

TSS5-01

Ten Minutes

A one-Round D&D LIVING GREYHAWK® Splintered Sun Meta-Regional Adventure

Version 1.0

Round 1

by Wouter Scheepe and Pierre van Rooden

Circle Reviewer: Paul Looby

Editor: Pieter Sleijpen

Naerie Map and background information: Sampoo Haarla

Play testers: Frank Aben, Donjin Cieraad, J-P Hartikainen, Robert Kerklaan, Arjen Laan, Mikko Laine, Jarno Laukkanen, Oscar Logger, Nina Moelker, Ward van Oosterum, Pasi Riita, Jukka Särkijärvi, Krishna Simonse, Erno Sombroek, Daan Stolzenbach, Auke Teeninga

A prisoner holding a secret leads you to a place that was once the site of a hideous crime, in search for a man long dead.

As thunder rolls, and rain starts falling, the shadows in the darkness move to welcome you... to Alymport.

A scenario for APL 2-12 with an optional extension.

Part 3 in the "Trust or Treason" cycle. Parts 1 and 2 are *TSS3-01 Stonecunning* and *TSS4-01 The Verdant Trail*.

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they

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

would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

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

Travel In The United Kingdom Of Ahlissa

For adventures not set in Ahlissa this whole section can be deleted.

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.

Note: In this scenario, the consequences of this roll should be handled in encounter 3: Northbound.

Adventure Background

About two years ago, the Iron League came into the possession of the diary of a Scarlet Brotherhood soldier (see the meta-regional: *TSS3-01 Stonecunning*). According to this diary, the soldier served with the Brotherhood during their occupation of Idee, and had belonged to a military unit led by a man named Spannek. His group had been stationed in the north and had been forced to retreat when Ahlissa invaded Idee.

More interesting, the diary mentioned that Spannek had intercepted a messenger at the raided thorp of Alymport in the County of Idee. During his interrogations, he came to learn the name of a Scarlet Brotherhood member that had apparently turned against the Brotherhood, and sold information to sources in Onnwal and Irongate.

According to the diary, the agent is known as Keskyra, but the League suspects this to be a false name. She (the League suspects a woman) seems to have sold vital information prior to the war, though the League is unsure who the benefactor was. There are suggestions the agent sold – and may still sell - secrets to people in Onnwal (maybe the Wreckers), or even to Cobb Darg. If true, this means knowing the identity of the agent is of significant value.

According to the diary, Spannek hoped to gain advantage of this knowledge, but the rebellion in Onnwal delayed his progress, and when most of his band was killed, he deserted, leaving him in bad standing with the Brotherhood. He turned to banditry, joining a small group of thugs that plagued Sunndi, financed by a mysterious group known as the Blood of Aerdy. The Blood are a group

who desires the reunion of Sunndi and other states of the former Great Kingdom, and have need for disruptive forces in the area so as to strengthen their own hold on the region.

Adventurers defeated Spannek's band (see the Sunndi regional: *SND2-01 United We Stand*), but he managed to escape. He did not expect support of the group he failed, and turned desperate, as more than one faction now wants him dead.

A few months ago he set his bets on using his old information to get himself in favor again with the Brotherhood. He took up the idea to travel back to the Tilvanot Peninsula through the Vast Swamp. A group of adventurers (See *TSS4-01 The Verdant Trail*) managed to capture Spannek and bring him in for questioning. Unfortunately, Spannek was turned over to the Hextorites of Eyedrinne before the Iron League got a chance to question him.

At this moment he is imprisoned by the Hextorites in Eyedrinne, who plan to bring him to Naerie, where he is wanted for war crimes. They plan to do this quickly, as already a fellow prisoner made an attempt to kill Spannek.

The Sunndian government, which has several issues with Spannek for banditry, made a deal with the newly appointed Ahlissan ambassador and decided to turn over Spannek to the Naerie authorities to improve relations.

Obviously, this is no good news for the Iron League, as surely Spannek will be sentenced to death, and when he dies, he will take his secret with him to the grave. The League thinks Spannek knows the true name of the Scarlet Brotherhood agent, but this is incorrect. Spannek does know where the messenger he interrogated was buried. Recovering his body from Alymport may aid the League in finding out the truth.

Unfortunately, Alymport has become a rather dangerous place as of late. About two years ago, a small community of farmers tried to rebuild the place, hoping to revive the vineyards and recreate the port the thorp got his name from. After several years of struggling, this finally seemed to succeed. Then disaster struck.

A few months ago, a stranger appeared at the Thorpe, delivering a package to Rebula Mannock, a gnome alchemist and renowned botanist. The stranger wanted a strange substance examined, and paid Rebula handsomely for his efforts. Rebula complied, but the substance he examined proved fatal – it infected him and his son with a strange disease, one that was contagious and spread like wildfire. Within a week, almost the entire population fell to the disease. Worse – those that died rose as ravenous undead.

Only Rebula and his son survived – due to alchemical treatment, Rebula could stave off the effects. Unfortunately, he and his son have gone mad. Rebula

searched for dark and vile ways to cure the disease, and he now is convinced that with the grafting of new flesh on his son's body, he can cure him and stop the disease. He is wrong.

Meanwhile, the town is overrun by undead, while Rebula creates imperfect constructs of the town's dead in the hope of gathering the tools to reshape his son.

He took up residence in the distillery, where the dead are now piled high, guarded by undead, animated corpses, and rotting flesh golems.

Adventure Summary

Introduction: Before starting play, the party should decide for whom they want to work. The DM could ask for favors the party has (with either Ahlissa or the Iron League) or otherwise let them decide for themselves.

In **Introduction A**, the party is hired by the Iron League. Diplomat Renath Borga hires the party to capture Spannek from a transport, using an ambush set up in the Adder's Pass. She also asks not to use any lethal force on Spannek's jailers.

In **Introduction B** An official of the Nasranite Watch, Damar Rocharion, asks the party to collect Spannek from Newkeep and escort him to Naerie City for his trial.

In **Introduction C** An official of the Sunndian Government, Lord Rilcern, asks the party to assist the Naerie government in escorting Spannek through the Adder Pass.

Encounter 1 [The Ambush]: In this encounter, an ambush takes place to 'rescue' Spannek from the Hextorite transport. Depending on the earlier choice made, the PCs are either the transport's guards or the ambushers.

1A: The party gets some time to setup an ambush for the upcoming transport of Spannek.

1B: The party is traveling through the Adder's Pass from New Keep to Naerie, where they are ambushed by another group of adventurers hired by the Iron League.

Encounter 2 [Dead Man Walking]: Spannek is interrogated about where he buried the remains of the messenger. If the party wishes they can decide to stay away from this or help with the interrogation. Both the Iron League representatives and the judges in Naerie want to know the specifics. After the interrogation, they ask the party to go with Spannek to Alymport, where he shall point out the courier's grave. The party is asked to perform a *Speak with Dead* spell on the dead body of the messenger to ask him by whom he was sent to warn Irongate of the impending invasion of the Scarlet Brotherhood. For this, they get

assistance of a Burrower (if hired by the Iron league) or a Naerie official (if hired by the Nasranites).

Encounter 3 [Northbound]: The PCs travel to Alymport in the north. This journey is mostly uneventful. This encounter can be used to resolve any issues with PCs wanted in Ahlissa, as noted in the **Travel in the Kingdom of Ahlissa** section in the Introduction. PCs working for Naerie can travel without trouble.

Encounter 4 [Former Denizens]: Arriving in the thorp Alymport the party notices that things are not as they should be. Graves have been robbed. The grave of the messenger is empty.

As the PCs investigate, shambling corpses attack them. Not all the creatures are undead – among them are strange constructs crafted from the dead of the graveyard. Some PCs may catch a disease in this encounter.

Having dispatched a first wave of the dead, a second and larger group appears, driving the PCs away from town. Just when things seem dire, the halfling Puck arrives, beckoning the PCs to follow him to safer ground.

Encounter 5 [Safe Haven]: One small farm, outside the thorp, is still inhabited. The farmer, Rohm, who is barricaded in is at first reluctant to let Puck and the PCs in.

Once the PCs are inside, Rohm and Puck can relate that they were members of a small group of settlers that tried to repopulate the area. They recently returned from a trade trip to find Rohm's wife and children transformed to undead, and the body of his recently deceased father recreated in a stitched up walking corpse.

They can relate a bit of the thorp's history, and of the man behind the problems, Rebula.

Encounter 6 [Alymport]: To best Rebula and locate the remains of the messenger, the PCs have to enter town and find the building where Rebula dwells. Both undead and constructs walk the town's streets. The PCs have to avoid them to get to Rebula.

In addition, PCs may have to deal with the disease as it starts to manifest itself.

Encounter 7 [The Distillery]: This encounter described the distillery and a number of possible ways for the PCs to enter without drawing undue attention.

Encounter 8 [Son of A Mourning Father]: Rebula is trying to rebuild his son as a half-golem. When the party arrives he has just succeeded – creating an insane half-golem filled with hatred. The half-golem immediately attacks both his creator and the party.

If the party succeeds in fighting the half-golem and his creator, they can then search the distillery and find the body of the messenger, withered but mostly intact.

Encounter 9 [Ten Minutes]: Now the *Speak with Dead* spell can be cast. As it is cast, more creatures turn up to disturb the casting, leaving the PCs the task to keep them away until the casting is finished.

Once cast the party has limited time to ask the dead messenger questions.

Encounter 10 [Dawn of the Dead]: If they haven't fled yet or delt with the zombies themselves, the PCs are trapped inside the distillery until they are finally rescued by forces from the nearby city of Minetha.

Optional Encounter 11 [An Offer...]: In Minetha, the party is approached by two strangers called Esmee and Salizar, who offer a sum of money in exchange for Spannek. Their affiliation is unclear, but the encounter hints that more than one faction seeks Spannek. The PCs can accept or refuse the offer, and may get a bit of information out of the strangers.

Optional Encounter 12 [...You Can't Refuse]: If the PC refused the offer of Esmee and Salizar, the party are attacked as they travel towards their end destination.

Conclusion: The party can bring Spannek back to Irongate or Naerie City depending on for whom the party worked. They are handed some final rewards and words of friendship or trust.

Introduction

This adventure has two alternate ways to start the scenario and get the PCs hired. Decide who the party is most likely to aid: the Iron League, the Principality of Naerie or the Kingdom of Sunndi.

Characters that gained the mistrust of the Iron League (i.e. in '*TSS3-01 StoneCunning*') are unlikely to be hired by the Iron League unless most of the remainder of the party is favored.

Characters that are 'Wanted in Ahlissa or Nearie' are not the first choice of the Naerie Watch either, but this may be waved if they choose to willingly solve the issues, and pay their fine, at the start of the scenario.

Lawful characters who don't want to work for any Ahlissan authorities are hired by a Sunndian diplomat to help a Naerie official bring Spannek to Nearie City

If the choice is not obvious, let the players decide. People mistrusted by any party may be given the benefit of the doubt as long as other party members are willing to

speak for them. As noted above, issues with the law will have to be solved before the party is hired by the Nasranites.

If there is no preference, and the party consists mainly out of lawful characters, it is advised to use either Introduction B or C due to the nature of the assignments.

The whole party is hired by the same agent, and therefore starts in the same city (Newkeep in Sunndi for the Iron league or the Sunndian Government, and Naerie City in case of the Nasranite Watch).

A: The Iron League: New Keep

It has been a fine, sunny day in New Keep. As the sun sinks low in the west, you make your way to “The Hollow Inn”, known widely for its excellent ale. The inn is a bit rowdy, but popular with the small folk of the Hollow Highlands.

You received a message from a woman named Renath Borga some days ago, and she invited you to have dinner in this inn and discuss a matter of some importance....

The Hollow Inn has a reputation of serving good ale and offering good fun, but fights are pretty common and people who prefer a quieter place tend to avoid it. It is popular with the humans and other goodly races of the Hollow Highlands, Trithereonites, and the less disciplined border guards. It is built below ground and run by gnomes. Since it caters mainly to the smaller folk, medium size characters might feel slightly cramped inside due to the relatively low ceiling. There are tables made for both small and medium characters though.

Players who played “TSS3-01 Stonecunning” or “TSS4-01 The Verdant Trail” know Renath Borga as the person who contacted the party for aid in those scenarios. Renath is an elder female dwarf, a diplomat in service of the Iron League. She is stationed in Irongate but travels regularly. She is allied with the Jade Mask, but is not actually a member.

Renath Borga is patient and polite, though the force of habit that is prevalent in diplomats means she is occasionally not too forthcoming with information, requiring people to prompt her to get answers to questions that they might consider obvious. She hardly ever gets angry.

🔱 **Renath Borga**, Female dwur Ari4, AL NG.

Renath Borga is an older dwur woman with long, greying braided hair held together with a golden ring set with a gleaming stone. She is clad in fine, dark blue robes with a dark red stripe running across her chest.

When she arrives, you are all brought to a private room in the back of the inn. The room is filled with a dinner table and Borga invites you to sit down and order some of the specialties of the cook.

