

TSS4-02

Blood Money

A One-Round D&D LIVING GREYHAWK[®] Splintered Sun Meta-Regional Adventure

Version 1.0

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Gold is the curse of man and the lifeblood of civilization. Greed can overwhelm even the best of people. A caravan master needs your help on the road from Irongate to the Windmarch, but can you avoid the lure of blood money, or will you succumb as others before you to its siren call? An adventure for parties from APL 2 - 12.

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

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Introduction

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

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

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a

sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

- bring four or fewer animals of this type, and animals with different CRs are added separately.
- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
 - If you are running a table of six PCs, add one to that average.

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Iron Hills & Ahlissa. All characters native to the Splintered Sun Meta-region pay One Time Unit per round, all others pay Two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Note, if PCs spend an extra TU they may participate in the optional encounters. Make PCs aware of this opportunity before play begins.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any

travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

The Windmarch

The collapse of the Great Kingdom during the final stages of the Greyhawk Wars ended the centuries-old tradition of the Windmarch. This annual procession of merchants was resurrected in 591 CY by the Zilchan priesthood at the behest of Overking Xavener. Designed to promote trade within Ahlissa and to strengthen the internal infrastructure, tax base, political structure and Ahlissan army the Windmarch takes place completely within the borders of Ahlissa.

Starting in Coldeven, originally the route of the Windmarch started in Chathold and headed eastwards to Nulbish and Pontylver before turning northward to Eastfair. Since 591 however the cities of Rel Deven and Hexpools are the start points for the trade route. From these cities the merchants travel to Kalstrand in time for Growfest. From Kalstrand the procession travels to Nulbish, Pardue, Sarndt, Torrich, and Jalpa; arriving in Carnifand during Brewfest before finishing in Orred. Much of the route follows the ancient, magical *dirawein* roads.

From Orred the merchants turn for home, normally traveling in two groups. The first heads overland while the other takes to the waters of the Imeda and Flanmi rivers.

Merchants hailing from Naerie and the Relmor coast first travel to Rel Deven or Hexpools to join the Windmarch, while others join at various points along the route.

See DM's Map 1 for a map of Ahlissa which shows the cities visited on the Windmarch. Dirawein roads are highways created during the initial expansion of the Aerdy tribe after the Great Migrations. They are enchanted to resist the extremes of the weather and travel along them is always swift and unaffected by the weather.

Adventure Background

Trade has been rich for Ahlissa. Now, the Ahlissans are vying to increase their trade to Irongate, and gain the approval of the dwarves who make it their home.

However, there are many who would see this potential alliance die before it can be formed. This adventure concentrates on only four of those factions. Specifically, it details the machinations of the Scarlet Brotherhood in working towards the reduction of Ahlissa and retaliation for their bravado against the Brotherhood. It also deals with a sect of Trithereonites, who are unaware of the other faction's plans. The Trithereonites are furious with the decision by Sunndi and Onnwal to recognize the claims of Ahlissa to the lands of Idee. There is a small band of Idee Volunteers who have been tossed into the mix, and a group of Ahlissan dissenters in the employ of House Torquann.

The fourth faction harassing Karralak's caravan (Karralak being the merchant who hires the PCs as guards) is part of House Torquann. Members of the house were ejected from Ahlissa by the Overking on the suspicions of holding the interests of the North Kingdom before those of Ahlissa, which was completely, correct. Now, the House has sent back agents to infiltrate the Ahlissan trading interests and sew chaos.

These pieces all fit together to form an oddly concerted attack on the Ahlissan trade with Irongate. The various factions have all got people posted outside Irongate, watching for caravans bound for Ahlissa. When such a caravan leaves, these agents use *scrolls of sending* and/or *animal messenger* to contact their friends. These friends then move from their hidden bases scattered about the area, into the Iron Hills. Here they conceal themselves along the trade route and lay siege to the caravan when it arrives. Alternatively, the Sunndians and Naerians at times, due to the cost of the scrolls, simply get their people to hire on as guards for the caravans, and take them at an opportune moment.

Adventure Summary

Introduction: The adventure starts with the PCs just setting out from Irongate with an Ahlissan merchant who is ultimately bound for Kalstrand (via Zelradton) with his cargo of Amedian lumber (being imported explicitly at the behest of Xavener). The intrigue starts before the caravan even leaves Irongate, albeit the PCs may not know of it. The merchant, one Karralak, hired guards, of which the PCs are some. Amongst the other

guards are agents working for the Scarlet Brotherhood, the Idee Volunteers and the dissenting Ahlissans.

The alternate introductions have the PCs entering the scene as members of the Sunndian/Naerian faction or the Ahlissan rebels factions. In these cases the combat below is slightly different in who is attacking versus who is defending, but the statistics used are the same.

Encounter 1 [Days on the Trail]: The first part of the journey will be relatively uneventful, giving the PCs the chance to interact with the members of Karralak's caravan. Alert PCs might note that guards are disappearing and act accordingly.

Encounter 2 [A River Crossing]: The first hints at something going on arise when the caravan reaches a river crossing. There is another caravan there, and in the mix up a few people from the other caravan 'accidentally' slip into the group of the caravan the characters are with. The other caravan is an Ahlissan caravan bound for Irongate from Zelradton. Observant characters may notice this slight influx of people and either alert Karralak or question the new arrivals.

During the subsequent days the motives and affiliations of the player characters will be scouted out, and those who are thought to be sympathetic will be approached and invited to assist in the upcoming attack.

Encounter 3 [The Inn at Day's End]: During these days the caravan arrives at the Inn at Day's End, where the Sunndian/Naerian forces will join the caravan under the guise of guards of a caravan of foodstuff that happens to travel in the same direction as Karralak's caravan.

Encounter 4 [Caught Red Handed]: During the first part of the trip guards are disappearing. If the PCs have not reacted by this time, they will catch the murderer red handed: a Scarlet Brotherhood agent and his minions that are part of Karralak's caravan as a guard and scouts respectively.

Encounter 5 [Coincidences Dire]: Matters truly come to a head a few days later when a large force of Scarlet Brotherhood forces attack. Seeing their own ambush jeopardized the Sunndian/Naerian forces will attack from within the caravan, as will the Ahlissan group. This leads to a very large and confusing battle in which the PCs are stuck defending a caravan from three attackers, all of who will also fight each other.

Encounter 6 [Blood Money]: Once the battle is over the truly interesting part will happen. The PCs are left with several loose ends. By examining the slain or questioning the imprisoned the PCs might learn more about the attackers. The various rebel factions have no nearby bases, as they were traveling with the caravan.

However, one of the Ahlissan dissenters does have a letter that implies there to be greater movements at work behind this.

Encounter 7 [Final Misfortune]: The PCs can opt to follow the tracks of the Scarlet Brotherhood raiders that will lead to Encounter 8, or remain with the caravan. Either way, they come across a group of hungry monsters that have decided to feast upon the PCs.

Optional Encounter 1 [Scarlet Stains on Hills of Iron]: The PCs have an extra option of following the tracks of the Scarlet Brotherhood raiders to their camp within the Ironhills to destroy it. Participating in this encounter will cost 1 additional TU for in region characters and 2 TUs for out of region characters.

Conclusion [Success]: The adventure ends with the PCs reuniting with Karralak and proceeding to Zelradton. Here they may join the Windmarch and are released from guard duty to the caravan, as Karralak will be proceeding alone.

Conclusion [Failure]: Through whatever means, the PCs have failed and have been captured by one of a number of groups. Their imprisonment (for questioning or otherwise) lasts a number of extra TU, exactly how many depends on who they have been captured by.

Note: It is highly recommended that the Dungeon Master fully familiarize themselves with *Encounter Five*, as it is highly complex, and if not run correctly can destroy parties of PCs very easily, which is not the intent.

Introduction

There are three introductions below, one for general players, and two specific ones. The specific ones detail an alternate introduction that is suitable for either a character from Sunndi and Naerie or dissentious Ahlissans. At your discretion you may allow other characters to choose sides, but only if they would have some allegiance to one of those sides (from something like a meta-org, or other campaign documentation).

Also, should your entire party not fit into one of the groups then it may be prudent to read each group their introductions individually to preserve the surprise that will come about when the ambush occurs.

Finally, there is a troubleshooting section that addresses some of the difficulties that could arise due to the unique situations that this adventure can place the PCs in.

If any PC is a member of the Royal Guild of Merchants of Aerdy meta-org (and the module is successfully completed – i.e. Karralak reached his

destination with his cargo intact award the PC the following AR entry:

Royal Guild of Merchants of Aerdy: This PC is a member of the Royal Guild of Merchants of Aerdy. As such they have made a particular friend out of Karralak. In future adventures this friendship may pay great dividends to the PC.

Introduction: Irongate

Use this introduction if the participating PCs do not qualify for the *Sunndi or Naerie Introduction*, or if they do not possess any of the requisite AR entries to use the *Ahlissan Introduction*. Note different PCs can start from different introductions.

The road stretches out behind you after a long day's travel. Far behind you, several days behind you in fact, lies the city of Irongate. That is where you met Karralak, the merchant who hired you to help him protect his cargo of rare Amedian lumber as he transports it to Kalstrand. Karralak is a portly man of about 50 years of age. He is balding, and has a jovial disposition. Generally he spends much of his time telling stories about growing up with a traveling circus, and the adventures of his youth. These stories, always humorous and self-deprecating have helped the time to pass quickly and now you are high up in the Iron Hills, listening to the keening cries of the wolves that live in the hills. So far the days have been bright, sunny and uneventful. But, as Karralak has warned you, the Iron Hills have been rife with bandits of late and travel through them is not to be taken lightly, hence why he hired you on as guards.

Allow the PCs to introduce each other at this time. Karralak is a balding man of about middle age. He is native to Ahlissa, having grown up in Zelradton. He typically trades in raw goods, such as ores, grain and lumber. Of late his reputation for being able to find anything for the right price got the attention of agents of the Overking who "requested" a shipment of lumber from a specific type of tree in the Amedio jungle. The slightest prospect or hint of being able to not get this shipment through to Kalstrand transforms Karralak into an absolute nervous wreck. When not worried about his cargo, he is a jovial man, much taken to entertaining his employees and ensuring that they do not get too bored.

Pay: Karralak will pay the following sum to the PCs upon their arrival in Kalstrand.

APL 2: 25 gp

APL 4: 50 gp

APL 6: 75 gp

APL 8: 100 gp

APL 10: 125 gp

APL 12: 150 gp

Development: From here things should proceed smoothly to *Encounter 1*, which deals with the days on the trail, and the people who are part of the caravan.

Introduction: Sunndi & Naerie

This is essentially the same introduction but should be slightly tailored depending on whether the PCs qualify to do the Sunndian or Naerian Introduction. Most Sunndians are law-abiding citizens who would frown at the idea of raiding legal trade caravans transporting normal trade products. A select few groups within Sunndi though consider Sunndi to still be at war with Ahlissa and as such trade caravans are all fair game to them. They hold little love for the soldiers of Ahlissa, but are more lenient towards simple caravan guards and merchants. They will only kill when they have to, preferring to subdue the opposition.

When run within Sunndi, members of the following Sunndian meta-organizations will get the special introduction: Burrowers, Contraband Cartels, Established Temple of Trithereon and the Nemoudian Hounds. In general all the PCs will be approached if one or more are members of the above organizations. If the group contains PCs that openly worship a lawful deity or are members of the Barakdar or the Sunndian Army then the PCs will not be contacted as a whole. These organizations would oppose any banditry or attack on Ahlissan property and informing them of the intended attack poses to great a threat to the success of the mission.

Individuals from Naerie automatically qualify for the *Naerie Introduction*. In addition other PCs qualify for the *Naerie Introduction* if they possess the following AR entry from *TSS3-07 The Lance of Osson*:

❖ Favor of the Idee Volunteers

Note different PCs can start from different introductions.

It was almost a month ago when a cloaked figure representing (a faction within the Established Temple of Trithereon/the Idee Volunteers) approached you late one night. A message was passed to you and then the

figure once again slipped into the gathering shadows at dusk. The message read,

"We have need of your services in the long resistance against our erstwhile and unwelcome guests from the north. Be in Irongate for the 23rd of Coldeven. Look up one Karralak, a merchant from the north. Our sources indicate that he will be carrying a cargo of rare Amedian lumber, and will be hiring additional guards. Arrange to be hired on as guards; we have other agents doing the same. Contact them and when the time is right, take the caravan and bring it home to us. You will be compensated for the "lost" pay from performing this exercise."

A month has passed, and the 23 of Coldeven came and passed. Now you find yourself, and many others, working as guards on the caravan run by Karralak. Far behind you, in the gathering dust, lies the trail that leads back to the city of Irongate where you joined the caravan as instructed. You also learned that the caravan was destined for Kalstrand. Now you are high up in the Iron Hills, listening to the keening cries of the wolves that live in the hills. So far the days have been bright, sunny and uneventful. But, as Karralak has warned you, the Iron Hills have been rife with bandits of late and travel through them is not to be taken lightly, hence why he hired you on as guards.

The PCs have been informed that they can recognize their fellow agents by the fox pin, which each of them are also given one of.

Allow the PCs to introduce each other at this time. Karralak is a balding man or about middle age. He is native to Ahlissa, having grown up in Zelradton. He typically trades in raw goods, such as ores, grain and lumber. Of late his reputation for being able to find anything for the right price got the attention of Xavener who requested a shipment of lumber from a specific tree in the Amedio jungle. The slightest prospect or hint of being able to not get this shipment through to Kalstrand transforms Karralak into an absolute nervous wreck. When not worried about his cargo, he is a jovial man, much taken to entertaining his employees and ensuring that they do not get too bored.

Pay: The Sunndians or Idee Volunteers will pay the following sum to the PCs upon their return to Sunndi or Naerie.

APL 2: 25 gp

APL 4: 50 gp

APL 6: 75 gp

APL 8: 100 gp

APL 10: 125 gp

APL 12: 150 gp

Development: From here things should proceed smoothly to *Encounter 1*, which deals with the days on the trail, and the people who are part of the caravan.

Introduction: Ahlissan's

Individuals hailing from the United Kingdom of Ahlissa (except those from Naerie), or who are members of the Royal Guild of Merchants of Aerdy meta-organization qualify for this introduction

If however any member of the party still has the following AR entry from *TSS3-02 Legacy of Madness* they may not participate in this introduction.

❖ Wanted!

Note different PCs can start from different introductions.

It was a fine evening two weeks ago in Zelradton, a surprisingly clear and warm night for the clime, and many folk were going about their business. It wasn't until you got home that you realized that someone had planted a note in your pocket. The note read,

"Xavener's machinations are only going to spell trouble for us all. If you want to help stop him, meet in Irongate in a week's time. Look for a merchant who goes by the name of Karralak. We have discovered through various means that he is carrying a cargo, of what exactly we are not certain, but nonetheless this precious cargo of his is said to be destined for Xavener himself. We hear that Karralak may be looking for guards, and so you should try to get hired on as one. You will know when the time is right and we are ready to take the cargoes."

Days passed quickly as spring nudged in, and you found yourself in Irongate. Karralak was easy enough to find and more than eager to hire you on as a guard. The last few days have been hard and tiring, but you are now several days out of Irongate and high up in the Iron Hills, listening to the keening cries of the wolves that live in the hills. So far the days have been bright, sunny and uneventful. But, as Karralak has warned you, the Iron Hills have been rife with bandits of late and travel through them is not to be taken lightly, hence why he hired you on as guards.

Allow the PCs to introduce each other at this time. Karralak is a balding man or about middle age. He is

native to Ahlissa, having grown up in Zelradton. He typically trades in raw goods, such as ores, grain and lumber. Of late his reputation for being able to find anything for the right price got the attention of agents of the Overking who requested a shipment of lumber from a specific tree in the Amedio jungle. The slightest prospect or hint of being able to not get this shipment through to Kalstrand transforms Karralak into an absolute nervous wreck. When not worried about his cargo, he is a jovial man, much taken to entertaining his employees and ensuring that they do not get too bored.

Pay: The players may not know this, but the agents of House Torquann will arrange to compensate them for any pay they would have lost by not completing their agreement with Karralak. This pay will be rendered

APL 2: 25 gp

APL 4: 50 gp

APL 6: 75 gp

APL 8: 100 gp

APL 10: 125 gp

APL 12: 150 gp

Development: From here things should proceed smoothly to *Encounter One*, which deals with the days on the trail, and the people who are part of the caravan.

Troubleshooting and More: Several difficult issues can arise if you have a party that is a mixture of people from the various factions. One can expect them to work together, after all they are PCs, however, that being said, many or all of them may owe allegiance to various forces and be unwilling to forsake those allegiances. Should this situation arise it is best to reinforce several of the campaign rules (particularly for newer or younger players).

The rules in question are those that related to PC vs. PC combat (and the subsequent removal from play that such a situation creates), and the RPGA General Guidelines on proper conduct and general etiquette at the gaming table. The relevant documents can be obtained from:

LIVING GREYHAWK Campaign Sourcebook:

www.living-greyhawk.com

RPGA General Guidelines

www.wizards.com/default.asp?x=rpga

Additionally, should players want to attempt to recruit other characters to their cause do not hamper them from doing so, as this can lead to some interesting role-playing debates. It is even possible that they may attempt to conscript some of the NPC's. Those who are members of

the Ahlissan rebels will not entertain suggestions of joining with others; however, they will also not say anything to Karralak about the matter. Rather they will keep an eye on people and attempt to ascertain whom the various factions' control. The Naerian/Sunndian faction will not accept an alliance with the Ahlissan's or the Scarlet Brotherhood.

Lastly, the Scarlet Brotherhood agent will play the game of joining the factions, discovering who the members are, and then attempting to take them out. All of the various faction members are detailed below in *Encounter 1* (Scarlet Fist) and *Encounter 3* (Ahlissans, Sunndians & Naerians). The Scarlet Brotherhood is smart enough to realize that should they be interested in a caravan, then most likely someone else who also seeks to act against Ahlissa would also be interested; hence their agent's probing into the matter.

Finally, the last thing to make note of is the effect of the various Divination spells that can be used by characters. The complete summary of these spells, and their results, is detailed in *Appendix 7*. For simplicities sake it is broken down by encounter, and the spaces between encounters. This is important because many of the divination spells can only see so far into the future.

Encounter 1: Days on the Trail

The guards and drivers that Karralak has hired are detailed below. Many of them, unless otherwise indicated, are unawares of the various factions and their intents and are completely loyal to Karralak. Some small number, as indicated below, are willing to change sides, or at least look the other way when things get bad for the right sum of money.

Caravan: There are five wagons in the caravan at the start. Four of these are carrying the pre-sawn lumber, while the last is carrying textiles. There is a wagon master for each of the wagons.

A DC 20 Appraise check reveals that the lumber is worth almost 200 gp per plank, while the textiles are worth 20 gp per bolt.

There are 40 planks of lumber in each of the lumber wagons (total 160 planks, 32000 gp worth of lumber) and 30 bolts of cloth in the textiles cart (600 gp).

The typical day for the caravan starts before sunrise, around 6am, when breakfast is cooked and served. The caravan starts to move at sunrise, around 7am, and there is a light meal break around noon. The caravan stops for the day about an hour before sunset, around 6pm.

Every second day, and occasionally, every day a caravan guard will go missing. There are several ways for the PCs to pick up on this. The first is if they have said that they are talking to the guards they will notice that one they were talking to can't be found one day, which will lead to the missing guards. Alternatively, a DC 15 Wisdom check will reveal something odd happening and that there seem to be fewer guards around. In either case, when they start asking around, a DC 20 Sense Motive check will reveal that Futhos Imuier (see below) is nervous about this, potentially leading to *Encounter 4*, if the PCs choose to press the matter, otherwise, *Encounter 4* will be resolved at its normal time.

The bodies of the dead people are being disposed of by the Shadar-kai. They take them off, under cover of darkness, and hide them. If the bodies are discovered, which takes a DC 20 Search check and 2 hours, they can be used for the *speak with dead* spell. The only information that they can reveal is that they were struck from behind, before having their spine broken.

🔮 **Wagon Master (4):** male or female human (mixed Race) Exp2 (wagon master).

🔮 **Karralak:** male human (mixed Oeridian-Olman) Clr4-Quetzalcoatl, See *Appendix 1-6*.

Physical Description: Karralak is, as described above, is a balding portly man in his early 50's (53 to be precise). He stands 5' 4" tall, and tends to wear loose fitting clothing.

Personality: He has a jovial attitude, at least so long as his cargo is not threatened. He also has a penchant for telling outrageous stories, and jokes. The only time that he is serious is when someone might threaten his trade interests, for he treats those untouchable, and is most upset when they are disrupted.

Goals: Karralak cares deeply for Dorna, but feels that it is not right for him to propose to one of his employees. If given the chance, or convinced that there is nothing wrong with doing so, he will pursue his love with Dorna, successfully as well.

Faction: Loyal Ahlissan, and Caravan Master.

Additional Information: Karralak, should someone ask, grew up with his father, an Ahlissan merchant, but spent time with his mother, an Olman priestess of Quetzalcoatl. He has long hidden his Olman history, and has profited greatly from being able to acquire raw goods easily from them. The stories he tells are designed to steer people away from thinking that he has some sort of

insider deal with his suppliers and that instead he is merely calling on favors owed to get the goods.

The following story is merely one tale of his greatly exaggerated adventures in the Amedio Jungle area. Feel free to make up more if need be, although they will all generally involved the Olman peoples, and some type of great evil that he managed to personally defeat.

"Have you ever heard the tale of the lost shrine of Tlaloc, God of Rain?"

A DC 20 Knowledge (religion) check will reveal to the PC that Tlaloc is the Olman Rain God, and is Lawful Evil.

Well, it was neigh on thirty years ago, back before the war, and I was exploring with some companions of mine. We had ventured down the coastline of the Amedio Jungle, where I first made contact with the people who now trade me such fabulous lumber, when we were told of a shrine of evil spirits. The shrine, and Tlaloc, the god it was dedicated to, would take away the rain and starve the forest if they did not appease it through sacrifice every year. Thus, we were offered a quantity of lumber each year if we could destroy the influence of this shrine. So, being brave and somewhat foolhardy, we charged on in. Hidden amongst deep amidst the towering colossi of the forest was a building shaped something like that Temple of Money in Greyhawk City.

This is a reference to the Temple of Zilchus, something that can be determined with a DC 10 Knowledge (Core) check.

It was covered in carvings of weird creatures, fashioned of obsidian they looked something like black crocodiles but with large boar tusks. As we approached, these carvings came to life and bore out of the walls. One of my companions was borne to the ground, and for the next few weeks he had a pale complexion and was rather ill. Thus it came to be that three of us stood upon the precipice of the structure's entrance. My remaining two companions blanched in the face of a terrible presence, but I did not fear for I knew that the Lord of the Air watched over me. I entered and found inside a terrible serpent of wind and water. It attacked me most savagely, and with what may have been my last breath I struck it down and destroyed it. As it fell great cracks began to rend the walls of the structure, and it came to be that I narrowly managed to avoid the falling debris and made

my way outside. There I found, to my dismay, that my companions had succumbed to the falling debris and there was nothing that could be done for them. Thus, in the end I made my lonely way back to Irongate."

◆ **Dorna:** female human (Oeridian) Exp3 (wagon master).

