handbook, Page 40), Banded Mail +2, Shield Steel, Potions of Invisibility, ~~Barkskin~~ +5, ~~Bull's Strength~~, Shield of Faith, Haste, Enlarge Person, ~~Cat's Grace~~, Cure Light Wounds.

Description: Suel, 5'6" 160lbs.

Power-Up Suite (Active – *bull's strength, shield of faith* +5, *cat's grace*): HD 10d8+30; hp 83; Init+4; Spd 30 ft/x4; AC 25, touch 16, flat-footed 24 (+8 armor, +1 shield, +1 dex.); Base Atk/Grp: +7/+11; Atk +13 melee (1d8+5;20/x2, +1 Morningstar); Full Atk +13/+8 melee (1d8+5;20/x2, +1 Morningstar); SV Fort +9, Ref +5, Will +10; Str 18, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3

Note: Salix will use haste potion at earliest possible opportunity.

Archers(x2), Male ½ Elf Rgr7/Wlr2: Medium Humanoid(Elf); CR 9; HD 7d8+2d10+18; hp 71; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 16 (+5 armor, +4 dex, +1 misc); Base Atk/Grp: +9/+11; Atk +15 ranged (1d8+1d6;20/x3, +1 Shocking longbow) or +11 melee (1d8+2;19-20/x2, Longsword); Full Atk +13/+13/+8 ranged (1d8+1d6;20/x3, +1 Shocking longbow); or +11/+6 melee (1d8+2;19-20/x2, Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal Scream(Ex), Scent(Ex) ; AL CN; SV Fort +10, Ref +12, Will +3; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

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Skills & Feats: Hide +15, Knowledge(nature) +10, Listen +14, Move Silently +15, Search +9, Spot +10, Survival +9; Endurance², Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot², Manyshot², Track², Weapon Focus(Longbow).

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+6) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor.(Races of the Wild)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s).(Races of the Wild)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.(Races of the Wild)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)
- Humanoid (dwarf) (+2 bonus)

Languages: Common, Elf.

Possessions: +1 Shocking Longbow, Long sword, +1 Chain shirt, Potions of Invisibility, ~~Barkskin~~ +2, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, Cure Light Wounds, Displacement, Bracers of Armor +1, Cloak of Elvenkind.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength, barkskin* +2, *cat's grace*): HD 7d8+2d10+18; hp 71; Init+6; Spd 30 ft/x4; AC 22, touch 17, flat-footed 18 (+5 armor, +4 dex.); Base Atk/Grp: +9/+13; Atk +17 ranged (1d8+1;20/x3, +1 longbow); or +13 one-handed melee (1d8+4;19-20/x2, Longsword); Full Atk +15/+15/+10 Two-handed, Rapid Shot ranged (1d8+1;20/x3, +1 longbow) or +13/+8 one-handed (1d8+4;19-20/x2, Longsword); SV Fort +10, Ref +14, Will +3; Str 18, Dex 22, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +18, Listen +8, Move Silently +18, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins

Shard and Ferrous, (2) Male Maugs Ftr5/Just3: Large Construct (extraplanar); CR 11; HD 11d10+30; hp 111; Init +2; Spd 40 ft. (can't run); AC 26, touch 10, flat-footed 25 (+1 dex, +9 full plate armor +1, +7 natural); Base Atk/Grp: +10/+24; Atk +15 melee (2D6+6/19-20 +1d6 nonlethal; +1 merciful two-bladed sword) or +14 melee (1D8+8, Slam); Full Atk +15/+15/+10 melee (2D6+6/19-20 +1d6 nonlethal); +1 merciful two-bladed sword) or +14 melee (1D8+8, Slam); SA Pulverize, Bring 'em back alive, Non-lethal strike +1d6, Improved Grapple, Crippling strike, Street Savvy +2, Exotic weapon proficiency (manacles); SQ Construct traits, grafts, rapid repair, SR 22; AL LN; SV Fort +5, Ref +4, Will +4; Str 22, Dex 15, Con -, Int 13, Wis 11, Cha 12. Maug, Fiend Folio page 122. Justiciar Prestige Class, Complete Warrior

Skills & Feats: Craft (blacksmithing) +6. Craft (stonemasonry) +10, Gather Information + 8, Intimidation +9, Knowledge (architecture and

engineering) +10, Listen +9, Profession (Siege Engineer) +5, Profession (Soldier) +5, Search +7 Spot +9, Survival +8 Use Rope +8; Alertness, Exotic Weapon Proficiency (Manacles), Improved Grapple, Improved Sunder, Power Attack, Skill Focus (Gather Information), Two-Weapon Fighting, Weapon Focus (Two-bladed sword) Weapon Specialization (Two-bladed sword), Track.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when

damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

Bring 'em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Non-lethal strike (Ex): A Justiciar can make nonlethal strikes. Any time the character uses the bring 'em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The

justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved grapple as a bonus feat even if he does not meet the pre-requisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes one point of Strength damage.

Exotic Weapon Proficiency – Manacles: Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker. A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): A justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Languages: Common, Draconic, Giant.

Possessions: Full Plate +1, +1 *merciful* two-bladed sword, Maug Graft (Shoving Arm), Maug Graft (Locking Hand). *Maug Grafts Fiend Folio* Page 213.

ENCOUNTER 1

Bard 5 / Warmage 6: elf, gray, male; CR 11; medium humanoid; HD 5d6+6d6+11; hp 58; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk +6; Grp +4; Atk +4 melee (1d4-2/19-20/x2, dagger); Full Atk +4/-1 melee (1d4-2/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA Bardic Music, Armored Mage, Warmage Edge;SQ Armored Mage; AL CN; SV Fort +4, Ref +6, Will +8; Str 6, Dex 11, Con 12, Int 20, Wis 8, Cha 15

Skills and Feats: Bluff +14, Concentration +15, Craft (stringed instrument) +12, Diplomacy +18, Gather Information +6, Intimidate +11, Knowledge (arcane) +19, Knowledge (history) +19, Perform (stringed instrument) +15, Sense Motive +4, Spellcraft +21, Tumble +4; Improved Initiative, Combat Casting, Extra Edge, Point Blank Shot.

Languages: Common, Elven.

Possessions: Chain Shirt +1; Metamagic Rod, Maximize, Lesser; Potions of ~~Protection from Arrows, +5/magic, Bear's Endurance, Fox's Cunning, Eagle's Splendor, Barkskin +5, Shield of Faith +5, Fly, Cure Serious Wounds, Invisibility~~

Bardic Knowledge (Ex): You possess a special knowledge skill for stray bits of trivia. Knowledge check is 1d20+12

Bardic Music: Performances can create varied magical effects 5 times per day.

Counter song (Su): You can counter any sonic or language dependent magical effect. Anyone within 30 feet can use your Perform check in place of his or her saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 2 creature(s) within 90 feet. If you beat their Will save with a Perform Check, they will listen quietly for up to 5 round(s).

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.

Armored Mage (Ex): You may wear light armor and light shields with no chance of arcane spell failure.

Warmage Edge (Ex): Whenever you cast a spell that deals hit point damage, you add +7 to the amount of total damage dealt.

Advanced Learning (Ex): You may add a new spell to your list, provided it is an evocation spell normally found on the Wizard's spell list. The spell must be of a level no higher than that of the highest-level spell you already know.

Bard Spells Known per day (3/4/2) (base DC = 12 + spell level): 0—[Daze, Lullaby, Read Magic]; 1st—[Grease, Inspirational Boost, Expeditious Retreat, Comprehend Languages]; 2nd—[Cat's Grace, Glitterdust, Blur].

Warmage Spells; per day (6/7/6/3) **Spells Known** (base DC = 12 + spell level): 0—[Acid Splash, Light, Ray of Frost]; 1st—[Burning Hands, Chill Touch, Magic Missile, Orb of Lesser Acid, Orb of Lesser Cold, Orb of Lesser Electricity, Orb of Lesser Fire, Orb of Lesser Sound, Shocking Grasp, Sonic Blast]. 2nd—[Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Scorching Ray, Shatter,]. 3rd—[Fire Shield, Fireball, Ice Storm, Lightning Bolt, Ring of Blades, Chain Missile].

Power Up Suite: Spd 30 ft, Fly 40 ft. (good); hp: 80; AC 25, touch 15, flat-footed 20 (+5 armor, +5 deflection, +5 natural); Base Atk +6; Grp +4; DR: ranged 15/magic SA Warmage Edge +9; SV Fort +4, Ref +6, Will +8; Str 6, Dex 11, Con 12, Int 24, Wis 8, Cha 19, Bard & Warmage Spell Save DC 14 + level;

Skills and Feats: Bluff +16, Diplomacy +20, Gather Information +8, Intimidate +13, Knowledge (arcane) +21, Knowledge (history) +21, Perform (stringed instrument) +17, Spellcraft +22, Improved Initiative, Combat Casting, Extra Edge, Point Blank Shot.