Have the PCs introduce themselves to each other and Renath Borga, and order some food. Before beginning, Renath asks the PCs to assure her that nothing of what she tells is to leave the room, even if the PCs decline on the mission. She particularly makes this point to anyone who is not trusted. PCs that refuse are asked to leave. Once PCs have agreed to this, paraphrase the following, taking into account that PCs that played in TSS4-01 The Verdant Trail may have apprehended Spannek for the League:

After food has been delivered, and the servant girl left, Renath Borga begins to explain.

“Some time ago, a villainous bandit by the name of Spannek was captured [with your help]. This Spannek knows much that we desire to know, and we would like to interrogate him on some information.

“Unfortunately, we heard he has been turned over to the authorities of the Principality of Naerie, as a token of good will to the Ahlissans.

“I know that he will be transported through the Adder Pass to Naerie City in the coming days. I would like to ask you to abduct Spannek from the transport, and bring him to Nonzfyr in the north, where we can interrogate him properly. It is important, though, that you don’t kill any of his guards. They are only doing their jobs, and it could also lead to a very difficult situation for us with the Sunndi government. It would therefore be best to only subdue the guards.

“Once Spannek is in our hands, we hope to obtain the information we need from him..

“This mission is important. We risk much. Realize that we may uncover a secret that could help us end the threat of the Scarlet Sign – surely you agree that that is far more important than the fate of a bandit, even a foul one.

“Will you take this mission?”

Any PC who makes a DC 15 Bardic Knowledge or a DC 20 Knowledge (the Splintered Sun) or Knowledge (history) check recalls the name of Spannek as one associated with a commander that lead a force of soldiers in the north of Idee, during the occupation by the Scarlet Brotherhood. At DC20/DC 25, the PC recalls that Spannek was responsible for the razing of Alymport and the massacre of its population. If the PC has 5 ranks in Profession (soldier) get gets a +2 synergy bonus on the check.

Renath Borga offers 12.5 gp x APL to each party-member for the mission. She does not give out much more

information until the PCs agree to the mission. After that, she is willing to answer more questions

If necessary to appease members in the party who are Knights or allied with the Sunndi Army, she hints that Spannek will be returned to Naerie after they are done with him, though whether this is true or not remains to be seen.

If the party does not accept the mission the adventure is basically over.

If the party accepts, Renath spreads out a map and shows the party the route the prisoner transport plans to take.

"According to our informants, the best place to set up an ambush is the Adder Pass. I have therefore arranged a guide from the Burrowers, a dwarf cleric named Burrowforge, to bring you to the best spot for such an attack. Spannek will be transported in a buggy - be aware that those carts can be very fast, so take precautions to immobilize it."

If anyone asks what the Burrowers are, Renath informs them that they are the local militia in the Hollow Highlands, and that they are allies of the League.

If people ask for the consequences when captured:

"It is best if you make sure you are not recognized. It will make it easier for us to - eh - discourage further investigation to the identity of the attackers."

"There is of course a risk of being captured if you fail, though punishments will be light - well, according to Ahlissan law - if you do not use lethal force."

"Of course we expect you to succeed!"

"But if the worst does happen, we cannot admit that we are behind it - it would damage relations between Ahlissa and Sunndi, not to mention the trust that His Majesty's government has in us. If you are wise and stay quiet on the true cause of the mission, we will do our utter best to help you. We have a lot of influence - but we need your help to make that work."

If the party wants to know what kind of information Spannek has, Renath is reluctant to talk. If at least some of the PCs are in good status with the Iron League, or members of the Jade Mask meta-organization, she informs the party:

"We have reasons to believe this man knows the name of a double agent working for the Scarlet Brotherhood. This agent might have provided information about the invasion of Onnwal to the Wreckers or Cobb Darg, though that information never reached us. The name of this agent is of vital importance to the League. I heard a fellow prisoner

tried to kill Spannek in prison, which gives credibility to the idea that he knows too much. We cannot risk him being hung in Ahlissa as long as we are unsure."

If none of the PCs are in good status with the Iron League, she tells them:

"It may be best if you do not know this - not yet, anyway. It is safer for all of us."

The party gets a small amount of time to buy equipment, and will be provided transport, by horse or pony, to get to their contact in the hills. The maximum gp value for individual items to be purchased in Newkeep is 3000 gp. While a war wages in the south of Sunndi, Newkeep is not affected as much by the war as other towns - trade with the Ahlissans is on the rise, especially after the recent wood-for-arms trade agreement

Proceed to Encounter 1: The Ambush: A: Freeing the Prisoner

B: The Nasranite Watch: Naerie City

It is a fine, sunny day in Naerie City, and you are in the Star of Aerdy tavern near the Nasranite Watch's barracks. Wulfric, the owner of this fine establishment, has placed few tables outside to take full advantage of this beautiful day. As you sit and enjoy your drinks, you overhear two watchmen next to you talking."

"I heard Damar is planning to seeking to hire some people for a task at the borders," one says."

"Strange, that," the other comments. "Why would he be thinking of hiring adventurers? We have enough men out there."

The other shrugs as he takes another swig."

"Dunno. He's in a hurry to find people though."

The guards, Emmun and Tolrek, know that a criminal has to be transported from New Keep to Naerie City. They don't know more details - if the PCs are interested in the job they will have to contact Damar Rocharion, who can be found in the Nasranite Watch's office. Any PC who is a member of Nasranite Watch meta-organisation, will already be in the office and will come into play once other PCs get there.

If the PCs go there, Damar is not too hard to find. After they have informed why they are there and who they are, a sertern (sergeant) informs Damar that there are adventurers here and the PCs are ushered into his office.

Damar Rocharion turns out to be a lightly tanned, dark haired man in his 40s, with brown eyes, and a few days of

stubble on his chin. He is clad in the uniform of the Nasranite Watc. At his side is an exceptionally crafted sword with the crowned sun of the old Great Kingdom and the fist and arrows of Hextor embossed on the pommel.

Rocharion nods at you and beckons you to sit down.

If one or more characters have played *NAE4-03 The Apprentice* and received 'Favor of Damar Rocharion', choose one of them and read the following:

"Ah, it's you, (character name) is it not? I was informed you might be interested in a job?"

If no character has played *NAE4-03 The Apprentice*, read the following.

"I heard you are interested in a possible task for the watch?"

Damar Rocharion is a by-the-book type officer, most of the time at least. He is second in command of the Nasranite Watch, but has been ordered to deal this assignment instead of Captain Belva. Originally from the Solnor Compact, the town of Roland specifically, he came to Idee (as it was then) during the Greyhawk Wars and later took part in its liberation and annexation.

Damar found his sword in Rauxes after its previous owner "had no need for it". He can reveal this much if PC asks politely (and succeeds in a DC 15 Diplomacy check), but will not reveal more than that.

🔱 **Damar Rocharion:** Human male (Oeridian) Ftr6/Rgr2; LN.

Once the PCs confirm that they are interested, Damar presents the case.

"A notorious war criminal and bandit, named Spannek, was apprehended in the south of Sunndi a few months ago. He has been extradited to our country, as is right, so we can pass sentence on his crimes.

"He is a dangerous man, a member of the Scarlet Brotherhood, and I don't think that he will live long once he arrives here and has been judged.

"We are looking for some trustworthy men to bring him from New Keep in Sunndi to our city. What do you say?"

Any PC who makes a DC 15 Bardic Knowledge or a DC 20 Knowledge (the Splintered Suns) or Knowledge (history) check recalls the name of Spannek as one associated with a

commander that lead a force of soldiers in the north of Idee, during the occupation by the Scarlet Brotherhood. At DC 20/DC 25, the PC recalls that Spannek was responsible for the razing of Alymport and the massacre of its population. If the PC has 5 ranks in Profession (soldier) get gets a +2 synergy bonus on the check.

The party is offered 12.5 gp x APL for bringing Spannek from New Keep to Naerie City. If the party does not except the offer the adventure is over.

If a PC asks why Damar does not send his own men, he explains:

"Well, that is politics. I would rather send my men, but they have no authority in Sunndi, and using 'neutral' people such as you as guards would be more to the liking of the Sunndi government. You will not be all on your own though. I will send an officer along, Altern Grimwold. He has the papers to arrange the transfer of the prisoner, and will accompany you on the journey."

If they ask why Spannek needs such an escort:

"This man once worked as an officer in the Brotherhood army. He has committed foul atrocities in the north, and lived a life of banditry. His crimes are vile, and we want to make sure no Brotherhood agents are going to interfere in the way of justice."

If any character asks about the aftermath of events presented in *NAE4-03 The Apprentice*, he answers this:

"As you might have heard, Euronymos paid quite a lot of money to repair the property damage caused, and he has kept pretty low profile ever since, so I guess he will be more careful in the future. I will keep an eye on him of course."

If any character mentions he was part of a group who captured Spannek in *TSS4-01 Verdant Trail*, read the following:

"Good work. Quite suitable that it will be you who bring Spannek to his final judgment."

If a character asks if Damar is a Hextor worshipper, he will only answer:

"In this land one will eventually serve both Hextor and Heironeus and I think it never hurts to be on good terms with Zilchus as well."

Damar Rocharion offers rations for the trip to and from New Keep and assigns the party an officer named Calysto Grimwold, as well as a cart with a driver to transport Spannek. If PCs want to make a quick purchase before they leave, this is still possible. The maximum gp value for individual items to be purchased in Naerie City is 15,000 gp.

Proceed to Encounter 1: The Ambush. B: Transporting the Bandit.

C: The Sunndi Government: New Keep

It is a fine, sunny day in New Keep. As you are going about your regular routine, a young man bearing the arms of New Keep on his tunic approaches, greets you by name, and hands you a small letter. The seal bears the Sun Respendant – the arms of the Kingdom of Sunndi. He then bows and, without a word, sets off again.

If the PCs ask, the young man does not elaborate on who sent him. If PCs open the letter and read it, read aloud or paraphrase the following:

It is a request by Lord Rilcern to attend a meeting at City Hall by noon. It concerns a mission that is 'of significance for the relations within our region', but the letter doesn't say much more.

Characters who have played *TSS4-04 Crossfire* remember Lord Rilcern as the Sunndian diplomat that hired them as an escort to the Calling Mines.

Once you enter Cityhall and state your business, you are immediately led to a small office, where Lord Rilcern sits behind a desk. Rilcern is short, with long, straight light brown hair tied together in a pony-tail. His angular features and emerald green eyes hint at some elven blood in his ancestry. He smiles amiably at you, offering his calloused hand, which shows the signs that he is not afraid for hard physical labor.

Rilcern briefly greets the PCs, and introduced himself to those that do not yet know him, then gets down to business:

"A notorious war criminal and bandit, named Spannek, was apprehended in the south of Sunndi a few months ago. He has been extradited to Naerie, as a sign of good faith between the Kingdom of Ahlissa and our realm.

"Spannek is a dangerous man, a member of the Scarlet Brotherhood, and I think that his life will be neither long nor prosperous once he reaches Naerie.

"We are looking for some trustworthy men to lead this bandit through the Adder Pass to the Ahlissan outpost on the other end. We are looking for people that are both experienced and acceptable to both nations, and we came to you.

Are you interested?"

The party is offered 25 gp x APL for bringing Spannek from New Keep to Naerie City. If the party does not accept the offer, Lord Rilcern will look for other men, and the adventure is essentially over.

If the party asks, why he is not sentenced in Sunndi read the following.

"He is part of an agreement with the Ahlissan ambassador to create some good will with the Ahlissan government. I am sure you will gain some favor with them as well."

If a PC asks why the Sunndi government does not send its own men, he explains:

"Well, there is a war going on, and even Donner has stationed quite a number of the guards in the south. I would rather send my men, but we need all the men capable of fighting on their post. You will not be all on your own though. The Naerie authorities sent an officer along, Altern Grimwold. He is here to arrange the official transfer of the prisoner, and will accompany you on the journey."

If they ask why Spannek needs such an escort:

"This man once worked as an officer in the Brotherhood army. He has committed foul atrocities in Idee, and led a life of banditry. His crimes are vile, and the Ahlissan authorities want to make sure no Brotherhood agents are going to interfere in the way of justice."

Lord Rilcern offers rations for the trip to and from Naerie City and introduces the party to the Naerie officer named Calysto Grimwold. He also assigns a cart with a driver to transport Spannek.

Proceed to Encounter 1: The Ambush. B: Transporting the Bandit

Encounter 1: The Ambush

This encounter puts the party against another party that either wants Spannek for his information or is holding him. Spannek does not try to flee in this encounter. He is not trusting either group since he knows he has more

enemies in this region than is good for him, and fears he will be killed if he runs – which wouldn't take him very far as long as he is bound.

The cart driver also does his best to keep out of the fight, and flees with or without the cart (and with or without Spannek in that respect) at the first opportunity he sees.