Physical Description: Dorna is a stocky and loud woman. She stands 5'9" tall, and is quite strong and muscular. Her long auburn hair is typically tied back to keep it free from her work.

Personality: Dorna has a sense of humor much like Karralak's, but more reserved. Additionally, Dorna is absolutely devoted to Karralak and has stayed on as his wagon master despite having offers from other merchants who would pay her much more. She wishes he would propose, but is (despite her nature) too shy to ask him to marry. She will generally poke fun at Karralak in a good-natured way.

Goals: Dorna wants to try and convince Karralak to propose to her.

Faction: Loyal Ahlissan, and Wagon Master

◆ **Suthor:** male half-elf War3, See *Appendix 1-6*.

Physical Description: Suthor is a younger man, perhaps 25 years of age. He is moderately tall, standing 6'2" tall. He is always seen wearing his chain armor and carrying his weapons.

Personality: Suthor is a caravan guard, and tends towards being gruff and abrupt. That is not to say that he is impolite, rather he doesn't waste words. What can be said in one word is said in one word, rather than three or more as some (especially Karralak) are wont to do.

Goals: To keep Karralak happy so that he can continue to make money. Few people ever see him spend it, and in actuality he is saving up so that he could start his own mercenary company.

Faction: Caravan Guard. Can be bribed (see below).

◆ **Caravan Guards (6):** male or female human (mixed race) War2.

Physical Description: Ranging in age from 18 to 35 (for humans, adjust as necessary if non-human). Most are physically fit, although some of the older ones may have a few bulges and sags in places.

Personality: Most are somewhat glum, mostly due to the dangerous occupation that they partake in.

Faction: Caravan Guards, can be bribed.

Bribing: The caravan guards can be bought, but it does not come cheap. Karralak is paying them one nightingale (1 pp) per week (a very high pay). If they are

to be bought they will want to be paid at least three times this amount, due to the fact that if word of their treachery spreads they will be finished, but will initially ask for up to ten times their normal pay. Each caravan guard must be bartered with individually.

Development: One caravan guard disappears en route between the *Encounter 1* and *Encounter 2*. Another three between *Encounter 2* and *Encounter 3*, and finally another two disappear at the start of *Encounter 4*. These disappearances will at first alarm and then terrify the other non-combatant members of the caravan who will look to (among others) the PCs for protection. If the PCs manage to save any of their lives then they will be grateful and will only need the half the amount above in bribes.

◆ **Futhos Imuier:** male Suel Mnk/Clr, See *Encounter Four & Appendix 1-6*.

Physical Description: Futhos is a lithe man. It is not obvious what age he is, although he seems to be somewhere between 20 and 30. He is usually wearing muted brown and green traveling clothes.

Personality: Futhos is a quiet man; he tends to keep to himself, except for his two companions. Most evenings he can be seen quietly playing a lute on his own, with the occasional lament sung in ancient Oeridian. He generally evades most questions, and tells people that he only wants to be left alone.

Goals & Faction: Futhos is a Scarlet Brotherhood operative. He has been sent to take the caravan and will work towards this once past the ford. He begins by taking out the basic guards, an easy task for one of his abilities. He will then move on to others. He targets those who have been the most active at recruiting others to their cause. Additionally, any character that is affiliated with the Brotherhood (via *certed Brotherhood Recognition*) will be given orders to assist him when the time comes. Finally, the deaths will become noticeable when he is surprised in the act during *Encounter Three*. Refer to *Encounter Three* for his statistics, as they are dependent on the APL. Should the PCs discover that he is the murderer before *Encounter Three* then allow matters to proceed at their normal pace, including the PCs attacking him.

◆ **Slinilas & Heenaerl:** female and male Shadar-Kai Rog, See *Encounter Four & Appendix 1-6*.

Physical Description: These two if actually seen, look like dark-skinned elves. They stand about 5'6" tall, and are always wearing long dark-colored cloaks. If asked about

why they wear such cloaks, they will explain that they best serve as scouts and are better accustomed to the shadows, rather than the light.

Personality: These two are even more reclusive than Futhos. They will spend a majority of this time hanging about the edges of the caravan, scouting and assisting Futhos in his task.

Goals: Futhos has bound these two to his service, and while that may not be nice, they are stuck with it for now. They are however, continually seeking a way to be free from his service.

Faction: Scarlet Brotherhood

🔹 **Finella:** female gnome Exp4 (cook).

Physical Description: Finella easily takes the cake, as she calls it, when it comes to age on the caravan. She is a crotchety old gnome and stands a mere 2 ft. 8 in. tall.

Personality: Finella is far from polite to most people. The last time anyone asked her anything so rude as her age, said person could hardly sit for a week (something about a rolling pin) and somehow his food always ended up being burned when everyone else was fine. That being said, she is also the best cook that Karralak has ever found. She has an amazing ability to procure the finest of dishes from the basest of ingredients. She does not tolerate anyone to meddle with her cooking, nor does she appreciate anyone who does not appreciate fine cooking.

Goals: To finally see the world now that her twelve children and 27 grandchildren have all moved out.

Faction: Caravan Cook. Finella is fiercely loyal to Karralak, but considers herself too old to fight. During any fight she will simply curl up inside her large iron cauldron and sleep.

Development: Once the PCs have satisfied themselves talking to the various personages on the caravan, proceed to Encounter Two.

Encounter 2: A River Crossing

The last four days have been utter hell. Endless rain, which only just broke earlier this morning, has been a plague, and more often than not the wagons have needed to be unstuck from the latest discovered quagmire. As the day wears on the inclement weather has been gathering again and thunder can be heard in the distance behind you. Strong winds have returned and dark clouds fill the sky. For some time now you have been following what once was a small river, but after

four days of rain it threatens to overflow its banks. Rounding a bend, you can make out a ferry crossing. Clustered about both ends of the ferry run is a mixture of wagons, horses, tents and people. Karralak turns to you, "Well it seems that someone has managed to let a ferret loose in a chicken coop. Would you mind going on ahead and finding out what kind of mess awaits and how long this will delay us because we really must reach the Windmarch on time."

The river, which leads down out of the Iron Hills and eventually leads into Dunhead Bay, is in flood because of recent storms. This makes it particularly treacherous to swim (a DC 20 Swim check to move at half-speed). It also means that the ferry was difficult to use, before it was sabotaged. So now there are two caravans on this side of the ferry (in addition to Karralak's caravan) and four caravans on the other side. Finally, it is nearly evening when the PCs arrive, making this a plausible camping site.

Ultimately this encounter is where the main Ahlissan forces merge into the caravan guards. This will be a gradual shift over a few days. This shift can be noticed with a DC 15 Intelligence check (representing counting the numbers, anyone who says they are doing so automatically succeeds) or a DC 20 Wisdom check (representing the base ability to recognize the shift as it occurs). Additionally, some extra wagons will join with the group during this time, bringing the total caravan size to 12 wagons. The new wagons are carrying iron ingots.

The important people that the PCs may encounter, and their role (if any) is explained below. The two caravans on this side of the river are also detailed below.

Caravan of Shandreenn Falann: 7 wagons of iron ore. This caravan, with its four guards, is headed to the Windmarch with a load of iron ore. Shandra will leave the wagons with Karralak before heading back to Irongate.

Caravan of Osirerren Drantish: 4 wagons of food stuffs. This caravan, with eight well-equipped guards, is also destined for the Windmarch. Osiruss is worried about his food spoiling and so will be quite vocal about demanding that the ferry be repaired.

🔹 **Durengh:** NG male dwarf Ari2; Will +5; Bluff +9, Diplomacy +9, Sense Motive +5.

Physical Description: Durengh is around 30 years of age, and stands 4 ft. 3 in. tall. He has long hair, done up in braids that are woven through with gold filaments. He

tends to wear expensive perfumes, and the finest of courtier's clothing in only the latest of styles.

Personality: Durengh is remarkably short-tempered even for a dwarf. He is much prone to punching the closest available object or person, usually his assistant Golarneg fills that role, when he gets upset or frustrated. When not angry or upset, Durengh is somewhat pompous and arrogant, because of course he IS the representative of the Lord of the Iron Hills.

Goals: To get this mess with the ferry cleared up so he can go back to his home and the good book he was reading, rather than standing around outside in the muck listening to excuses from the sniveling ferry master.

Faction: Lord of Iron Hills

Additional Information: When the PCs first run into him, his assistant (see below) will apologize for Durengh who will be in the middle of tearing strips (vocally) out of the Ferry Master (also below). Durengh really can't provide much information about anything, but he can say that the Lord of the Iron Hills is most upset (or at least Durengh thinks he would be upset, but it is a long way to go check) over this disruption to the ferry.

🔮 **Golarneg:** LG female dwarf War4; Will +2; Diplomacy +6, Sense Motive +8.

Physical Description: Golarneg is in her sixties, and for the past few years has been serving as a minder for Durengh, making sure that he doesn't step on too many toes in his time spent learning about how to be a diplomat. She stands 4 ft. 7 in. tall, and is typically found in her half-plate armor. Her armor is engraved with the crest of the Lord of the Iron Hills, which can be recognized with a DC 15 Knowledge (Splintered Sun) check.

Personality: Golarneg is straight forward and brutally honest at times. However, she is also a good judge of character and so will tend to be closed mouthed to people until she is certain as to their motives. When not minding Durengh, she is a somewhat carefree dwarf with a passion for good music. She is always careful, when working and not, to be polite to everyone, for it would not do to insult others accidentally, or on purpose even.

Goals: She really wants to see Durengh become a good, and well respected diplomat, but she does realize that he must learn to control his temper, otherwise he will never be respected.

Faction: Lord of the Iron Hills.

Additional Information: She suspects that the ferry stoppage is not as accidental as it seems, but will only mention such to a character who can influence her to

friendly (either magically, or via a Diplomacy check, see the *DUNGEON MASTER'S GUIDE*, she can be considered to be indifferent to begin with). She will not explain her reasons to suspect foul play in the stoppage other than to say that it seemed a little too soon after the last repairs two months ago.

🔮 **Gurngen Thorengt:** CN male dwarf Exp5 (ferry master); Will +6; Bluff +10, Diplomacy +12, Sense Motive +10.

Physical Description: Gurngen is squat and squalid dwarf of middle age. He stands 4 ft. 2 in. tall and is well on his way to becoming one of the largest dwarves in the Iron Hills. He is mostly bald, but his beard is still quite thick, although it is usually a mess of food drippings from his last meal.

Personality: Gurngen is the embodiment of greed. He spends all of his time thinking of ways to make more money, most of which work. He has a tendency to speak in a somewhat gravelly voice, and snickers and sneers a lot at anyone he thinks he can swindle.

Goals: Gurngen is the ferry master, has accepted pay from the Ahlissan Rebels to cause a delay here so they could get on Karralak's caravan. His allegiance to the Ahlissan Rebellion only extends as far as his money pouch.

Faction: Lord of the Iron Hills.

Additional Information: He is more than willing to take a payment to start the ferry running again today, but this is expensive. Alternatively, the ferry will be "fixed" two days after Karralak's caravan arrives. The amount of the bribery depends on several factors, what kind of diplomacy check the PCs can make, and which APL they are playing at. At most one PC can assist on the Diplomacy check. Succeeding at the check by 10 or more allows the party to pay one quarter the normal payment. Failing the check by 10 or more adds one half to the necessary payment, while failing by 20 or more doubles the necessary payment.

APL	Bribe	Diplomacy DC to halve Bribe
2	200 gp	20
4	400 gp	25
6	600 gp	30
8	800 gp	35
10	1000 gp	40
12	1200 gp	45

It is not expected for the PCs to seriously attempt to bribe the ferry master into “fixing” the ferry. If threatened he will implore Durengh to step in, which he will in his typically boisterous manner.

☛ **Shandreenn Falann:** N female dwarf Rog1/Exp2 (merchant); Will +3; Bluff +6, Diplomacy +2, Profession (merchant) +8, Sleight of Hand +11.

Physical Description: Shandra is a female dwarf standing 4 ft. tall and weighing 90 pounds. She wears her long hair pulled back and braided. Shandra wears a tan tunic and brown leggings under her leather armor.

Personality: Her traveling companions will tell you she is always smiling and a very capable and competent Caravan Master.

Goals: This trip she is transporting iron ore from the Iron Hills to the Windmarch. Shandra's real passion is stealing. The more challenging the theft the more exciting she finds it. Working the caravan routes allows her to come and go without notice. Shandra *never* steals from the caravan she is leading. (Bad for business) She has nothing specific planned this journey but always has her eyes open for any items of interest.

Faction: None

Additional Information: Shandra has left her guards, most of whom are completely drunk by now, back with her wagons.

☛ **Osirerren Drantish:** NG male human (Oeridian) Exp3 (Merchant); NG; Will +4; Appraise +8, Bluff +4, Knowledge (geography) +8, Sense Motive +7.

Physical Description: Standing 6 ft. 5 in., 170 pounds, black hair and darkly tanned skinned Osirerren Drantish catches people's attention. He wears black leather to emphasize his stature. He has a presence that says, “*There can be no one else in charge.*”

Personality: Osiruss is hard working and known to be fair and generous to those that work for him. He tends to be a little abrupt with anyone who comes across as a fool, but otherwise he is a nice man.

Goals: To ensure that his load of Keoish foodstuffs reaches the Windmarch on time.

Faction: None

Additional Information: Osiruss has been working the Caravan routes since he was a young child traveling with his family. There is no aspect of the business Osiruss hasn't worked. The caravan's are his home and home is where his current trip is taking him. This trip he is traveling from Irongate, where he picked up a load of Keoish foodstuff, to the Windmarch.

☛ **Joshua Mathurst:** LN male human (Oeridian) Ftr1; Will +0; Climb +7, Handle Animal +3, Profession (smith) +3, Ride +3.

Physical Description: Joshua is a young man standing 5 ft. 9 in. and 200 pounds. Shaggy brown hair, brown eyes and brown leather armor make you think of a bear when you first catch sight of him.

Personality: Joshua is quiet, and doesn't like to be the center of attention. If talked to he will respond, but really will only talk to anyone else who puts themselves across as a smith.

Goals: Joshua's dream in life was to become the village blacksmith. This dream came to an abrupt end when this family asked him to accompany his wayward cousins Mellina and Trinna who decided village life was not for them. Joshua travels with his cousins without complaint but hopes the cousins will get tired of traveling and return home sooner than later.

Faction: None

Additional Information: Joshua is a guard, along with his cousins, on Osiruss' caravan.

☛ **Mellina & Trinna Mathurst:** CN female human (Oeridian) Ftr1; Will +0; Climb +7, Climb +5, Handle Animal +3, Jump +5, Ride +6.

Physical Description: Mellina and Trinna are identical twins. They are 5 ft. 4 in. and 110 pounds. They have green eyes and wear their hair in the same short hair cut. They dress in identical green and brown outfits.

Personality: The girls are very mischievous by nature and their favorite game is pretending to be the other girl.

Goals: Mellina and Trinna decided early in their youth that village life was not for them. As soon as the girls were old enough they left home. Yes, they had to take their boring older cousin Joshua with them but they are sure they will eventually find a way to get rid of him and have true freedom!

Faction: None.

Additional Information: The twins are guards, along with their cousin, on Osiruss' caravan.

Development: If the PCs notice the influx of people and mention it to Karralak, he will mention that he had asked for some extra guards to replace those that went missing. This may raise a few questions, but he doesn't know much else about it.

If somehow the PCs discover the allegiances at this stage they can certainly start a fight. However, Karralak

will try to stop them, saying that he knows these people, they are his countrymen.

Once everyone is satisfied and the ferry is running again, proceed to Encounter Three.

Encounter 3: The Inn at Day's End

At last the nice weather has again returned, heralding your arrival at the Inn at Day's End. This large structure, fully three stories tall and overgrown with thick ivy is clustered in a grove of elm and ash trees. A large and well tended stable, as evidenced by the steaming muck behind it, lies behind the main body of the inn. The interior of the inn is well furnished with iron furniture and warm tapestries. Over the main bar are placed a pair of crests.

A DC 15 Knowledge (nobility and royalty) or a DC 10 Knowledge (Splintered Sun) check will identify these as the crests of the Lord of the Iron Hills.

There are two important things to accomplish in this encounter, introduce and meld in the Sunndian/Naerian forces that are members of the other caravan that is at the Inn, and highlight the deaths that are leading to a shortage of guards.

Getting the action moving here is important. Various events that may happen while the PCs are present include, but are far from limited to, a drinking competition between Durtheg Dunhammer and whoever is foolish enough to agree (see his entry to guidelines). An attempted theft by Marin, the practical jokes of Kirikor (including a pink cow that makes pink milk, courtesy of a *prestidigitation* spell gone wrong) and an argument between Karralak and Ralia (about her getting to the Windmarch on time).

Marin will attempt to steal something unimportant from one of the PCs. Roll the opposed checks normally, but have Turell interfere if no PC notices. He will be apologetic, and will invite the PCs back to his table for a drink.

Karralak and Ralia's argument will start as a quiet discussion with Gurnash standing by quietly. Given a few minutes it will erupt into a thoroughly drunk Ralia insulting and screaming at Karralak, while Gurnash tries to calm her down. Thus providing an excellent chance for the PCs to intervene and get involved as well.

The Idee Volunteers, Pannen Lutorn and Shalann Finelen, will be quiet and unobtrusive. The Sunndian

Rebels, although present, are in their rooms and will not leave them until the morning.

 **Kirikor Lulotherian:** CG male half-elf Exp2 (innkeeper)/Clr3 - Zagy; Will +10; Bluff +10, Diplomacy +12, Knowledge (religion) +10, Profession (innkeeper) +11, Sense Motive +11.

Physical Description: Kirikor is 6 ft. 4 in. tall, and typically wears fine clothing, with the occasional clash of garish colors. The other thing of note is that he is an amputee. He is missing his right arm, which he lost some time ago in a vicious Sahuagin attack.

Personality: Kirikor has a quiet, but sharp sense of humor. He takes great delight in playing subtle jokes on people, but before doing so he will attempt to determine if they are amenable to humor (people such as Paladins of Pholtus make prime candidates to not be teased).

Goals: To make others laugh, to amuse and to entertain.

Faction: Who knows, he's insane and follows Zagy, what else would you expect?

Additional Information: In reality Kirikor, who is a half-elf, is insane. He has long followed Zagy. He once worshipped Corellon Larethian, but, as noted above, was ambushed by Sahuagin. At the time he was traveling alone and very nearly perished entirely. In his delirium he began to see visions, and over time he came to realize that it was not Corellon who had saved him, but rather a most peculiar creature. While his boat, with the badly wounded half-elf inside, had been drifting a kelpie (a type of aquatic fey) came across him. This kelpie, while unable to heal him did have a friend nearby who could heal him. This friend was a cleric, albeit an insane one, of Zagy. While being healed, Kirikor made an oath to follow the wisdom of Zagy rather than Corellon who had forsaken him in his time of greatest need. Since that day he has followed Zagy.

 **Quenta Dunhammer:** LN female dwarf Exp2 (innkeeper) Cha 16; Will +4; Diplomacy +8, Knowledge (Splintered Sun) +5, Profession (innkeeper) +6, Sense Motive +6.

Physical Description: Quenta is a buxom dwarven woman in her late 30's. Standing at 5 ft. 3 in. tall, she towers over most other dwarves. She does not tolerate people having fights in her Inn, and will happily eject them if they should try it.

Personality: Quenta is stubborn and absolutely serious at all times. While this does lead to the occasional fight with Kirikor, they do still get along well. She will

happily discuss Inn keeping with anyone who professes an interest.

Goals: To run a profitable business and make her father happy. That and to pay off his loan as quickly as possible.

Faction: Lord of the Iron Hills

Additional Information: She left home two years ago and struck an amicable friendship with Kirikor whom she met on the road. Together they bought the Inn at Day's End, using her father's money, which he graciously loaned to her at a considerable interest rate. Quenta, unlike Kirikor, is not insane, nor is she a follower of Zagyg. In truth, one would hardly expect them to be friends at all, seeing as she is serious to the bone, while he is laughter incarnate, but despite these differences their friendship has so far lasted two years.

❖ **Durtheg Dunhammer:** LN male dwarf Clr4 - Vergadain; Will +9; Diplomacy +9, Sense Motive +10.

Physical Description: Durtheg is an adult dwarf who is headed rapidly into old age. He is 4 ft. 11 in. tall and well rounded. He also has a vicious scar that runs down his left arm, the result on an encounter with a carrion crawler a few years back.

Personality: Durtheg tends to put on a rough and mean attitude when dealing with anyone but clerics of Vergadain and Zilchus. It will become obvious however, that he dearly loves his daughter and is just trying to help her become a better business woman.

Goals: To help his daughter make this Inn into a wonderful place, mostly so that he can retire here in his dotage.

Faction: Lord of the Iron Hills.

Additional Information: Durtheg is Quenta's uncle and the financial backer of the Inn. He makes a big show about collecting interest, but in reality he is has a soft-heart for her. He is currently visiting from his home in Irongate. He traveled here with a pair of guards, Marin Shalhaster and Turell Wisenhart, to protect him as he was carrying a large amount of gold that he is stashing at the Inn.

Durtheg is a cleric of Vergadain and also pays lip service to Zilchus. He will happily exchange money for any whom might ask it of him as his association is evident from not only his finely crafted clerical vestments, but also the prominent holy symbols and moneychanger device (which he acquired from a Zilchan friend for a sizable amount of coin).

❖ **Ralia Thurnesta:** N female human (Oeridian) Exp1 (merchant); Will +3; Diplomacy +7 (+3 when drunk), Sense Motive +5.

Physical Description: Ralia is in her 40's and is almost perpetually drunk. She doesn't keep herself very clean. She has brown hair, stands 5 ft. 8 in. tall, and has poor eyesight.

Personality: Ralia is an Oeridian merchant and a complete drunkard. Anytime she reaches any kind of drinking establishment she calls a stop and spends the rest of the day drinking, sometimes the day after as well. When not drunk, Ralia is a sociable woman in her late 40's. She will explain, if asked by someone who can make a DC 20 Diplomacy check, that she drinks to forget the memories of seeing her husband tortured and killed before her eyes by a band of orcs in the Pomarj.

Goals: To eventually reach the Windmarch and sell her supply of apples and potatoes.

Faction: None

Additional Information: Kirikor and Quenta are tired of having her here, and will ask Karralak to take her with him when he moves on. Karralak will happily agree, both because he knows Ralia, and because he sees the potential for profit. He thinks that he may be able to gain a portion of her proceed by getting her to the Windmarch soon enough that her cargo of potatoes and apples haven't spoiled (any more than they already have). Ralia will be too drunk or hung over to care or notice.

❖ **Gurnash:** LG male half-orc Bar1/Pal1 -Mayaheine; Will +2; Intimidate +6, Sense Motive +4.

Physical Description: Gurnash is a half-orc, probably about 20 years old. He is tall, and muscular. He usually can be found wearing a kilt and his breastplate, which is engraved with the holy symbol of Mayaheine.

Personality: Gurnash hardly ever talks, but does remain near Ralia nearly all the time. Should anyone seem to threaten her, he will growl at them, and move his hand to the hilt of his bastard sword. Gurnash will not speak of his past or relation to Ralia, except to servants of Pelor or Mayaheine. To those he will explain that his mother is Ralia, and he travels with her to protect her from harm.

Goals: To protect his mother from harm.