Warmage Edge +9

Rogue 9 / Ranger 2 : CR11; Medium Humanoid (Human, Oeridian); Male; HD 9d6+2d8+33; hp 84; Init+8; Spd 30 ft/x4; AC 19, touch 14, flat-footed 19 (+5 armor, +4 dex); Base Atk/Grp: +8/+10; Atk +12 melee (1d6+3;19-20/x2, +1 Short Sword, Frost) Full Atk +12/+7 melee (1d6+3;19-20/x2, Short Sword +1, Frost) and +12 melee (1d6+2;19-20/x2, +1 Short Sword, Fire); Ranged +12 (1d4+2;19-20/x2, Dagger); Space/Reach: 5ft./5ft.; SA&SQ; Evasion (Ex), Sneak Attack (+5d6), Trap Finding (Ex), Trap Sense +1, Combat Style, Two-weapon fighting, Favored Enemy, Elf; AL NE; SV Fort +7, Ref +12, Will +1; Str 14, Dex 19, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +11, Hide +17, Jump +14, Listen +13, Move Silently +17, Open Lock +17, Search +13, Spot +13; Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword), Track, Two-weapon Fighting, Improved Toughness, Quick Draw

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Anytime someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6 damage.

Trap finding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use Disable Device skill to disarm magical traps.

Languages: Common

Possessions: Mithral Chain Shirt +1, Short Sword +1, Frost, Short Sword +1, Fire, MW Dagger, Daggers (x5),

Potions of Invisibility, ~~Barkskin +4~~, ~~Bull's Strength~~, Haste, ~~Cat's Grace~~, ~~Shield of Faith +5~~, Invisibility

Description: Oeridian, 5'7" 140lbs.

Power-Up Suite (Active – *bull's strength*, *barkskin +4*, *cat's grace*, *shield of faith +5*): hp 84; Init+10; AC 30, touch 21, flat-footed 30 (+5 armor, +6 dex, +5 deflection, +4 natural); Base Atk/Grp: +10/+12; Atk +14 melee (1d6+5; 19-20/x2, +1 Short Sword, Frost) Full Atk +14/+9 melee (1d6+5; 19-20/x2, Short Sword +1, Frost) and +14 melee (1d6+3; 19-20/x2, +1 Short Sword, Fire); Ranged +14 (1d4+4; 19-20/x2, Dagger); SV Fort +7, Ref +14, Will +1; Str 18, Dex 23, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +19, Jump +16, Move Silently +19, Open Lock +19,

Note: Rogue will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 60 ft.

Barbarian 1/Fighter 9/Exotic Weapon Master 1: CR 11; Half-Orc Medium Humanoid (Orc); Male; HD 1d12+9d10+1d10+44; hp 117; Init+5; Spd 40 ft/x4; AC 18, touch 11, flat-footed 17 (+7 armor, +1 dex); Base Atk/Grp: +11/+16; Atk +19 melee (1d8+13; 15-20/x2, Great Scimitar +1, bane (human)); Full Atk +19/+14/+11 melee (1d8+13; 15-20/x2, Great Scimitar +1, bane (human)) Space/Reach: 5ft./5ft.; SA&SQ; Fast Movement(Ex), Rage; AL NE; SV Fort +13, Ref +4, Will +2; Str 20, Dex 13, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +10, Jump +6; Exotic Weapon Proficiency (Great Scimitar)

Weapon Focus (Great Scimitar), Weapon Specialization (Great Scimitar), Greater Weapon Focus (Great Scimitar), Improved Critical (Great Scimitar), Improved Initiative, Power Attack, Reckless Rage, Improved Toughness

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Reckless Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +33 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skill that requires patience or concentration while enraged. Your rage lasts up to 7 rounds.

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the character can focus the pr of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Languages: Common

Possessions: Breastplate +2, Great Scimitar +1 Bane (human), Sacred Scabbard, Potions of ~~Barkskin +5~~, ~~Bull's Strength~~, ~~Shield of Faith +5~~, Haste, ~~Cat's Grace~~, ~~Bear's Endurance~~, Invisibility.

Description: Half Orc, 6'7" 340lbs.

Power-Up Suite (Active – *reckless rage*, *bull's strength*, *barkskin +5*, *bear's endurance*, *shield of faith +5*, *bless weapon from sacred scabbard*, *cat's*

***grace*):** hp 172; Init+7; AC 26, touch 14, flat-footed 23 (+7 armor, +3 dex, +5 deflection, +5 natural, -4 rage); Base Atk/Grp: +16/+21; Atk +24 melee (1d8+23; 15-20/x2, Great Scimitar +1, bane (human)); Full Atk +24/+19/+14 melee (1d8+23; 15-20/x2, Great Scimitar +1 bane (human)) SV Fort +18, Ref +6, Will +4; Str 20, Dex 13, Con 16, Int 6, Wis 8, Cha 6.

Note: Fighter will use haste potion at earliest possible opportunity, increasing his to hit, AC and reflex save by 1, as well as increasing his speed to 70'.

ENCOUNTER 4

Jetlen, Male Human Drd12: Medium Humanoid; CR 12; HD 12d8+24; hp 90; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+5 armor, +1 shield, +4 dex., +1 misc.); Base Atk/Grp: +9/+9; Atk +11 melee (1d6+1; 15-20/x2, +1 Scimitar); Full Atk +11/+6 melee (1d6+1; 15-20/x2, +1 Scimitar); SA Spells, Spontaneous Casting; SQ Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Resist Nature's Lure(Ex), Wild Shape(Su), Venom Immunity(Ex); AL N; SV Fort +10, Ref +7, Will +12; Str 10, Dex 16, Con 15, Int 11, Wis 18, Cha 8.

Skills & Feats: Concentration +14, Handle Animal +14, Knowledge(nature) +16, Listen +19, Spot +17, Survival +17; Alertness, Track, Improved Initiative, Weapon Focus(Scimitar), Dodge, Improved Critical(Scimitar)..

Spontaneous Casting (Sp): You can spontaneously cast summon nature's ally spells by sacrificing a pre-prepared spell of equal or higher level.

Animal Companion (Ex): You have a Dire Bat as your animal companion.

Nature Sense (Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.

Wild Empathy (Ex): You can make a check (1d20+11) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Resist Nature's Lure (Ex): +4 to saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): You can turn yourself into a Small to Large-size animal (and back) 4 times per day for 10 hour(s). The new form's Hit Dice cannot exceed 10.

Venom Immunity (Ex): You are immune to all poisons.

Languages: Common, Druid.

30 Spells Known/Prepared (6/6/5/5/3/3/2, save DC = 13 + spell level): 0 – Detect magic, Guidance, Know Direction, Light, Read Magic, Resistance;

1st – Entangle(x2), Longstrider, Summon Nature's Ally 1, Produce Flame, Obscuring Mist ; 2nd – Flaming Sphere, Summon Nature's Ally 2, Heat Metal, Fog Cloud, Bear's

Endurance; 3rd – Call Lightning(x2), Summon Nature's Ally 3, Cure Moderate Wounds, Spike Growth; 4th – Dispel Magic, Flame Strike(x2), Freedom of Movement; 5th – Summon Nature's Ally 5, Treestride, Stoneskin. 6th – Dispel Magic(Greater), Live Oak.

Possessions: +1 Scimitar, +2 Studded Leather Armor, Potions of Invisibility, ~~Barkskin~~ +5, ~~Bull's Strength~~, ~~Shield of Faith~~ +2, Haste, Enlarge person, ~~Cat's Grace~~, Wand of Cure Light Wounds, Amulet of Health +2, Dusty Rose Ioun Stone.

Description: Flan, 31, 5'9" 140lbs.

Power-Up Suite (Active – *bull's strength, barkskin* +2, *cat's grace, shield of faith* +2): HD 12d8+24; hp 90; Init+9; Spd 30 ft/x4; AC 26, touch 20, flat-footed 20 (+5 armor, +1 shield +6 dex, +4 misc.); Base Atk/Grp: +9/+11; Atk +13 one-handed melee (1d6+3; 15-20/x2, +1 Scimitar); Full Atk +13/+8 one-handed melee (1d6+3; 15-20/x2, +1 Scimitar); SV Fort +10, Ref +9, Will +12; Str 14, Dex 20 Con 15, Int 11, Wis 18, Cha 8.

Skills and Feats: Concentration +2, Handle Animal +6, Knowledge(nature) +11, Listen +9, Spot +10, Survival +12

Note: Jetlen will use haste potion at earliest possible opportunity before combat begins.