A: Freeing the Prisoner

It is a half day's journey to the Adder's Pass. There you met your guide, a sturdy dwarf named Burrowforge, and two halflings who named Pekt and Roldo.

With these three Burrowers, you travel through the hills for about an hour, until the two halflings split off from your group, to prepare a safehouse to receive you and your quarry once you seize him. Meanwhile, Burrowforge leads you along the pass, pointing out a few locations that would be suitable for an ambush.

Burrowforge is a dwarf cleric of Dumathoin. He is a businesslike, no-nonsense dwarf. He is quiet and talks in short sentences.

Pekt and Roldo are brothers, and while they may act the fool at times, they are very keen and professional guides - they know the way of the highlands and are very serious about their jobs.

The party should be given time to choose one of the maps and make a plan for an ambush. If there is not much game time to play the adventure, Burrowforge suggests to use the tactics that are used in part B of this encounter. The party still has to adapt the terrain for their own tactics.

See Appendix 7 for a sample map of the pass and the transport's approach.

Burrowforge reminds one final time not to use lethal force against Spannek's guard before retreating to a watch post far from the ambush site. While you are waiting in the pass, the sky clouds over and it grows chilly. You know the transport traverse the pass sometime today.

Creatures: The transport arrives with the ranger, Glendarara, scouting about 100 ft. in front of it. The party has to choose to let her pass. If they let her pass, make opposed Spot or Listen checks for her vs the PCs Hide or Move Silently checks to notice any hidden PCs or to give away their own location.

If the party is using a ruse, any Spot or Listen checks have a -5 penalty because of the distraction.

One of the warriors and the rogue Lagoli are 20 ft. in front of the cart, while the rest of the guards are close to the cart. The driver and Spannek are on the cart. A Nasranite

watch officer named Grimwold accompanies the cart on foot. If the ranger spots anything suspicious, she signals the transport to stop moving.

Spannek is tied on the cart. He is in manacles, and covered with a tarp, which should prevent people from instantly teleporting him out.

In addition, at APL 8 and up, Inifredd has cast an *anticipate teleportation* from scroll, which will forwarn him should anyone plan to teleport to within 35 ft. of him. See Appendix 8 for details on this spell and its effects (note that Inifredd does not need a focus as the spell is from scroll).

In case anyone does try to teleport Spannek, he is initially unfriendly and resists being teleported. Changing his attitude so he goes willingly takes a full round and requires a DC 35 Diplomacy check.

APL 2 (EL 4)

- ☛ **Caseynn:** Male half-orc War1; hp 9; see Appendix 1.
- ☛ **Killann:** Male human War1; hp 10; see Appendix 1.
- ☛ **Kobrik:** Male dwarf Clr1; hp 10; see Appendix 1.
- ☛ **Lagoli:** Male halfling Rog1 hp 8; see Appendix 1.
- ☛ **Glendarara:** Female elf Rgr1 hp 8; see Appendix 1.
- ☛ **Inifredd:** Female gnome Sor1; hp 7; see Appendix 1.
- ☛ **Spannek:** Male human Ftr2; hp 16; see Appendix 1.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 1.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 1.

APL 4 (EL 6)

- ☛ **Caseynn:** Male half-orc Ftr1; hp 11; see Appendix 2.
- ☛ **Killann:** Male human Ftr1; hp 12; see Appendix 2.
- ☛ **Kobrik:** Male dwarf Clr2; hp 17; see Appendix 2.
- ☛ **Lagoli:** Male halfling Rog2 hp 14; see Appendix 2.
- ☛ **Glendarara:** Female elf Rgr2 hp 13; see Appendix 2.
- ☛ **Inifredd:** Female gnome Sor2; hp 13; see Appendix 2.
- ☛ **Spannek:** Male human Ftr4; hp 28; see Appendix 2.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 2.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 2.

APL 6 (EL 8)

- ☛ **Caseynn:** Male half-orc Ftr3; hp 25; see Appendix 3.
- ☛ **Killann:** Male human Ftr3; hp 28; see Appendix 3.
- ☛ **Kobrik:** Male dwarf Clr3; hp 24; see Appendix 3.
- ☛ **Lagoli:** Male halfling Rog3 hp 20; see Appendix 3.
- ☛ **Glendarara:** Female elf Rgr3 hp 18; see Appendix 3.
- ☛ **Inifredd:** Female gnome Sor3; hp 19; see Appendix 3.
- ☛ **Spannek:** Male human Ftr6; hp 40; see Appendix 3.

☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 3.

☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 3.

APL 8 (EL 10)

☛ **Caseynn:** Male half-orc Ftr5; hp 39; see Appendix 4.

☛ **Killann:** Male human Ftr5; hp 44; see Appendix 4.

☛ **Kobrik:** Male dwarf Clr5; hp 38; see Appendix 4.

☛ **Lagoli:** Male halfling Rog5 hp 30; see Appendix 4.

☛ **Glendarara:** Female elf Rgr5 hp 28; see Appendix 4.

☛ **Inifredd:** Female gnome Sor5; hp 31; see Appendix 4.

☛ **Spannek:** Male human Ftr8; hp 52; see Appendix 4.

☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 4.

☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 4.

APL 10 (EL 12)

☛ **Caseynn:** Male half-orc Ftr7; hp 53; see Appendix 5.

☛ **Killann:** Male human Ftr7; hp 60; see Appendix 5.

☛ **Kobrik:** Male dwarf Clr7; hp 52; see Appendix 5.

☛ **Lagoli:** Male halfling Rog7 hp 41; see Appendix 5.

☛ **Glendarara:** Female elf Rgr7 hp 38; see Appendix 5.

☛ **Inifredd:** Female gnome Sor7; hp 43; see Appendix 5.

☛ **Spannek:** Male human Ftr10; hp 64; see Appendix 5.

☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 5.

☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 5.

APL 12 (EL 14)

☛ **Caseynn:** Male half-orc Ftr9; hp 76; see Appendix 6.

☛ **Killann:** Male human Ftr9; hp 76; see Appendix 6.

☛ **Kobrik:** Male dwarf Clr9; hp 75; see Appendix 6.

☛ **Lagoli:** Male halfling Rog9 hp 52; see Appendix 6.

☛ **Glendarara:** Female elf Rgr9 hp 57; see Appendix 6.

☛ **Inifredd:** Female gnome Sor9; hp 55; see Appendix 6.

☛ **Spannek:** Male human Ftr12; hp 76; see Appendix 6.

☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 6.

☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 6.

Tactics: The driver and the Nasranite official stay near Spannek to keep an eye on him. The watchman, Calysto Grimwold, only enters melee if threatened – he considers it the task of his hirelings to protect him and the prisoner. He does draw a crossbow, and readies it to fire at anyone approaching the cart.

The driver does everything to keep away from the fight, and may even flee. The sorcerer and cleric stay close to the cart and only venture from it in an emergency.

Treasure: The PCs may loot the hirelings, but they should be aware that anything taken from Grimwold is marked as Watch property and too risky to sell. As such, it is not included in the summary below. If anyone takes the equipment, Burrowforge demands they dump it as soon as possible, as he does not desire to have the Watch track them down.

APL 2: Loot: 361 gp; Coin: 118 gp; Magic: *potion of cure light wounds* (4 gp), *scroll of mage armor* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp)

APL 4: Loot: 298 gp; Coin: 133 gp; Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *potion of cure light wounds x 2* (4 gp), *scroll of mage armor* (2 gp), *+1 studded leather* (98 gp).

APL 6: Loot: 714 gp; Coin: 108 gp; Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *potion of cure light wounds x 3* (4 gp), *scroll of mage armor* (2 gp), *+1 studded leather* (98 gp).

APL 8: Loot: 251 gp; Coin: 133 gp; Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *+1 full plate x2* (221 gp), *+1 longsword x2* (193 gp), *+1 mighty composite longbow (Str +3)* (225 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x 3* (25 gp), *+1 rapier* (193 gp), *scroll of anticipate teleportation* (58 gp), *scroll of mage armor* (2 gp), *+1 studded leather* (98 gp).

APL 10: Loot: 44 gp; Coin: 191 gp; Magic: *+1 buckler* (97 gp), *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *+1 full plate x3* (221 gp), *+1 heavy steel shield x 3* (98 gp), *+1 longsword x3* (193 gp), *+1 mighty composite longbow (Str +3)* (225 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x 3* (25 gp), *+1 rapier* (193 gp), *scroll of anticipate teleportation* (58 gp), *scroll of mage armor* (2 gp), *+1 studded leather* (98 gp), *wand of cure light wounds* (63 gp).

APL 12: Loot: 94 gp; Coin: 133 gp; Magic: *+1 buckler* (97 gp), *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *+1 defending longsword* (693 gp), *+1 full plate x2* (221 gp), *+1 full plate with light fortification* (446 gp), *+1 heavy steel shield x 3* (98 gp), *+1 longsword* (193 gp), *+1 merciful longsword* (693 gp), *+1 rapier* (193 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x 3* (25 gp), *ring of protection +1* (167 gp), *scroll of anticipate teleportation* (58 gp), *scroll of mage armor* (2 gp), *shadow +1 studded leather* (348 gp), *+1 seeking mighty composite longbow (Str +3)* (725 gp), *wand of cure light wounds* (63 gp).

Detect Magic Results: *+1 buckler* (Faint Abjuration), *+1 chain shirt* (Faint Abjuration), *cloak of resistance +1* (Faint abjuration), *+1 defending longsword* (Moderate Abjuration), *+1 full plate* (Faint Abjuration), *+1 full plate with light*

fortification (Strong Abjuration), *+1 heavy steel shield* (Faint Abjuration), *+1 longsword* (Faint Evocation), *+1 merciful longsword* (Faint Conjunction), *+1 mighty composite longbow* (Faint Evocation), *periapt of wisdom +2* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *+1 seeking mighty composite longbow* (Strong Divination), *+1 rapier* (Faint Evocation), *ring of protection +1* (Faint Abjuration), *scroll of anticipate teleportation* (Moderate Abjuration), *scroll of mage armor* (Faint Conjunction), *+1 shadow studded leather* (Faint Illusion), *+1 studded leather* (Faint Abjuration), *wand of cure light wounds* (Faint Conjunction).

Development: The Nasranite officer is not going to fight to the death if he sees that the party is trying to keep his guards alive.

PCs might try to convince him to surrender Spannek to the party. This needs a convincing speech and a DC 35 (rushed) Diplomacy or DC 21 + APL (rushed) Intimidate check, depending on the approach of the PCs. The official surrenders if all the hirelings are down.

After the fight Burrowforge lead the party to a small encampment in the Hollow Highlands to interrogate Spannek. Continue to Encounter 2B: The Burrowers.

Troubleshooting: If Spannek is not taken, it is unlikely the PCs will get close to him again – even if they have magic, the forces that work against them have magic of their own to counter it. The scenario is effectively over. The PCs are still paid for their trouble, but they do not get the favor of the Iron League.

The PCs are safe from prosecution as long as there are no deaths – the League has just enough influence to keep the PCs off the hook.

However, if the PCs kill the guards – especially Grimwold – they may get into trouble. This depends on how well they can cover their tracks. If they were smart enough to wear masks, or if they kill everyone, there is not enough evidence to track them, and they get away with it. However, the Iron League is not very pleased with this behavior, and will be hesitant to hire the PCs in the future. The PC gains the “High Risk” entry on the AR (even if they earn the favor of the Iron League later on).

In addition, if the PCs did not clear their tracks, the Ahlissan government issues a warrant for the PCs arrest, and they become wanted in Ahlissa (as per the “Wanted in Ahlissa” cert that can be downloaded from the Splintered Suns website – due to the influence of the Iron League they are wanted for Manslaughter).

Should the PCs get defeated and captured, they are imprisoned and taken to Ahlissa. If they did not kill anybody, the Iron League works to get the PCs free, but

this takes time. The PCs spend 26 TUs in prison before they are finally released. If they did kill anybody, they are punished for manslaughter (as per the “Wanted in Ahlissa” cert). In either case the scenario is over for them, and they do not get the favor of the Iron League.

B: Transporting the Bandit

Read the following if the party was hired by The Nasranite Watch.

The five day trip to New Keep is uneventful. Once in New Keep, watch Altern Calysto Grimwold enters town hall to obtain the rights to take Spannek from the city watch. While he signs the papers to confirm that Spannek has been delivered to the Naerie authorities, you have some leave to explore the city and make last minute arrangements.

If the party was hired by the Sunndi Government, read the following.

You are introduced to Altern Calysto Grimwold from the Nasranite Watch, a Naerie official who just signed the papers to confirm that Spannek has been delivered to the Naerie authorities. Calysto explains that he plans to leave town the following morning, giving you some time to make last minute arrangements.

This is the last moment in which PCs can buy supplies. The maximum value for individual items to be purchased in New Keep is 3000 gp. While a war wages in the south of Sunndi, Newkeep is not affected as much by the war as other towns – trade with the Ahlissans is on the rise, especially after a recent wood-for-arms trade agreement has been closed.