Faction: None

❖ **Marin Shalhaster:** N male human (Oeridian) Rog2; Will +1; Bluff +7, Diplomacy +9, Sense Motive +6, Sleight of Hand +10.

Physical Description: Marin is a young Oeridian man, recently from Onnwal. He is 19 years old, and is 5 ft. 10 in. He usually wears dark, loose fitting clothing, under which he has his studded leather.

Personality: Marin is a born liar. He doesn't make boastful lies, those are too obvious, rather he makes the little lies that can sneak past.

Goals: He is trying to avoid anyone from Onnwal, as he is (as he believes) being hunted to be brought back for his crimes.

Faction: None

Additional Information: He was, as he claims at least, exiled from the country for various reasons. In reality he was caught stealing and had to run for fear of his freedom. Recently he has been trying to make as honest a living as he can, after realizing that the life of crime was too dangerous.

❖ **Turell Wisenhart:** LG male human (Oeridian) Ftr3/Pal3 - Heironeous; LG; Will +5; Diplomacy +10, Sense Motive +9.

Physical Description: Turell is an older Oeridian man, and heavily scarred with battle reminders. He is 6 ft. 7 in. and well muscled. He is typically wearing chainmail during the daytime, but has his full plate in his room.

Personality: Turell has a kind of aura of regret, and brooding anger about him. He has lived through horrors and that has changed him. He is soft spoken and tends to stay to himself. If he detects any evil on anyone (using his *detect evil*) ability he will watch them, and at a quiet moment will approach them to talk to them about the path of darkness, as he refers to it.

Goals: He wants to stamp out evil where he can, and pull others who have not fallen to darkness back from the brink (as he has done with Marin).

Faction: None

Additional Information: He served in the Shield Lands during the Greyhawk Wars. Following the wars he tried to settle down and returning to the farming life, but found that he couldn't escape the memories of the terrible price that was paid to keep the Old One at bay. Since that time he has been wandering and has dedicated his life to correcting small wrongs. He also watches for signs of coming evil and remains in periodic contact with the nearest chapter house of his order. On this last trip he has been attempting to reform Marin, and for the most part has been successful in his endeavors.

❖ **Pannen Lutorn:** male human (Oeridian); See Idee Volunteers, *Appendix 1-6*.

Physical Description: Pannen, a strong and muscular Oeridian man of about 20 years of age, has the haunted look of one who is driven. He is 5 ft. tall, and wears his armor (studded leather) at all times.

Personality: Pannen has a deep hatred for Ahlissans which is at best barely concealed. He is nice enough to others, but anyone who he can identify as Ahlissan gets the hard side of his tongue. He is also deeply scornful of Ahlissans for tolerating living under that monster (as he refers to Xavener).

Goals: To continue hunting down the commander that killed his parents (see below).

Faction: Naerian Rebel (fox pin)

Additional Information: His story starts some years ago when the Ahlissans sent a retributive strike into Naerie for some real or imagined slight, which is lost to the propagandized histories. This strike left the young Pannen orphaned, but not before he learnt who did this terrible thing to him. He vowed to return the favour one day. Since that time he has been searching for the commander who led the troops in the slaughter.

❖ **Shallann Finelen:** female human (Oeridian); See Idee Volunteers, *Appendix 1-6*.

Physical Description: Shallann is a well muscled woman, typically wearing her armor, also studded leather, when moving about. She stands 5 ft. 11 in. tall and is heavily scarred.

Personality: Shallann is a quiet and unassuming Oeridian woman. She plays at being dumb, mostly to put off anyone from questioning her about her past, and why she is doing what she does. A Sense Motive check against her Bluff check will reveal the deception. Refer to *Appendix 1-6* for her Bluff score, as it varies with APL.

Goals: To prosecute those who accept, create or use slaves. Currently this means the Ahlissans who took members of her family as slaves.

Faction: Naerian Rebel (fox pin)

Additional Information: She is Pannen's companion, and while she hates Ahlissans, her hatred does not extend as deep, or burn as hotly. She dislikes them for their aggressiveness, and their use of slaves. She abhors slavery, as she has heard stories of the horror of slavery from her mother many times.

❖ **Piningen Erahkern:** female human (Oeridian); See Sunndian Tritheronites, *Appendix 1-6*.

Physical Description: Pinia is a young woman, barely into her 20's. She has long brown hair, which she keeps braided, and tends to wear her armor whenever possible.

Personality: Pinia considers herself a soldier, and as such, is loath to speak of her allegiances or purpose for being on the caravans. If asked, she will simply answer that even the best of warriors must at times find coin, and there is coin to be found in the guarding of caravans. Otherwise, she is friendly and polite, but not overly tolerant of Ahlissan's, or anyone she suspects might be associated with them.

Goals: To serve as a soldier in Sunndi's war against Ahlissa (if and when such a war starts).

Faction: Sunndian Tritheronite

Additional Information: Palia is not present in the common room of the inn, and will not be available to speak to until the next day.

❖ **Wenthar Holurn:** male human (Oeridian); See Sunndian Tritheronites, *Appendix 1-6*.

Physical Description: Wenthar is an older man, probably around 45 years of age. He is well muscled, and heavily scarred. His armor is worn, as are his weapons.

Personality: Wenthar is friendly towards anyone who comports themselves as a soldier. To anyone who appears to be aristocratic in nature, or otherwise unsuited to the battlefield, he is gruff and at times impolite (even rude if pressed for information by such people). He will not speak openly of his missions, given that he considered it to be war.

Goals: To take the fight back to the Ahlissans and wage war, much as he did during the Greyhawk Wars.

Faction: Sunndian Tritheronite

Additional Information: Wenthar was a front-line soldier during the Greyhawk Wars and faced down many horrors, thanks to Iuz, and yet more horrors when he returned home to discover the vulgarities that had been committed upon the lands of the former Great Kingdom.

Development: The caravan of Ralia Thurnesta will join the caravan (adding 4 wagons, bringing the total to 16) of Karralak, and with it her four guards, Pannen Lutorn, Shallann Finelen, Piningen Erahkern and Wenthar Holurn.

If the PCs have determined their allegiances at this point they may wish to start a fight, if they do so then allow it to happen. Only the Sunndians, Naerians and Ahlissans will get involved. The Scarlet Brotherhood forces will not appear, and Futhos Imuier will not make his move.

Once this encounter has been resolved, move to Encounter Four. However, if the PCs raised a fuss in this encounter, then start Encounter Four with Futhos attacking the PCs during the night, as he knows now that they are a threat.

Encounter 4: Caught Red Handed

This encounter takes place any time after the Sunndians have joined the caravan, but before the large-scale ambush. Additionally, it may happen anytime that the PCs begin to suspect an assassin in their midst. Finally, unless triggered by the PCs this encounter takes place an hour after the caravan has stopped for the night.

Dinner has been served and eaten, the horses are resting and all is peaceful, then it is interrupted by a piercing scream from the direction of the nearby stream.

Should the PCs go investigate they will discover the following:

You enter the small clearing where people have been gathering water to see a man, recognized as Futhos, crouched over the fallen bodies of two caravan guards. A look of anger washes over his face as he sees you, he gestures with one hand before moving about to attack.

There are two things that are happening here. First, the hand signal is recognized by any who have sworn allegiance to the Scarlet Brotherhood as the sign to stand down. Any who fail to do so count as having broken their allegiance, and suffer the listed penalties (if any) for having done so.

The second event is the possible detection of his hidden allies. Refer to their statistics blocks, and *DM's Map #2* for details of placement (and thus how large a penalty there is for distance, the penalty being a -1 for each 10 feet).

Slinilas and Heenaerl are bound to the service of Futhos Imuier. They will do as he says, and act to protect him, as only he has the power to fully free them from their bondage. They are both Shadar-kai, a type of evil fey.

Slinilas and Heenaerl are following Futhos' bidding because he is holding their *Blackstone Rune's* (see *Appendix 8*) in his home in the Scarlet Brotherhood territory. If he is killed, they will stop fighting and ask to be allowed to go and seek out their way home.

Alternatively, a PC may cast the *plane shift* spell on them (they have tuning forks for the Plane of Shadow) to send them home. If they are attacked after they stop, they will then fight to the death. Their nature can be identified with a DC 20 Knowledge (The Planes) check.

Creatures:

APL 2 (EL 4)

🔱 **Futhos Imuier:** hp 17; See Appendix I.

🔱 **Slinilas:** hp 14; See Appendix I.

🔱 **Heenaelr:** hp 14; See Appendix I.

APL 4 (EL 6)

🔱 **Futhos Imuier:** hp 31; See Appendix 2.

🔱 **Slinilas:** hp 26; See Appendix 2.

🔱 **Heenaelr:** hp 26; See Appendix 2.

APL 6 (EL 8)

🔱 **Futhos Imuier:** hp 45; See Appendix 3.

🔱 **Slinilas:** hp 38; See Appendix 3.

🔱 **Heenaelr:** hp 38; See Appendix 3.

APL 8 (EL 10)

🔱 **Futhos Imuier:** hp 59; See Appendix 4.

🔱 **Slinilas:** hp 50; See Appendix 4.

🔱 **Heenaelr:** hp 50; See Appendix 4.

APL 10 (EL 12)

🔱 **Futhos Imuier:** hp 73; See Appendix 5.

🔱 **Slinilas:** hp 62; See Appendix 5.

🔱 **Heenaelr:** hp 62; See Appendix 5.

APL 12 (EL 14)

🔱 **Futhos Imuier:** hp 87; See Appendix 6.

🔱 **Slinilas:** hp 74; See Appendix 6.

🔱 **Heenaelr:** hp 74; See Appendix 6.

Tactics: See relevant *appendix*.

Treasure:

APL 2: L: 13 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage armor* (4 gp), *potion of cure light wounds* (4 gp), 2 +1 *Gal-Ralan* (52 gp each).

APL 4: L: 13 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage armor* (4 gp), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp), 2 +1 *Gal-Ralan* (52 gp each).

APL 6: L: 63 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage*

armor (4 gp), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp), *bracers of armor +1* (83 gp), 2 +1 *Gal-Ralan* (52 gp each).

APL 8: L: 63 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage armor* (4 gp), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp), *bracers of armor +1* (83 gp), 3 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* (25 gp), 2 +1 *Gal-Ralan* (52 gp each).

APL 10: L: 9 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage armor* (4 gp), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp), *bracers of armor +1* (83 gp), 3 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* (25 gp), 2 +1 *Gal-Ralan* (52 gp each), 2 +1 *spiked chain* (194 gp each).

APL 12: L: 9 gp; C: 0 gp; M: *oil of darkness* (25 gp), *potion of undetectable alignment* (25 gp), *potion of mage armor* (4 gp), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp), *bracers of armor +1* (83 gp), 3 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* (25 gp), *lesser metamagic rod of extend spell* (250 gp), 2 +1 *Gal-Ralan* (52 gp each), 2 +1 *spiked chain* (194 gp each).

Development & Troubleshooting: It is certainly possible that Futhos and his aides will survive this encounter. Should that happen then he will join in the final combat, and make life very difficult for the PCs. If that happens then the PCs should get half-Experience for this encounter, so long as they defeat him there. If they again do not interfere, then they will receive full Experience and the *Respect of the Brotherhood* (see AR).

Encounter 5: Coincidences Dire

This encounter happens on the third day after Futhos' cover is blown, so allow the players to heal as if they had traveled for two days.

The day is warm and various birds are singing. Swallows can be seen flitting over the hills, and despite the early hour it is warming quickly. It is almost welcome that you reach one of the steeper ravines that scar the hillsides at the north edge of the Iron Hills.

DM's Map 3 is a map of the battle. On this map are marked the various starting locations for the disparate forces of the battle. What follow below is a brief summary

of the forces, their general tactics (more complex tactics are presented in *Appendix V*, where appropriate) and a few suggestions on troubleshooting.

Caravan Guards: Karralak and his allies will be taken by surprise. They begin spaces fairly evenly around the lumber wagons, which are occupying the front four wagons. They will guard these without reservation.

Tactics: Suthor and the few loyal guards will each take one wagon, while Karralak moves between the four of them and tries to keep them healed.

Sunndian Trithereonites: These forces will start off holding two of the four wagons of apples and potatoes. They will attempt to move on the lumber wagons, but will turn their attention to preventing others from reaching them as well.

Tactics: Refer to *Appendix V* for details. The goods should not be damaged if possible, since they are valuable and would be useful.

Idee Volunteers: These two will attempt to take out Karralak first, before turning their attention to the others. Once Karralak is eliminated they will take their Blood Feud to the Ahlissan Rebels.

Tactics: Attempt to gain flanking as often as possible, while liberally using the wagons as cover. It is of no consequence if the wagons and goods are damaged in the battle.

Ahlissan Rebels: These two will hold back for a short bit (2 rounds) to determine the greatest threat to their efforts to take the caravan. Once they have determined that they will simply ride about and pick them off with their superior archery skills.

Tactics: Their superior archery skills make these two nearly unmatched in the ranged combat game. They will make full use of their mounted archery skills, and will attempt to avoid closing to melee.

Monks of the Scarlet Fist: The monks will initiate combat by coming down the cliff face to attack. It is possible that some or all of the PC's were scouting on top when the combat would have been started. If that is the case, then the factions below will attack, while the monks will deal with whoever is up top before proceeding down the cliff. They descend the cliff using ropes at APL 2 & 4, while at higher APL's their Slow Fall ability is sufficient to prevent them from taking damage.

Tactics: Concentrate on single foes, making use of Stunning Fist to eliminate them. Spellcasters are a worry; attempt to eliminate them as quickly as possible.

Caravan Guards:

All APL's (EL 6)

☚ **Karralak:** hp 31: See Appendix 1-6.

☚ **Suthor:** hp 21: See Appendix 1-6.

☚ **Guards (3):** hp 15: See Appendix 1-6.

APL 2 (EL 6)

☚ **Sunndian Trithereonites (2):** hp 17: See Appendix 1.

☚ **Idee Volunteers (2):** hp 17: See Appendix 1.

☚ **Ahlissan Rebels (2):** hp 17: See Appendix 1.

☚ **Monks of the Scarlet Fist (6):** hp 10: See Appendix 1.

APL 4 (EL 8)

☚ **Sunndian Trithereonites (2):** hp 31: See Appendix 2.

☚ **Idee Volunteers (2):** hp 31: See Appendix 2.

☚ **Ahlissan Rebels (2):** hp 31: See Appendix 2.

☚ **Bonded Mounts (2):** hp 27: See Appendix 2.

☚ **Monks of the Scarlet Fist (6):** hp 17: See Appendix 2.

APL 6 (EL 10)

☚ **Sunndian Trithereonites (2):** hp 45: See Appendix 3.

☚ **Idee Volunteers (2):** hp 45: See Appendix 3.

☚ **Ahlissan Rebels (2):** hp 45: See Appendix 3.

☚ **Bonded Mounts (2):** hp 43: See Appendix 3.

☚ **Monks of the Scarlet Fist (6):** hp 31: See Appendix 3.

APL 8 (EL 12)

☚ **Sunndian Trithereonites (2):** hp 59: See Appendix 4.

☚ **Idee Volunteers (2):** hp 59: See Appendix 4.

☚ **Ahlissan Rebels (2):** hp 59: See Appendix 4.

☚ **Bonded Mounts (2):** hp 43: See Appendix 4.

☚ **Monks of the Scarlet Fist (6):** hp 45: See Appendix 4.

APL 10 (EL 14)

☚ **Sunndian Trithereonites (2):** hp 73: See Appendix 5.

☚ **Idee Volunteers (2):** hp 73: See Appendix 5.

☚ **Ahlissan Rebels (2):** hp 73: See Appendix 5.

Bonded Mounts (2): hp 43: See Appendix 5.

☚ **Monks of the Scarlet Fist (6):** hp 59: See Appendix 5.

APL 12 (EL 16)

☚ **Sunndian Trithereonites (2):** hp 87: See Appendix 6.

☚ **Idee Volunteers (2):** hp 87: See Appendix 6.

☚ **Ahlissan Rebels (2):** hp 87: See Appendix 6.

☚ **Bonded Mounts (2):** hp 59: See Appendix 6.

🔱 **Monks of the Scarlet Fist (6):** hp 73: See Appendix 6.

Treasure: See *Encounter Six* for details.

Developments: See *Encounter Six* for details of repercussions, save should the PCs have all been disabled or killed, in which case one should refer to *Conclusion: Bitter Defeat*.

Encounter 6: Blood Money

Improvise the following as necessary, but generally it will play out the same.

Blood soaked earth, staining the hills the color of rust, and the moans and complaints of the wounded and dying are the stark and bold reminders of the terrible fight that just happened.

"This is... this just can't be happening. Well, might as well see who was trying to take my caravan. Would you give me a hand?"

Karralak will assist the PCs in searching the bodies, and similarly he will claim a portion of the recovered goods. During this investigation several items of note will be discovered, most of which either hint at, or imply the allegiances of those that they are found on.

Karralak will, if he is alive, offer to resell any of the captured goods to the PCs at any future point. If Karralak was killed during the battle, then one of the factions will extend this courtesy, as well as claiming a portion of the treasure. The portion claimed by the factions is close to 50%, leading to reduced treasure values.

Sunndian Trithereonites

Tattoos of Nemoud: On the upper arms of the Trithereonites the PCs will find a black tattoo in the form a hound head with behind it the symbol of Trithereon. A DC 15 Knowledge (Splintered Sun) or DC 20 Knowledge (nobility and royalty) will reveal this as the symbol of the Nemoudian Hounds. A Bardic Lore check can replace the above checks. Sunndians and followers of Trithereon will have a +5 circumstance bonus, and some might recognize it without a roll (either because they are members of the group or because they have seen the symbol before).

The Nemoudian Hounds are a group of fanatic orphans (mostly refugees from Idee, the Lendourian Isle, and Onnwal) raised by the Temple of Trithereon of Sunndi. Most grow up to become equally fanatic Trithereonites who spread all over the region to fight for

the cause of Freedom or the take vengeance on those who chased them from their homelands and killed their parents. They have a bad reputation in Sunndi as troublemakers, ironically intolerant of lawful religions and people with a different opinion.

Idee Volunteers

Iron League Bracelet: A finely crafted bracelet made up of five iron links. This represents the five allies of the Iron League, and is a symbol adopted by the Idee Volunteers to represent their aspirations for "occupied Idee". Anyone wearing such a bracelet who encounters a member of the Idee Volunteers will be treated as having the "Favour of the Idee Volunteers".

Ahlissan Rebels:

Each of the members of House Torquann have a tattoo of a nightingale set in front of a splintered sun device on the right forearm.

Monks of the Scarlet Fist:

Badge of Xiashay: This token, non-magical in all cases, represents the sworn oath of fealty that those who carry it have made. It consists of a simple die of wood, engraved with a clenched fist. The fist is rust colored, and a DC 15 Heal or Knowledge (Nature) check reveals the coloring to be dried blood.

Letter: One of the monks is carrying a letter. Refer to *Player's Handout 1*. The letter is written in Ancient Suel, and so it is prudent to verify that someone can read this before handing it out.

Karralak:

Commission from Xavener: This document, including the requisite seals and notations, is Karralak's permit and commission from agents of the Overking. It specifies that he is to bring 5 wagonloads of Amedian lumber to Xavener each month for the period of one year. This is the first of such shipments. It also specifies that Karralak will be paid 1,000 gp for each wagonload of the lumber.

Treasure – Caravan Guards:

All APL's: L: 73 gp; C: 0 gp; M: +1 *studded leather armor* (49 gp).

Treasure – Sunndian Trithereonites:

APL 2: L: 5 gp; C: 0 gp; M: 2 *wand of cure light wounds* (12 charges) (0.625 gp per charge, 7.5 gp total each), 2 *wand of endure elements* (11 charges) (0.625 gp per charge, 7 gp total each).

APL 4: L: 5 gp; C: 0 gp; M: 2 *wand of cure light wounds* (6 charges) (0.625 gp per charge, 3.75 gp total each), 2 *wand of endure elements* (6 charges) (0.625 gp per charge, 3.75 gp total each), 2 *cloak of resistance +1* (42 gp each).

APL 6: L: 5 gp; C: 0 gp; M: 2 *wand of cure light wounds* (6 charges) (0.625 gp per charge, 3.75 gp total each), 2 *wand of endure elements* (6 charges) (0.625 gp per charge, 3.75 gp total each), 2 *cloak of resistance +1* (42 gp each), 2 *elixir of vision* (10.5 gp each), 2 *divine scroll of restoration* (33 gp each).

APL 8: L: 5 gp; C: 0 gp; M: 2 *wand of cure moderate wounds* (12 charges) (3.75 gp per charge, 45 gp total each), 2 *wand of endure elements* (2 charges) (0.625 gp per charge, 1.25 gp total each), 2 *cloak of resistance +1* (42 gp each), 2 *elixir of vision* (10.5 gp each), 2 *divine scroll of restoration* (33 gp each), 2 *potion of cure light wounds (3rd level caster)* (6.25 gp each).

APL 10: L: 5 gp; C: 0 gp; M: 2 *wand of cure moderate wounds* (23 charges) (3.75 gp per charge, 86.25 gp total each), 2 *wand of endure elements* (2 charges) (0.625 gp per charge, 1.25 gp total each), 2 *cloak of resistance +1* (42 gp each), 2 *elixir of vision* (10.5 gp each), 2 *divine scroll of restoration* (33 gp each), 2 *potion of cure light wounds (3rd level caster)* (6.25 gp each).

APL 12: L: 5 gp; C: 0 gp; M: 2 *wand of cure moderate wounds* (23 charges) (3.75 gp per charge, 86.25 gp total each), 2 *wand of endure elements* (2 charges) (0.625 gp per charge, 1.25 gp total each), 2 *cloak of resistance +1* (42 gp each), 2 *elixir of vision* (10.5 gp each), 2 *divine scroll of restoration* (33 gp each), 2 *potion of cure light wounds (3rd level caster)* (6.25 gp each), 2 *staff of healing (4 charges)* (23.125 gp per charge, 92.5 gp total each).

Treasure – Idee Volunteers:

APL 2: L: 6.75 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each).

APL 4: L: 15 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each), 2 *+1 studded leather* (49 gp each).

APL 6: L: 15 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each), 2 *+1 studded leather* (49 gp each).

APL 8: L: 15 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each), 2 *+1 studded leather* (49 gp each), 2 *darkwood buckler* (8.5 gp each), 2 *potion of displacement* (31.25 gp each).

APL 10: L: 15 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each), 2 *+1 studded leather* (49 gp each), 2 *+1 darkwood buckler* (50 gp each), 2 *potion of displacement* (31.25 gp each).

APL 12: L: 15 gp; C: 0 gp; M: 2 *potion of barkskin +3* (25 gp each), 2 *+1 studded leather* (49 gp each), 2 *+1 darkwood buckler* (50 gp each), 2 *potion of displacement* (31.25 gp each), 2 *goggles of minute seeing* (52 gp each), 2 *bag of tricks (gray)* (37.5 gp each).

Treasure – Ahlissan Rebels:

APL 2: L: 32.6 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each).

APL 4: L: 74.25 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each), 4 *sleep arrows* (5.5 gp each).

APL 6: L: 74.25 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each), 4 *sleep arrows* (5.5 gp each), 2 *oil of bless weapon* (4 gp each).

APL 8: L: 66 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each), 4 *sleep arrows* (5.5 gp each), 2 *oil of bless weapon* (4 gp each), 2 *Mithril shirts* (46 gp each).