Klinfran, Male Human(Flan) Rog5/Rgr4/Shd2: Medium Humanoid(Human); CR 11; HD 5d6+6d8+22; hp 75; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 21 (+6 armor, +5 dex); Base Atk/Grp: +8/+9; Atk +14 melee (1d6+2+1d6; 19-20/x2, +1 Frost Short Sword); Full Atk +14/+9 melee (1d6+2+1d6; 19-20/x2, Frost +1 Short Sword); and +14/+9 melee (1d6+1; 19-20/x2, Masterwork Short Sword); SA: Sneak Attack, Favored Enemy; SQ: Uncanny Dodge(Ex), Trapsense(Ex), Wild Empathy(Ex) Evasion(Ex), Trapfinding(Ex), Hide in Plain Sight(Su), Darkvision(Su); AL NE; SV Fort +7, Ref +16, Will +2; Str 12, Dex 20, Con 14, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +8, Bluff +13, Decipher Script +8, Disable Device +8, Diplomacy +10, Forgery +8, Hide +16, Listen+10, Move Silently+16, Open Lock+13, Search+14, Sense Motive+10 Spot+12, Tumble+12; Dodge, Endurance², Improved Initiative, Track², Two-Weapon Fighting², Improved Two-Weapon Fighting, Weapon Finesse(Sword, Short), Weapon Focus(Sword, Short).

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trapsense (Ex): +1 to Reflex saves and AC against traps.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense

Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Sneak Attack (Ex): Any time someone you attack is denied the Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Hide in Plain Sight (Su): As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind.

Darkvision (Su): You are permanently under the effect of a darkvision spell.

Languages: Common.

Possessions: +1 Frost Short Sword, Masterwork Short Sword, +2 Chain shirt, Potions of Invisibility, ~~Barkskin~~ +5, Haste, ~~Cat's Grace~~, Cure Light Wounds, ~~Bull's Strength~~, Displacement, Gloves of Dexterity +2.

Description: Flan, 5'5" 160lbs.

Power-Up Suite (Active – *bull's strength, barkskin* +5, *cat's grace*): HD 5d6+6d8+22; hp 75; Init+9; Spd 30 ft/x4; AC 25, touch 19, flat-footed 25 (+6 armor, +4 dex, +5 misc.); Base Atk/Grp: +8/+11; Atk +17 one-handed melee (1d6+4+1d6; 19-20/x2, +1 Frost Short Sword); Full Atk +17/+12 one-handed melee (1d6+4+1d6; 19-20/x2, +1 Frost Short Sword) and +17/+12 one-handed melee (1d6+3; 19-20/x2, Masterwork Short Sword); SV Fort +7, Ref +18, Will +2; Str 16, Dex 24, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Bluff +5, Decipher Script +8, Disable Device +8, Forgery +8, Hide +15, Listen+6, Move Silently+15, Open Lock+9, Search+8, Spot+6

Note: Klinfran will use haste potion at earliest possible opportunity before combat begins. Followed by invisibility.

Archers(x2), Male ½ Elf Rgr9/WlR2: Medium Humanoid(Elf); CR 11; HD 9d8+2d10+22; hp 86; Init +9; Spd 40 ft.; AC 19, touch 14, flat-footed 15 (+5 armor, +4 dex); Base Atk/Grp: +11/+13; Atk +17 ranged (1d8+1+1d6; 20/x3, +1 Shock Longbow) or +13 melee (1d8+2; 19-20/x2, Longsword); Full Atk +15/+15/+10/+5 ranged (1d8+1+1d6; 20/x3, +1 Shock longbow); or +13/+8/+3 melee (1d8+2; 19-20/x2, Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal Scream(Ex), Scent(Ex) ; AL CN; SV Fort +11, Ref +13, Will +4; Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Races of the Wild / Wild runner, page X.

Skills & Feats: Hide +18, Knowledge(nature) +10, Listen +16, Move Silently +18, Search +9, Spot +16,

Survival +9; Endurance², Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot², Manyshot², Track², Weapon Focus(Longbow).

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+8) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor.(*Races of the Wild*)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s).(Races of the Wild)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.(Races of the Wild)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)
- Humanoid (dwarf) (+2 bonus)

Languages: Common, Elf.

Possessions: +1 Frost Longbow, Long sword, +1 Chain shirt, Potions of Invisibility, Barkskin+5, Haste(x2), Cat's Grace, Cure Light Wounds, Displacement, Gloves of Dexterity +2.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – bull's strength, barkskin +2, cat's grace): HD 9d8+2d10+22; hp 86; Init+6; Spd 40 ft/x4; AC 24, touch 19, flat-footed 20 (+5 armor, +4 dex.); Base Atk/Grp: +11/+15; Atk +20 ranged (1d8+1d6;20/x3,+1 Frost longbow); or +15 one-handed melee (1d8+6;19-20/x2,Longsword); Full Atk +18/+18/+13/+8 Two-handed, Rapid Shot ranged (1d8+1d6;20/x3,+1 Frost longbow) or 15/+10/+5 one handed melee (1d8+4;19-20/x2, Longsword); SV Fort +11, Ref +16, Will +4; Str 18, Dex 24, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +20, Listen +8, Move Silently +20, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

ENCOUNTER 7

Barnabus, Male Human Bbn1/Ftr10/EWM1: Medium Humanoid; CR 12; HD 11d10+1d12+24; hp 110;

Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+8 armor, +3 dex.); Base Atk/Grp: +12/+17; Atk +18 melee (1d10+7;17-20/x2, +1 Maiming Bastard sword) or +15 melee (1d4+3;19-20/x2, Dagger); Full Atk +18/+13/+8 melee (1d10+7;17-20/x2,+1 Maiming Bastard sword) or +15/+10/+5 melee (1d4+3;19-20/x2, Dagger); SA Rage; SQ Fast Movement(Ex), Exotic Weapon Stunt(Ex); AL CN; SV Fort +13, Ref +6, Will 4; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Craft(Weaponsmithing) +6, Handle Animal +4, Intimidate +14, Jump +5, Ride +14, Swim +3; Blind Fight, Combat Reflexes, Exotic Weapon Proficiency(Bastard sword),Improved Critical(Bastard sword), Improved Initiative, Power Attack, Cleave, Weapon Focus(Bastard Sword), Weapon Specialization(Bastard sword), Greater Weapon Focus(Bastard sword), Power Critical(Bastard sword) Reckless Rage(Races of Stone, Page 143).

Fast Movement (Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

Rage: You can fly into a screaming frenzy once per encounter up to 1 time per day. This gives +6 to Strength and Constitution, +36 hit points, and a +2 morale bonus to Will saves. But gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 7 rounds.

Exotic Weapon Stunt (EX): *Uncanny Blow:* When wielding a one-handed exotic melee weapon in two hands, you can focus the power of your attack so that you deal extra damage equal to your Strength bonus x2. If you have the Power Attack feat, you treat the weapon as two-handed for purposes of determining your bonus on damage rolls.

Languages: Common.

Possessions: +1 Maiming Bastard sword (*Miniatures Handbook, Page 40*), Breastplate +3, Potions of Invisibility, Barkskin +5, Bull's Strength, Haste, Cat's Grace, Cure Light Wounds, Amulet of Health +2.

Description: Suel, 30, 6'2" 222lbs.

Power-Up Suite (Active – bull's strength, barkskin +5, cat's grace): HD 11d10+1d12+24; hp 110; Init+7; Spd 30 ft/x4; AC 26, touch 18, flat-footed 23 (+8 armor, +3 dex, +5 misc.); Base Atk/Grp: +12/+17; Atk +15 melee (1d10+10;17-20/x2, +1 Maiming Bastard sword); Full Atk +20/+15/+10 melee (1d10+10;17-20/x2, +1 Maiming Bastard sword); SV Fort +13, Ref +8, Will +4; Str 21, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Intimidate +4, Jump +7, Ride +10, Swim +3,

Note: Barnabus will use haste potion at earliest possible opportunity before combat begins.

Salix, Male Human Clr12: Medium Humanoid(Human); CR 12; HD 12d8+36; hp 99; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+8 armor, +1 shield, +1 misc.); Base Atk/Grp: +9/+11; Atk +13 melee (1d8+3;20/x2, +1 Doom Burst Morningstar); Full Atk +13/+8 melee (1d8+3;20/x2, +1 Doom Burst Morningstar); SA: Spells, Spontaneous Casting, Restricted Spells; SQ: Aura(Ex), Rebuke Undead(Su); AL

LE; SV Fort +11, Ref +4, Will +11; Str 13, Dex 10, Con 16, Int 10, Wis 17, Cha 11.