The trip to New Keep lets them meet their assigned watch officer, Altern Calysto Grimwold, a righteous but strict man in his late thirties. Grimwold likes to do things by the book, and has a dislike of magic. He was chosen to accompany Spannek because he is one of few people who, having little to no relatives, suffered no personal tragedies during the war. He is therefore considered to be less likely to let emotions rule when faced with the war criminal.

Another person the PCs meet is Galleo, who drives the cart. Galleo is a nervous man, eager to do this job for the pay, but uncomfortable about transporting a notorious bandit.

After a night's rest you retrieve Spannek at the City Hall. With Spannek bound in the back of the cart, you set off, passing the gates with little problem, and setting off into the Adder Pass.

The trip back leads through the Adder's Pass, where the group is to be ambushed by a party hired by the Iron league to get hold of Spannek.

Ask for marching order and the daily routines of the PC (such as which spell is cast when on whom). Then, about half a day of travel, the person in the lead of the group notices the following:

Near a sharp curve in the pass, a large wagon lies on its side. A couple of gnomes and a dwarf stand next to it. They are trying to right the wagon, but it seems that their efforts are in vain. Ropes, boxes, and equipment used for digging lay spread around the cart, fallen from the wagon when the wheel broke.

The wagon is blocking the road almost completely, and it doesn't look like you are going to get past without moving it.

Creatures: This small group of people is actually part of the ambushing party who want to get Spannek in their hands. See Appendix 7 for a map of the site and the positions of the ambushers.

If a member of the party approaches, the gnomes step forward to ask for help to help get the wagon on its wheels again. The spokesperson introduces herself as Gallienta. A DC 10 Knowledge (religion) check identifies her as a follower of Garl Glittergold, as judged by the holy symbol (a nugget of gold) that is dangling from her neck. There are more people present, but all are hidden and out of sight. The halfling rogue Caldarus is hiding in the shrubbery, waiting out his chance to get a ranged sneak attack on any party member that is close enough (within 30 ft.). Ammaria the ranger and Minnaia's the sorcerer are hiding on the top of a straight cliff. Caldarus and Ammaria stay totally out of sight, and thus can't be spotted except from the air – they wait until combat starts to make their move.

While it is likely the PCs suspect an ambush, initiating attack is an act that even the Nasranite officer frowns on. If PCs express their suspicion, they can avoid surprise if they make an opposed Spot check vs Minnaia's Hide to notice him just as he casts a spell. Note that Minnaia's has a +4 bonus to his Hide check due to cover.

Flying PCs may be able to spot the hidden people (make a normal opposed Spot vs. Hide check), which may give them incentive to initiate combat instead.

APL 2 (EL 4)

- ☛ **Brimmon:** Male dwarf War1; hp 11; see Appendix 1.
- ☛ **Kwindior:** Male gnome War1; hp 10; see Appendix 1.
- ☛ **Gallienta:** Female gnome Adp1; hp 8; see Appendix 1.
- ☛ **Caldarus:** Male halfling Rog1; hp 8; see Appendix 1.
- ☛ **Ammaria:** Female half elf Rgr1; hp 9; see Appendix 1.

- ☛ **Minnaia's:** Male gnome Sor1 hp 7; see Appendix 1.
- ☛ **Spannek:** Male human Ftr2; hp 16; see Appendix 1.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 1.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 1.

APL 4 (EL 6)

- ☛ **Brimmon:** Male dwarf Ftr1; hp 13; see Appendix 2.
- ☛ **Kwindior:** Male gnome Ftr1; hp 12; see Appendix 2.
- ☛ **Gallienta:** Female gnome Clr1; hp 10 see Appendix 2.
- ☛ **Caldarus:** Male halfling Rog2; hp 14; see Appendix 2.
- ☛ **Ammaria:** Female half elf Rgr2; hp 15; see Appendix 2.
- ☛ **Minnaia's:** Male gnome Sor2; hp 13; see Appendix 2.
- ☛ **Spannek:** Male human Ftr4; hp 28; see Appendix 2.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 2.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 2.

APL 6 (EL 8)

- ☛ **Brimmon:** Male dwarf Ftr3; hp 31; see Appendix 3.
- ☛ **Kwindior:** Male gnome Ftr3; hp 28; see Appendix 3.
- ☛ **Gallienta:** Female gnome Clr3; hp 24; see Appendix 3.
- ☛ **Caldarus:** Male halfling Rog3; hp 20; see Appendix 3.
- ☛ **Ammaria:** Female half elf Rgr3; hp 21; see Appendix 3.
- ☛ **Minnaia's:** Male gnome Sor3; hp 19; see Appendix 3.
- ☛ **Spannek:** Male human Ftr6; hp 40; see Appendix 3.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 3.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 3.

APL 8 (EL 10)

- ☛ **Brimmon:** Male dwarf Ftr5; hp 49; see Appendix 4.
- ☛ **Kwindior:** Male gnome Ftr5; hp 49; see Appendix 4.
- ☛ **Gallienta:** Female gnome Clr5; hp 38; see Appendix 4.
- ☛ **Caldarus:** Male halfling Rog5; hp 40; see Appendix 4.
- ☛ **Ammaria:** Female half elf Rgr5; hp 33; see Appendix 4.
- ☛ **Minnaia's:** Male gnome Sor5; hp 34; see Appendix 4.
- ☛ **Spannek:** Male human Ftr8; hp 52; see Appendix 4.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 4.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 4.

APL 10 (EL 12)

- ☛ **Brimmon:** Male dwarf Ftr7; hp 67; see Appendix 5.
- ☛ **Kwindior:** Male gnome Ftr7; hp 67; see Appendix 5.
- ☛ **Gallienta:** Female gnome Clr7; hp 52; see Appendix 5.
- ☛ **Caldarus:** Male halfling Rog7; hp 44; see Appendix 5.
- ☛ **Ammaria:** Female half elf Rgr7; hp 45; see Appendix 5.

- ☛ **Minnaia:** Male gnome Sor7; hp 34; see Appendix 5.
- ☛ **Spannek:** Male human Ftr10; hp 64; see Appendix 5.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 5.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 5.

APL 12 (EL 14)

- ☛ **Brimmon:** Male dwarf Ftr9; hp 85; see Appendix 6.
- ☛ **Kwindior:** Male gnome Ftr9; hp 85; see Appendix 6.
- ☛ **Gallienta:** Female gnome Clr9; hp 75; see Appendix 6.
- ☛ **Caldarus:** Male halfling Rog9; hp 56; see Appendix 6.
- ☛ **Ammaria:** Female half elf Rgr9; hp 57; see Appendix 6.
- ☛ **Minnaia:** Male gnome Sor9 hp 55; see Appendix 6.
- ☛ **Spannek:** Male human Ftr12; hp 76; see Appendix 6.
- ☛ **Calysto Grimwold (Nasranite official):** Male human Ftr1; hp 11; see Appendix 6.
- ☛ **Galleo (driver):** Male human Com1; hp 4; see Appendix 6.

Tactics: The fighters and cleric stand near the fallen wagon as if they need help. They are making attempts to get the wagon on its wheels again. On strategic places ropes have 'fallen' on the ground to be used with Minnaia's *animate rope* spell to entangle opponents.

Caldarus, the rogue, is hidden in the shrubbery to free Spannek while he is alone, or to sneak attack opponents from behind. Ammaria and Minnaia are on the higher ground trying to keep out of sight until the ambush is complete. Once Minnaia starts his *animate rope* spell, the ambush goes off. Ammaria starts firing, while Minnaia uses ranged magic to **incapacitate** the guarding PCs, so they can get away with Spannek **without killing** guards. **It's not their intention to kill anyone.**

Every ambusher has at least one tanglefoot bag. They use these as soon as the trap is set off.

Treasure: The PCs may loot the attackers, provided they are quick. While Grimwold is not interested in it and won't claim anything for the watch, he demands they make haste.

APL 2: Loot: 339; Coin: 38 gp; Magic: *potion of cure light wounds* (4 gp), *potion of mage armor* (4 gp), *scroll of mage armor* (2 gp), *scrolls of feather fall x2* (2 gp), *scroll of shield* (2 gp).

APL 4: Loot: 421 gp; Coin: 125 gp; Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *potion of cure light wounds x4* (4 gp), *scrolls of feather fall x2* (2 gp), *scroll of mage armor* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp), *+1 studded leather* (98 gp).

APL 6: Loot: 764 gp; Coin: 125 gp; Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *potion of cure light wounds x5* (4 gp), *scrolls of feather fall x2* (2 gp), *scroll of*

mage armor (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp), *+1 studded leather* (98 gp).

APL 8: Loot: 419 gp; Coin: 133; gp Magic: *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *+1 dwarven waraxe* (194 gp), *+1 full plate x2* (221 gp), *+1 mighty composite longbow (Str +2)* (217 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x5* (25 gp), *+1 sap* (192 gp), *scrolls of feather fall x2* (2 gp), *scroll of mage armor* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp), *+1 short sword* (193 gp), *+1 studded leather* (98 gp).

APL 10: Loot: 173 gp; Coin: 133; gp Magic: *+1 buckler* (97 gp), *+1 chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *+1 full plate x3* (221 gp), *+1 heavy steel shield x2* (98 gp), *+1 longsword* (193 gp), *+1 dwarven waraxe* (194 gp), *+1 mighty composite longbow (Str +2)* (217 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x5* (25 gp), *+1 sap* (192 gp), *scrolls of feather fall x2* (2 gp), *scroll of mage armor* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp), *+1 short sword* (193 gp), *+1 studded leather* (98 gp).

APL 12: Loot: 240 gp; Coin: 133 gp; Magic: *+1 buckler* (97 gp), *+1 chain shirt* (104 gp), *cloak of charisma +2* (333 gp), *+1 defending dwarven waraxe* (694 gp), *+1 full plate x2* (221 gp), *+1 full plate with light fortification x2* (446 gp), *+1 heavy steel shield x2* (98 gp), *+1 longsword* (193 gp), *+1 merciful sap* (692 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds x5* (25 gp), *ring of protection +1* (167 gp), *scrolls of feather fall x2* (2 gp), *scroll of mage armor* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of shield* (2 gp), *+1 seeking mighty composite longbow (Str +3)* (717 gp), *+1 short sword* (193 gp), *+1 studded leather* (98 gp).

Detect Magic Results: *+1 buckler* (Faint Abjuration), *+1 chain shirt* (Faint Abjuration), *cloak of resistance +1* (Faint Abjuration), *+1 defending dwarven waraxe* (Moderate Abjuration), *+1 dwarven waraxe* (Faint Evocation), *+1 full plate* (Faint Abjuration), *+1 full plate with light fortification* (Strong Abjuration), *+1 heavy steel shield* (Faint Abjuration), *+1 longsword* (Faint Evocation), *+1 merciful sap* (Faint Conjunction), *+1 mighty composite longbow* (Faint Evocation), *periapt of wisdom +2* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *ring of protection +1* (Faint Abjuration), *+1 sap* (Faint Evocation), *+1 seeking mighty composite longbow* (Strong Divination), *+1 short sword* (Faint Evocation), *+1 studded leather* (Faint Abjuration), *scroll of feather fall* (Faint Transmutation), *scroll of mage armor* (Faint Conjunction), *scroll of obscuring mist* (Faint Conjunction), *scroll of shield* (Faint Abjuration).

Development: Assuming the party defeats the attackers, they may attempt to interrogate them.

The attackers claim that they were hired to free Spannek by an elderly woman, and obtained help from a

local dwarf guide (who seems nowhere to be found). They claim to not know who the woman is, nor why she wanted Spannek freed. While this seems to be rather unlikely, it is all the attackers are willing to say on the subject, and no threats are sweet talk can change their mind.

She did give explicit instructions not to use lethal force. If the PCs push for a description, they hear the woman had long blond hair and wore a blue dress. No more info can be obtained. However, Spannek, who fears the group was out to kill him, is now quite eager to talk. Skip to encounter 2B: The Nasranite Border Watch, to deal with his side of the story.

Troubleshooting: The party might desire to use magic such as *teleport*, *fly* or similar spells to transport Spannek to Naerie City, circumventing any ambush in the pass. Grimwold will object to that use. He has clear instructions to sign in the fortress at the end of the pass. Also, he considers magic to be unreliable – someone could tamper with it, and who says they won't lose Spannek if that happens? Furthermore he doesn't trust the PCs enough. If they teleport, how does he know that they PCs won't spirit him away somewhere else?

Grimwold will not be moved on this point.

Encounter 2: Dead Man Walking

Depending on in whose hands Spannek ends up, the story continues with either the interrogation of Spannek by the Burrowers, or Spannek breaking down and confessing his past to the party in a outpost of the Naerie Army, on the Naerie-Sunndi border. This encounter is mainly roleplaying, to give the party the opportunity to interrogate Spannek themselves. If there is little time, you can skip this encounter and instead use the summery at the end of the encounter.