APL 10: L: 16 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each), 4 *sleep arrows* (5.5 gp each), 2 *oil of bless weapon* (4 gp each), 2 *Mithril shirts* (46 gp each), 2 *+1 Mighty [+2] Composite Longbow* (108 gp each).

APL 12: L: 16 gp; C: 0 gp; M: 2 *potion of cat's grace* (12.5 gp each), 2 *oil of bless weapon* (4 gp each), 2 *Mithril shirts* (46 gp each), 2 *+1 Mighty [+2] Composite Longbow* (108 gp each), 2 *Slaying Arrow (Humanoids: Human)* (95 gp each).

Treasure – Brotherhood Monks:

APL 2: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin +2* (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each).

APL 4: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin +2* (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each), 4 *potion of cat's grace* (12.5 gp each), 4 *elixir of hiding* (6.25 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin +2* (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each), 4 *potion of cat's grace* (12.5 gp each), 4 *elixir of hiding* (6.25 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin +2* (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each), 4 *potion of cat's grace* (12.5 gp each), 4 *elixir of*

hiding (6.25 gp each), 4 *potion of haste* (31.25 gp each), 4 *potion of heroism* (31.25 gp each), 4 *potion of cure light wounds* (2 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin* +2 (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each), 4 *potion of cat's grace* (12.5 gp each), 4 *elixir of hiding* (6.25 gp each), 4 *potion of haste* (31.25 gp each), 4 *potion of heroism* (31.25 gp each), 4 *potion of cure light wounds* (2 gp each), 4 *elixir of fire breath* (46 gp each).

APL 12: L: 0 gp; C: 0 gp; M: 4 *potion of barkskin* +2 (12.5 gp each), 4 *potion of cure moderate wounds* (12.5 gp each), 4 *potion of mage armor* (2 gp each), 4 *oil of magic stone* (2 gp each), 4 *potion of hide from animals* (2 gp each), 4 *potion of cat's grace* (12.5 gp each), 4 *elixir of hiding* (6.25 gp each), 4 *potion of haste* (31.25 gp each), 4 *potion of heroism* (31.25 gp each), 4 *potion of cure light wounds* (2 gp each), 4 *bead of force* (125 gp each).

Development: Once the bodies have been searched and the treasure divided the PC's are faced with two options. One is to travel with the caravan and proceed to the Windmarch with Finthak. Alternatively, they can hunt down the remainder of the Scarlet Brotherhood forces that are camped some distance away (a 4 day walk, 2 days by horse). In either case, proceed to *Encounter Seven*.

Encounter 7: Final Misfortune

Traveling with Karralak: This encounter occurs on the morning of the second day after the battle, so allow the PC's a full day of healing before this combat occurs. The creature(s) are attracted by the passing caravan and will attack, as they are hungry. The creature(s) will flee when reduced to quarter hit points or less.

Hunting the Brotherhood: This encounter occurs on the morning of the second day after the battle, so allow the PC's a full day of healing before this combat occurs. The creature(s) are hungry and attempt to make the PC's into lunch. The creature(s) will flee when reduced to quarter hit points or less.

APL 2 (EL 2)

🔥 **Dire Weasel:** hp 13: See *Monster Manual*.

APL 4 (EL 4)

🔥 **Dire Weasel (2):** hp 13: See *Monster Manual*

APL 6 (EL 6)

🔥 **Half-Red Dragon Dire Weasel (2):** hp 25: See Appendix 3.

APL 8 (EL 8)

🔥 **Gorgon:** hp 85: See *Monster Manual*.

APL 10 (EL 10)

🔥 **Gorgon (2):** hp 85: See *Monster Manual*.

APL 12 (EL 12)

🔥 **Half-Red Dragon Gorgon (2):** hp 101: See Appendix 6.

Optional Encounter 1: Scarlet Stains on Hills of Iron

Participating in this encounter takes an extra time unit (TU); please make your players aware of this before they undertake this side-adventure. This TU cost must be paid before the tracking checks are made, and they may make a total of 7 attempts to follow the tracks (the DC increases by 1 for each attempt beyond the first).

Following the tracks of the Suel Monks from *Encounter Five* requires a DC 19 (at APL 2-6) or DC 24 (at APL 8-12) Survival check to track the orcs. At lower APLs it only counts as firm ground due to recent rain, rather than hard ground. Additionally, there are six orcs in the group they are tracking, and the tracks are a day old. Finally, the orcs were actively concealing their tracks. Once the PCs reach the main encampment they will observe the following.

Nestled under a deep overhand of a cliff face is a set of tents laid out in a regular formation. It is possible to make out a few people moving about.

The PCs may make a DC 20 Spot check to determine that there are at least 2 people in the encampment, while a DC 25 will reveal the third member who is in one of the tents (they see a faint shadow against the tent wall). The Scarlet Brotherhood forces in the encampment should get spot checks to notice the PC's, albeit at a -5 (for distance, the penalty is already included in the above DC's).

Creatures:

APL 2 (EL 6)

🔥 **Uncle Lanosin:** hp 34: See *Appendix 1*.

🔥 **Brotherhood Guards (2):** hp 11: See *Appendix 1*.

APL 4 (EL 8)

☚ Uncle Lanosin: hp 46: See *Appendix 2*.

☚ Brotherhood Guards (2): hp 19: See *Appendix 2*.

APL 6 (EL 10)

☚ Uncle Lanosin: hp 56: See *Appendix 3*.

☚ Brotherhood Guards (2): hp 35: See *Appendix 3*.

APL 8 (EL 12)

☚ Uncle Lanosin: hp 66: See *Appendix 4*.

☚ Brotherhood Guards (2): hp 43: See *Appendix 4*.

APL 10 (EL 14)

☚ Uncle Lanosin: hp 76: See *Appendix 5*.

☚ Brotherhood Guards (2): hp 59: See *Appendix 5*.

APL 12 (EL 16)

☚ Uncle Lanosin: hp 86: See *Appendix 6*.

☚ Brotherhood Guards (2): hp 75: See *Appendix 6*.

Tactics: See relevant *appendix*.

Inside the commander's tent (Uncle Lanosin's) is an iron bound oak chest. Within the chest are various documents, all written in a code language. This code language can be deciphered with a DC 40 Decipher Script check. If successful it is revealed that the documents are a listing of caravans and cargoes for the next month that will be traveling along the route that Karralak was taking.

Iron Bound Wooden Chest: hp 50; hardness 7; Break DC 20; Open Lock DC 35.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 2 *potions of cure light wounds* (4 gp each).

APL 4: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 2 *potions*

of cure light wounds (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 *potions of mage armor* (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), *staff of fire (4 charges)* (30 gp per charge, 120 gp total), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 4 *potions of cure light wounds* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 *potions of mage armor* (4 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 3 *bracers of armor +1* (83 gp each), *cloak of resistance +1* (83 gp), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), *staff of fire (4 charges)* (30 gp per charge, 120 gp total), *divine scroll of owl's wisdom* (12 gp), 2 *arcane scrolls of chill touch* (2 gp each), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 4 *potions of cure light wounds* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 *potions of mage armor* (4 gp each).

APL 10: L: 0 gp; C: 0 gp; M: *bracers of armor +2* (333 gp), 3 *cloak of resistance +1* (83 gp each), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), *staff of fire (4 charges)* (30 gp per charge, 120 gp total), *divine scroll of owl's wisdom* (12 gp), 2 *arcane scrolls of chill touch* (2 gp each), *pearl of power (1st)* (83 gp), 2 *bracers of armor +1* (83 gp each), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 4 *potions of cure light wounds* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 *potions of mage armor* (4 gp each).

APL 12: L: 0 gp; C: 0 gp; M: *bracers of armor +2* (333 gp), 3 *cloak of resistance +1* (83 gp each), *arcane scroll of scorching ray* (12 gp), *arcane scroll of identify* (10 gp), 2 *divine scrolls of cure light wounds* (2 gp each), *divine scroll of cause fear* (2 gp), *divine scroll of lesser restoration* (12 gp), *staff of fire (4 charges)* (30 gp per charge, 120 gp total), *divine scroll of owl's wisdom* (12 gp), 2 *arcane scrolls of chill touch* (2 gp each), *pearl of power (1st)* (83 gp), *staff of evocation (4 charges)* (108 gp per charge, 432 gp total), 2 *bracers of armor +1* (83 gp each), 2 *potions of bull's strength* (25 gp each), 2 *potions of enlarge person* (21 gp each), 4 *potions of cure light wounds* (4 gp each), 2 *potions of shield of faith +2* (4 gp

each), 2 *potions of mage armor* (4 gp each), 2 *potion of cat's grace* (25 gp each), 2 *oil of corrupt weapon* (4 gp each).

Conclusion: Success

The dry dust and weariness of the road are behind you. Ahead, just down the last hill, awaits the Windmarch. The tents, flapping in the wind like a multitude of vibrantly colored sails, wait not only with the promise of food and entertainment, but also with the prospect of pay, and more.

All that is left now are a few administrative details.

Should any party try to claim Karralak's commission after he has died they will be held for questioning for 1 TU. If under magical persuasion (assume a *zone of truth* cast at 14th level as a 7th level spell, save DC 22) they reveal that they had a hand in his death, then they will be imprisoned for 8 TU and fined 100 gp per APL. If they are shown to have had no part in his death then they are allowed to claim his commission and depart after the 1 TU.

Parties who simply turn in the wagons, should Karralak be dead, are given their pay and thanked.

Parties who were allied with various factions and accomplished their goals (in one fashion or another) are granted their pay.

Conclusion: Bitter Defeat

The PCs, in one manner or another, were all incapacitated. This means that what is left of the battle is not something that the PCs will know anything about. It is possible to determine the ultimate victor of the battle, and indeed it is actually important. Use the following simple rules

If the APL is 4 or lower and Karralak (and guards) are still standing when the PCs go down then Karralak will be the ultimate victor.

Otherwise, pick the faction that had the greatest number of forces standing at the end (consider the Sunndians and Naerians the same group in this regard), that faction is the ultimate victor.

If Karralak or the Scarlet Brotherhood is the victor then the PCs will be imprisoned (by Ahlissan's, based on Karralak's word) or enslaved (by the Scarlet Brotherhood). This costs 4 TU in the case of the former,

and 16 TU in the case of the latter (before they are rescued, escape, or somehow are released from their bondage).

If the Sunndians / Naerians are the victors, then any Ahlissan PC's will be held for questioning for 4 TU.

If the Ahlissan's are the victors then any non-Ahlissan PC's will be held for questioning for 3 TU, while Ahlissan PC's will be questioned for 6 TU.

Any PC's who do not fall under the above rules are held for questioning by the victorious faction for 1 TU.

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 role-playing) to each character.

Encounter 3

Defeat the assassin or Let him go

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Defeat the assassin during *Encounter 4*.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 4

Defeat the attacking factions (and/or the caravan guards)

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Encounter 7

Defeat the wandering monster(s)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Discretionary role-playing award

Award each player no more than this amount. You may award different amounts to different players.

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

APL 12	315 XP
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Optional Encounter 1

Eliminate the Scarlet Brotherhood forces

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Note: This encounter requires those who participate to spend one extra Time Unit (two if they are playing out of region).

Total Possible Experience:

APL 2	450 XP	(570 XP)
APL 4	675 XP	(855 XP)
APL 6	900 XP	(1,140 XP)
APL 8	1,125 XP	(1,425 XP)
APL 10	1,350 XP	(1,710 XP)
APL 12	1,575 XP	(1,995 XP)

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction / Conclusion

APL 2: L: 0 gp; C: 25 gp; M: 0 gp
 APL 4: L: 0 gp; C: 50 gp; M: 0 gp
 APL 6: L: 0 gp; C: 75 gp; M: 0 gp
 APL 8: L: 0 gp; C: 100 gp; M: 0 gp
 APL 10: L: 0 gp; C: 125 gp; M: 0 gp
 APL 12: L: 0 gp; C: 150 gp; M: 0 gp

Encounter 4:

APL 2: L: 13 gp; C: 0 gp; M: 162 gp
 APL 4: L: 13 gp; C: 0 gp; M: 187 gp
 APL 6: L: 63 gp; C: 0 gp; M: 270 gp
 APL 8: L: 63 gp; C: 0 gp; M: 370 gp
 APL 10: L: 9 gp; C: 0 gp; M: 758 gp
 APL 12: L: 9 gp; C: 0 gp; M: 1008 gp

Encounter 5/6:

Caravan Guards:

All APL's: L: 73 gp; C: 0 gp; M: 49 gp

Note: The totals below assume that the PCs allied with Karralak and the Caravan Guards, if they did not then adjust as necessary.

Sunndian Trithereonites:

APL 2: L: 5 gp; C: 0 gp; M: 29 gp
 APL 4: L: 5 gp; C: 0 gp; M: 99 gp

APL 6: L: 5 gp; C: 0 gp; M: 186 gp
 APL 8: L: 5 gp; C: 0 gp; M: 276 gp
 APL 10: L: 5 gp; C: 0 gp; M: 358.5 gp
 APL 12: L: 5 gp; C: 0 gp; M: 543.5 gp

Idee Volunteers:

APL 2: L: 6.75 gp; C: 0 gp; M: 50 gp
 APL 4: L: 15 gp; C: 0 gp; M: 148 gp
 APL 6: L: 15 gp; C: 0 gp; M: 148 gp
 APL 8: L: 15 gp; C: 0 gp; M: 227.5 gp
 APL 10: L: 15 gp; C: 0 gp; M: 310.5 gp
 APL 12: L: 15 gp; C: 0 gp; M: 489.5 gp

Ahlissan Rebels:

APL 2: L: 32.6 gp; C: 0 gp; M: 25 gp
 APL 4: L: 74.25 gp; C: 0 gp; M: 47 gp
 APL 6: L: 74.25 gp; C: 0 gp; M: 55 gp
 APL 8: L: 66 gp; C: 0 gp; M: 147 gp
 APL 10: L: 16 gp; C: 0 gp; M: 363 gp
 APL 12: L: 16 gp; C: 0 gp; M: 531 gp

Brotherhood Monks:

APL 2: L: 0 gp; C: 0 gp; M: 124
 APL 4: L: 0 gp; C: 0 gp; M: 199 gp
 APL 6: L: 0 gp; C: 0 gp; M: 199 gp
 APL 8: L: 0 gp; C: 0 gp; M: 457 gp
 APL 10: L: 0 gp; C: 0 gp; M: 641 gp
 APL 12: L: 0 gp; C: 0 gp; M: 957 gp

Optional Encounter 1:

APL 2: L: 0 gp; C: 0 gp; M: 223 gp
 APL 4: L: 0 gp; C: 0 gp; M: 322 gp
 APL 6: L: 0 gp; C: 0 gp; M: 450 gp
 APL 8: L: 0 gp; C: 0 gp; M: 632 gp
 APL 10: L: 0 gp; C: 0 gp; M: 1106 gp
 APL 12: L: 0 gp; C: 0 gp; M: 1621 gp

Total Possible Treasure

APL 2: L: 57 gp; C: 25 gp; M: 390 gp
 Total: 472 gp (450 cap)
 Optional: +223 gp (675 cap)
 APL 4: L: 107 gp; C: 50 gp; M: 680 gp
 Total: 837 gp (650 cap)
 Optional: +322 gp (975 cap)
 APL 6: L: 157 gp; C: 75 gp; M: 858 gp
 Total: 1090 gp (900 cap)
 Optional: +450 gp (1350 cap)
 APL 8: L: 149 gp; C: 100 gp; M: 1477 gp

Total: 1726 gp (1300 cap)

Optional: +632 gp (1950 cap)

APL 10: L: 45 gp; C: 125 gp; M: 2431 gp

Total: 2601 gp (2300 cap)

Optional: +1106 gp (3450 cap)

APL 12: L: 45 gp; C: 150 gp; M: 3529 gp

Total: 3724 gp (3300 cap)

Optional: +1621 gp (4950 cap)

Special

Favor of Karralak: For your part in protecting his caravan from the myriad of forces that sought to take it, Karralak has chosen to offer you free passage on his caravan at some point in the future, providing free Adventurer's Standard upkeep in any one future Splintered Suns Meta-Regional module. There may be additional uses for this favor at a future date.

Respect of the Scarlet Brotherhood: For standing by and not getting involved with their agent, you have earned their respect. This grants you the one time ability to be released from a Scarlet Brotherhood jail immediately if you are incarcerated at some point after this date. When used, this reduces the TU cost for imprisonment by the Scarlet Brotherhood to 1 TU.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body, but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drain, and effects that affect the wearer's soul (such as the shadow curse).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, *caster level* must be three times that of the gal-ralan's bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5). *Weight:* —.

Items for the Adventure Record

Item Access

Note: Access from the Optional Encounter is denoted with an asterisk (*).

APL 2:

+1 *Gal-Ralan* (Meta-Regional; See Above; 625 gp)

Wand of Cure Light Wounds (Meta-Regional; DMG)

Wand of Endure Elements (Meta-Regional; DMG)

Potion of Barkskin +3 (Meta-Regional; DMG)

APL 4:

APL 2 Items

Sleep Arrow (Meta-Regional; DMG)

Elixir of Hiding (Meta-Regional; DMG)

APL 6:

APL 2&4 Items

Elixir of Vision (Meta-Regional; DMG)

Divine Scroll of Restoration (Meta-Regional; DMG)

* *Staff of Fire (4 charges)* (Meta-Regional; DMG; 1,420 gp)

APL 8:

APL 2, 4 & 6 Items

Wand of Cure Moderate Wounds (Meta-Regional; DMG)

Potion of Cure Light Wounds (Caster Level 3rd) (Meta-Regional; DMG; 150 gp)

Darkwood Buckler (Meta-Regional; DMG)

Potion of Displacement (Meta-Regional; DMG)

Mithril Shirt (Meta-Regional; DMG)

Potion of Haste (Meta-Regional; DMG)

Potion of Heroism (Meta-Regional; DMG)

APL 10:

APL 2, 4, 6 & 8 Items

Elixir of Fire Breath (Meta-Regional; DMG)

* *Bracers of Armor +2* (Meta-Regional; DMG)

* *Pearl of Power (1st)* (Meta-Regional; DMG)

APL 12:

APL 2, 4, 6, 8 & 10 Items

Lesser Metamagic Rod of Extend Spell (Meta-Regional; DMG)

Staff of Healing (4 charges) (Meta-Regional; DMG; 2,200 gp)

Goggles of Minute Seeing (Meta-Regional; DMG)

Bag of Tricks (Gray) (Meta-Regional; DMG)

Slaying Arrow (Humanoid: Human) (Meta-Regional; DMG)

Bead of Force (Meta-Regional; DMG)

* *Oil of Corrupt Weapon* (Meta-Regional; DMG)

* *Staff of Evocation (4 charges)* (Meta-Regional; DMG; 5,200 gp)

Appendix 1: APL 2

Encounter 4: Caught Red Handed

☛ **Futhos Imuier:** Male Suel Monk 2; CR 2; Medium Humanoid; HD 2d8+4 (17 hp); Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Attack/Grapple +1/3; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (2/day, DC 13); SQ Evasion; AL LE; SV Fort +5, Ref +5, Will +5; Str 14, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +9, Diplomacy +2, Escape Artist +7, Hide +7, Jump +9, Move Silently +7, Sense Motive +7, Tumble +9, Use Rope +2 (+4 with bindings); Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Focus (unarmed)^B.

Equipment: *oil of darkness*, *potion of undetectable alignment*, *potion of mage armor*, *potion of cure light wounds*.

☛ **Slinilas & Heenaerl, Shadar-Kai:** CR 1; Medium Fey (Extraplanar); HD 3d6 (14 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dexterity, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +1/+1; Atk +4 melee (2d4, reach 10 ft., spiked chain) or +4 ranged (1d6, range 80 ft., short bow); Full Atk +4 melee (2d4, reach 10 ft., spiked chain) or +4 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +1d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision; AL LE; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +9*, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain)^B, Weapon Finesse.

Equipment: +1 *gal-ralan*, spiked chain, studded leather armor, shortbow, 20 arrows.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos will start by using his *oil of darkness* to provide cover (and concealment for his allies to hide in). He will use his *potion of mage armor*, if possible to protect himself, before entering melee as well.

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30

ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedio) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water x2, mending x2, purify food and drink*; 1st—*bane, bless, deathwatch, obscuring mist*, sanctuary*; 2nd—*aid, enthrall, summon monster II, wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛**Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: Masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛**3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15;

Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛**2 Sunndian Trithereonites:** Oeridian Cleric 2; CR 2; Medium Humanoid; HD 2d8+4 (17 hp); Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; Base Attack/Grapple +1/3; Atk +3 melee (1d6+2, shortspear) or +3 ranged (1d6+2, range 20 ft., shortspear); Full Atk +3 melee (1d6+2, shortspear) or +3 ranged (1d6+2, range 20 ft., shortspear); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +5, Ref +2, Will +6; Str 14, Dex 14, Con 14, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +7 Diplomacy +5, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; Dodge, Run.

Equipment: 5 shortspears, studded leather armor, *wand of cure light wounds* (12 charges), *wand of endure elements* (11 charges).

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*create water x2, purify food and drink x2*; 1st—*bless, divine favor, enlarge person*, magic weapon*. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Tactics: The Trithereonites will use the following sequence of spells:

1. *Magic Weapon*
2. *Enlarge Person*
3. *Divine Favor*

☛**2 Idee Volunteers:** Oeridian Rogue 2; CR 2; Medium Humanoid; HD 2d8+4 (17 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +3 armor, +1 shield), touch 12, flat-footed 14; Base Attack/Grapple +1/2; Atk +3 melee (1d6+1, short sword) or +3 ranged (1d6, shortbow); Full Atk +3

melee (1d6+1, short sword) or +3 ranged (1d6, shortbow); SA Sneak Attack +1d6; SQ Trap Finding, Evasion; AL N; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +9, Bluff +6, Diplomacy +3, Disable Device +7, Escape Artist +7, Hide +7, Intimidate +8, Jump +8, Move Silently +7, Search +7, Sleight of Hand +9, Tumble +9; Combat Expertise, Weapon Finesse.

Equipment: studded leather, short sword, buckler, shortbow, 20 arrows, *potion of barkskin* +3.

☛ **Ahlissan Rebels:** Oeridian Ranger 2; CR 2; Medium Humanoid; HD 2d8+4 (17 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +2/4; Atk +4 melee (1d8+2, heavy mace) or +4 ranged (1d8+2, longbow); Full Atk +4 melee (1d8+2, heavy mace) or +4 ranged (1d8+2, longbow) or +2/2 ranged (1d8+2, longbow); SA Favored Enemy (Humanoid: Orc +2), Combat Style (Archer); SQ Wild Empathy (+5); AL LN; SV Fort +5, Ref +5, Will +1; Str 15, Dex 14, Con 14, Int 12, Wis 13, Cha 13.

Skills and Feats: Handle Animal +6, Jump +7, Knowledge (nature) +8, Listen +6, Ride +9, Search +6, Spot +6, Survival +6 (+8 above ground, +8 following tracks); Mounted Archery, Mounted Combat, Rapid Shot^B, Track^B.

Equipment: heavy mace, chain shirt, mighty [+2] composite longbow, 30 arrows, light warhorse, *potion of cat's grace*.