Skills & Feats: Diplomacy +3, Heal +18, Knowledge(religion) +10, Knowledge(planes) +8, Spellcraft +9; Combat Casting, Improved Critical(Morningstar) Weapon Focus(Morningstar), Divine Spell Power, Domain Focus(evil), (Complete Divine Page 80), Domain Spontaneity(Evil) (Complete Divine Page 80).

Aura (Ex): You have a strong aura of Law and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20+2; rebuking damage is equal to 2d6+12 on a successful check.

Languages: Common.

24 Spells Known/Prepared (6/6/5/4/3/3, save DC = 12 + spell level): 0 – Detect magic(x2), Guidance, Light, Read Magic, Resistance; 1st – Bane, Bless, Divine Favor, Magic Weapon, Obscuring Mist, Doom; 2nd – Cure Moderate Wounds(x2), Sound Burst, Summon Monster 2, Hold Person; 3rd – Cure Serious Wounds, Dispel Magic, Magic Vestment, Spiritual Weapon; 4th – Cure Critical Wounds, Magic Weapon(Greater), Freedom of Movement; 5th – Flame Strike, Righteous Might, Slay Living.

Possessions: +1 Doom Burst Morningstar (Miniatures Handbook, Page 40), Banded Mail +2, Shield Steel, Potions of Invisibility, ~~Barkskin~~+5, ~~Bull's Strength~~, Shield of Faith, Haste, Enlarge Person, ~~Cat's Grace~~, Cure Light Wounds, Dusty Rose Ioun Stone.

Description: Suel, 5'6" 160lbs.

Power-Up Suite (Active – *bull's strength, shield of faith +5, cat's grace*): HD 12d8+36; hp 99; Init+4; Spd 20 ft/x4; AC 25, touch 16, flat-footed 24 (+8 armor, +1 shield, +1 dex.); Base Atk/Grp: +9/+13; Atk +15 melee (1d8+5;20/x2, +1 Morningstar); Full Atk +15/+10 melee (1d8+5;20/x2, +1 Morningstar); SV Fort +11, Ref +6, Will +11; Str 18, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Diplomacy +3, Heal +6, Knowledge(religion) +7, Knowledge(planes) +5, Spellcraft +3

Note: Salix will use haste potion at earliest possible opportunity before combat begins. Followed by Enlarge person.

Archers(x2), Male ½ Elf Rgr9/Wlr2: Medium Humanoid(Elf); CR 11; HD 9d8+2d10+22; hp 86; Init +9; Spd 40 ft.; AC 19, touch 14, flat-footed 15 (+5 armor, +4 dex); Base Atk/Grp: +11/+13; Atk +17 ranged (1d8+1+1d6;20/x3, +1 Shock Longbow) or +13 melee (1d8+2;19-20/x2, Longsword); Full Atk +15/+15/+10/+5 ranged (1d8+1+1d6;20/x3, +1 Shock longbow); or +13/+8/+3 melee (1d8+2;19-20/x2, Longsword) SA Favored Enemy; SQ Animal Companion(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex), Fast Movement(Ex), Primal Scream(Ex), Scent(Ex); AL CN; SV Fort +11, Ref +13, Will +4; Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Races of the Wild / Wild runner, page X.

Skills & Feats: Hide +18, Knowledge(nature) +10, Listen +16, Move Silently +18, Search +9, Spot +16, Survival +9; *Endurance*², *Improved Initiative*, *Point Blank Shot*, *Precise Shot*, *Rapid Shot*², *Manyshot*², *Track*², *Weapon Focus(Longbow)*.

Animal Companion (Ex): You have a Wolf as your animal companion.

Wild Empathy (Ex): You can make a check (1d20+8) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, Light or no armor.(*Races of the Wild*)

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of frenzy that lasts for 5 round(s).(Races of the Wild)

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.(Races of the Wild)

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)
- Humanoid (dwarf) (+2 bonus)

Languages: Common, Elf.

Possessions: +1 Frost Longbow, Long sword, +1 Chain shirt, Potions of Invisibility, Barkskin+5, Haste(x2), Cat's Grace, Cure Light Wounds, Displacement, Gloves of Dexterity +2.

Description: ½ Elf, 5'4", 130 lbs.

Power-Up Suite (Active – *bull's strength, barkskin +2, cat's grace*): HD 9d8+2d10+22; hp 86; Init+6; Spd 40 ft/x4; AC 24, touch 19, flat-footed 20 (+5 armor, +4 dex.); Base Atk/Grp: +11/+15; Atk +20 ranged (1d8+1+1d6;20/x3, +1 Frost longbow); or +15 one-handed melee (1d8+6;19-20/x2, Longsword); Full Atk +18/+18/+13/+8 Two-handed, Rapid Shot ranged (1d8+1+1d6;20/x3, +1 Frost longbow) or 15/+10/+5 one handed melee (1d8+4;19-20/x2, Longsword); SV Fort +11, Ref +16, Will +4; Str 18, Dex 24, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +20, Listen +8, Move Silently +20, Search +7, Spot +8, Survival +7

Note: Archers will use haste potions at earliest possible opportunity before combat begins.

OR

Shard and Ferrous, (2) Male Maugs Ftr5/Just5: Large Construct (extraplanar); CR 13; HD 13d10+30; hp 125; Init +2; Spd 60 ft. (can't run); AC 26, touch 10, flat-footed 25 (+1 dex, +9 full plate armor +1, +7 natural); Base Atk/Grp: +12/+26; Atk +17 melee (2D6+6/19-20 +1d6 nonlethal; +1 *merciful* two-bladed sword) or +16 melee (1D8+8, Slam); Full Atk +17/+17/+12/+7 melee (2D6+6/19-20 +1d6 nonlethal); +1 *merciful* two-bladed sword) or +16 melee (1D8+8, Slam); SA Pulverize, Bring 'em back alive, Non-lethal strike +2d6, Improved Grapple, Crippling strike, Street Savvy +4, Exotic weapon proficiency (manacles), Hog-Tie; SQ Construct traits, grafts, rapid repair, SR 22; AL LN; SV Fort +5, Ref +4, Will +5; Str 23, Dex 15, Con -, Int 13, Wis 11, Cha 12. *Maug, Fiend Folio* page 122. *Justiciar Prestige Class, Complete Warrior*

Skills & Feats: Craft (blacksmithing) +6. Craft (stonemasonry) +10, Gather Information +8, Intimidation +9, Knowledge (architecture and engineering) +10, Listen +9, Profession (Siege Engineer) +5, Profession (Soldier) +5, Search +9 Spot +10, Survival +10 Use Rope +10; Alertness, Exotic Weapon Proficiency (Manacles), Improved Grapple, Improved Sunder, Power Attack, Skill Focus (Gather Information), Two-Weapon Fighting, Weapon Focus (Two-bladed sword) Weapon Specialization (Two-bladed sword), Track.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special

grafts. These grafts are described in the Maug Grafts section in Appendix 2 of *Fiend Folio*. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Graft (Ex): Rollers: Six great stone cylinders beneath a pyramid of rock, rollers replace the creatures legs and feet. Rollers add 20 feet to the grafted creature's land speed and give it the ability to trample foes, but the grafted creature takes a -8 penalty on Climb, Ride and Swim checks. The grafted creature cannot run.

As a standard action during its turn each round, the grafted creature can move up to its speed and run over

opponents at least one size category smaller than itself. This attack deals bludgeoning damage based on the creature's size (see Table A2-3). A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 10 +1/2 grafted creature's HD + grafted creature's Str modifier) for half damage.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

Bring 'em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Non-lethal strike (Ex): A Justiciar can make nonlethal strikes. Any time the character uses the bring 'em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved grapple as a bonus feat even if he does not meet the pre-requisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes one point of Strength damage.