Spannek: Spannek, the bandit this encounter revolves on, is a well-muscled Suel man with long blond hair and bright blue eyes. He is smart, but arrogant, seeing everyone around him as tools, though the recent months in jail has withered that arrogance somewhat. Spannek was once a commander in the army of the Scarlet Brotherhood, when they invaded Idee. He was not known to be very obedient or trustworthy though, and had difficulty following the orders of the monks and mages that populated the upper hierarchy of the organization – a position he could never attain.

When Idee fell to Ahlissa, rather than returning to the Peninsula, Spannek deserted and wandered the region, seeking employment as swords for hire, ending up as a bandit leader in the north of Sunndi.

A: The Burrowers

With Spannek in tow, Burrowforge leads you to a remote valley, sheltered in the hills and safe from prying eye. Two halflings await you, gesturing you inside a small cave, while they stand guard near the entrance. The space is small, but not uncomfortable – there is just enough room to stand.

“You can put him down here”, Burrowforge says, pointing at a few furs in the corner of the cave. “We’ll continue to Nonzfyr later this evening. It pays if we would know a bit more before we get on the road, though. Borga will like it if we get him to talk early.”

He sits down on a rock, looking hard at the prisoner. The man looks back bewildered. The dwarf sighs.

“Never been good with humans,” he finally says. “Not my type. I’m a man of earth and rock.” He pats the rock he sits on. “You look a bit better in the way of the young folk. You talk to him and get him to tell us what he knows before he clams up.”

The PCs are given the opportunity to talk to Spannek before he is transported to Nonzfyr in the north. This gives them the opportunity to find out what is going on, rather than having to be told by the NPCs. If they still have no clue as to what Spannek is supposed to know (i.e. Renath Borga didn't tell them), they may have to draw it out of Spannek.

Spannek is initially confused, and fears people are out to kill him. If he realizes what people want of him, he immediately starts negotiating. He is not in a position to bargain much, but he does desire his life – and he is willing to tell all if the party can guarantee he survives and will not be put to death.

Spannek talks as soon as he feels his life is guaranteed. If PCs sincerely plan to spare his life (and put in a word for him with the League) a DC 10 Diplomacy check suffices. If PCs are lying about this, they also need to succeed on a Bluff opposed by Spannek's Sense Motive (modifier +2).

If Diplomacy is not the way, Spannek can be intimidated, but since he has nothing to lose, this is a lot more difficult. A DC 14+APL Intimidate check makes Spannek willing to talk.

Burrowforge lets the PCs talk and threaten as they please, but he does not allow actual torture – he is no softy, but he doesn't want Spannek to accidentally die under his nose.

The following is what Spannek can tell the PCs once they convince him to talk. Spannek mostly tells the truth. However, he plays down his role as commander, and he lies through his teeth on the atrocities he committed in Alymport. He simply will not admit to them and blames

anyone else for what happened there. Spannek is a blackhearted man. He is willing to sell out the Brotherhood, but knows that admitting his deeds does not better his case.

About himself:

"I am only a man down on his luck. I'm no criminal! I've been hunted like a beast and all I seek is some peace. I can help you, I know thing...there is a traitor in the Brotherhood. I intercepted a message he sent. If you let me live, I can help you locate him."

About his banditry in Pelsand (Sunndi):

"I am no bandit. I was paid to do that – do you think I rob farmers for fun? Grain and cattle? Someone just needed this done, and I was needful of the money. Don't ask me what's behind it - I thought it best to not ask questions."

About who paid him to rob the farmers:

"A man named Clynus Archery."

A PC who makes a DC 20 Knowledge (nobility and royalty) check knows that Clynus Archery is a human noble who lost his land after Sunndi became a kingdom. With a DC 25 check, the PC has also learned that a few years ago, Clynus was implicated as a possible source behind troubles in Newkeep, also tied to banditry (run in the Adaptable *"A Snake in the Grass"*). Clynus disappeared before he could be questioned.

About the Scarlet Brotherhood:

"I was only a soldier in their army. It was war. I am no fanatic. Some of my best friends are non-Suel. But the Sign is ruthless. They want my blood. They would not hesitate to kill me. Protect me, and I'll help you."

About the Scarlet Brotherhood traitor:

"I don't know who he is. He signed the message but I wouldn't put my own name down, I doubt he did. Believe me, I tried to get a name out of the courier but he wouldn't tell me."

About the message:

"It was a detailed report on placement of Brotherhood troops and officers in Onnwal. If it had found its way to the Onnwalons, Scant might well be in different hands now. Whoever wrote it knew what they spoke of."

About the courier:

"He died before he could tell me a name. It was an accident – my sergeant at the time was...not very careful. Didn't mean to kill him, of course."

About the war:

"Bad things happen during war. I can barely recall what happened...I am no saint, I did some bad things, but I was only following the orders I was given. Lots of people died, on both sides. What happened at Alymport was a terrible tragedy."

About Alymport:

"We had to retreat, but there was resistance. So we fought those who fought us. I never gave command to kill innocents, I swear! But soldiers are hard to control when you are under siege. Some people might have been killed...It happens, sometimes."

About the courier's body:

"We buried the courier in the fields of Alymport. I can point out where. It's in a mass grave, but I am sure I can recognize the body...You'll definitely never find his body without me."

About the body's decay:

"The place is like a bog – high water level and wet soil. Well, it was easier to dump the body there –there is a good chance that it is still whole."

Spells such as *zone of truth* or *detect thoughts*, and successful Sense Motive checks can make clear that Spannek is seriously downplaying his own role in the affair. It is, however, quite true that finding the body without him will take years.

Once Spannek has told all he knows, or if he refuses to talk, Burrowforge orders everyone to sleep. Guards are not needed – the cave is quite safe. The next day, the group moves on to Nonzfyr, where the PCs can relate what they learned to Renath Borga. Make sure to ask the PCs whether they defend Spannek and if they suggest sparing his life. If they do, Spannek will be much easier to handle in later encounters.

If Spannek didn't talk, Spannek is handed over to two mean little gnomes, who then have a chat with him 'in private'.

The PCs are asked to wait for a day while the League decides on what future steps are to be made. They can rest and recover. The next morning, Borga again asks them to attend a small meeting, this time with Spannek present.

"Well, that did not exactly deliver us what we hoped", Renath Borga says, once you are all gathered in the warm

cosy kitchen of the small farmhouse where you were invited to stay.

A warm broth is served, though Spannek, manacled and on a stool near the hearth, is not offered any.

If the PCs still haven't found out what Spannek knows, Renath Borga tells them now:

"Maybe I should explain what is at stake here. I trust you can keep quiet on this as it is a matter of extreme importance.

"We had reason to believe this man knows the name of a double agent working for the Scarlet Brotherhood. This agent might have provided information about the invasion of Onnwal to the Wreckers or Cobb Darg, though that information never reached us. The name of this agent is of vital importance to the League. I heard a fellow prisoner tried to kill Spannek in prison, which gives credibility to the idea that he knows too much. We could not risk him being hung in Ahlissa as long as we were unsure, so we had you apprehend him."

Once the PCs are in the know, she continues:

"Unfortunately, Spannek here does not know the true name of the Scarlet Brotherhood traitor. We made very sure he didn't."

She looks at the man, who eyes her fearfully.

"A severe disappointment! However, we have ascertained that he does know where he buried the man he killed so brutally, the courier that ferried the message to Irongate. Finding this man may be our clue. If we can talk to this man's soul through magic, he may reveal to us who he is and, more importantly, who sent him out. A serious mission, which I hope I can trust in your hands. We can provide you with the needed spell, and we will give you the bandit as a guide. Bring us hope – bring us a name."

Renath Borga offers to raise the mission reward to 25 gp x APL to each party-member. If PCs refuse to continue the mission at this point, the adventure is over. They are paid for their services, and sent on their way.

Likely knowing the limitations of the *Speak with Dead* spell, PCs may wonder if the body of the courier is still intact after all this years. Spannek explains that the burial place was a small bog and that there is a fair chance that the body is whole enough.

Note that since nobody really knows who the courier is, it is far from sure that the courier will be willing to talk. Renath considers this a worthwhile risk though.

If they accept, the League provides the party with a *Speak with Dead* scroll. If nobody in the party is able to use

such the scroll effectively (i.e. can cast 3rd level divine spells), they send Burrowforge along. The PCs are to set out immediately, and to return with the answer as soon as possible.

B: The Nasranite Border Watch

After the ambush Spannek is clearly shaken. As soon as the battle is over, and anyone pays attention to him, he breaks down.

"They are trying to kill me!" Spannek shouts. "I... I know things! Important things! The Brotherhood – no doubt they were hired by them! Let me go! I will tell you everything!"

Spannek is panicking, and eager to talk in the hope it gains him his freedom. Callysto Grimwold, however, is not planning to let the bandit go. He orders the man to be put back on the cart and to move on, as quick as possible.

If PCs want to interrogate any prisoners they made, he lets them, but only briefly (letting them ask only the most basic questions), before he orders everyone to match on. Any surviving prisoners are shackled or bound and tied to the back of the cart. After this, the group moves on. If the driver fled, Grimwold takes the reins of the cart.

PCs have the chance to talk to Spannek on the way. Spannek hopes to gain his freedom and only talks if he can convince the PCs will negotiate on his behalf for his freedom. Otherwise, only pressure can make him talk.

Spannek believes that the attackers were hired to kill him. He is not convinced of the contrary if PCs point out that the attackers were all demihumans. After all, the Brotherhood could easily trick hirelings to do their dirty work. He does not reveal that he fears that another group, The Blood of Aerdy for whom he worked, may also be out on his head.

See Encounter 1A how to use Diplomacy or Intimidate to make Spannek talk, and any answers he can give on questions asked.

At the end of the Adder's Pass, there a small outpost of the Naerie Army where the group is to rest for the night. Here any prisoners are handed over to the guards. In addition, Grimwold decides to question Spannek, in private, though he first listens to anything the PCs may have discovered by talking to the bandit. Make a note on whether the PCs argue in favor of Spannek being freed, as it will determine his future behavior.

The next morning, the PCs are asked to gather in one of the guards barracks for a meeting. Besides Grimwold, only Spannek and a man introduced as Erdwyn are present. Erdwyn is a balding middle-aged man, and a cleric of Zilchus. He is an excellent negotiator, who talked at length

with Spannek and managed to obtain the information needed (or confirm what the PCs have learned) without force.

"Our prisoner had interesting information," Grimwold said. "Information that, after I talked to my superiors, proved so vital that it may – and I say may – reduce this war criminal's sentence. He may avoid death after all. Erdwyn?"

The balding man explains, "We believe that Spannek intercepted, several years ago, a message that was intended for Onnwal, the source of which is a person who is deeply infiltrated in the Scarlet Brotherhood. In fact, I believe this person is a very knowledgeable member of that organization."

"Unfortunately, Spannek here does not know the true name of this traitor."

"A severe disappointment! However, we have ascertained that he does know where he buried the courier that ferried the message to Irongate. We think that if we can talk to his soul through magic, he may reveal to us who he is and, more importantly, who sent him. A serious mission, which we hope can be trusted to you. We can provide you with the needed spell, I will accompany you to cast it, and we will give you the bandit as a guide. If we find out who this traitor is, it would be a great day in the history of the kingdom, and a blow to the Brotherhood. Do you accept this mission?"

Grimwold offers to raise the pay to 25 gp x APL to each party-member if they accept the mission.

PCs who originally worked for the Sunndi government may be hesitant to take on the mission. Grimwold assures them that Lord Rilcarn will be informed of the mission and its results – though obviously this is a matter that needs stay secret, and no other people should get wind of it or the Brotherhood are sure to learn of it.

PCs may realize that both Sunndi and Naerie profit if anything useful comes out of this mission.

If PCs refuse to continue the mission at this point, the adventure is over. They are paid for their services, and sent on their way.

Likely knowing the limitations of the *Speak with Dead* spell PCs may wonder if the body of the courier is still intact after all this years. Spannek explains that the burial place was a small bog and that there is a fair chance that the body is whole enough.

Note that since nobody really knows who the courier is, it is far from sure that the courier will be willing to talk. Grimwold considers this a worthwhile risk though.

Grimwold hands over a scroll which contains a *Speak with Dead* spell. He also appoints Erdwyn to accompany the

PCs. Erdwyn can make sure the PCs are not hindered by patrols, and is also capable of casting the spell form scroll. Erdwyn has also been instructed, by Grimwold's superiors, to keep an eye on the party, so Grimwold will not be swayed by any arguments of the party to let them leave without the cleric.

Encounter 3: Northbound

With Spannek as a guide, the PCs travel north through the Principality of Naerie to the thorp of Alymport, in the barony of Foelt (see the map in Appendix 7).

The PCs need to travel through the Baronies of Menst and Foelt to get to Alymport. The Barony of Menst lies at the navel of Naerie, sharing borders with all the other five provinces. The Stark Hills lie off the centre of Menst. This small, rugged highland is ill favoured and connected with a rich lore of fell happenings. The Barony of Foelt takes up the northwest corner of the Principality. Farming and copper mining are the most significant industries in Foelt.