☛ **Monks of the Scarlet Fist:** Suel Monk 1; CR 1; Medium Humanoid; HD 1d8+2 (10 hp); Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 Wis), touch 13, flat-footed 11; Base Attack/Grapple +0/2; Atk +3 melee (1d6+2, unarmed); Full Atk +3 melee (1d6+2, unarmed) or +1/1 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (1/day, DC 11); AL LE; SV Fort +4, Ref +4, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +6, Hide +6, Jump +6, Move Silently +6, Tumble +6; Endurance, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Focus (unarmed)

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 2 Cleric 2 of Wee Jas; CR 5; Medium Humanoid; HD 3d8+2d4+10 (34 hp); Init +1; Spd 30 ft.; AC 15 (+1 Dexterity, +3 Wisdom, +1 armor), touch 14, flat-footed 14; Base Attack/Grapple +2/2; Atk +2 melee (1d6, unarmed); Full Atk +2 melee (1d6, unarmed) or +0/0 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjuraton & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +5, Ref +2, Will +8; Str 10, Dex 12, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +10 (+14 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +7, Sense Motive +7, Spellcraft +10 (+12 with Evocation); Combat Casting, Combat Expertise^B, Heighten Spell, Improved Grapple^B, Improved Unarmed Strike^B, Scribe Scroll.

Equipment: *bracers of armor* +1, *arcane scroll of scorching ray*, *arcane scroll of identify*, 2 *divine scrolls of cure light wounds*, *divine scroll of cause fear*, *divine scroll of lesser restoration*.

Wizard Spells Prepared (5/4; base DC = 12 + spell level): 0—*daze* x2, *ray of frost*, *touch of fatigue* x2, 1st—*ray of enfeeblement* x2, *shield*, *true strike*.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*cure minor wounds* x2, *guidance* x2, 1st—*bless*, *cause fear**, *cure light wounds*, *shield of faith*. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Shield*
2. *Shield of Faith*

3. *Cause Fear* (targeting whichever melee fighter is dealing the most damage)
4. *Cure Light Wounds* (on whichever ally is most injured)
5. *Ray of Enfeeblement*

☛ **Brotherhood Guards:** Half-Fiend Male Suel Monk 1; CR 2; Medium Outsider (Native); HD 1d8+3 (11 hp); Init +3; Spd 30 ft., fly 30 ft. (average); AC 17 (+3 Dexterity, +3 Wisdom, +1 Natural), touch 16, flat-footed 14; Base Attack/Grapple +0/+2; Atk +2 melee (1d6+2, unarmed) or +2 melee (1d6+2, bite); Full Atk +2 melee (1d6+2, unarmed) and +0 melee (1d6+2, bite) or +0/0 melee (1d6+2, unarmed) and –2 melee (1d6+2, bite); SA Flurry of Blows, Smite Good (1/day, +1 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 11; AL LE; SV Fort +5, Ref +5, Will +5; Str 14, Dex 16, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +7, Escape Artist +7, Hide +7, Jump +6, Listen +7, Move Silently +7, Spot +7, Tumble +7; Improved Grapple ^B, Improved Unarmed Strike ^B, Multiattack.

Equipment: *potion of bull's strength, potion of enlarge person, potion of cure light wounds.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 3/day—*darkness*. Caster Level 1st.

Appendix 2: APL 4

Encounter 4: Caught Red Handed

◆ **Futhos Imuier:** Male Suel Monk 2 Cleric 2; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Attack/Grapple +2/4; Atk +5 melee (1d6+2, unarmed); Full Atk +5 melee (1d6+2, unarmed) or +3/3 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (2/day, DC 14), Rebuke Undead (3/day); SQ Evasion, Spontaneously Cast (inflict); AL LE; SV Fort +8, Ref +5, Will +8; Str 14, Dex 14, Con 14, Int 14, Wis 15, Cha 10.

Skills and Feats: Balance +9, Bluff +4, Diplomacy +2, Disguise +4, Escape Artist +7, Hide +9, Jump +9, Move Silently +7, Sense Motive +7, Tumble +9, Use Rope +2 (+4 with bindings); Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Focus (unarmed)^B.

Equipment: *oil of darkness, potion of undetectable alignment, potion of mage armor, potion of cure light wounds, potion of invisibility.*

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—*cure minor wounds, guidance x2, resistance*; 1st—*disguise self**, *divine favor, doom, shield of faith*.
*Domain spell.

Deity: Syrul; **Domains:** [Evil (You cast Evil spells at +1 caster level.); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)].

◆ **Slinilas & Heenaerl, Shadar-Kai:** Shadar-kai Rogue 1; CR 2; Medium Fey (Extraplanar); HD 4d6+8 (26 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dexterity, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +1/+3; Atk +4 melee (2d4+3, reach 10 ft., spiked chain) or +4 ranged (1d6, range 80 ft., short bow); Full Atk +4 melee (2d4+3, reach 10 ft., spiked chain) or +4 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +2d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision, Trapfinding; AL LE; SV Fort +4, Ref +9, Will +4; Str 14, Dex 16, Con 14, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +10*, Listen +9, Move Silently +10, Search +7, Spot +9, Survival +6 (+8 following tracks), Tumble +5; Alertness, Exotic Weapon Proficiency (spiked chain)^B, Weapon Finesse.

Equipment: +1 *gal-ralan*, spiked chain, studded leather armor, shortbow, 20 arrows.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide

themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos' tactics are as follows.

1. Use *Oil of Darkness* (to provide cover, and allow his allies to hide in plain sight).
2. Cast *Doom*
3. Cast *Shield of Faith*
4. Cast *Divine Favor*

5. Enter Melee

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedio) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water* x2, *mending* x2, *purify food and drink*, 1st—*bane*, *bless*, *deathwatch*, *obscuring mist**, *sanctuary*, 2nd—*aid*, *enthrall*, *summon monster II*, *wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛ **Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛ **3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛ **2 Sunndian Trithereonites:** Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; Base Attack/Grapple +3/5; Atk +5 melee (1d6+2, shortspear) or +5 ranged (1d6+2, range 20 ft., shortspear); Full Atk +5 melee (1d6+2, shortspear) or +5 ranged (1d6+2, range 20 ft., shortspear); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +9 Diplomacy +7, Knowledge (history) +9, Knowledge (religion) +9, Spellcraft +9; Dodge, Mobility, Run.

Equipment: 5 shortspears, studded leather armor, *wand of cure light wounds* (6 charges), *wand of endure elements* (6 charges), *cloak of resistance* +1, *elixir of vision*.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*create water* x3, *purify food and drink* x2, 1st—*bless*, *divine favor*, *enlarge person**, *magic weapon*, *shield of faith*; 2nd—*aid*, *bear's endurance*, *bull's strength**, *spiritual weapon*. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Tactics: The Trithereonites will use the following sequence of spells:

1. *Spiritual Weapon*

2. *Bear's Endurance*
3. *Enlarge Person*
4. *Shield of Faith*
5. *Divine Favor*

☛ **2 Idee Volunteers:** Oeridian Rogue 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 armor, +1 shield), touch 13, flat-footed 15; Base Attack/Grapple +3/4; Atk +7 melee (1d6+1, short sword) or +6 ranged (1d6, shortbow); Full Atk +7 melee (1d6+1, short sword) or +6 ranged (1d6, shortbow); SA Sneak Attack +2d6; SQ Trap Finding, Evasion, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +12, Bluff +8, Diplomacy +3, Disable Device +9, Escape Artist +10, Hide +10, Intimidate +10, Jump +10, Move Silently +10, Search +9, Sleight of Hand +12, Tumble +12; Combat Expertise, Improved Feint, Weapon Finesse.

Equipment: +1 *studded leather*, masterwork short sword, buckler, shortbow, 20 arrows, *potion of barkskin* +3.

☛ **2 Ahlissan Rebels:** Oeridian Ranger 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +4/6; Atk +6 melee (1d8+2, heavy mace) or +8 ranged (1d8+2, longbow); Full Atk +6 melee (1d8+2, heavy mace) or +8 ranged (1d8+2, longbow) or +6/6 ranged (1d8+2, longbow); SA Favored Enemy (Humanoid: Orc +2), Combat Style (Archer); SQ Wild Empathy (+7); AL LN; SV Fort +6, Ref +6, Will +3; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +8, Jump +9, Knowledge (nature) +10, Listen +9, Ride +11, Search +8, Spot +9, Survival +9 (+11 above ground, +11 following tracks); Endurance ^B, Mounted Archery, Mounted Combat, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: heavy mace, chain shirt, masterwork mighty [+2] composite longbow, 30 arrows, bonded light warhorse, *potion of cat's grace*, 2 *sleep arrows*.

Ranger Spells Prepared (-/1; base DC = 12 + spell level): 1st—*longstrider*.

☛ **Bonded Mount:** CR —; Large Animal; HD 3d8+9 (27 hp); Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 armor), touch 10, flat-footed 13; Base Attack/Grapple +2/9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hooves) and -1 melee (1d3+1, bite) SQ Low-

light vision, scent, link, share spells; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Tactics: The Ahlissans will cast the following during their wait time before entering the combat.

1. *Longstrider*(shared)

☛ **4 Monks of the Scarlet Fist:** Suel Monk 2; CR 2; Medium Humanoid; HD 2d8+4 (17 hp); Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 Wis), touch 13, flat-footed 11; Base Attack/Grapple +1/3; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed) or +2/2 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (2/day, DC 12); SQ Evasion; AL LE; SV Fort +5, Ref +5, Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +9, Hide +7, Jump +9, Move Silently +7, Tumble +11; Deflect Arrows ^B, Endurance, Improved Unarmed Strike ^B, Stunning Fist ^B, Weapon Focus (unarmed)

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*, *potion of cat's grace*, *elixir of hiding*.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 3 Cleric 3 of Wee Jas; CR 7; Medium Humanoid; HD 4d8+3d4+14 (46 hp); Init +1; Spd 30 ft.; AC 15 (+1 Dexterity, +3 Wisdom, +1 armor), touch 14, flat-footed 14; Base Attack/Grapple +3/3; Atk +4 melee (1d6, unarmed); Full Atk +4 melee (1d6, unarmed) or +2/2 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjuration & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 12, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +12 (+16 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +7, Sense Motive +7, Spellcraft +12 (+14 with Evocation); Combat Casting, Combat Expertise ^B, Heighten Spell, Improved Grapple ^B, Improved Unarmed Strike ^B, Scribe Scroll, Weapon Focus (unarmed).

Equipment: *bracers of armor +1, cloak of resistance +1, arcane scroll of scorching ray, arcane scroll of identify, 2 divine scrolls of cure light wounds, divine scroll of cause fear, divine scroll of lesser restoration.*

Wizard Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*daze x2, ray of frost, touch of fatigue x2*, 1st—*ray of enfeeblement x2, shield, true strike*, 2nd—*levitate, protection from arrows, scorching ray*.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds x2, guidance x2*, 1st—*bless, cause fear*, cure light wounds, shield of faith*, 2nd—*bull's strength, death knell*, sound burst*. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Shield*
2. *Shield of Faith*
3. *Protection from Arrows*
4. *Sound Burst* (targeting enemy casters)
5. *Bull's Strength* (on an ally)
6. *Scorching Ray*
7. *Ray of Enfeeblement*

☠**Brotherhood Guards:** Half-Fiend Male Suel Monk 2; CR 3; Medium Outsider (Native); HD 2d8+6 (19 hp); Init +3; Spd 30 ft., fly 30 ft. (average); AC 17 (+3 Dexterity, +3 Wisdom, +1 Natural), touch 16, flat-footed 14; Base Attack/Grapple +1/+3; Atk +3 melee (1d6+2, unarmed) or +3 melee (1d6+2, bite); Full Atk +3 melee (1d6+2, unarmed) and +1 melee (1d6+2, bite) or +1/1 melee (1d6+2, unarmed) and -1 melee (1d6+2, bite); SA Flurry of Blows, Smite Good (1/day, +2 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 12, Evasion; AL LE;

SV Fort +6, Ref +6, Will +6; Str 14, Dex 16, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +10, Escape Artist +8, Hide +8, Jump +9, Listen +8, Move Silently +8, Spot +8, Tumble +10; Deflect Arrows ^B, Improved Grapple ^B, Improved Unarmed Strike ^B, Multiattack.

Equipment: *potion of bull's strength, potion of enlarge person, potion of cure light wounds, potion of shield of faith +2, potion of mage armor.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 3/day—*darkness*. Caster Level 2nd.

Appendix 3: APL 6

Encounter 4: Caught Red Handed

☛ **Futhos Imuier:** Male Suel Monk 2 Cleric 4; CR 6; Medium Humanoid; HD 6d8+12 (45 hp); Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 Wis, +1 armor), touch 14, flat-footed 13; Base Attack/Grapple +4/6; Atk +7 melee (1d6+2, unarmed); Full Atk +7 melee (1d6+2, unarmed) or +6/6 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (3/day, DC 15), Rebuke Undead (3/day); SQ Evasion, Spontaneously Cast (inflict); AL LE; SV Fort +9, Ref +6, Will +9; Str 14, Dex 14, Con 14, Int 14, Wis 15, Cha 10.

Skills and Feats: Balance +9, Bluff +6, Diplomacy +6, Disguise +6 (+8 to act in character), Escape Artist +7, Hide +11, Intimidate +2, Jump +9, Move Silently +7, Sense Motive +7, Tumble +9, Use Rope +2 (+4 with bindings); Combat Reflexes ^B, Dodge, Improved Unarmed Strike ^B, Mobility, Spring Attack, Stunning Fist ^B, Weapon Focus (unarmed) ^B.

Equipment: *oil of darkness, potion of undetectable alignment, potion of mage armor, potion of cure light wounds, potion of invisibility, bracers of armor +1.*

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*cure minor wounds x2, guidance x2, resistance*, 1st—*bless, disguise self*, divine favor, doom, shield of faith*; 2nd—*darkness, invisibility*, undetectable alignment x2*. *Domain spell.

Deity: Syrul; **Domains:** [Evil (You cast Evil spells at +1 caster level.); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)].

☛ **Slinilas & Heenaerl, Shadar-Kai:** Shadar-kai Rogue 3; CR 4; Medium Fey (Extraplanar); HD 6d6+12 (38 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dexterity, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +3/+5; Atk +7 melee (2d4+3, reach 10 ft., spiked chain) or +6 ranged (1d6, range 80 ft., short bow); Full Atk +7 melee (2d4+3, reach 10 ft., spiked chain) or +6 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +3d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision, Trapfinding, Evasion, Trap Sense +1; AL LE; SV Fort +5, Ref +10, Will +5; Str 14, Dex 16, Con 14, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +15*, Listen +11, Move Silently +12, Search +9, Spot +11, Survival +6 (+8 following tracks), Tumble +11; Alertness, Exotic Weapon Proficiency (spiked chain) ^B, Skill Focus (Hide), Weapon Finesse.

Equipment: +1 *gal-ralan*, masterwork spiked chain, studded leather armor, shortbow, 20 arrows.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos' tactics are as follows.

1. Cast *Darkness* (to provide cover, and allow his allies to hide in plain sight).
2. Cast *Doom*
3. Cast *Shield of Faith*
4. Cast *Bless*
5. Cast *Divine Favor*
6. Enter Melee

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedie) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water x2, mending x2, purify food and drink*, 1st—*bane, bless, deathwatch, obscuring mist*, sanctuary*, 2nd—*aid, enthrall, summon monster II, wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛ **Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL

LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛ **3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛ **2 Sunndian Trithereonites:** Oeridian Cleric 6; CR 6; Medium Humanoid; HD 6d8+12 (45 hp); Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; Base Attack/Grapple +4/6; Atk +6 melee (1d6+2, shortspear) or +6 ranged (1d6+2, range 20 ft., shortspear); Full Atk +6 melee (1d6+2, shortspear) or +6 ranged (1d6+2, range 20 ft., shortspear); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +8, Ref +5, Will +10; Str 14, Dex 14, Con 14, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +11 Diplomacy +9, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +11; Dodge, Mobility, Run, Spring Attack.

Equipment: 5 shortspears, studded leather armor, *wand of cure light wounds* (6 charges), *wand of endure elements* (6 charges), *cloak of resistance +1, elixir of vision, divine scroll of restoration*.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*create water x3, purify food and drink x2*, 1st—*bless, divine favor, enlarge person*, magic weapon, shield of faith*, 2nd—*aid, bear's endurance, bull's strength*, resist energy, spiritual weapon*, 3rd—*dispel magic, invisibility purge, magic vestment*, prayer*. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You

can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.].

Tactics: The Trithereonites will use the following sequence of spells. They will reserve the *dispel magic* and *invisibility purge* spells for dealing with other spell casters.

1. *Prayer*
2. *Spiritual Weapon*
3. *Magic Vestment*
4. *Bear's Endurance*
5. *Enlarge Person*
6. *Shield of Faith*
7. *Divine Favor*

🔱 **2 Idee Volunteers:** Oeridian Rogue 6; CR 6; Medium Humanoid; HD 6d8+12 (45 hp); Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 armor, +1 shield), touch 13, flat-footed 15; Base Attack/Grapple +4/5; Atk +8 melee (1d6+1, short sword) or +7 ranged (1d6, shortbow); Full Atk +8 melee (1d6+1, short sword) or +7 ranged (1d6, shortbow); SA Sneak Attack +3d6; SQ Trap Finding, Evasion, Trap Sense +2, Uncanny Dodge; AL N; SV Fort +4, Ref +8, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +14, Bluff +13, Diplomacy +3, Disable Device +11, Escape Artist +12, Hide +12, Intimidate +12, Jump +12, Move Silently +12, Search +11, Sleight of Hand +14, Tumble +14; Combat Expertise, Improved Feint, Skill Focus (bluff), Weapon Finesse.

Equipment: +1 *studded leather*, masterwork short sword, buckler, shortbow, 20 arrows, *potion of barkskin* +3.

🔱 **2 Ahlissan Rebels:** Oeridian Ranger 6; CR 6; Medium Humanoid; HD 6d8+12 (45 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +6/8; Atk +8 melee (1d8+2, heavy mace) or +10 ranged (1d8+2, longbow); Full Atk +8/3 melee (1d8+2, heavy mace) or +10/5 ranged (1d8+2, longbow) or +8/8/3 ranged (1d8+2, longbow); SA Favored Enemy (Humanoid: Orc +2, Magical Beast +4), Combat Style (Archer); SQ Wild Empathy (+9); AL LN; SV Fort +7, Ref +7, Will +4; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +10, Jump +11, Knowledge (nature) +12, Listen +11, Ride +13, Search +10, Spot +11, Survival +11 (+13 above ground, +13 following tracks); Endurance ^B, Manyshot ^B, Mounted

Archery, Mounted Combat, Point Blank Shot, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: heavy mace, chain shirt, masterwork mighty [+2] composite longbow, 30 arrows, bonded light warhorse, *potion of cat's grace*, 2 *sleep arrows*, *oil of bless weapon*.

Ranger Spells Prepared (-/2; base DC = 12 + spell level): 1st—*jump*, *longstrider*.

🔱 **Bonded Mount:** CR —; Large Animal; HD 5d8+15 (43 hp); Init +2; Spd 60 ft.; AC 17 (-1 size, +2 Dex, +6 armor), touch 11, flat-footed 15; Base Attack/Grapple +3/10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite) SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +6, Will +3; Str 17, Dex 14, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Endurance, Run.

Tactics: The Ahlissans will cast the following during their wait time before entering the combat.

1. *Longstrider* (shared)

🔱 **4 Monks of the Scarlet Fist:** Suel Monk 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 40 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Attack/Grapple +3/5; Atk +6 melee (1d8+2, unarmed); Full Atk +6 melee (1d8+2, unarmed) or +4/4 melee (1d8+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (4/day, DC 14), Ki Strike (magic); SQ Evasion, Still Mind, Slow Fall (20 ft.); AL LE; SV Fort +6, Ref +6, Will +6; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +11, Hide +9, Jump +11, Move Silently +9, Tumble +13; Deflect Arrows ^B, Diehard, Endurance, Improved Unarmed Strike ^B, Stunning Fist ^B, Weapon Focus (unarmed).

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*, *potion of cat's grace*, *elixir of hiding*.

Encounter 7: Final Misfortune

🔱 **Half-Red Dragon Dire Weasel:** CR 4; Medium Dragon; HD 3d10+3 (25 hp); Init +4; Spd 40 ft.; AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 16; Base Attack/Grapple +2/+8; Atk +8 melee (1d6+3, bite) or +8 melee (1d4+3, claw); Full Atk +8 melee (1d6+3, bite) and +3 melee (1d4+1, 2 claws) or +8 melee (1d4+3, 2 claws) and +3 melee (1d6+3, bite); SA Attach, Blood Drain, Breath Weapon (6d8, DC 12); SQ Darkvision 60

ft., low-light vision, scent, immune to fire, immune to *sleep* and paralysis; AL N; SV Fort +3, Ref +7, Will +4; Str 22, Dex 19, Con 12, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +6, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 16. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Breath Weapon (Su): 30-foot cone of fire, usable once per day, 6d8 fire damage, Reflex DC 12 half. The DC is Constitution based.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 3 (5) Cleric 3 (5) of Wee Jas Mystic Theurge 2; CR 9; Medium Humanoid; HD 4d8+5d4+18 (56 hp); Init +1; Spd 30 ft.; AC 15 (+1 Dexterity, +3 Wisdom, +1 armor), touch 14, flat-footed 14; Base Attack/Grapple +4/4; Atk +5 melee (1d6, unarmed); Full Atk +5 melee (1d6, unarmed) or +3/3 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjuraton & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +7, Ref +5, Will +12; Str 10, Dex 12, Con 14, Int 15, Wis 16, Cha 10.

Skills and Feats: Concentration +14 (+18 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +7, Sense Motive +9, Spellcraft +14 (+16 with Evocation); Combat Casting, Combat Expertise^B, Empower Spell, Heighten Spell, Improved Grapple^B, Improved Unarmed Strike^B, Scribe Scroll, Weapon Focus (unarmed).

Equipment: *bracers of armor +1, cloak of resistance +1, arcane scroll of scorching ray, arcane scroll of identify, 2 divine scrolls of cure light wounds, divine scroll of cause fear, divine scroll of lesser restoration, staff of fire (4 charges).*

Wizard Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*daze x2, ray of frost, touch of fatigue x2*, 1st—*ray of enfeeblement x2, shield, true strike x2*,

2nd—*levitate, protection from arrows, scorching ray x2*, 3rd—*fireball, Heroism*.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds x2, guidance x3*, 1st—*bane, bless, cause fear**, *cure light wounds, shield of faith*, 2nd—*bull's strength x2, death knell**, *sound burst*; 3rd—*dispel magic* x2, prayer*. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Shield*
2. *Shield of Faith*
3. *Prayer*
4. *Sound Burst* (targeting enemy casters)
5. *Bull's Strength* (on an ally)
6. *Heroism* (on the other ally)
7. *Fireball*
8. *Scorching Ray*
9. *Ray of Enfeeblement*

☛ **Brotherhood Guards:** Half-Fiend Male Suel Monk 4; CR 5; Medium Outsider (Native); HD 4d8+12 (35 hp); Init +3; Spd 40 ft., fly 40 ft. (average); AC 17 (+3 Dexterity, +3 Wisdom, +1 Natural), touch 16, flat-footed 14; Base Attack/Grapple +3/+5; Atk +5 melee (1d8+2, unarmed) or +5 melee (1d6+2, bite); Full Atk +5 melee (1d8+2, unarmed) and +3 melee (1d6+2, bite) or +3/3 melee (1d8+2, unarmed) and +1 melee (1d6+2, bite); SA Flurry of Blows, Smite Good (1/day, +4 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 14, Evasion, Still Mind, Ki strike (magic), Slow Fall (20 ft.); AL LE; SV Fort +7, Ref +7, Will +7; Str 14, Dex 17, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +12, Escape Artist +10, Hide +10, Jump +11, Listen +10, Move Silently +10,

Spot +10, Tumble +12; Combat Reflexes, Deflect Arrows ^B, Improved Grapple ^B, Improved Unarmed Strike ^B, Multiattack.