Exotic Weapon Proficiency – Manacles: Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker. A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): A justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

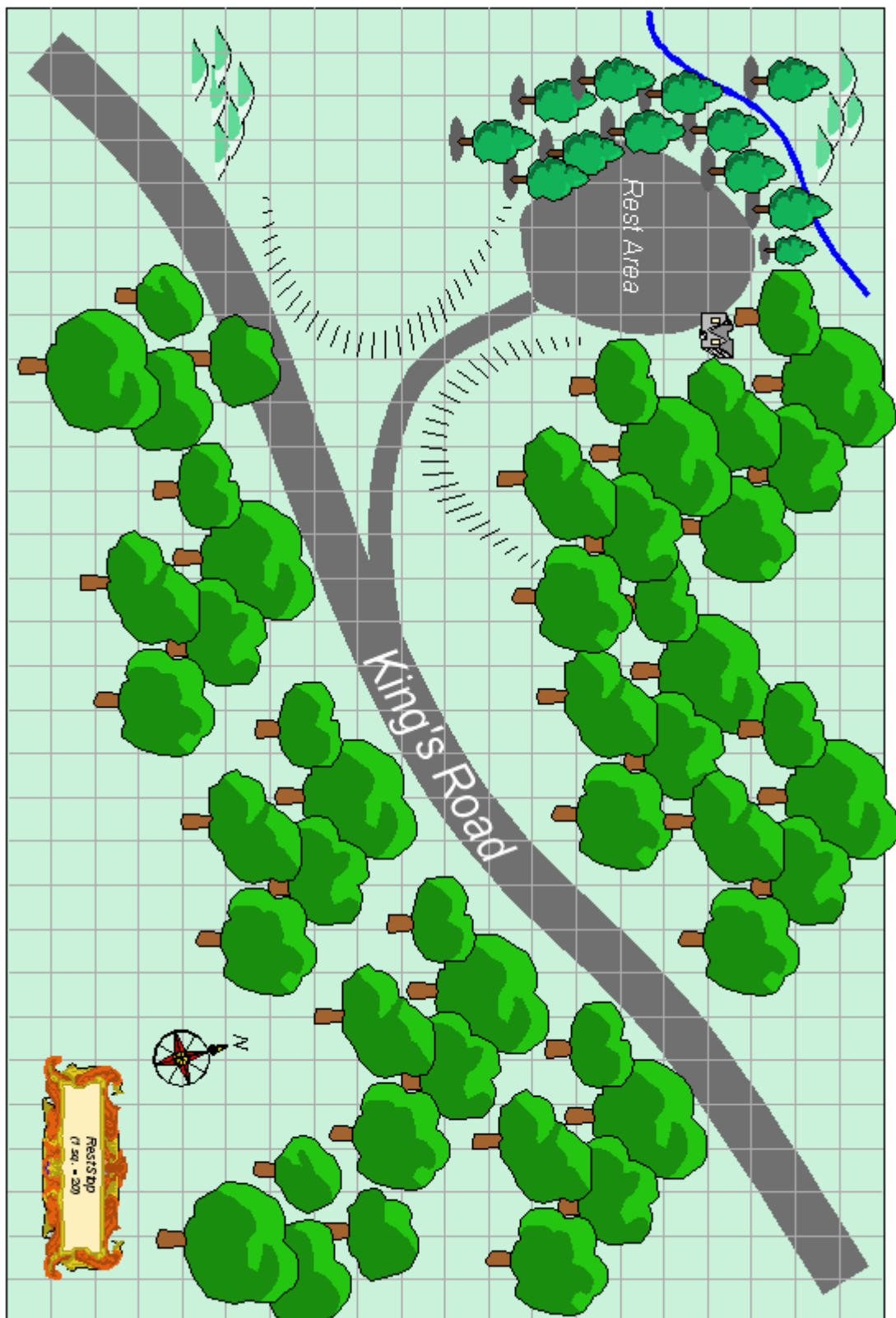
Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see 9. 156 PHB). A justiciar must have a rope, chain or manacles in one hand to use this ability. A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halfling justiciar can attempt to hog-tie a Medium or smaller opponent. He can use this ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog tie is resolved with an opposed check. The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check. If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape Artist check opposed by the justiciar's Use Rope check (including his +10 bonus, see Bind a Character on p. 86 of the PHB) or a Strength check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

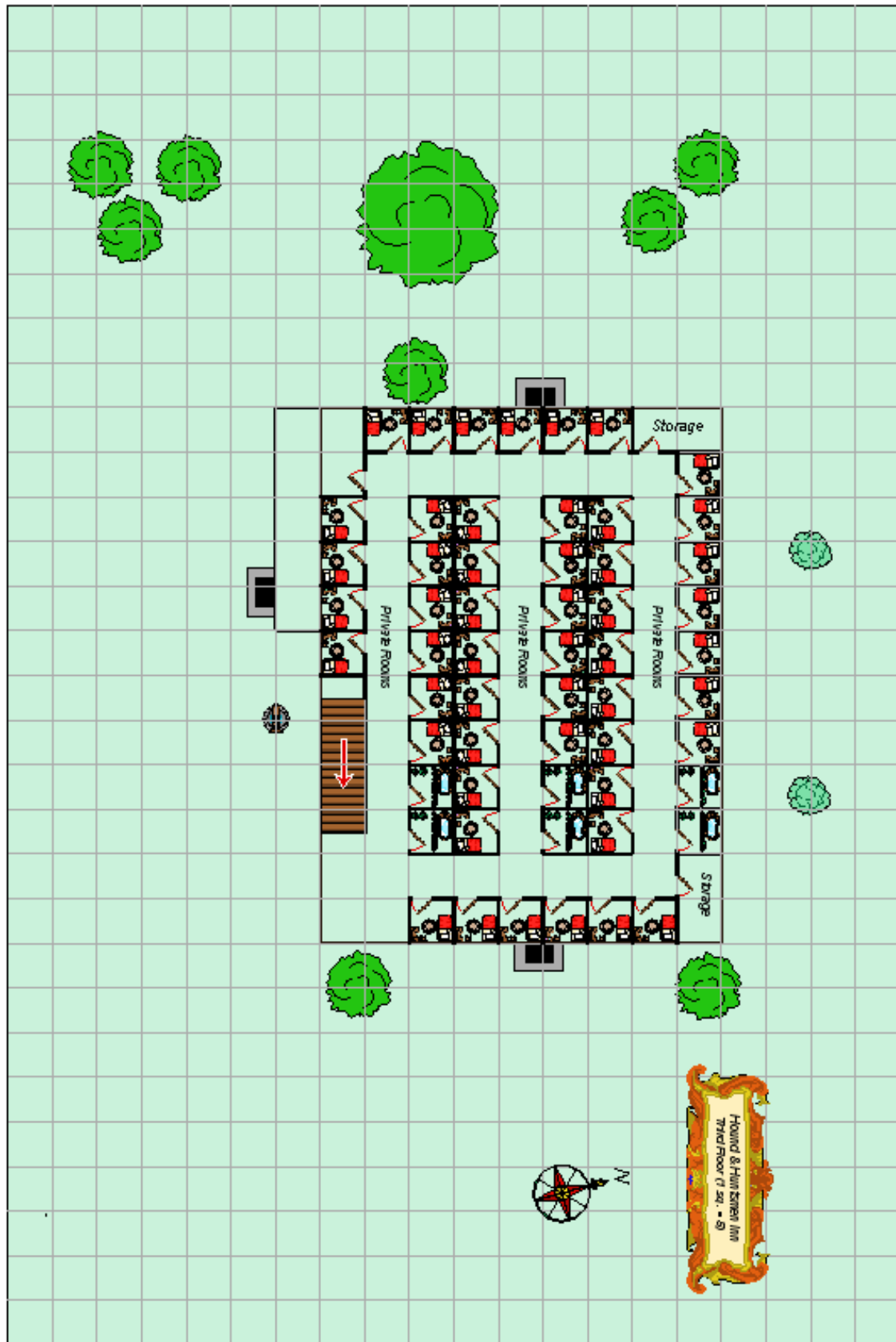
Languages: Common, Draconic, Giant.