Naerie is a fairly flat country, so all travel on highways, roads and trails is at full movement rate, whilst travel in trackless areas is at 3/4 movement. The following description assumes that the party will travel on the Naerie City to Minetha highway, which is the quickest way to Alymport from Naerie City or Adder Pass.

The journey north to Alymport follows the main highway between Naerie City and Minetha. Passing along the coast, the Azure Sea is plainly visible to the west, and the pleasant sea breeze helps lend an air of calm to the trip.

Those travelling from Nonzfyr use a less traveled road and won't see the Azure Sea.

The road itself is quite busy, and it seems that an hour doesn't go by without meeting an individual or group heading for the nearest town with wagons of farm produce. You occasionally pass cattle being driven to market. At least twice during each day's travel you also encounter an Ahlissan Army patrol of light cavalry. The patrol of ten riders plus a sertern politely greet you and pass the time of day with seemingly idle banter.

In reality the patrols are trying the friendly approach to information gathering, asking where the party are heading and how they are finding travel on the road etc. They are also checking the group out for anything suspicious, and obviously transporting someone in manacles is very suspicious!

A few miles short of the small fishing village of Gorner's Cove (on the road from Naerie City to Minetha) lies the Coast Inn - a nice enough establishment with comfortable rooms and acceptable victuals. Travelling through Gorner's Cove is an unsettling experience, with the open suspicion of its residents impossible to miss. (Any pure-Suel characters will be openly pointed at and followed out of the village by a growing crowd).

Overlooking the village is a shrine flying the banner of Ahlissa. (Characters making a successful DC 15 Knowledge (the Splintered Suns) check realise that this must be the shrine to Saint Idee of the Sails, and the group of monks guarding the site are the Followers of the Wave).

At this point the road turns inland and runs through arable farmland. The land is mainly used for growing crops, but occasional cattle farms can be seen. The main road ends at Minetha. Beyond there, the PCs will need to use local tracks, so travel is not as rapid.

If the PCs are in the employ of Naerie, this journey is uneventful. Erdwyn handles any guard patrols that show too much curiosity, so progress is swift unless the PCs choose to manacle Spannek – in that case, his slow progress will bog them down. Spannek is not planning to flee – he has his hope on a pardon – so he can be transported with minimal guards, but PCs may choose this anyway.

If the PCs are in the employ of the Iron League, they have to travel a bit more carefully. Burrowforge suggests not to tie Spannek up, so as to not draw attention. Spannek will not flee, especially as he would risk arrest here, so minimal guards are enough to keep going. If the PCs do bind Spannek, they will be considerably held up as Ahlissan army patrols demand to know why they transport a prisoner. PCs will have to come up with a credible ruse – while some patrols may be willing to let the PCs through after paying a 'fine', the Naerie Watch is full of vigilant and dedicated guards, some of whom frown heavily on even the suggestion of a bribe. Most of the guards are simple soldiers, so it should not be too hard for the PCs to flee.

This may be the time to roll for any PC that is wanted in Ahlissa (as explained under "Travel in the United Kingdom of Ahlissa" in the introduction), if this hasn't been dealt with earlier. Handle the outcome of these rolls as indicated then move on. Provided the requested fines/bribes are paid and the PCs are not otherwise too conspicuous, the PCs should be able to reach Alymport unmolested and without significant delay.

If the PCs do draw attention to themselves, do not drag this encounter out too long – let them have one encounter with guards, and either bluff or bribe their way out, or let them flee (discourage them to fight, as they will then become Wanted in Ahlissa for attacking members of the

Watch). After one such encounter, Burrowforge demands to either travel at night or that Spannek be untied.

If the characters decide not to use the main highway, they encounter fewer people, but those they do meet are definitely more wary of strangers. The chances of meeting an army patrol are 1 in 10 if travelling along tracks and 1 in 20 if travelling in trackless areas. If encountered in a trackless area the patrol are nowhere near as polite as they are on the highway - no honest person travels cross-country when there is such a good network of roads and trails. As such, any Bluff checks for being "Wanted in Ahlissa" suffer a -2 circumstance penalty, -4 if Spannek is obviously manacled.

After about a week of travel (or two if Spannek is manacled), the PCs near the Iron Hills, and Alymport comes in view. Move to Encounter 4.

Encounter 4: Former Denizens

The weather changes when the PCs approach Alymport. It starts to rain and the wind picks up to speed. For this evening and night, and throughout the next day, the rain and wind are ever present. If the PCs move to the village in Encounter 6, the rain changes to a thunderstorm.

While the rain and wind last, the following conditions are in effect:

- Visibility is reduced by half. All Spot and Search checks are at a -4 penalty
- Unprotected flames are extinguished. Protected flames dance wildly and have a 50% chance of being extinguished.
- Ranged weapon attacks are at a -4 penalty
- Listen checks are at a -4 penalty.

Note that this applies both to the PCs as the NPCs and monsters.

At higher levels, PCs may desire to change the weather, using magic such as *control weather*. If they do, this initially works as normal. However, as the party enters the distillery (Encounter 7), the thunderstorm suddenly springs into existence. As the thunderstorm is magically summoned through use of the *golem manual*, it cannot be stopped at that point by other magic.

As the light fails and the night falls, rain pours down in large droplets from the darkening sky, quickly soaking you through and through. The ground has turned to sludge, one large mud pool that sucks at your boots and impedes your progress.

Spannek points ahead, to the dark shadows of a small group of buildings. A flash of lightning briefly illuminates the thorp, a handful of thatched houses huddled around a

square, with only a few larger stone buildings, most of which have fallen in ruins. Nothing can be seen moving. There are no lights or signs of life.

"Alymport", the bandit says simply.

He turns from the muddy road, into a grassy field now flooded by the rains.

"Ahead", he says.

Spannek's destination is a large graveyard outside the village. The PCs approach over the road from the east, passing what seems, in the dusk, to be an abandoned farm on the way. In fact, the entire village ahead looks deserted – no lights can be seen.

The farm is the safe house of Rohm and Puck, two survivors of the horrible tragedy in the village. They have barricaded themselves in, and boarded up the windows from the inside, hence little light spills outside. A DC 25 Spot check allows the PCs to notice a small glimmer of light coming from behind windows of the farm.

If the PCs notice the farm and approach the building, go to Encounter 5.

Regardless of whether the PCs notice the farm, Puck does notice them. If the PCs continue to follow Spannek to the graveyard, the halfling, against Rohm's wish, decides to follow them and warn them about the zombies. However he is not very quick and the PCs arrive at the graveyard before Puck catches up with them.

For the next few minutes, you stumble through the fields, at some points knee deep in water.

Suddenly, Spannek halts, almost causing people to bump into him.

"This... can't be." He stammers.

He suddenly darts forward, beyond your grasp, stumbling as he falls near what you can make out is a pile of mud. Getting near, a huge shallow pit can be seen.

"Here! It was here! He... he is gone!"

Another lightning flash briefly illuminates the area, and a chilling sight greets you. The entire area is dug up, a large hole about ten feet wide and twenty feet long, surrounded with large piles of mud, some of which reveal the glistening white of bare and naked bones.

A mass grave, the victims of the war, and most of them... are gone.

The mass grave is that of the people slaughtered ten years ago in the war. Most are victims of Spannek and his men, others fell to the Ahlissan forces.

It is obvious that the graves were looted. If someone studies the tracks, a DC 25 Survival check reveals that the looting took place over the last few weeks. The water and

rain makes following the tracks near impossible, but it is not too hard to make out that they lead to the village.

Spannek digs in the ground with his hands, searching for the man he buried here, but nothing can be found.

As the PCs make up their mind (likely with the intension to go to the village), another problem pops up.

A low moan can be heard, and a movement in the shadows catches your attention. From the darkness, shapes are lurching towards you. Even in the pouring rain, the scent of rotting flesh reaches your nostrils.

All colour drains from Spannek's face.

"The dead." he mutters fearfully. "They come for us."

Creatures: A number of the zombie settlers and some of Rebula's animations have noticed the PCs, and are moving in to attack.

If PCs are expecting normal zombies, they may be in for a nasty surprise. These are cannibal zombies - they are not mindless animations, but have retained some of their intellect, and can make intelligent decisions. They communicate among each other in hard-to-understand moans. In addition, each zombie is infected with a contagious disease, and some may be a lot quicker than expected.

A DC 17 Knowledge (religion) check lets a PC realize, from the zombies' movement, that the undead are not mindless. A DC 22 Heal check lets him also deduce, from the sores on the undead's bodies, that the zombies carry some kind of infection.

The zombies are accompanied by one or two constructs, created by Rebula from the grave robbed corpses. These constructs are mindless, and merely follow the zombies around. They are highly aggressive and attack anything other than undead on sight. Being created from the dead, and dressed in rags, they are hard to distinguish, especially in the pouring rain and poor lighting conditions. A such, it takes a DC 24 Knowledge (arcana) check to identify the constructs for what they really are, or a DC 24 Knowledge (religion) check to identify that they are something else than undead.

At APL 12, the golems are not mere corpses stitched together, but look more like a strange blend of iron and flesh welded together. Despite this strange appearance, a succesful DC 28 Knowledge (arcane) check identifies these creations as iron golems.

APL 2 (EL 3)

- ☛ **Corpse, Animated Object:** hp 31; see Appendix 1.
- ☛ **Cannibal Zombies (2):** hp 16 each; see Appendix 1.
- ☛ **Cannibal Zombie, small:** hp 16; see Appendix 1.

APL 4 (EL 5)

- ☛ **Corpse, Animated Object (2):** hp 31 each; see Appendix 2.
- ☛ **Cannibal Zombies (3):** hp 16 each; see Appendix 2.
- ☛ **Cannibal Zombie, small:** hp 16; see Appendix 2.

APL 6 (EL 7)

- ☛ **Flesh Golem:** hp 79; see Appendix 3.
- ☛ **Cannibal Zombies (3):** hp 44 each; see Appendix 3.
- ☛ **Cannibal Zombie, small:** hp 44; see Appendix 3.

APL 8 (EL 9)

- ☛ **Flesh Golem (2):** hp 79 each; see Appendix 3.
- ☛ **Cannibal Zombies (3):** hp 72 each; see Appendix 4.
- ☛ **Cannibal Zombie, small:** hp 72; see Appendix 4.

APL 10 (EL 11)

- ☛ **Flesh Golem, advanced (2):** hp 103 each; see Appendix 5.
- ☛ **Cannibal Zombies (3):** hp 111 each; see Appendix 5.
- ☛ **Cannibal Zombie, small:** hp 111; see Appendix 5.

APL 12 (EL 13)

- ☛ **Iron Golem:** hp 129; see Appendix 6.
- ☛ **Cannibal Zombies (3):** hp 159 each; see Appendix 6.
- ☛ **Cannibal Zombie, small:** hp 159; see Appendix 6.

Tactics: While zombies and constructs are slow, the weather and terrain eliminate most of these disadvantages. Moving through the mud is equivalent to moving through dense rubble. Hence, it is impossible to run or charge, though the zombies can move up to their speed and attack in the same round, as if charging.

The constructs attack the first creature they see, not employing much strategy but simply hitting the closest creature until it stops moving.

The zombies, however, are smarter. They know to avoid close combat with those that are superior to them in melee. They seek out the more vulnerable members first, and use flanking where possible.

Unless given a weapon, Spannek does not fight, but seeks cover behind the PCs. For each armed NPC (i.e. Erdwyn or Burrowforge), add one extra zombie. This zombie keeps the NPC occupied until the PCs defeat the other undead and the construct. After this, the NPC succeeds in finishing it off. Do not bother to play the NPCs' fights out – just assume they will deal with their own threat, and encourage the PCs to handle the rest.

Treasure: None of the zombies or constructs have anything of value on them.

Development: The PCs should be able to defeat this first wave of creatures. However, when the last creature falls, a new group announces itself.

The rotting corpses lie at your feet, sent back to the grave, but it is not over yet. Another host of the dead, appear over the rise. They are scattered over the landscape, scores of them, and they advance on you. It seems impossible to hold them all back.

"There are too many of them!" Spannek shouts.

For a few seconds, all that can be heard is the moaning of the dead, followed by the rolling of thunder.

Then, a sudden beam of light breaks the darkness, almost blinding you and a thin voice cries out.

"Over here! This way!"

Behind you a small figure in an oil coat, carrying a bull's eye lantern, moves away from the advancing dead. It stands still for a moment and beckons you.

"Hurry!"

Then it moves off again, over the edge, towards the east.

A high level party may feel confident that they can take on more creatures, but it is preferable the party doesn't fight the second wave. If they do attempt to fight them, just keep throwing more undead and constructs at them (double the number of opponents until they give up, or move to higher APL creatures if they don't get the point).

The person with the light is a halfling named Puck Handyburg, one of the few settlers who survived. He intends to lead the party to Rohm's farm.