Equipment: *potion of bull's strength, potion of enlarge person, 2 potion of cure light wounds, potion of shield of faith +2, potion of mage armor.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 1/day—*desecrate*, 3/day—*darkness*. Caster Level 4th.

Appendix 4: APL 8

Encounter 4: Caught Red Handed

☛ **Futhos Imuier:** Male Suel Monk 3 Cleric 5; CR 8; Medium Humanoid; HD 8d8+16 (59 hp); Init +2; Spd 40 ft.; AC 16 (+2 Dex, +3 Wis, +1 armor), touch 15, flat-footed 14; Base Attack/Grapple +5/+7; Atk +8 melee (1d6+2, unarmed); Full Atk +8 melee (1d6+2, unarmed) or +7/+7 melee (1d6+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (4/day, DC 17), Rebuke Undead (3/day); SQ Evasion, Spontaneously Cast (inflict), Still Mind; AL LE; SV Fort +9, Ref +6, Will +10; Str 14, Dex 14, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +10, Bluff +7, Diplomacy +7, Disguise +7 (+9 to act in character), Escape Artist +8, Hide +13, Intimidate +2, Jump +10, Move Silently +8, Sense Motive +9, Tumble +10, Use Rope +2 (+4 with bindings); Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Focus (unarmed)^B.

Equipment: *oil of darkness, potion of undetectable alignment, potion of mage armor, potion of cure light wounds, potion of invisibility, bracers of armor +1, potion of cure moderate wounds, potion of barkskin.*

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds x2, guidance x2, resistance*, 1st—*bless, disguise self*, divine favor, doom, shield of faith*; 2nd—*darkness, invisibility*, undetectable alignment x2*, 3rd—*deeper darkness, dispel magic, nondetection**. *Domain spell.

Deity: Syrul; **Domains:** [Evil (You cast Evil spells at +1 caster level.); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)].

☛ **Slinilas & Heenaerl, Shadar-Kai:** Shadar-kai Rogue 5; CR 6; Medium Fey (Extraplanar); HD 8d6+16 (50 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dexterity, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +4/+6; Atk +8 melee (2d4+3, reach 10 ft., spiked chain) or +7 ranged (1d6, range 80 ft., short bow); Full Atk +8 melee (2d4+3, reach 10 ft., spiked chain) or +7 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +4d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge; AL LE; SV Fort +5, Ref +11, Will +5; Str 14, Dex 17, Con 14, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +17*, Listen +13, Move Silently +14, Search +11, Spot +13, Survival +11 (+13 following tracks), Tumble +14; Alertness, Exotic

Weapon Proficiency (spiked chain)^B, Skill Focus (Hide), Weapon Finesse.

Equipment: +1 *gal-ralan*, *potion of cure moderate wounds*, masterwork spiked chain, studded leather armor, shortbow, 20 arrows.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos' tactics are as follows.

1. Cast *Deeper Darkness* (to provide cover, and allow his allies to hide in plain sight).
2. Cast *Dispel Magic* (area) to knock out spells on the PC's
3. Cast *Invisibility*
4. Cast *Bless*
5. Cast *Divine Favor*
6. Enter Melee

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedio) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water x2, mending x2, purify food and drink*, 1st—*bane, bless, deathwatch, obscuring mist*, sanctuary*, 2nd—*aid, enthrall, summon monster II, wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛ **Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC

17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛ **3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛ **2 Sunndian Trithereonites:** Oeridian Cleric 8; CR 8; Medium Humanoid; HD 8d8+16 (59 hp); Init +2; Spd 30 ft.; AC 17 (+2 Dex, +3 armor, +2 magic), touch 12, flat-footed 15; Base Attack/Grapple +6/8; Atk +10 melee (1d6+4, *shortspear*) or +8 ranged (1d6+2, range 20 ft., *shortspear*); Full Atk +10/5 melee (1d6+4, *shortspear*) or +8 ranged (1d6+2, range 20 ft., *shortspear*); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +9, Ref +5, Will +11; Str 14, Dex 14, Con 14, Int 14, Wis 19, Cha 10.

Skills and Feats: Concentration +13 Diplomacy +11, Knowledge (history) +13, Knowledge (religion) +13, Spellcraft +13; Dodge, Mobility, Run, Spring Attack.

Equipment: 5 shortspears, studded leather armor, *wand of cure moderate wounds* (12 charges), *wand of endure elements* (2 charges), *cloak of resistance +1*, *elixir of vision*, *divine scroll of restoration*, *potion of cure light wounds (3rd level caster)*.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*create water x3, purify food and drink x3*, 1st—*bless, divine favor, enlarge person*, magic weapon x2, shield of faith*, 2nd—*aid, bear's endurance, bull's strength*, resist energy, spiritual weapon*, 3rd—*dispel magic x2, invisibility purge, magic vestment**,

prayer; 4th—*divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity**. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Tactics: The following long duration spells are precast in the mornings (in private); their effect is already included above.

1. *Magic Vestment* (+2 AC)
2. *Greater Magic Weapon* (+2 attack, +2 damage)

The Trithereonites will use the following sequence of spells. They will reserve the *dispel magic* and *invisibility purge* spells for dealing with other spell casters.

1. *Prayer*
2. *Spell Immunity* (choose spells based on what other casters have cast in their presence already).
3. *Shield of Faith*
4. *Divine Power*
5. *Divine Favor*

☛ **2 Idee Volunteers:** Oeridian Rogue 8; CR 8; Medium Humanoid; HD 8d8+16 (59 hp); Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 armor, +1 shield), touch 13, flat-footed 15; Base Attack/Grapple +6/7; Atk +9 melee (1d6+1, short sword) or +9 ranged (1d6, shortbow); Full Atk +9/4 melee (1d6+1, short sword) or +9/4 ranged (1d6, shortbow); SA Sneak Attack +4d6; SQ Trap Finding, Evasion, Trap Sense +2, Uncanny Dodge, Improved Uncanny Dodge; AL N; SV Fort +4, Ref +9, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +16, Bluff +16, Diplomacy +4, Disable Device +13, Escape Artist +14, Hide +14, Intimidate +15, Jump +14, Move Silently +14, Search +13, Sleight of Hand +16, Tumble +16; Combat Expertise, Improved Feint, Skill Focus (bluff), Weapon Finesse.

Equipment: +1 *studded leather*, masterwork short sword, darkwood buckler, shortbow, 20 arrows, *potion of barkskin* +3, *potion of displacement*.

☛ **2 Ahlissan Rebels:** Oeridian Ranger 8; CR 8; Medium Humanoid; HD 8d8+16 (59 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +8/10; Atk +10 melee (1d8+2, heavy mace) or +12 ranged (1d8+2, longbow); Full Atk +12/7 melee (1d8+2, heavy mace) or +12/7 ranged (1d8+2, longbow) or +10/10/5 ranged (1d8+2, longbow); SA Favored Enemy (Humanoid: Orc +2, Magical Beast +4), Combat Style (Archer); SQ Wild Empathy (+11), Woodland Stride, Swift Tracker; AL LN; SV Fort +8, Ref +8, Will +4; Str 15, Dex 15, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +12, Jump +13, Knowledge (nature) +14, Listen +13, Ride +15, Search +12, Spot +13, Survival +13 (+15 above ground, +15 following tracks); Endurance^B, Manyshot^B, Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Equipment: heavy mace, mithril shirt, masterwork mighty [+2] composite *longbow*, 30 arrows, bonded light warhorse, *potion of cat's grace*, 2 *sleep arrows*, *oil of bless weapon*.

Ranger Spells Prepared (-2/1; base DC = 12 + spell level): 1st—*jump*, *longstrider*; 2nd—*barkskin*.

☛ **Bonded Mount:** CR —; Large Animal; HD 5d8+15 (43 hp); Init +2; Spd 60 ft.; AC 17 (-1 size, +2 Dex, +6 armor), touch 11, flat-footed 15; Base Attack/Grapple +3/10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite) SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +6, Will +3; Str 17, Dex 14, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Endurance, Run.

Tactics: The Ahlissans will cast the following during their wait time before entering the combat.

1. *Longstrider* (shared)
2. *Barkskin* (shared).

☛ **4 Monks of the Scarlet Fist:** Suel Monk 6; CR 6; Medium Humanoid; HD 6d8+12 (45 hp); Init +2; Spd 50 ft.; AC 15 (+2 Dex, +2 Wis, +1 class), touch 15, flat-footed 13; Base Attack/Grapple +4/6; Atk +7 melee (1d8+2, unarmed); Full Atk +7 melee (1d8+2, unarmed) or +6/6 melee (1d8+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (6/day, DC 15), Ki Strike (magic); SQ Evasion, Still Mind, Slow Fall (30 ft.), Purity of Body; AL LE; SV Fort +7, Ref +7, Will +7; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +13, Hide +11, Jump +13, Move Silently +11, Tumble +15; Deflect Arrows ^B, Diehard, Endurance, Improved Trip ^B, Improved Unarmed Strike ^B, Power Attack, Stunning Fist ^B, Weapon Focus (unarmed).

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*, *potion of cat's grace*, *elixir of hiding*, *potion of haste*, *potion of Heroism*, *potion of cure light wounds*.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 3 (7) Cleric 3 (7) of Wee Jas Mystic Theurge 4; CR 11; Medium Humanoid; HD 4d8+7d4+22 (66 hp); Init +1; Spd 30 ft.; AC 15 (+1 Dexterity, +3 Wisdom, +1 armor), touch 14, flat-footed 14; Base Attack/Grapple +5/5; Atk +6 melee (1d6, unarmed); Full Atk +6 melee (1d6, unarmed) or +4/4 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjunction & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +8, Ref +6, Will +13; Str 10, Dex 12, Con 14, Int 15, Wis 16, Cha 10.

Skills and Feats: Concentration +16 (+20 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +16, Knowledge (religion) +16, Listen +7, Sense Motive +11, Spellcraft +16 (+18 with Evocation); Combat Casting, Combat Expertise ^B, Empower Spell, Heighten Spell, Improved Grapple ^B, Improved Unarmed Strike ^B, Scribe Scroll, Weapon Focus (unarmed).

Equipment: *bracers of armor* +1, *cloak of resistance* +1, *arcane scroll of scorching ray*, *arcane scroll of identify*, 2 *divine scrolls of cure light wounds*, *divine scroll of cause fear*, *divine scroll of lesser restoration*, *staff of fire* (4 charges), *divine scroll of owl's wisdom*, 2 *arcane scrolls of chill touch*.

Wizard Spells Prepared (5/6/5/3/2; base DC = 12 + spell level): 0—*daze* x2, *ray of frost*, *touch of fatigue* x2, 1st—*magic missile*, *ray of enfeeblement* x2, *shield*, *true strike* x2, 2nd—*empowered daze*, *levitate*, *protection from arrows*, *scorching ray* x2, 3rd—*empowered magic missile*, *fireball*, *Heroism*, 4th—*empowered scorching ray*, *ice storm*.

Cleric Spells Prepared (6/5+1/4+1/3+1/ 1+1; base DC = 13 + spell level): 0—*cure minor wounds* x3, *guidance* x3, 1st—*bane*, *bless*, *cause fear**, *cure light wounds*, *shield of faith* x2, 2nd—*bull's strength* x2, *death knell**, *sound burst* x2; 3rd—*dispel magic** x2,

empowered cure light wounds, *prayer*; 4th—*greater magic weapon*, *imbue with spell ability**. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: The following long-duration spells will be active when the PC's arrive.

1. *Greater Magic Weapon* (one ally, +1 to hit and damage)
2. *Imbue with Spell Ability* (ally will be imbued with *touch of fatigue* x2, *bull's strength*)

Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Shield*
2. *Shield of Faith*
3. *Prayer*
4. *Ice Storm* (targeting enemy casters)
5. *Heroism* (on ally)
6. *Empowered Scorching Ray* (on melee fighter)
7. *Fireball*
8. *Scorching Ray*

☛ **Brotherhood Guards:** Half-Fiend Male Suel Monk 5; CR 7; Medium Outsider (Native); HD 5d8+15 (43 hp); Init +3; Spd 40 ft., fly 40 ft. (average); AC 19 (+3 Dexterity, +3 Wisdom, +1 Natural, +1 class, +1 armor), touch 17, flat-footed 16; Base Attack/Grapple +3/+5; Atk +5 melee (1d8+2, unarmed) or +5 melee (1d6+2, bite); Full Atk +5 melee (1d8+2, unarmed) and +3 melee (1d6+2, bite) or +4/4 melee (1d8+2, unarmed) and +2 melee (1d6+2, bite); SA Flurry of Blows, Smite Good (1/day, +5 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 15, Evasion, Still Mind, Ki strike (magic), Slow Fall (20 ft.), Purity of Body; AL LE; SV Fort +7, Ref +7, Will +7; Str 14, Dex 17, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +13, Escape Artist +11, Hide +11, Jump +12, Listen +11, Move Silently +11, Spot +11, Tumble +13; Combat Reflexes, Deflect Arrows ^B, Improved Grapple ^B, Improved Unarmed Strike ^B, Multiattack.

Equipment: *bracers of armor +1, potion of bull's strength, potion of enlarge person, 2 potion of cure light wounds, potion of shield of faith +2, potion of mage armor.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 1/day—*desecrate*, *unholy blight*; 3/day—*darkness*. Caster Level 5th. Save DC 12 + spell level.

Tactics: The guard will employ the following (*s denoting the imbued spell abilities that one of the two has).

1. *Unholy Blight & Bull's Strength**
2. Enter Melee & *Unholy Blight*
3. Maintain Melee & Enter Melee

Appendix 5: APL 10

Encounter 4: Caught Red Handed

☛ **Futhos Imuier:** Male Suel Monk 5 Cleric 5; CR 10; Medium Humanoid; HD 10d8+20 (73 hp); Init +2; Spd 40 ft.; AC 17 (+2 Dex, +3 Wis, +1 Class, +1 armor), touch 16, flat-footed 15; Base Attack/Grapple +6/+8; Atk +9 melee (1d8+2, unarmed); Full Atk +9/4 melee (1d8+2, unarmed) or +8/8/3 melee (1d8+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (6/day, DC 18), Rebuke Undead (3/day); SQ Evasion, Spontaneously Cast (inflict), Still Mind, Ki Strike (magic), Slow Fall (20 ft.), Purity of Body; AL LE; SV Fort +10, Ref +7, Will +11; Str 14, Dex 14, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +10, Bluff +7, Diplomacy +7, Disguise +7 (+9 to act in character), Escape Artist +8, Hide +13, Intimidate +2, Jump +10, Move Silently +8, Sense Motive +9, Tumble +10, Use Rope +2 (+4 with bindings); Combat Casting, Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Focus (unarmed)^B.

Equipment: *oil of darkness, potion of undetectable alignment, potion of mage armor, potion of cure light wounds, potion of invisibility, bracers of armor +1, potion of cure moderate wounds, potion of barkskin.*

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds x2, guidance x2, resistance*, 1st—*bless, disguise self*, divine favor, doom, shield of faith*; 2nd—*darkness, invisibility*, undetectable alignment x2*, 3rd—*deeper darkness, dispel magic, nondetection**. *Domain spell.

Deity: Syrul; **Domains:** [Evil (You cast Evil spells at +1 caster level.); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)].

☛ **Slinilas & Heenaelr, Shadar-Kai:** Shadar-kai Rogue 7; CR 8; Medium Fey (Extraplanar); HD 10d6+20 (62 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dexterity, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +6/+8; Atk +10 melee (2d4+4, reach 10 ft., *spiked chain*) or +9 ranged (1d6, range 80 ft., short bow); Full Atk +10/5 melee (2d4+4, reach 10 ft., *spiked chain*) or +9/4 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +5d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision, Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge; AL LE; SV Fort +6, Ref +12, Will +8; Str 14, Dex 17, Con 14, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +19*, Listen +15, Move Silently +16, Search +13, Spot +15, Survival +13 (+15

following tracks), Tumble +16; Alertness, Exotic Weapon Proficiency (spiked chain)^B, Iron Will, Skill Focus (Hide), Weapon Finesse.

Equipment: *+1 gal-ralan, potion of cure moderate wounds, +1 spiked chain*, studded leather armor, shortbow, 20 arrows.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a gal-ralan, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos' tactics are as follows.

1. Cast *Deeper Darkness* (to provide cover, and allow his allies to hide in plain sight).
2. Cast *Dispel Magic* (area) to knock out spells on the PC's
3. Cast *Invisibility*
4. Cast *Bless*
5. Cast *Divine Favor*
6. Enter Melee

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedio) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water x2, mending x2, purify food and drink*, 1st—*bane, bless, deathwatch, obscuring mist*, sanctuary*, 2nd—*aid, enthrall, summon monster II, wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛ **Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛ **3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛ **2 Sunndian Trithereonites:** Oeridian Cleric 10; CR 10; Medium Humanoid; HD 10d8+20 (73 hp); Init +2; Spd 30 ft.; AC 17 (+2 Dex, +3 armor, +2 magic), touch 12, flat-footed 15; Base Attack/Grapple +7/9; Atk +11 melee (1d6+4, *shortspear*) or +9 ranged (1d6+2, range 20 ft., *shortspear*); Full Atk +11/6 melee (1d6+4, *shortspear*) or +9 ranged (1d6+2, range 20 ft., *shortspear*); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +10, Ref +5, Will +12; Str 14, Dex 14, Con 14, Int 14, Wis 19, Cha 10.

Skills and Feats: Concentration +15 Diplomacy +13, Knowledge (history) +15, Knowledge (religion) +15, Spellcraft +15; Combat Expertise, Dodge, Mobility, Run, Spring Attack.

Equipment: 5 shortspears, studded leather armor, *wand of cure moderate wounds* (23 charges), *wand of endure elements* (2 charges), *cloak of resistance +1*, *elixir of vision*, *divine scroll of restoration*, *potion of cure light wounds* (3rd level caster).

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0—*create water x3, purify food and drink x3*, 1st—*bless, divine favor, enlarge person*, magic weapon x2, shield of faith*, 2nd—*aid x2, bear's endurance, bull's strength*, resist energy, spiritual*

weapon, 3rd—*dispel magic* x2, *invisibility purge*, *magic vestment**, *prayer*, 4th—*divine power*, *freedom of movement*, *greater magic weapon* x2, *spell immunity**, 5th—*flame strike*, *righteous might**, *slay living*. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Righteous Might: Large Humanoid; HD 10d8+40 (93 hp); AC 20, touch 11, flat-footed 18; Grapple +17; Atk +14 melee (1d8+8, *shortspear*); Full Atk +14/9 melee (1d8+8, *shortspear*); DR 5/evil; Fort +12; Str 22, Con 18; Concentration +17.

Tactics: The following long duration spells are precast in the mornings (in private); their effect is already included above.

1. *Magic Vestment* (+2 AC)
2. *Greater Magic Weapon* (+2 attack, +2 damage)

The Trithereonites will use the following sequence of spells. They will reserve the *dispel magic* and *invisibility purge* spells for dealing with other spell casters.

1. *Prayer*
2. *Spell Immunity* (choose spells based on what other casters have cast in their presence already).
3. *Flame Strike*
4. *Slay Living* (targeting a caster)
5. *Righteous Might*
6. *Divine Power*

☛ **Idee Volunteers:** Oeridian Rogue 10; CR 10; Medium Humanoid; HD 10d8+20 (73 hp); Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 armor, +2 shield), touch 13, flat-footed 16; Base Attack/Grapple +7/8; Atk +11 melee (1d6+1, short sword) or +10 ranged (1d6, shortbow); Full Atk +11/6 melee (1d6+1, short sword) or +10/5 ranged (1d6, shortbow); SA Sneak Attack +5d6; SQ Trap Finding, Evasion, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge, Skill Mastery (Bluff, Escape Artist, Intimidate, Sleight of

Hand, Tumble); AL N; SV Fort +5, Ref +10, Will +4; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +18, Bluff +20, Diplomacy +4, Disable Device +15, Escape Artist +16, Hide +16, Intimidate +19, Jump +16, Move Silently +16, Search +15, Sleight of Hand +18, Tumble +18; Combat Expertise, Improved Feint, Persuasive, Skill Focus (bluff), Weapon Finesse.

Equipment: +1 *studded leather*, masterwork short sword, +1 *darkwood buckler*, shortbow, 20 arrows, *potion of barkskin* +3, *potion of displacement*.

☛ **Ahlissan Rebels:** Oeridian Ranger 10; CR 10; Medium Humanoid; HD 10d8+20 (73 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +10/12; Atk +12 melee (1d8+2, heavy mace) or +14 ranged (1d8+3, *longbow*); Full Atk +12/7 melee (1d8+2, heavy mace) or +14/9 ranged (1d8+3, *longbow*) or +12/12/7 ranged (1d8+3, *longbow*); SA Favored Enemy (Humanoid: Orc +2, Magical Beast +4, Aberration +4), Combat Style (Archer); SQ Wild Empathy (+13), Woodland Stride, Swift Tracker, Evasion; AL LN; SV Fort +9, Ref +9, Will +5; Str 15, Dex 15, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +14, Jump +15, Knowledge (nature) +16, Listen +15, Ride +17, Search +14, Spot +15, Survival +15 (+17 above ground, +17 following tracks); Endurance^B, Manyshot^B, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Equipment: heavy mace, Mithril shirt, +1 *mighty* [+2] *composite longbow*, 30 arrows, *potion of cat's grace*, 2 *sleep arrows*, *oil of bless weapon*, bonded light warhorse.

Ranger Spells Prepared (-/2/2; base DC = 12 + spell level): 1st—*jump*, *longstrider*; 2nd—*barkskin*, *bear's endurance*.

☛ **Bonded Mount:** CR —; Large Animal; HD 5d8+15 (43 hp); Init +2; Spd 60 ft.; AC 17 (-1 size, +2 Dex, +6 armor), touch 11, flat-footed 15; Base Attack/Grapple +3/10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite) SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +6, Will +3; Str 17, Dex 14, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Endurance, Run.

Tactics: The Ahlissans will cast the following during their wait time before entering the combat.

1. *Longstrider* (shared)

2. *Barkskin* (shared).
3. *Bear's Endurance* (shared)

☛ **4 Monks of the Scarlet Fist:** Suel Monk 8; CR 8; Medium Humanoid; HD 8d8+16 (59 hp); Init +2; Spd 50 ft.; AC 15 (+2 Dex, +2 Wis, +1 class), touch 15, flat-footed 13; Base Attack/Grapple +6/8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/4 melee (1d10+2, unarmed) or +8/8/3 melee (1d10+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (8/day, DC 16), Ki Strike (magic); SQ Evasion, Still Mind, Slow Fall (40 ft.), Purity of Body, Wholeness of Body (16 hp); AL LE; SV Fort +8, Ref +8, Will +8; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +15, Hide +13, Jump +15, Move Silently +13, Tumble +17; Deflect Arrows ^B, Diehard, Endurance, Improved Trip ^B, Improved Unarmed Strike ^B, Power Attack, Stunning Fist ^B, Weapon Focus (unarmed).