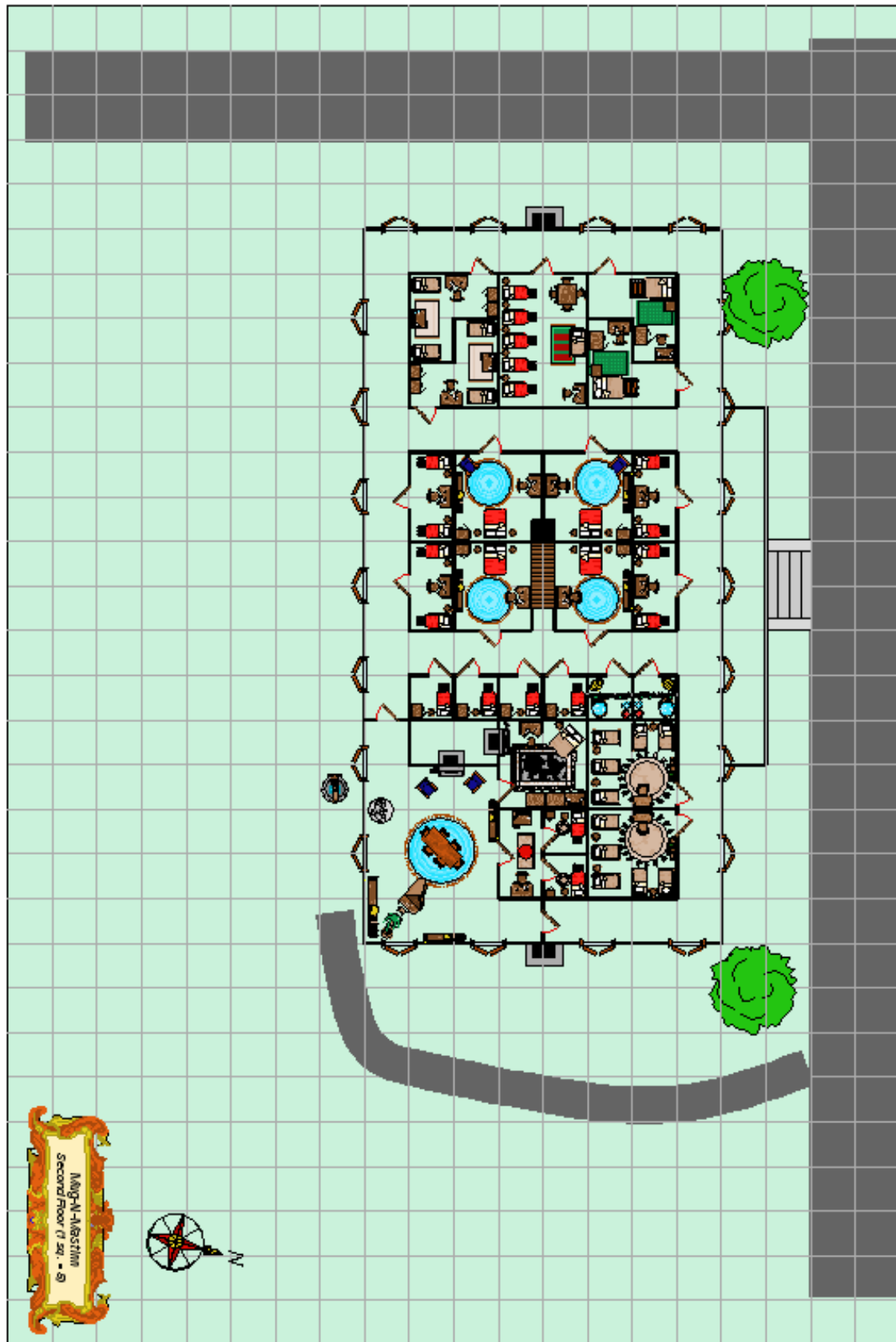
Possessions: Full Plate +1, +1 *merciful* two-bladed sword, Maug Graft (Shoving Arm), Maug Graft (Locking Hand), Maug Graft (Rollers). *Maug Grafts Fiend Folio* Page 213



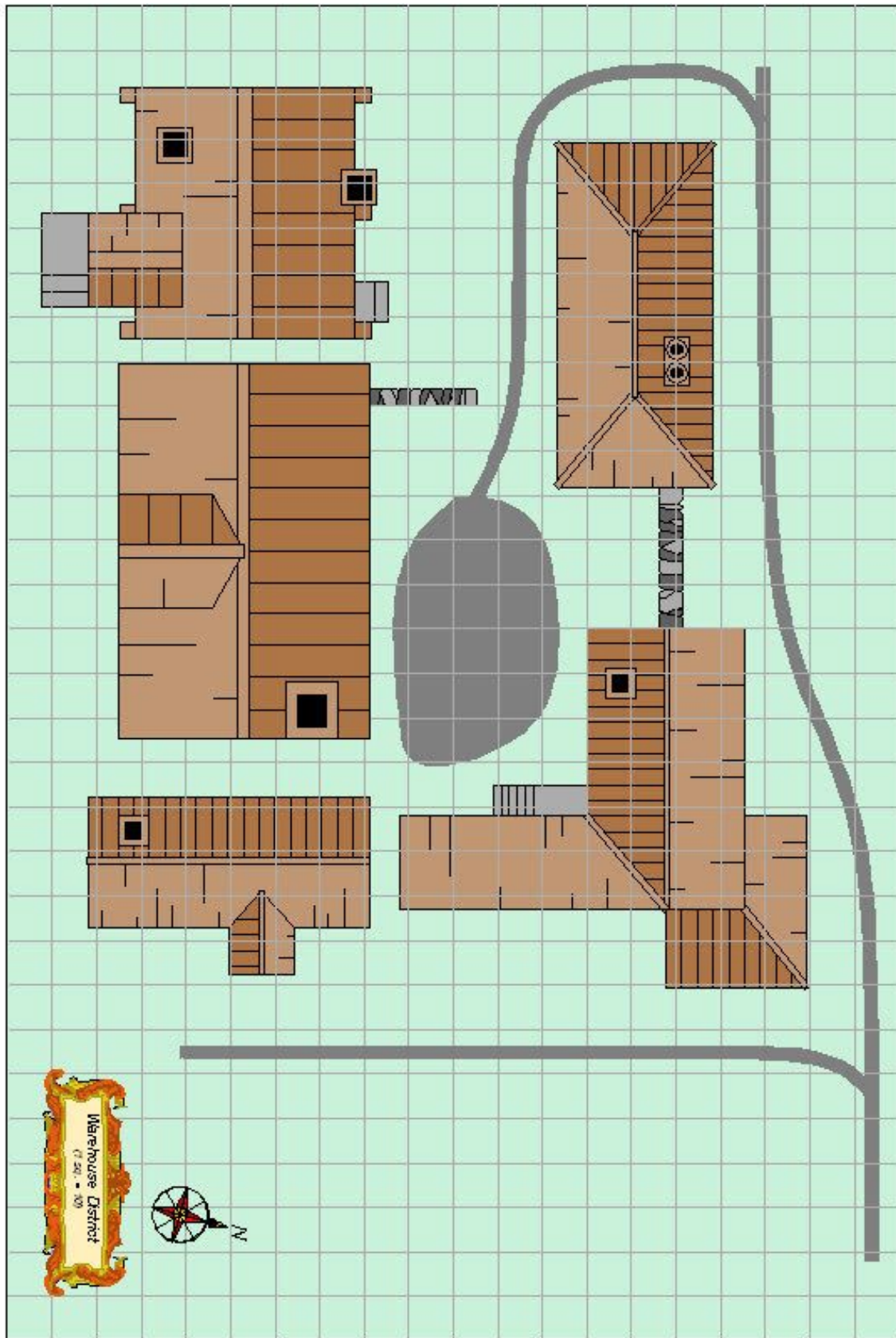












DM AID: NPC SUMMARY

Wesslin Marrin:

Wesslin is a retired adventurer and Niole Dra guild operative living and working in the port city of Gradsul. He uses the front of a gem merchant in the city to collect information for the guild. He is on friendly terms with the city watch and other merchants in the city. He is currently apprenticing his oldest daughter Azinel in the gem trade as well as the skills of the rogue trade and guild operations. Over the years the Vermillion Queen has instructed him to have contact with the Gradsul guild and cultivate contacts with that organization. He has successfully kept his guild affiliation a secret from friends and his youngest daughter. Wesslin is intelligent, and charming, and cunning from his years of service to the guild.

Azelin Marrin:

Oldest daughter and apprentice to Wesslin Marrin. He she in her early twenties but has the uncanny gift of disguise to look older or younger. She is intelligent as she is attractive, and cunning. It seems impossible that Azinel can be unaware of her father's ties to the Niole Dra guild...

Linalt Harrington:

Long time family friend and adventuring companion to Wesslin Marrin. Shortly after his retirement from adventuring, Linalt purchased the Mug-N-Mast inn in Gradsul. He is aware of Wesslin's history, but is unaware of his current standing in the guild. Linalt is an honest businessman in the city and is quite convinced that Wesslin is retiring as he has been told. Linalt is honest and hard working, but abet naïve.

Godfrey Vanrizzbinnfin:

Godfrey is a city watch detective and a very successful one at that. He works mainly on crimes believed to be guild related, and reports directly to the Duke himself. Godfrey is the Duke's eyes and ears in the city. He commands much respect from the city watch and has the uncanny ability to find clues from the smallest of evidence. He is hated, but respected by most guild operatives. Once assigned to a case very seldom does it go unsolved or the culprits go unpunished. Godfrey is intelligent and extremely clever, but appears on the outside as a bumbling, forgetful civil authority which of course is a ruse.

Vincent:

Vincent is one of the most sought after assassins for hire in the Sheldomar Valley. A master in the art of death and disguise he has rumored association with several guilds in the Sheldomar Valley. Vincent has no permanent residence and stays mostly on the move and stays in cities where he is currently working at the time. He commands heavy fees for his services and has never failed to deliver. He is neither boastful nor foolhardy. Vincent is a bit of an enigma, no one knows his real name or from where he hails or where he will turn up next. Rumor has it that unless you can afford his fee, you never meet him more than once... Vincent is intelligent and charming as he is deadly.