The PCs may be suspicious of Puck, but the halfling doesn't stop to talk aside to quickly call out his name when asked. He is too eager to put as much distance between him and the undead as possible. If the PCs follow him, go to Encounter 5.

If the PCs ignore him, they will have to do without any information that can be gained. Unless they keep fighting the undead indefinitely, the only other option is to move to the village and hide in one of the buildings. In this case, go to Encounter 6.

Encounter 5: Safe Haven

PCs may arrive at the farm alone, when they think to investigate, or when Puck leads them here.

Investigating the farm: If the PCs visit the farm before going to the graveyard, they draw the attention of a group of cannibal zombies. These set upon them.

A low moan can be heard, and a movement in the shadows catches your attention. From the darkness, shapes are lurching towards you. Even in the pouring rain, the scent of rotting flesh reaches your nostrils.

All colour drains from Spannek's face.

"The dead." he mutters fearfully. "They come for us."

The PCs may desire to get inside the house, but this may prove difficult. While Puck will want to let the PCs in, Rohm does not desire to open the door.

PCs may knock and shout their good intentions, but it does not instantly have effect.

A DC 25 Diplomacy check convinces the farmer to open the door one round later, just in time for the PCs to enter before the zombies close in. If diplomacy fails, the PCs will be surrounded by a number of zombies, and will have to fight for at least 2 rounds until finally Puck wrestles control of the door and pulls it open allowing the PCs in.

Use the zombies and constructs from Encounter 4, but double their number. The PCs need not fight this entire batch at once, give them the normal number as indicated in Encounter 4 to fight directly, and keep the remainder close at hand, circling the PCs and the farm. The PCs should be kept on their toes until the door opens and they can flee inside (if necessary).

If the PCs *teleport* or *dimension door* in, they find the two friends wrestling each other for control of the door. It should then not be problematic to open the door.

Otherwise, once the PCs have defeated the 'first batch' the door opens – allowing the PCs to enter as the next wave of undead draws closer.

Once the PCs are inside, continue with the "Inside the Farm" section below.

Arriving with Puck: If the PCs arrive with Puck, they find the door closed:

A small farmhouse looms in the darkness of the night. The windows are boarded with planking nailed over the shutters and only a trickle of light filters through the cracks between the wood.

A thorn fence surrounds the house. The halfling deftly clambers through a gap in the fence, hurrying you through, before he pulls a thorn bush in front of the gap.

He hurries up to the front door, slamming his fist on the wood.

"Rohm!" he shouts. "Open up Rohm! It's Puck! I found people! Live ones! Rohm!"

The door stays shut. There is no sound. The halfling furiously hammers at the door with his fists. Behind you, the moaning of the dead grows louder and nearer.

Give the PCs a chance to interact, trying to reassure the farmer of their good intentions. Whatever the PCs try though, there is no sound from the building, or signs that they are heard.

Puck doesn't allow the PCs to batter down the door (as then there is no way to keep the undead out).

If the PCs *teleport* or *dimension door* in, Rohm, who is hiding inside, almost has a heart attack, but he quickly recovers once he realizes the PCs are not undead. If any of the party is still outside, the other PCs can unbolt the door and let them in.

Otherwise, after a few minutes, when the undead are advancing upon the farm, continue on:

"Rohm! Open up! Now! By Wenta, if you don't open this door I swear I break down this farm stone by blasting sto..."

The door suddenly opens, and the halfling stumbles through, falling flat on the tiled floor.

A tall, skinny human looks out, with his eyes wide in fear. The halfling pulls him self up and darts inside.

"Get inside! Hurry!"

Inside The Farm: Once all PCs are inside, the door is slammed shut, moments before the first zombie reaches the entrance. The undead scratch and pound on the doors and barred windows, but do not manage to completely break through the reinforced doors. Occasionally, a window breaks and planking is shattered, and a zombie tries to claw its way inside. It takes a full round action for a zombie to enter, so it should not be too difficult for the PCs to deal with this occasional threat, while Rohm and Puck bring on wood and furniture to barricade the opening. The PCs should not feel safe though – if they do not stay vigilant the zombies may get in and pose a bigger problem.

If the PCs somehow managed to enter the farm without actually fighting the zombies you can allow a number of them (equal to the number of creatures in Encounter 4) to break into the farmhouse – i.e. through the roof or by battering in the kitchen door, posing more of a challenge.

The farmhouse itself is pretty small. It consists of a kitchen with the door through which the PCs came, a corridor with a door leading outside (never used) and a door with stairs leading to a cellar, and a 'living' room with two alcoves (one for Rohm and his wife, and one for the children). A ladder leads up to an attic.

Of these rooms, only the living room and the kitchen have vulnerable areas – the other rooms are either fully barricaded or have no windows that are big enough to let the zombies in.

The harassment goes on through the night, so a good night's rest is out of the question, unless the PCs go outside to destroy all the zombies.

The pounding and scratching goes on for the whole night, until, near daybreak, the zombies retreat back to the village.

If the PCs make a DC 20 Listen check, they may also hear scratching coming from behind another door in the house's entrance hall, which leads down into the cellar. This is the zombie that was once Rohm's wife. Refer to the questions and answers below if PCs start asking questions about her.

Meanwhile, though the situation is tense, the PCs can get to know their hosts: Rohm and Puck.

Creatures:

☛ **Rohm:** Male human (Oeridian) Exp1; hp 6; see Appendix 1-6.

Rohm is a simple farmer, who has lived in Alymport for almost two years. He is a tall and thin Oeridian man in his forties, with dark hair, bushy eyebrows and overly large hands. He is normally a happy and friendly man, but the ordeal has left him frightened and he is easy to panic.

Rohm moved here with his wife and children to start a new life, trying to restore the old vineyards of Alymport to their former glory, along with a small group of other farmers and a small amount of funding Puck managed to eek out from the temple of Zilchus. Life was hard. It took him almost two years of hard work, living in poverty, and only three months ago the labor was starting to pay off. The vineyards finally were bearing new grapes, and soon the harvesting and bottling would begin. To gain the extra funding needed for bottling, Rohm left for Naerie City, hoping the Royal Guild of Merchants of Aerdy would be willing to loan them the needed money.

☛ **Puck Handyburg:** Male halfling Clr1 (Wenta); hp 9; see Appendix 1-6.

Puck Handyburg is a short halfling with curly coppery hair and bright blue eyes. He is quite short for a halfling, but tougher than he looks. He is a cleric of Wenta, and was one of the first people to settle the ruins of Alymport having invested a considerable sum of his own money in the project. Puck believes with all his heart that the vineyard can be a success, once all troubles have been overcome.

Puck is careful and correct, and very meticulous. He notices details, and is very orderly. In times of stress, he can get upset and angry, but is easy to forgive. Puck's has a

talent with people, and was able to convince the temple of Zilchus to invest in the project.

He has been away with Rohm for the last weeks, trying to get a few more funds to bridge the gap with next year. He knows something of the disease that might plague the PCs, and can recognize it instantly, as he had to deal with the first occurrence of it before he left. Unfortunately he is not much of a healer, and knows no cure.

Neither Rohm nor Puck are able combatants, and they prefer to not get into a fight. Stat blocks are given in case the PCs somehow manage to actively involve them in what is to come.

Development: Rohm gets shouted at by Puck for quite a while. Once Puck has cooled down, the farmer offers the PCs his apologies. He is frightened stiff, fearful of dying or – worse – becoming one of the creatures outside. He offers the PCs some bread and cheese, the last remains of his supplies, for dinner. Puck, meanwhile, goes around the PCs, checking their wounds for infection. Puck automatically detects any diseased PC, and when he expresses this, Rohm looks fearful, and from then on keeps his distance to the PC.

The PCs likely have a lot of questions for the two colonists. Aside from their basic backgrounds, the following are things the two may share with the party. In general, Puck talks, with Rohm occasionally interjecting to agree.

About the village:

"Decades ago Alymport used to be a farming village – small, but well off. Until the war, that is. When the Brotherhood came, all was destroyed. People were put in camps. The distillery was broken down and used for foul experiments, I am glad I don't know the details of it."

"When Ahlissa came to liberate Idee, the townsfolk were massacred by retreating Brotherhood soldiers, the scum! Women, children... everyone was slaughtered."

"It was in ruins. It took people years before they took the courage to settle here anew. And now, everything falls apart again."

About the graveyard:

"The graves outside the village are from the war. Many people are buried there – or were, I should say. No more! Someone plundered the graves, only mud and holes in the ground remain."

About the courier's grave:

"Nobody knows where any individuals were buried – even relatives – the place is a mass grave, and no grave is

marked. But anyone who had its grave there now was surely taken when the area was plundered."

About the vineyards or the resettlement:

"I started to set up a group to restart the vineyards around this place. Alymport used to be very famous for the dark wines – ports, especially, and of course the Almpenbrau – that is a liquor made of grapes."

Puck looks a bit dreamy as he thinks of his project.

"I had big hopes. Restore the vineyards. Rebuild the distillery. I had the best people for the job. Rohm, he is the best of farmers. Rebula is an expert brewer. I even had funding from the Guild thanks to the mediation of the priests of Zilchus."

"Of course, money ran out, so we had to get an extension on our loan. That's why we left. When we came back, the pace was overrun with undead. It was horrible!"

About the zombies:

"We don't know what exactly is going on," Puck says. "It is some kind of...disease or something. The place is crawling with them. We noticed too late... when we came back from Minetha, we were already hemmed in by them when we noticed what was wrong. We fled here, and barricaded the doors."

About the constructs:

"Some of these critters are no undead, that I know. They are made. Can't say how, but foul magic is at hand, that is for sure. I saw people walking that were long dead, but with arms and legs that were not theirs. They are very tough, my magic can't touch them. Luckily they retreat to the village during the day."

Rohm nods his agreement with Puck's words. "I think they hold out near the distillery," he adds.

About the disease:

"There was some fever raging through the village just before we left. It seemed a simple flu. Should have taken more care then! But I don't know much about diseases, how could I know everyone would turn into... like this! We were late for the trip and I left treatment in the hands of Rebula. That's Rebula Mannock, the brewer. His son was sick first and he knows a lot of stuff. Well, he would probably do not much worse than me..."

About Rebula Mannock:

"He is a gnome from the south, a very experienced brewer. Knows a lot of plants", Puck explains. "I approached him two years ago to ask him to help us with the vineyard, and he was very helpful."

"Odd fella though," Rohm mutters. "Very keen, but a bit...mysterious. Had strange visitors. Rumors says he was... you know... a spellslinger."

"That's just hearsay," Puck says angrily. "You can't gossip about someone who's dead. Anyway. Rebula was pretty upset when his son got sick. He swore he would get a cure."

About the noise from the basement:

Rohm goes pale when the sound is mentioned. Puck hesitates before he says: "That scratching? It's... Fenny, Rohm's... former wife, or... the animated husk of her. When we arrived here, we found three zombies in the house. We managed to strike down two, but Fenny was a bit too much for us. All we could do was force her down the basement stairs. Luckily she didn't bite us. Only later did we realize what the zombies were Rohm's wife and sons. Fenny, and Aln and Robard..."

Rohm and Puck could deal with the zombies of Rohm's sons, which were not very powerful, but couldn't handle the zombie of his wife, and only got rid of her by bullrushing her into the cellar and locking the door.

About how long the two have been here

"About four days."

Why did you stay this long?

"We hoped to learn more about what is going. Every bits of knowledge are going to help the guards from Minetha dispatch this threat. Perhaps we also hoped for survivors..."

About how they keep the zombies out

"The undead come to accost us each night. They don't like sunlight much, so during the day it is mostly quiet, and we have used those times to reinforce the windows. They haven't yet managed to break down the doors – we normally barricade them at night – but most windows are shattered and we keep busy putting new planking in."

About the opened graves:

"They were open when we got here. Someone dug up the bodies and...rebuild them. Or something. We have seen the creatures last night, stalking about the graveyard, digging, pulling up bodies and taking them to the village. I don't know why."

About where the bodies were taken:

"To the village square. Seemed they were going to the distillery."

About what to do next

"We were thinking of fleeing to Minetha to get the guards. If we stay here, we'll surely get sick at some point or starve to death. Of course its possible Rebula found a cure, but I am sure not going into the village!"

The two would appreciate it if the PCs dispatch the last zombie. This should not be too hard (as there is only one), but especially Rohm will be happy if his wife is laid to rest.

Optionally, you can have the zombie break open the cellar door during the night, with the other zombies trying to get in through the windows, to provide additional tension.

APL 2

☛ **Cannibal Zombie:** hp 16; see Appendix 1.

APL 4

☛ **Cannibal Zombie:** hp 16; see Appendix 2.

APL 6

☛ **Cannibal Zombie:** hp 44; see Appendix 3.

APL 8

☛ **Cannibal Zombie:** hp 72; see Appendix 4.

APL 10

☛ **Cannibal Zombie:** hp 111; see Appendix 5.

APL 12

☛ **Cannibal Zombie:** hp 159; see Appendix 6.