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*, *potion of cat's grace*, *elixir of hiding*, *potion of haste*, *potion of heroism*, *potion of cure light wounds*, *elixir of fire breath*.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 3 (9) Cleric 3 (9) of Wee Jas Mystic Theurge 6; CR 13; Medium Humanoid; HD 4d8+9d4+26 (76 hp); Init +1; Spd 30 ft.; AC 16 (+1 Dexterity, +3 Wisdom, +2 armor), touch 14, flat-footed 15; Base Attack/Grapple +6/6; Atk +7 melee (1d6, unarmed); Full Atk +7/2 melee (1d6, unarmed) or +5/5/0 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjuration & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +9, Ref +7, Will +14; Str 10, Dex 12, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +18 (+22 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +18, Knowledge (religion) +18, Listen +7, Sense Motive +14, Spellcraft +18 (+20 with Evocation); Combat Casting, Combat Expertise ^B, Empower Spell, Heighten Spell, Improved Grapple ^B, Improved Unarmed Strike ^B, Scribe Scroll, Quicken Spell, Weapon Focus (unarmed).

Equipment: *bracers of armor* +2, *cloak of resistance* +1, *arcane scroll of scorching ray*, *arcane scroll of identify*, 2 *divine scrolls of cure light wounds*,

divine scroll of cause fear, *divine scroll of lesser restoration*, *staff of fire* (4 charges), *divine scroll of owl's wisdom*, 2 *arcane scrolls of chill touch*, *pearl of power* (1st).

Wizard Spells Prepared (5/6/6/5/3/2; base DC = 13 + spell level): 0—*daze* x2, *ray of frost*, *touch of fatigue* x2, 1st—*magic missile*, *ray of enfeeblement* x2, *shield*, *true strike* x2, 2nd—*empowered daze*, *levitate*, *protection from arrows*, *scorching ray* x3, 3rd—*empowered magic missile* x2, *fireball* x2, *Heroism*, 4th—*empowered scorching ray*, *ice storm* x2, 5th—*cone of cold*, *quicken shield*.

Cleric Spells Prepared (6/5+1/5+1/4+1/ 2+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds* x3, *guidance* x3, 1st—*bane*, *bless*, *cause fear**, *cure light wounds*, *shield of faith* x2, 2nd—*bull's strength* x3, *death knell**, *sound burst* x2; 3rd—*dispel magic** x2, *magic vestment* x2, *prayer*; 4th—*greater magic weapon* x2, *imbue with spell ability**; 5th—*quicken shield of faith*, *slay living**. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: The following long-duration spells will be active when the PC's arrive. These are already included below.

1. *Magic Vestment* (both allies)
2. *Greater Magic Weapon* (both allies)
3. *Imbue with Spell Ability* (ally will be imbued with *touch of fatigue* x2, *bull's strength*)

Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Quicken Shield & Ice Storm*
2. *Quicken Shield of Faith & Cone of Cold*
3. *Prayer*
4. *Slay Living* (on caster)
5. *Empowered Scorching Ray* (on melee fighter)
6. *Fireball*
7. *Scorching Ray*

☛ **Brotherhood Guards:** Half-Fiend Male Suel Monk 7; CR 9; Medium Outsider (Native); HD 7d8+21 (59 hp); Init +3; Spd 50 ft., fly 50 ft. (average); AC 20 (+3 Dexterity, +3 Wisdom, +1 Natural, +1 class, +2 armor), touch 17, flat-footed 17; Base Attack/Grapple +5/+7; Atk +9 melee (1d8+4, *unarmed*) or +7 melee (1d6+2, bite); Full Atk +9 melee (1d8+4, *unarmed*) and +5 melee (1d6+2, bite) or +8/8 melee (1d8+4, *unarmed*) and +4 melee (1d6+2, bite); SA Flurry of Blows, Smite Good (1/day, +7 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 17, Evasion, Still Mind, Ki strike (magic), Slow Fall (30 ft.), Purity of Body, Wholeness of Body (14 hp); AL LE; SV Fort +9, Ref +9, Will +9; Str 14, Dex 17, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +15, Escape Artist +13, Hide +13, Jump +14, Listen +13, Move Silently +13, Spot +13, Tumble +15; Combat Reflexes, Deflect Arrows^B, Dodge, Improved Grapple^B, Improved Trip, Improved Unarmed Strike^B, Multiattack.

Equipment: *bracers of armor +1, cloak of resistance +1, potion of bull's strength, potion of enlarge person, 2 potion of cure light wounds, potion of shield of faith +2, potion of mage armor.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 1/day—*desecrate, unholy blight*; 3/day—*darkness, poison*. Caster Level 7th. Save DC 12 + spell level.

Tactics: The guard will employ the following (*'s denoting the imbued spell abilities that one of the two has).

1. *Unholy Blight & Bull's Strength**
2. Enter Melee & *Unholy Blight*
3. Maintain Melee & Enter Melee

Appendix 6: APL 12

Encounter 4: Caught Red Handed

☛ **Futhos Imuier:** Male Suel Monk 5 Cleric 7; CR 12; Medium Humanoid; HD 12d8+24 (87 hp); Init +2; Spd 40 ft.; AC 17 (+2 Dex, +3 Wis, +1 Class, +1 armor), touch 16, flat-footed 15; Base Attack/Grapple +8/10; Atk +11 melee (1d8+2, unarmed); Full Atk +11/6 melee (1d8+2, unarmed) or +10/10/5 melee (1d8+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (6/day, DC 19), Rebuke Undead (3/day); SQ Evasion, Spontaneously Cast (inflict), Still Mind, Ki Strike (magic), Slow Fall (20 ft.), Purity of Body; AL LE; SV Fort +11, Ref +8, Will +12; Str 14, Dex 14, Con 14, Int 14, Wis 17, Cha 10.

Skills and Feats: Balance +10, Bluff +9, Diplomacy +9, Disguise +9 (+11 to act in character), Escape Artist +8, Hide +18, Intimidate +2, Jump +10, Move Silently +8, Sense Motive +9, Tumble +10, Use Rope +2 (+4 with bindings); Combat Casting, Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Mobility, Skill Focus (Hide), Spring Attack, Stunning Fist^B, Weapon Focus (unarmed)^B.

Equipment: *oil of darkness, potion of undetectable alignment, potion of mage armor, potion of cure light wounds, potion of invisibility, bracers of armor +1, potion of cure moderate wounds, potion of barkskin, lesser metamagic rod of extend spell.*

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds x2, guidance x2, resistance x2*, 1st—*bless, disguise self*, divine favor, doom x2, shield of faith*, 2nd—*darkness, invisibility*, undetectable alignment x3*, 3rd—*deeper darkness, dispel magic x2, nondetection**, 4th—*divine power, unholy blight**. *Domain spell.

Deity: Syrul; **Domains:** [Evil (You cast Evil spells at +1 caster level.); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)].

☛ **Slinilas & Heenaerl, Shadar-Kai:** Shadar-kai Rogue 9; CR 10; Medium Fey (Extraplanar); HD 12d6+24 (74 hp); Init +4; Spd 30 ft.; AC 17 (+4 Dexterity, +3 armor), touch 14, flat-footed 13; Base Attack/Grapple +7/+9; Atk +12 melee (2d4+4, reach 10 ft., *spiked chain*) or +11 ranged (1d6, range 80 ft., short bow); Full Atk +12/7 melee (2d4+4, reach 10 ft., *spiked chain*) or +11/6 ranged (1d6, range 80 ft., short bow); SA Sneak Attack +6d6; SQ Hide in Plain Sight, Shadow Curse, Superior Low-Light Vision, Trapfinding, Evasion, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge; AL LE;

SV Fort +7, Ref +14, Will +9; Str 14, Dex 18, Con 14, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +22*, Listen +17, Move Silently +22, Search +15, Spot +17, Survival +15 (+17 following tracks), Tumble +19; Alertness, Exotic Weapon Proficiency (spiked chain)^B, Iron Will, Skill Focus (Hide, Move Silently), Weapon Finesse.

Equipment: *+1 gal-ralan, potion of cure moderate wounds, +1 spiked chain*, studded leather armor, shortbow, 20 arrows.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a gal-ralan, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Tactics: Slinilas and Heenaerl will enter melee, using their hide abilities and sneak attack to lay waste to spellcasters first.

Futhos' tactics are as follows.

1. Cast *Invisibility*
2. Cast *Deeper Darkness* (to provide cover, and allow his allies to hide in plain sight).
3. Cast *Dispel Magic* (area) to knock out spells on the PC's
4. Cast *Unholy Blight*
5. Cast *Divine Power*
6. Cast *Divine Favor*
7. Enter Melee

Encounter 5: Coincidences Dire

☛ **Karralak:** Male Olman/Oeridian Cleric 4; CR 4; Medium Humanoid; HD 4d8+8 (31 hp); Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Attack/Grapple +3/4; Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); Full Atk +5 melee (1d6+1, quarterstaff) or +5 ranged (1d10, heavy crossbow); SA Turn Undead (7/day); SQ Spontaneously Cast (cure); AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 19.

Skills and Feats: Concentration +9 (+13 casting defensively), Knowledge (Amedio) +9, Knowledge (Nature) +9, Profession (Merchant) +12, Spellcraft +9; Combat Casting, Dodge, Skill Focus (Profession(Merchant)).

Equipment: masterwork quarterstaff, heavy crossbow, 30 bolts, +1 *studded leather armor*, holy symbol of Quetzalcoatl.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*create water x2, mending x2, purify food and drink*; 1st—*bane, bless, deathwatch, obscuring mist*, sanctuary*; 2nd—*aid, enthrall, summon monster II, wind wall**. *Domain spell.

Deity: Quetzalcoatl; **Domains:** [Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities 7 times per day. This granted power is a supernatural ability.); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast Divination spells at +1 caster level.)].

Tactics: Karralak favors summoning air based, or flying creatures with his summon spell. He will cast *sanctuary* in the first round of combat, in an attempt to prevent being injured while healing his guards.

☛ **Suthor:** Male Half-elf Warrior 3; CR 2; Medium Humanoid; HD 3d8+3 (21 hp); Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Attack/Grapple +3/5; Atk +7 melee (1d8+2, longsword); Full Atk +7 melee (1d8+2, longsword); SQ Immunity to *sleep* and paralysis, Low-Light Vision; AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +7, Gather Information +3, Intimidate +7, Listen +1, Ride +9, Search +2, Spot +1; Mounted Combat, Weapon Focus (longsword).

Equipment: masterwork longsword, masterwork chain shirt, light warhorse, heavy steel shield.

☛ **3 Caravan Guards:** Male Human Warrior 2; CR 1; Medium Humanoid; HD 2d8+2 (15 hp); Init +2; Spd 40 ft.; AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; Base Attack/Grapple +2/3; Atk +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +4, Listen +2, Ride +7, Spot +2; Alertness, Mounted Combat.

Equipment: longsword, chain shirt, light steel shield, light warhorse.

☛ **2 Sunndian Trithereonites:** Oeridian Cleric 12; CR 12; Medium Humanoid; HD 12d8+24 (87 hp); Init +2; Spd 30 ft.; AC 17 (+2 Dex, +3 armor, +2 magic), touch 12, flat-footed 15; Base Attack/Grapple +9/11; Atk +13 melee (1d6+4, *shortspear*) or +11 ranged (1d6+2, range 20 ft., *shortspear*); Full Atk +13/8 melee (1d6+4, *shortspear*) or +11 ranged (1d6+2, range 20 ft., *shortspear*); SA Turn Undead (3/day); SQ Spontaneously Cast (cure); AL CG; SV Fort +11, Ref +7, Will +13; Str 14, Dex 14, Con 14, Int 14, Wis 20, Cha 10.

Skills and Feats: Concentration +17 Diplomacy +15, Knowledge (history) +17, Knowledge (religion) +17, Spellcraft +17; Combat Expertise, Dodge, Mobility, Run, Spring Attack, Whirlwind Attack.

Equipment: 5 shortspears, studded leather armor, *wand of cure moderate wounds* (23 charges), *wand of endure elements* (2 charges), *cloak of resistance +1*, *elixir of vision*, *divine scroll of restoration*, *potion of*

cure light wounds (3rd level caster), *staff of healing* (4 charges).

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/ 2+1; base DC = 15 + spell level): 0—*create water* x3, *purify food and drink* x3, 1st—*bless* x2, *divine favor*, *enlarge person**, *magic weapon* x2, *shield of faith* x2, 2nd—*aid* x2, *bear's endurance*, *bull's strength**, *resist energy*, *spiritual weapon*, 3rd—*dispel magic* x2, *invisibility purge*, *magic vestment**, *meld with stone*, *prayer*, 4th—*divine power*, *freedom of movement*, *greater magic weapon* x2, *spell immunity**, 5th—*flame strike*, *mass cure light wounds*, *righteous might**, *slay living* x2, 6th—*blade barrier*, *mass cure moderate wounds*, *stoneskin**. *Domain spell.

Deity: Trithereon; **Domains:** [Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Righteous Might: Large Humanoid; HD 12d8+52 (115 hp); AC 20, touch 11, flat-footed 18; Grapple +19; Atk +16 melee (1d8+8, *shortspear*); Full Atk +16/11 melee (1d8+8, *shortspear*); DR 10/evil; Fort +13; Str 22, Con 18; Concentration +19.

Tactics: The following long duration spells are precast in the mornings (in private); their effect is already included above.

1. *Magic Vestment* (+2 AC)
2. *Greater Magic Weapon* (+2 attack, +2 damage)

The Trithereonites will use the following sequence of spells. They will reserve the *dispel magic* and *invisibility purge* spells for dealing with other spell casters.

1. *Stoneskin*
2. *Spell Immunity* (choose spells based on what other casters have cast in their presence already).
3. *Flame Strike*
4. *Blade Barrier*
5. *Slay Living* (targeting a caster)
6. *Righteous Might*
7. *Divine Power*

☛ **Idee Volunteers:** Oeridian Rogue 12; CR 12; Medium Humanoid; HD 12d8+24 (87 hp); Init +3; Spd

30 ft.; AC 19 (+3 Dex, +4 armor, +2 shield), touch 13, flat-footed 16; Base Attack/Grapple +9/10; Atk +13 melee (1d6+1, short sword) or +12 ranged (1d6, shortbow); Full Atk +13/8 melee (1d6+1, short sword) or +12/7 ranged (1d6, shortbow); SA Sneak Attack +6d6; SQ Trap Finding, Evasion, Trap Sense +4, Uncanny Dodge, Improved Uncanny Dodge, Skill Mastery (Bluff, Escape Artist, Intimidate, Sleight of Hand, Tumble); AL N; SV Fort +6, Ref +11, Will +5; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +20, Bluff +22, Diplomacy +4, Disable Device +17, Escape Artist +18, Hide +18, Intimidate +24, Jump +18, Move Silently +18, Search +22, Sleight of Hand +20, Tumble +20; Combat Expertise, Improved Feint, Persuasive, Skill Focus (bluff, intimidate), Weapon Finesse.

Equipment: +1 studded leather, masterwork short sword, +1 darkwood buckler, shortbow, 20 arrows, *potion of barkskin* +3, *potion of displacement*, *goggles of minute seeing*, *bag of tricks* (gray).

☛ **Ahlissan Rebels:** Oeridian Ranger 12; CR 12; Medium Humanoid; HD 12d8+24 (87 hp); Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 armor), touch 13, flat-footed 14; Base Attack/Grapple +12/14; Atk +14 melee (1d8+2, heavy mace) or +17 ranged (1d8+3, *longbow*); Full Atk +14/9/4 melee (1d8+2, heavy mace) or +17/12/7 ranged (1d8+3, *longbow*) or +15/15/10/5 ranged (1d8+3, *longbow*); SA Favored Enemy (Humanoid: Orc +2, Magical Beast +4, Aberration +4), Combat Style (Archer); SQ Wild Empathy (+15), Woodland Stride, Swift Tracker, Evasion; AL LN; SV Fort +10, Ref +10, Will +6; Str 15, Dex 16, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +16, Jump +17, Knowledge (nature) +18, Listen +17, Ride +20, Search +16, Spot +17, Survival +17 (+19 above ground, +19 following tracks); Endurance^B, Farshot, Improved Precise Shot^B, Manyshot^B, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Equipment: heavy mace, Mithril shirt, +1 mighty [+2] composite longbow, 30 arrows, *potion of cat's grace*, *slaying arrow* (Humanoids: Human), *oil of bless weapon*, bonded light warhorse.

Ranger Spells Prepared (-/2/2/1; base DC = 12 + spell level): 1st—*jump*, *longstrider*; 2nd—*barkskin*, *bear's endurance*, 3rd—*greater magic fang*.

☛ **Bonded Mount:** CR —; Large Animal; HD 7d8+21 (59 hp); Init +2; Spd 60 ft.; AC 19 (-1 size, +2 Dex, +8 armor), touch 11, flat-footed 17 Base Attack/Grapple +5/13; Atk +8 melee (1d4+4, hoof); Full Atk +8 melee

(1d4+4, 2 hooves) and +6 melee (1d3+2, bite) SQ Low-light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +8, Ref +7, Will +4; Str 18, Dex 15, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +9, Spot +9; Endurance, Multiattack, Run.

Tactics: The Ahlissans will cast the following during their wait time before entering the combat.

1. *Longstrider* (shared)
2. *Barkskin* (shared).
3. *Bear's Endurance* (shared)
4. *Greater Magic Fang* (shared, but no effect on the rider)

☛ **4 Monks of the Scarlet Fist:** Suel Monk 10; CR 10; Medium Humanoid; HD 10d8+20 (73 hp); Init +2; Spd 60 ft.; AC 16 (+2 Dex, +2 Wis, +2 class), touch 16, flat-footed 14; Base Attack/Grapple +7/9; Atk +10 melee (1d10+2, unarmed); Full Atk +10/5 melee (1d10+2, unarmed) or +10/10/5 melee (1d10+2, unarmed flurry of blows); SA Flurry of Blows, Stunning Attack (10/day, DC 17), Ki Strike (magic, lawful); SQ Evasion, Still Mind, Slow Fall (50 ft.), Purity of Body, Wholeness of Body (20 hp), Improved Evasion; AL LE; SV Fort +8, Ref +8, Will +8; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +17, Hide +15, Jump +17, Move Silently +15, Tumble +19; Cleave, , Deflect Arrows^B, Diehard, Endurance, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Weapon Focus (unarmed).

Equipment: *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of mage armor*, *oil of magic stone*, *potion of hide from animals*, *potion of cat's grace*, *elixir of hiding*, *potion of haste*, *potion of Heroism*, *potion of cure light wounds*, *bead of force*.

Encounter 7: Final Misfortune

☛ **Half-Red Dragon Gorgon:** CR 10; Large Dragon; HD 8d12+48 (101 hp); Init +4; Spd 30 ft., fly 60 ft. (average); AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; Base Attack/Grapple +8/+21; Atk +16 melee (1d8+13, gore) or +16 melee (1d6+9, claw); Full Atk +16 melee (1d8+13, gore) or +16 melee (1d6+9, 2 claws) and +11 melee (1d8+4, bite) and +11 melee (1d8+13, gore); Space/Reach 10 ft./ 5 ft.; SA Breath Weapon (petrify, DC 20), Trample (1d8+7, DC 23), Breath Weapon (6d8, DC 20); SQ Darkvision 60 ft., low-light vision, scent, immune to fire, immune to *sleep* and paralysis; AL N;

SV Fort +12, Ref +6, Will +5; Str 29, Dex 10, Con 23, Int 4, Wis 12, Cha 11.

Skills and Feats: Intimidate +6, Listen +14, Spot +14; Alertness, Improved Initiative, Iron Will.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 20 negates. The save DC is Constitution based.

Trample (Ex): Reflex DC 23 half. The save DC is Strength based.

Breath Weapon (Su): 30-foot cone of fire, usable once per day, 6d8 fire damage, Reflex DC 20 half. The DC is Constitution based.

Optional Encounter 1: Scarlet Stains on Hills of Iron

☛ **Uncle Lanosin:** Male Suel Monk 1 Evoker 3 (11) Cleric 3 (11) of Wee Jas Mystic Theurge 8; CR 15; Medium Humanoid; HD 4d8+11d4+30 (86 hp); Init +1; Spd 30 ft.; AC 16 (+1 Dexterity, +3 Wisdom, +2 armor), touch 14, flat-footed 15; Base Attack/Grapple +7/7; Atk +8 melee (1d6, unarmed); Full Atk +8/3 melee (1d6, unarmed) or +6/6/1 melee (1d6, unarmed flurry of blows); SA Flurry of Blows, Rebuke Undead (3/day, +2 check, 2d6+2 damage), Specialized (Evocation; Conjunction & Illusion banned); SQ Spontaneous Casting (inflict), Summon Familiar; AL LE; SV Fort +9, Ref +7, Will +15; Str 10, Dex 12, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +20 (+24 defensively), Diplomacy +4, Escape Artist +5, Knowledge (arcana) +20, Knowledge (religion) +20, Listen +7, Sense Motive +16, Spellcraft +20 (+22 with Evocation); Combat Casting, Combat Expertise^B, Empower Spell, Heighten Spell, Improved Grapple^B, Improved Unarmed Strike^B, Scribe Scroll, Spell Focus (Evocation), Quicken Spell, Weapon Focus (unarmed).

Equipment: *bracers of armor* +2, *cloak of resistance* +1, *arcane scroll of scorching ray*, *arcane scroll of identify*, 2 *divine scrolls of cure light wounds*, *divine scroll of cause fear*, *divine scroll of lesser restoration*, *staff of fire* (4 charges), *divine scroll of owl's wisdom*, 2 *arcane scrolls of chill touch*, *pearl of power* (1st), *staff of evocation* (4 charges).

Wizard Spells Prepared (5/6/6/6/4/3/2; base DC = 13 + spell level; 14 + spell level for **Evocation**): 0—*daze* x2, *ray of frost*, *touch of fatigue* x2, 1st—*magic missile*, *ray of enfeeblement* x2, *shield*, *true strike* x2, 2nd—*empowered daze*, *levitate*, *protection from arrows*, *scorching ray* x3, 3rd—*empowered magic missile* x2, *fireball* x2, *Heroism* x2, 4th—*empowered scorching ray* x2, *ice storm* x2, 5th—*cone of cold*, *quicken ray*

of enfeeblement, quickened shield, 6th—**chain lightning, quickened scorching ray**.

Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level; 14 + spell level for **Evocation**): 0—*cure minor wounds* x3, *guidance* x3, 1st—*bane, bless, cause fear**, *cure light wounds* x2, *shield of faith* x2, 2nd—*bull's strength* x3, *death knell**, ***sound burst*** x2; 3rd—*dispel magic** x3, *magic vestment* x2, *prayer*; 4th—*divine power, greater magic weapon* x2, *imbue with spell ability**; 5th—***flame strike, quickened shield of faith, slay living****; 6th—*antimagic field**, ***blade barrier***. *Domain spell.

Deity: Wee Jas; **Domains:** [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purposes of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.)].

Tactics: The following long-duration spells will be active when the PC's arrive.