Barnabus Galton:

Barnabus is a distant relative of Count Manz. He is currently working for the Cryllor thieves guild as a freelancer and is about to run awry of their plans. A strategist and capable commander he uses his contacts in the city to keep tabs on groups of interest. Sly and cunning he is a capable fighter and scout and has sworn the oath to help the Manz family take the throne.

DM AID: NEW RULES

NEW FEATS

Domain Focus (*Complete Divine*)

Prerequisite: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at +1 caster level. The benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as duration. If you cast a spell from one of your non-domain spell slots, this feat does not help you.

Domain Spontaneity (*Complete Divine*)

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from your domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Reckless Rage (*Races of Stone*)

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your AC, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Sudden Empower [*Metamagic*] (*Complete Arcane*)

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower spell normally if you have it.

Sudden Maximize [*Metamagic*] (*Complete Arcane*)

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize spell feat to any spell you 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.

Sudden Widen [*Metamagic*] (*Complete Arcane*)

You can increase a spell's area without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

NEW SPELLS

Unless stated otherwise, all spells are reprinted from *Complete Arcane*

Blindsight (*Spell Compendium*)

Transmutation

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (*Monster Manual*, page 306) effective out to 30 feet.

Accuracy

Transmutation

Level: Warmage 1, wu jen 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.
Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Warmage 5, wu jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./21 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S, M

Casting Time: 1 Standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Fire Shield, Mass

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5, warmage 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./21 levels) **Targets:** One or more allied creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Save: Will negates (harmless) **Spell Resistance:** Yes (harmless)

This spell functions like fire shield (see page 230 of the Player's Handbook), except as noted above.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 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 5 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.

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like fireburst, except that it affects creatures within 10 feet of you and deals a maximum of 10d8 points of damage to each one.

Fist of Stone

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multi-attack feat; See page 304 of the Monster Manual) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the player's Handbook, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4 **Components:** V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: 0

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like Lesser orb of acid, except that it deals cold damage.

Orb of Electricity

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

Orb of Fire

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Orb of Fire, Lesser

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warmage 1 **Effect:** One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

Orb of Sound

Conjuration (Creation) [Sonic] **Level:** Sorcerer/wizard 4, warmage 4

Components: V,

Casting Time: 1 standard action

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

Effect: One orb of Sound Energy

Duration: Instantaneous **Saving Throw:** Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Prismatic Ray

Evocation

Level: Sorcerer/wizard 5, warmage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect (see the accompanying table).

PRISMATIC RAY

	Color of	
1d6	Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)

Ring of Blades

Conjuration (Creation) Level: Cleric 3, warmage 3 Components: V, 5,M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area. The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Whirling Blade

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

Justiciar (*Complete Warrior*)

Where there are laws, there are those who defy them, and where citizens live in fear of these lawbreakers, brave souls hunt them down. These are the justiciars. They don't do it for money; they don't do it for glory. They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living kicking the daylighters out of criminals who desperately deserve it.

Justiciars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt. A justiciar is not necessarily judge, jury or executioner; often he simply sees to it that those people get the chance to do their jobs. When it is impractical to bring a miscreant to the hands of the law, or if the criminal resists, a justiciar doesn't hesitate to bring final justice to someone who deserves it. Some evil justiciars prefer torturing their prisoners into confessing before turning them in.

When faced with a difficult challenge, justiciars may team up with each other or with a posse of other characters to hunt those wanted by the law. The presence of one or more justiciars in a posse might come as a rude surprise to a group of individuals that have been robbing from the rich to give to the poor...

Most justiciars begin as rangers. Some paladins also find being a justiciar in line with their ideology. Fighters often find enough reward in killing, bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justiciars; obvious exceptions include clerics of St. Cuthbert, as well as those of Hextor and certain other lawful evil deities. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer or wizard (especially diviners) enters the field, wielding spells as their weapons instead of steel.

Hit Die: d10

Requirements

To qualify to become a justiciar, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6

Skills: Gather Information 5 ranks; Search 5 ranks; Survival 5 ranks.

Feats: Skill Focus (Gather Information); Track.

Class Skills

The justiciar's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

The Justiciar

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Bring 'em back alive; nonlethal strike + 1d6
2 nd	+2	+0	+0	+3	Improved grapple; crippling strike
3 rd	+3	+1	+1	+3	Exotic weapon proficiency (manacles); street savy +2
4 th	+4	+1	+1	+4	Nonlethal strike +2d6

5 th	+5	+1	+1	+4	Hog-tie
6 th	+6	+2	+2	+5	Street savy +4
7 th	+7	+2	+2	+5	Nonlethal strike +3d6
8 th	+8	+2	+2	+6	Improved hog-tie
9 th	+9	+3	+3	+6	Street savy +6
10 th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

Class Features

All of the following are features of the sacred fist prestige class.

Weapon and Armor Proficiency: Justiciars gain no proficiency with any weapon or armor.

Bring ‘em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a –4 penalty on the attack roll.

Non-lethal strike (Ex): A Justiciar can make nonlethal strikes. Any time the character uses the bring ‘em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar’s attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved Grapple as a bonus feat even if he does not meet the pre-requisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes one point of Strength damage.

Exotic Weapon Proficiency – Manacles: Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker. A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savy (Ex): A justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see 9. 156 PHB). A justiciar must have a rope, chain or manacles in one hand to use this ability. A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halfling justiciar can attempt to hog-tie a Medium or smaller opponent. He can use this ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog tie is resolved with an opposed check. The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check. If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape Artist check opposed by the justiciar’s Use Rope check (including his +10 bonus, see Bind a Character on p. 86 of the PHB) or a Strength check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Improved Hog-Tie (Ex): A justiciar of 8th level or higher can make a hog-tie attempt without first pinning his opponent. Whenever a grapple is established, the justiciar can use an attack action to make a hog-tie attempt. Also, if

the justiciar has the Quick Draw feat, he does not need to be holding the rope, chain or manacles in his hand before making the attempt.

Intuition (Su): When hunting a specific person, a 10th level justiciar can use a Survival check to determine in which direction the culprit might be found if the criminal is within one mile of the justiciar (DC15 + targets HD). A justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check secretly for the justiciar, since the character should not know if he failed the check because of the die roll or because the target is too far away. A justiciar can make this check once per day for any single target.

Multiclass Note: A paladin who becomes a justiciar may continue advancing as a paladin.

Exotic Weapon Master (Complete Warrior)

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10

Requirements

To qualify to become a Exotic Weapon Master, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements of this class.

TABLE 2-9: THE EXOTIC WEAPON MASTER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1 st	+1	+2	+0	+0	Exotic weapon stunt
2 nd	+2	+3	+0	+0	Exotic weapon stunt
3 rd	+3	+3	+1	+1	Exotic weapon stunt

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails this disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (–2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Wildrunner (Masters of the Wild)

Wildrunner

The ranger class is the easiest path to becoming a wildrunner; all required skills are class skills for rangers, and the wildrunner's abilities will make you a better ranger. Barbarian, druid and rogue also are good entry paths, although you'll have to buy some skills as cross-class. Charisma (for the primal scream ability), Dexterity (for stealth abilities and ranged combat), and Strength (for melee combat) are key abilities for you.

Hit Die: d10

Entry Requirements

Race: Elf or half-elf.

Alignment: Any good or chaotic

Skills: Hide 5 ranks, Knowledge (nature) 5 ranks, Move Silently 5 ranks, Survival 8 ranks.

Feats: Endurance.

TABLE 5-8: THE WILDRUNNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Fast movement, Trackless step
2 nd	+2	+3	+3	+0	Primal scream, Scent
3 rd	+3	+3	+3	+1	Endure Elements
4 th	+4	+4	+4	+1	Primal scream (enemies shaken)

5 th	+5	+4	+4	+1	Hide in plain sight
6 th	+6	+5	+5	+2	Primal scream (pounce)
7 th	+7	+5	+5	+2	Unfettered stride
8 th	+8	+6	+6	+2	Primal scream (enemies cower)
9 th	+9	+6	+6	+3	Feyheart
10 th	+10	+7	+7	+3	Primal scream (fast healing)

Class Skills (4 + Int modifier per level): Balance, Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim.

Class Features

As you advance in level, you gain abilities that aid you in mastering the environment and making you self-sufficient in the wild.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor. If you wear heavy armor, you do not benefit from your fast movement ability.