1. *Magic Vestment* (both allies)
2. *Greater Magic Weapon* (both allies)
3. *Imbue with Spell Ability* (ally will be imbued with *touch of fatigue* x2, *bull's strength*)

Uncle Lanosin will employ spells as much as possible, trusting to his guards to keep attackers at bay. The following is a typical spell order for him.

1. *Quickened Shield & Chain Lightning*
2. *Quickened Shield of Faith & Blade Barrier*
3. *Quickened Scorching Ray & Cone of Cold*
4. *Quickened Ray of Enfeeblement & Flame Strike*
5. *Slay Living* (on caster)
6. *Empowered Scorching Ray* (on melee fighter)

☠**Brotherhood Guards:** Half-Fiend Male Suel Monk 9; CR 11; Medium Outsider (Native); HD 9d8+27 (75 hp); Init +4; Spd 60 ft., fly 60 ft. (average); AC 21 (+4 Dexterity, +3 Wisdom, +1 Natural, +1 class, +2 armor), touch 18, flat-footed 16; Base Attack/Grapple +6/+8; Atk +10 melee (1d10+4, *unarmed*) or +8 melee (1d6+2, bite); Full Atk +10/5 melee (1d10+4, *unarmed*) and +6 melee (1d6+2, bite) or +10/10/5 melee (1d10+4, *unarmed*) and +6 melee (1d6+2, bite); SA Flurry of

Blows, Smite Good (1/day, +9 damage), Spell-like Abilities; SQ Darkvision 60 ft., Immunity to poison, Resistance 10 (Acid, Cold, Electricity, Fire), DR 5/magic, SR 19, Evasion, Still Mind, Ki strike (magic), Slow Fall (40 ft.), Purity of Body, Wholeness of Body (18 hp), Improved Evasion; AL LE; SV Fort +10, Ref +11, Will +10; Str 14, Dex 18, Con 16, Int 18, Wis 16, Cha 12.

Skills and Feats: Balance +17, Escape Artist +15, Hide +15, Jump +16, Listen +15, Move Silently +15, Spot +15, Tumble +17; Combat Reflexes, Deflect Arrows^B, Dodge, Improved Grapple^B, Improved Trip, Improved Unarmed Strike^B, Multiattack, Mobility.

Equipment: *bracers of armor +1, cloak of resistance +1, potion of bull's strength, potion of enlarge person, 2 potion of cure light wounds, potion of shield of faith +2, potion of mage armor, potion of cat's grace, oil of corrupt weapon.*

Smite Good (Su): Once per day, a half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to a good foe.

Spell-like Abilities: 1/day—*contagion, desecrate, unholy blight*; 3/day—*darkness, poison*. Caster Level 9th. Save DC 12 + spell level.

Tactics: The guard will employ the following (*s denoting the imbued spell abilities that one of the two has).

1. *Unholy Blight & Bull's Strength**
2. Enter Melee & *Unholy Blight*
3. Maintain Melee & Enter Melee

Appendix 7: Divinations and their Effects

Divination spells can be a powerful tool if used at the right time, and with the right questions. The listing below, broken down by encounter (including the times between encounters) and by the source book, details the specific information for those questions that are expected to be used. Only those spells that could be cast by 16th level and lower characters are included in the summary below. Any spell not listed functions as per the spell description. Finally, this list only includes spells from the *Player's Handbook*; spells from other sources are too numerous to detail here. Use the entries below to determine reasonable answers for such divinations, should the matter arise. Unlisted encounters have no special information.

Any Time

<i>Arcane Sight:</i>	This spell will, as per the description, reveal any magical aura that is currently functioning, including those present on any NPC's. For this purpose, each NPC description will detail the complete range of Aura's of any magical items and effects that they have.
<i>Arcane Sight, Greater:</i>	See above.
<i>Augury:</i>	See specific entries below.
<i>Commune:</i>	See specific entries below.
<i>Commune with Nature:</i>	See specific entries below.
<i>Contact Other Plane:</i>	See specific entries below.
<i>Detect Spells:</i>	Some NPC's have magic that blocks or redirects these effects. The specific times (if any) that those effects are not functioning are detailed with their statistics. Otherwise, these spells will reveal their information normally.
<i>Detect Thoughts:</i>	Unless otherwise stated in an encounter the NPC's will be thinking about such things as the next meal, the weather, where to rest for the night, or their buxom lass/handsome lad back home. The Scarlet Brotherhood agent keeps his mind firmly fixed on mundane affairs, and is never thinking of home.
<i>Discern Lies:</i>	Individual encounters will detail this.
<i>Discern Location:</i>	If used, however unlikely that is, the spell will function normally on any save the Scarlet Brotherhood agents.
<i>Divination:</i>	See specific entries below.
<i>Find the Path:</i>	This spell can be used to prevent the need for Track checks to locate the Scarlet Brotherhood camp.
<i>Find Traps:</i>	The lack of traps in this adventure eliminates the usefulness of this spell.
<i>Legend Lore:</i>	This spell only works if the subject is at hand, and the descriptions of people contain any legends that it may return, if there are any.
<i>Locate Creature:</i>	This functions as per the spell description, excluding those people who have any of the listed effects active (see NPC descriptions for details of active spells).
<i>Scrying:</i>	See specific entries below.
<i>Scrying, Greater:</i>	See specific entries below.
<i>Speak with Plants:</i>	See specific entries below.
<i>Stone Tell:</i>	See specific entries below.
<i>Vision:</i>	See <i>Legend Lore</i> entry above.

Encounter 1: Days on the Trail

<i>Commune:</i>	This can be used to ascertain much of the information presented in the NPC descriptions, if the questions are detailed enough.
<i>Contact Other Plane:</i>	See <i>Commune</i> .
<i>Discern Lies:</i>	This can be used to determine the veracity of Karralak's stories.
<i>Divination:</i>	See <i>Commune</i> .

Encounter 2: A River Crossing

<i>Commune:</i>	This can be used to determine, if the correct questions are asked, that the ferry breakdown was not accidental, and that the Ahlissan Rebels were behind the matter.
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Commune with Nature: Nearby animals can explain that it has been raining a large amount.
Contact Other Plane: See *Commune*.
Discern Lies: This can be used to determine the veracity of the claim that the ferry broke down accidentally.
Divination: See *Commune*.
Speak with Plants: None of the plants are aware of anything pertaining to this encounter, other than the fact that the other caravans have been tied up here for two days. They also know that it has been raining frequently in the last while (about a week).
Stone Tell: Same as with *Speak with Plants*.

Encounter 3: Inn at Day's End

Commune: This can be used to ascertain the allegiances of the various people who are joining the caravan at the Inn, assuming of course that the correct questions are asked.
Contact Other Plane: See *Commune*.
Discern Lies: This can be used to determine the veracity of any claims that are made by the various faction members.
Divination: See *Commune*.
Stone Tell: The stones of the Inn can reveal that it has been standing for almost 100 years, and that nothing much has ever happened here.

Encounter 4: Caught Red Handed

Commune: This can be used to determine the allegiance of Futhos Imuier, and the nature of the Shadar-kai. It can also be used to identify the Irudeen, and who created it.
Contact Other Plane: See *Commune*.
Divination: See *Commune*.

Encounter 5: Coincidences Dire

Commune: This can be used to determine the allegiances of the various forces.
Contact Other Plane: See *Commune*.
Divination: See *Commune*.

Encounter 6: Blood Money

Commune: This can be used to determine the purposes of the various factions, if not already clear.
Contact Other Plane: See *Commune*.
Divination: See *Commune*.

Optional Encounter 1: Crimson Stains on Hills of Rusted Iron

Augury: This spell will fail in regards to the encampment.
Commune: This spell will fail in regards to the encampment.
Commune with Nature: This can reveal the location of the encampment.
Contact Other Plane: This spell will fail in regards to the encampment.
Divination: This spell will fail in regards to the encampment.
Find the Path: This spell can be used to prevent the need for Track checks to locate the Scarlet Brotherhood camp.
Scrying: Use as normal, although the PCs will not be familiar with anyone they are scrying on, so they will receive a +10 bonus to their Will save. The knowledge of the existence of the encampment is sufficient to allow the spell to work.
Scrying, Greater: See Scrying above.

Appendix 8: New Rules

Shadar-Kai (*FIEND FOLIO*)

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft.

AC: 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13

Base Attack/Grapple: +1/+1

Attacks: Spiked chain +4 melee, or shortbow +4 ranged

Full Attacks: Spiked chain +4 melee, or shortbow +4 ranged

Damage: Spiked chain 2d4, or shortbow 1d6/x3

Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain)

Special Attacks: Sneak Attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9

Skills: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain)^B, Weapon Finesse

Climate/Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 *gal-ralan* plus standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

The shadar-kai, or shadow fey, are a race of bitter, determined folk whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow.

The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to preserve the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the shadow plane to cast the world into an endless twilight in which the shadow fey would rule

supreme. But the experiment went awry, and the shadar-kai were left bound to the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects the shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

Shadar-kai speak Common, Elven, and Sylvan.

Combat

Cursed and blessed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spellcasting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure the combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see Shadar-Kai Items, below).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than normal sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see *Appendix V*).

A shadar-kai with a damaged soul gains one negative energy level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, the shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain Experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Shadar-kai Society

The Shadar-kai has developed a predatory society. They have few permanent cities of their own but can often be found in other settlements. The cities built by humans and other intelligent races have little chance of keeping out a determined group of shadar-kai infiltrators because such cities are full of shadows.

The few Shadar-kai cities that remain on the Material Plane are concealed by illusions and shadow magic, and well guarded by bands of shadar-kai scouts leading shadow mastiffs. Many shadar-kai have been subsumed into the Plane of Shadow, and even the greatest cities of the shadar-kai are desolate, sparsely populated places.

Most shadar-kai realms are magocracies, ruled by powerful illusionists. Shadar-kai hate other fey, and they hunt and kill those unlucky enough to cross their path. Occasionally shadar-kai make alliances with other evil fey, usually to deceive or infiltrate a population of good humanoid.

Shadar-kai Items

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a gal-ralan (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body, but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drain, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these effects, and so on.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, *caster level* must be three times that of the gal-ralan's bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5). *Weight:* —.

Blackstone Rune: Shadar-kai overcome by the shadow curse often make use of the *blackstone rune*. The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between either the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects. A *blackstone rune* can be used three times before its magic fades.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *plane shift*; *Market Price:* 3,300 gp. *Weight:* —.

Night Extract: When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the *night's extract's* area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with normal low-light vision gain a +5 bonus to Spot checks made in starlight. The *night extract* provides nine-tenths concealment (40% miss-chance) against creatures without low-light vision, one-half concealment (20% miss-chance) against creatures with low-light vision,

and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes.

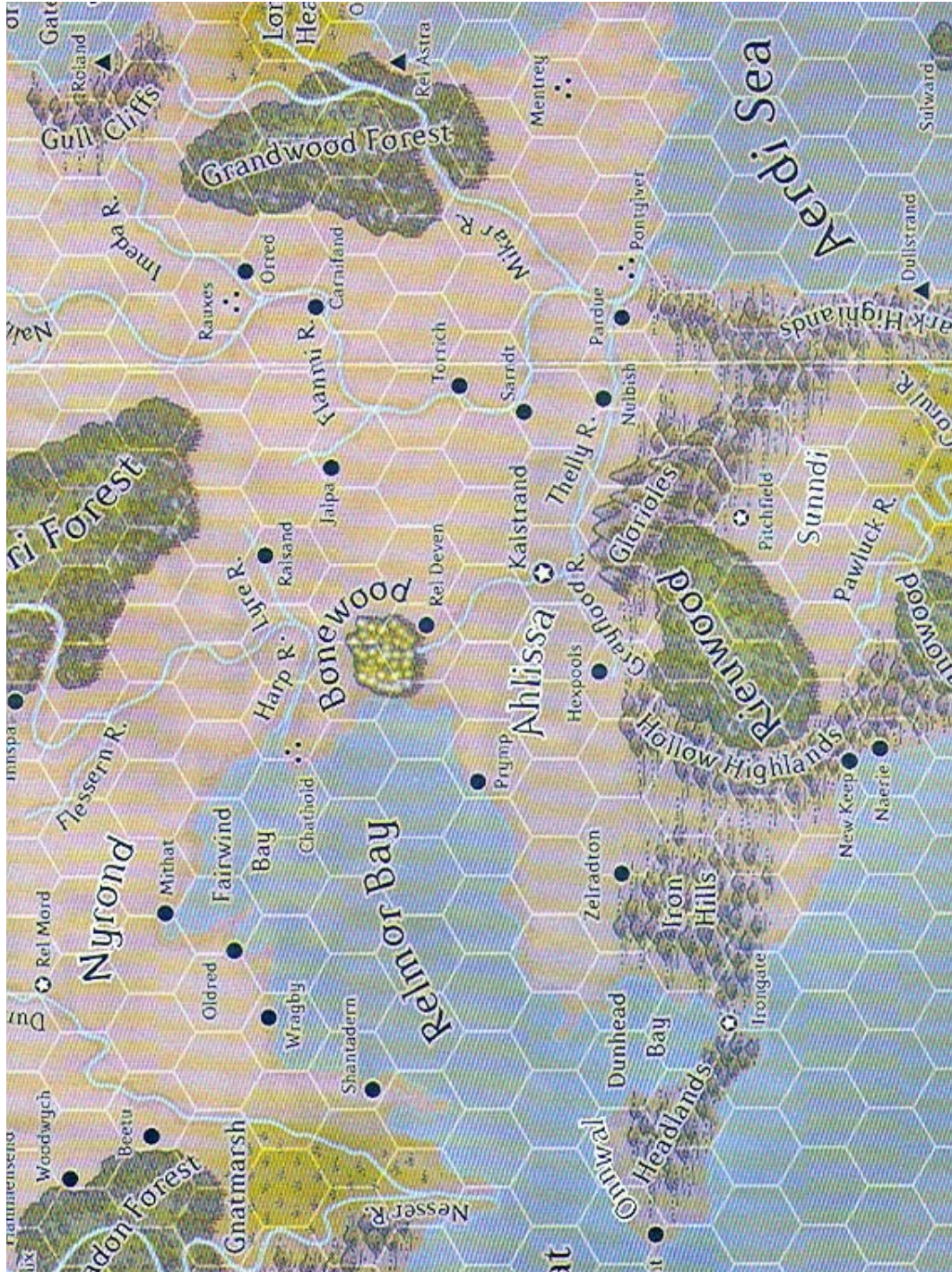
Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *light*; *Market Price:* 50 gp. *Weight:* —.

Shadar-kai Characters

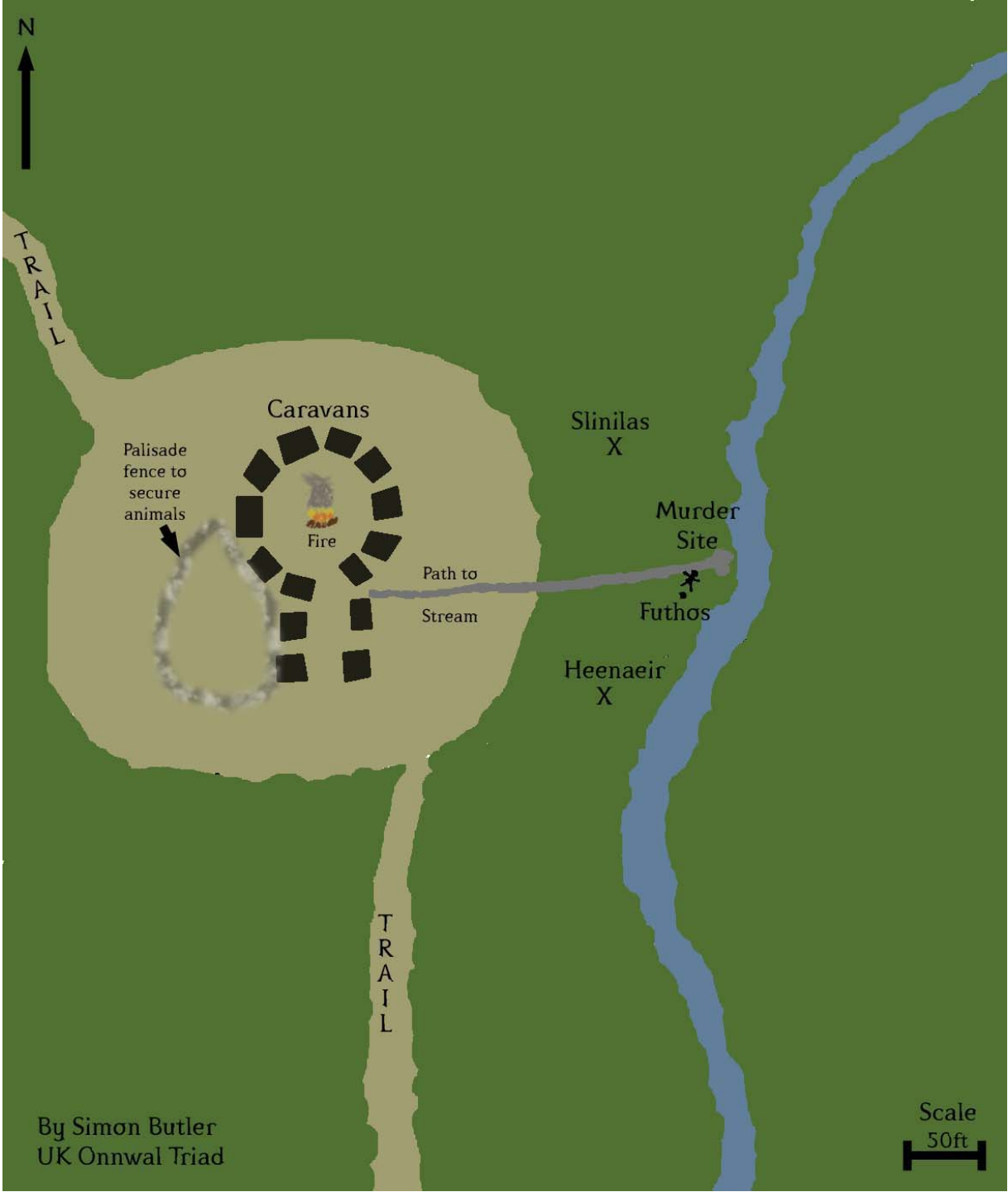
A shadar-kai's favored class is rogue. Although rogues are by far the most common characters among the shadow fey, many other shadar-kai become wizards or clerics. Few shadar-kai are strong in melee combat, so they rarely choose to do well as fighters, rangers, monks, or barbarians.

Due to their starting Hit Dice and unique powers, a shadar-kai's effective character level (ECL) is +4. Thus, a 1st-level shadar-kai rogue has an ECL of 5 and is the equivalent of a 5th-level character.

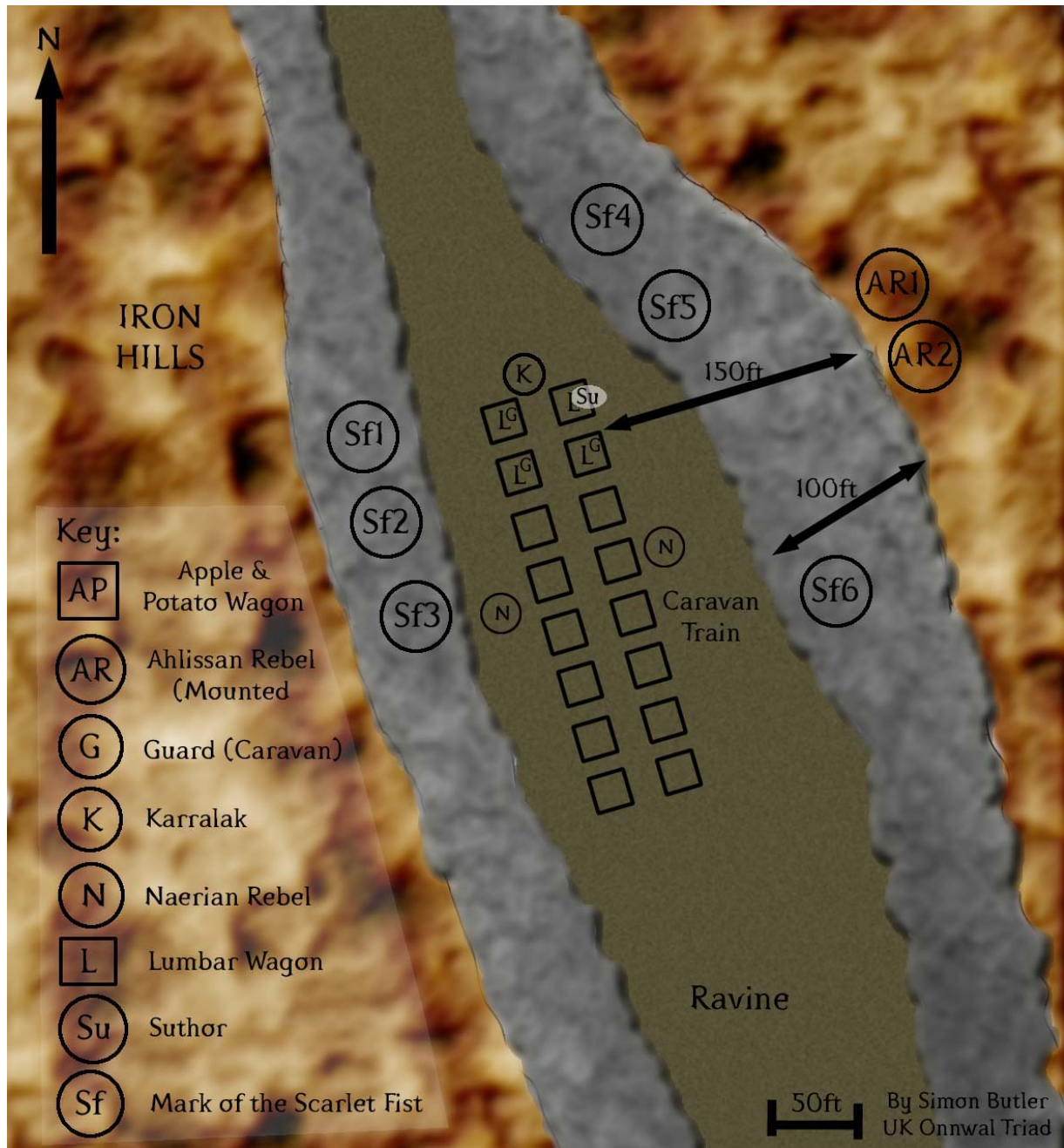
DM Map 1: Route of the Windmarch



DM Map 2:
Murder Site



DM Map 3: Ambush Site



Player's Handout 1:
Letter (*ANCIENT SUEL*)

Brother,

One hopes this letter finds you in good health, in as much as that is possible amongst the *mav-shar*. The caravan has left Irongate; remember it is essential that we get this caravan. We have a great need for the lumber, and there is the further issue of that *kothurg* of a merchant who is somehow getting through our blockades. Capture him alive, for we must question him and prevent Xavener from obtaining more lumber, we cannot allow his fleet to grow larger. If possible, capture more since we could use more *Bosok* for the experiments.

Rhoidey Sulanse

There follows here a description of the caravan, and those who left Irongate with it.

Translation notes:

Mav not
Shar pure
Ko man
Thurg little
Bosok slaves
Rhoidey foster uncle