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Player's Handbook*.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3+ your Con modifiers (minimum of 1). You can use your primal scream ability a number of times per day equal to 3+ your Cha modifiers (minimum of 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor sharp; you gain a bite attack that deals 1d6 points of damage (1d4 for small, or 1d8 for large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 penalty (or -2 with the Multi-attack feat). In addition to these effects, a primal scream confers additional benefits as you gain levels, as described below. All effects are cumulative.

Enemies Shaken: Starting at 4th level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind affecting fear effect. Creatures in the area must make a Will save (DC10 + your class level + your Cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class level. Creatures with more Hit Dice than you are immune to this effect.

Pounce: At 6th level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream. If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

Enemies Cower: Beginning at 8th level, your primal scream can immobilize enemies with fear when you activate the ability. This is a sonic mind-affecting fear effect. It functions like the enemies shaken ability described above, except that any enemy with less than half your Hit Dice that fails its Will save is cowering instead of shaken.

Fast Healing: At 10th level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point. If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increase to 60 feet; if the opponent is downwind, it drops to 15 feet. You do not detect exact location of the source—only its presence somewhere within range. You can make a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

Endure Elements (Sp): Beginning at 3rd level, you can use the endure elements on yourself at will. Your caster level is equal to your Wildrunner class level.

Hide in Plain Sight (Ex): Beginning at 5th level, you can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*.

Unfettered Stride (Ex): At 7th level, you gain the ability to move through or across a variety of terrain features without it affecting your movement or skill checks. This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors. See Chapter 3 of the *Dungeon Master's Guide* for the effects of terrain on movement and skill checks.

Feyheart: At 9th level, your mystic bond with nature changes your very being. Your type becomes fey (augmented humanoid), and you gain damage reduction 2/cold iron.

Maug (Fiend Folio Page 121)

Maugs are tireless soldiers in search of battle. These constructs from Acheron are used on battlefields across the planes as perfect mercenaries, since they remain unflinchingly loyal to their employer and are fearless in battle. Maugs serve any master willing to meet their price, and they do not trouble themselves with questions of right and wrong.

Maugs are hulking constructs of stone standing more than 9 feet tall and weighing almost 1,500 pounds. Their steel-grey bodies are cut from the pitiless stone of Acheron into massive, humanoid forms. Most maugs carry Huge two-bladed swords forged in the harsh foundries of their home plane and wear heavy iron breastplates of the same origin. A number of Maugs are modified with grafts of stone and metal.

Scholars of planar matters suspect that maugs first served as shock troops in an ancient war between two long-lost empires. In the end, one empire or both discovered some means of transporting the maugs to Thuldanan, the second layer of Acheron and a junkyard of debris from all wars. Initially transported to Thuldanan as prisoners, the maugs ended up changing the layer in to their fortress. The first maugs banished there used knowledge stolen from their creators to craft more maugs. These ancient maugs are known by their fellows as the Thulkarr, and they rule the maugs to this day. The Thulkarr and other maug spellcasters have the ability to travel to other planes, and they sometimes use *plane shift* or *gate* to call up squads and platoons of maugs to fight in conflicts across the multiverse. Since maugs are nonliving constructs and do not die unless destroyed in combat, many of these mercenaries remain on the Material Plane for centuries, seeking out wars to give meaning to their existence.

Maugs speak Common, Draconic, and Giant.

COMBAT

Whether thundering across the battlefield on crushing rollers or whirling through ranks of their enemies with their deadly two-bladed swords, maugs are juggernauts of destruction. Maugs view every confrontation as a battle in a war, so they always fight with a plan formulated for the battleground. If they have advance knowledge of the site of the conflict, they build traps, dig trenches, and try to control the flow of battle to their best advantage.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal nonlethal damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Rollers: Six great stone cylinders beneath a pyramid of rock, rollers replace the creature's legs and feet. Rollers add 20 feet to the grafted creature's land speed and give it the ability to trample foes, but the grafted creature takes a -8 penalty on Climb, Ride and Swim checks. The grafted creature cannot run.

As a standard action during its turn each round, the grafted creature can move up to its speed and run over opponents at least one size category smaller than itself. This attack deals bludgeoning damage based on the creature's size (see Table A2-3). A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 10 + 1/2 grafted creature's HD + grafted creature's Str modifier) for half damage.

Table A2-3: Maug Graft Damage By Creature Size

		-----Stone Spitter-----		
Creature Size	Roller	Stone	Bullet	Increased
Fine	1d6	-----	1	1d2+1
Diminutive	1d8	1	1d2	1d3+1
Tiny	2d6	1d2	1d3	1d4+1
Small	2d8	1d3	1d4	1d6+1
Medium-size	4d6	1d3	1d4	1d6+1
Large	4d8	1d4	1d6	1d8+1
Huge	8d6	1d6	1d8	1d10+1
Gargantuan	8d8	1d8	1d10	2d6+1
Colossal	16d6	1d10	2d6	2d8+1

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks/

Warmage (as presented in Complete Arcane)

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmage instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced.

Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camp sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other classes: Warmages and they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined.

He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt

by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any. Hit Die: d6.

Class Skills: The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) X 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the Warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1-1, page 8 of the Player's Handbook).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spell casting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain in any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3d, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warm age gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different meta magic feat.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat

TABLE 1-2: THE WARMAGE

Level	Base				Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	+0	+0	+0	+2	Armored mage (light). warmage edge	3								
2 nd	+1	+0	+0	+3		6	4							
3 rd	+1	+1	+1	+3	Advanced learning	6	5							
4 th	+2	+1	+1	+4		6	6	3						
5 th	+2	+1	+1	+4		6	6	4						
6 th	+3	+2	+2	+5	Advanced learning	6	6	5	3					
7 th	+3	+2	+2	+5	Sudden Empower	6	6	6	4					
8 th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3				
9 th	+4	+3	+3	+6		6	6	6	6	4				
10 th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3			
11 th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4			
12 th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3		
13 th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4		
14 th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	
15 th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	
16 th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	5	3
17 th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4
18 th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5
19 th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6
20 th	+10/+5	+6	+6	+12	Sudden Maximize	6	6	6	6	6	6	6	6	6

We have the girl... and her safety depends on the next several minutes and the decisions you make. We are interested in acquiring what you brought with you. Bring the chest to the warehouse district after business hours. Follow the light outside to a large warehouse with a crescent moon painted on the door. A simple trade will secure the girl's safety.

If you involve the local authorities, or try to trick us we will kill the girl.

Ksinfran,

City operatives were unsuccessful in retrieving the item in question. Your group must gain it for us. They are traveling the road between Gradsul and Gryllor. Take your minions and scour the route. Once you have it bring it to the appointed place.

May Zilchus favor you.

Xerxes

PLAYER HANDOUT #3: VERMILLION ORDERS

Greetings Footpad,

Your name is known to us, though we need not speak it to remind you of your place. We find you in the perfect position to assist our plans. In Gradsul you will soon be acquainted with one Wesslin Marrin. Do as he asks, without hesitation, and deflect the questions of your peers as nonsense and rubbish as it concerns to Wesslin.

Wesslin is a merchant, and nothing more.

Nothing.

Perform admirably and advancement will continue to be yours.

-V

PLAYER HANDOUT #4: SHADOWDARK ORDERS

Greetings-

Soon you shall find yourself acquainted with one of our more delicate problems. His name is Wesslin Marrin and you are to do as he says. Watch him in all respects, and keep your allegiance hidden. Other guilds have recently become aware of our aspirations and desire our destruction. Marrin is the key to this. If you can obtain what he owns without struggle, do so. If you cannot, watch where it goes and oppose all other agents.

Darkness hides everything

PLAYER HANDOUT #5: BLANKO'S COMMAND

Dear cousin-

Today we grieve a man and his family who are dead to us. Wesslin Marrin is retiring from many years of service to our Family and we wish him the best. What we do not wish is for other guilds to profit by his absence, or by forcing him out. In a few days time you will meet Mister Wesslin. Do as he bids and watch where his cargo is bound. If you can reacquire it without conflict, do so. If you cannot, prevent the agents of the other guilds from obtaining it.

Blanko

PLAYER HANDOUT #6: CRYLLOR'S ORDERS

Attention:

As one of our trusted agents currently in Gradsul, the guild needs you to keep an eye on any large shipments coming to Gradsul by one Wesslin Marrin. Agents of his may attempt to contact you soon. Do as they ask and determine if our competitors are behind the shipment and if so, what they stand to gain.

-J

PLAYER HANDOUT #7: A WARNING

Friends-

Danger awaits you on the road. Be wary and guard yourselves against those who bear false witness.

-H

PLAYER HANDOUT #8: INVITATION

Friends-

It is time we met, we have much to discuss. Please meet me at fourteen Thimble Street during the dinner hour and I shall illuminate you. Your safe conduct is guaranteed by the Brother.

-Harnek