Tactics: Fenny is not very rational in her attacks, being locked up and mad from craving living flesh. Have the PCs dispatch her quickly, as this little fight should not hold up the flow of the scenario.

Treasure: The zombie has a small golden wedding ring, worth 3 gp, which Rohm begs to have back to have something to remember her by.

The bodies of Rohm's two children are half-eaten. They hold nothing of value.

Once the zombie of his wife has been destroyed, Rohm descends in the basement to hold his loved ones one more time, and bury them in the hard soil of the basement. Raising the zombies from the dead does not work.

If the PCs somehow let know who Spannek is, Puck and Rohm become upset. They both had relatives in the old Alymport, and being confronted with the person responsible for the massacre angers them greatly. Rohm almost flies at Spannek's throat, being only barely

contained by Puck, who stays calm but is obviously disgusted. They have a good mind to throw the bandit out, and only if the PCs make clear that they desperately need Spannek will they let him stay inside. After this though, Puck and 's sttitude cool considerably towards the party.

Erdwyn and Burrowforge keep a low profile during the talks. They briefly introduce themselves, than leave the rest to the PCs.

At the end of this encounter, PCs should realize that the source of the problems is to be found in the distillery.

Puck and Rohm are not eager to go into the village. Instead, they plan to flee south, to Minetha, hoping to alert people and send reinforcements while the PCs get to the heart of the matter (and keep the undead of their tail). Reinforcements take a few days to arrive, giving the PCs time to investigate on their own.

If the PCs plan to follow Puck and Rohm, Erdwyn or Burrowforge points out that it is likely that the body of the messenger will never be found if the PCs do not quickly take action. Should the PCs persist, they can flee with Rohm and Puck, but the scenario is effectively over, and the goal is not reached. In this case, skip Encounters 6 to 10. Instead run the optional encounter (Encounter 11) as the PCs make their may to Minetha. Only in this specific case, you should not charge extra TU for that encounter.

Higher level PCs may use *teleport* or other magic to quickly warn the guards in Minetha. It still takes a few days for the guards to arrive, but Puck and Rohm do not need to make the trek. Instead, they barricade themselves inside the farm. Under no circumstance do they willingly accompany the PCs to the village.

Encounter 6: Alymport

When morning breaks, the undead and animations retreat to the village, and some quiet descends on the farm. It still rains though, and a thunderstorm approaches fast.

This is the easiest time for the PCs to set their plans in motion and either enter Alymport or flee to Minetha. PCs that go out before the morning have to fight their way through a wall of zombies and constructs.

Getting to Alymport unseen is relatively easy – if the PCs stay of the road they can near the village without encountering any creatures. In Alymport, things are a bit harder. See the map of Alymport in Appendix 7.

Previous to the onslaught, which wiped out almost the entire population of Alymport, the thorp was a small settlement, existing of four small families (the Rohms, the Burleys, the Tichten family, and the Wenlows) and a few daunting individuals:

👑 **Alymport (thorp):** Conventional; AL LG; 10 gp limit; Assets 75 gp; Population 28; Mixed (human 24, halfling 1, gnomes 2).

Authority Figures: Rohm, male human (Oeridian) Exp1 (community leader), Puck Handyburg, male halfling Clr1 of Wenta (village priest).

The entire village is now, yet again, a ghost town. Few buildings were inhabited anyway – most families lived in the farm houses on the outskirts of town. A few (noted on the map) serve now as the hideouts of the undead. Only the distillery, the nearby temple, the smithy, and the grocery store were in actual use.

Use the following descriptions for encounters should PCs desire to explore the thorp or get stuck, but try to hurry them on – there is nothing really interesting to find in town.

A. The Temple of the Winds: This temple was devoted to the Velaeri - the Oeridian Wind Gods (Atroa, Sotillion, Telchur, Velnius, and Wenta), but was defiled by the undead when Tumor Wenlow, Puck's pupil, died inside and collapsed on the altar. He now lethargically haunts that place as a zombie. A certain amount of piety prevents him from attacking those who enter unless they attack him first. However, other zombies can come in as they want – the temple is not a safe haven. Tumor can be questioned and will answer but is slow and forgetful, and doesn't remember anything past his death.

If the PCs politely offer to lay him to rest, Tumor lets them destroy him with a *coup de gras* (automatic success). If the PCs simply attack, he defends himself and tries to kill them.

Treasure: The temple has three vials of holy water in a cupboard under the altar, which can be found with a DC 10 Search check. Tumor points them out if asked for it.

ALL APLs: Loot: 6 gp; Coin: 0 gp; Magic: 0 gp.

B. The Grocery Shop: Reichivault the grocer also died in the town, but he is not a zombie. He chose to hang himself in his shop rather than face death at the hands of the undead. Unlike the zombies, he can be questioned with *speak with dead* (if the PCs can provide their own version of the spell). If questioned he squarely puts the blame for everything with Rebula, who abandoned them and locked the distillery doors.

C. Smithy: This place was in use by Phelps Tichten. Phelps lived in the house next door. He helped rebuild the distillery. The equipment here is aimed at forging kerns and pipes. There are no weapons to be found here, as Phelps was not known in that craft.

The stables at the back hold the remains of a horse, gnawed bare to the bone.

D. Distillery: The PCs should be heading towards the distillery. This is a large stone building. The front doors and the cargo doors to the distillery floor have been barred from the inside. All windows on the ground floor have iron bars. The servant entrance is locked. PCs may be able to climb onto the roof and enter through the windows on the second floor (which are plain glass panes), or pick the lock of the service entrance with a DC 20 Pick Locks check.

Battering down one of the double doors is also possible, but is certain to draw the attention of the undead.

Once the PCs are inside, move to Encounter 7.

E. Rebula's House: This is where Rebula lived before he moved everything of import to the Distillery. From the outside, it is as unremarkable as the other homes, but inside, it is clear someone lived here recently (recent as in, a few weeks ago).

The house does not contain anything of value or interest. One of the floorboards in the house has been pulled up, revealing a secret compartment. This was the place where Rebula hid his spellbooks before he retrieved them.

F. Hideouts: These buildings are used by the zombies as shelter from the sun. While the sun doesn't harm them, they desire to stay inside. If they notice the PCs though, they will come out to attack.

G. Farms: These farms are all abandoned. They were used by the Burleys, the Tichten family, and the Wenlows.

H. Rohm's Farm: This is the farm the PCs were led to in Encounter 5.

J. Vineyard: These fields contain the vineyards. There are currently no grapes, only leaves.

K. Graves: This is where Encounter 4 took place. Years ago, the dead of Alymport were buried here with quite some haste. People long ago thought these fields haunted. Currently, over half the graves have been looted. About 30 graves are still intact (though not visible as the graves lack headstones).

Creatures: The undead dislike the sun and stay mostly inside, but the constructs wander through town. The list below contains the total number of creatures in town. They are scattered over the village in small groups (in or around

the houses marked with a 'F' on the map) and as such should not be encountered all at once.

Instead, use the number and statistics at Encounter 4 for encountered creatures.

APL 2

☛ **Corpse, Animated Object (6):** hp 31 each; see Appendix 1.

☛ **Cannibal Zombies (8):** hp 16 each; see Appendix 1.

☛ **Cannibal Zombies, small (6):** hp 16 each; see Appendix 1.

APL 4

☛ **Corpse, Animated Object (6):** hp 31 each; see Appendix 2.

☛ **Cannibal Zombies (8):** hp 16 each; see Appendix 2.

☛ **Cannibal Zombies, small (6):** hp 16 each; see Appendix 2.

APL 6

☛ **Flesh Golem (6):** hp 79 each; see Appendix 3.

☛ **Cannibal Zombies (8):** hp 44 each; see Appendix 3.

☛ **Cannibal Zombies, small (6):** hp 44 each; see Appendix 3.

APL 8

☛ **Flesh Golem (6):** hp 79 each; see Appendix 3.

☛ **Cannibal Zombies (8):** hp 72 each; see Appendix 4.

☛ **Cannibal Zombies, small (6):** hp 72 each; see Appendix 4.

APL 10

☛ **Flesh Golem, advanced (6):** hp 103 each; see Appendix 5.

☛ **Cannibal Zombies (8):** hp 111 each; see Appendix 5.

☛ **Cannibal Zombies, small (6):** hp 111 each; see Appendix 5.

APL 12

☛ **Flesh Golem, advanced (6):** hp 127 each; see Appendix 6.

☛ **Cannibal Zombies (8):** hp 159 each; see Appendix 6.

☛ **Cannibal Zombies, small (6):** hp 159 each; see Appendix 6.

Treasure: None of the zombies or constructs have anything of value on them.

Development: Unless the PCs have access to *invisibility* or other ways to hide themselves effectively, they need to make opposed Hide and Move Silently checks vs the

zombies and construct's Spot and Listen to avoid being seen or heard every time they cross an open space (i.e. more than 10 feet between buildings). Note that the weather limits vision and as such works as an aid to the PCs. If they somehow altered the weather, the DC changes to 10+APL. Using the cover of empty buildings may minimize the need for checks.

If one of the PCs fails the Hide check, the party is noticed and attacked by a group of constructs and undead, similar to those encountered in the graveyard (see Encounter 4).

If one of the PCs fails the Move Silently check, it draws undead and constructs as above, but PCs may avoid these if they find a place to hide (i.e. in an abandoned building, by casting *invisibility*, etc.).

If the PCs combat a group of creatures, there is a 5% chance, cumulative per round of combat, that the noise draws others. Due to the slowness of the creatures, these arrive 1d4 rounds after the combat gets noticed (i.e. after the round the percentile dice indicate). If the PCs manage to resolve the combat and then hide before that time, they can avoid fighting the newcomers.

Encounter 7: The Distillery

The Distillery is a large stone building. Most of it is taken up by the distillery floor, where low quality grapes – those not used in the wine production – are distilled in a sweet and highly alcoholic drink called Almpenbrau.

The PCs likely have little time to explore the distillery once they enter, as the cacophony of the apparatus (see Area 5), which whines and flares, should draw them to the hall. Refer to the map in Appendix 7, and the room descriptions below if PCs choose to explore before or after their confrontation with Rebula.

Note that if the PCs somehow altered the weather and caused the original storm to calm down, a thunderstorm is now summoned through use of the *golem manual*. This storm is magical and cannot be stopped by other magic at this point. PCs should be notified of this strange turn of events.

The windows on the second floor are unbarred and can be easily broken. They are quite narrow. A medium sized humanoid takes a full round action to squeeze through. A small humanoid can move through with a move action.

☛ **Small window:** 1 in. thick; hardness 1; hp 1; AC 5; DC 3 Break.

1. Entrance

This is small entrance, tiled with dark brown stones. It is otherwise bare.

The doors to this hall are from iron, heavy and barred. They can easily be opened from the inside but breaking them from the outside is pretty difficult.

🔒 **Barred Heavy Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; DC 28 Break.

2. Shrine

This small room contains an altar to the Velaeri (the Oeridian agriculture and wind gods), but aside from a small wooden statuette devoted specifically to Wenta, there are few regalia.

Most offerings are vegetables and wine, now rotten and soured. There is also an offer of a few copper and silver coins to appease Zilchus.

The shrine is consecrated to these gods, and can serve as a haven for the characters – the undead and (for some unknown reason) the constructs dare to enter it. PCs may hold a stand here if they somehow fail to get to the roof.

Stealing the coins of the altar or otherwise defiling the shrine breaks the consecration and allows the undead to enter. A DC 20 Knowledge (religion) will make a PC realize this.

3. Latrines

Smelly and damp, these rooms have not been cleaned for weeks.

4. Office

This room contains several boxes and shelves with books, papers and scrolls. Most of these are reports, some dating back decades, on harvest dates and crop results, cooking and distilling times, planning, stock taking, etcetera.

Other than that there are a few books on plants, distillery, and brewing. Titles include:

- Beckam's Distillation Manual
- Blood of the Vine (on grapes and wine)
- A Determination of Herbs and Spices
- Famous Liquors and Brews: From Almpenbrau to Zelradton Vinegar.
- Old Cooter's Great Recipes for Ailments

5. Distillery floor

The distillery is currently not operating. One of the four kerns, in which the liquor is distilled, has been torn down. Rebula used it to fashion a machine, which he refers to as the 'apparatus'. The apparatus looks like a large cage, with iron bars that stretch up to the ceiling and through the

roof. Inside is a leather contraption, intended to hold a small or medium being of humanoid shape. When activated, the apparatus is empowered with eldritch energies, and the being inside is victim to powerful magic, granting it a semblance of life. Non-living corpses are turned into animated objects or golems, while those that are still alive are 'enhanced' so that dead or metal parts can be grafted upon them, turning them, into half-golems.

Rebula is in the midst of activating the machine when the PCs arrive, after having placed his own horribly mutilated son inside.

Go to Encounter 8 if the PCs make it to this room.

There are two pairs of doors that lead out of the distillery. One leads into a tiny hall from which lead two corridors, and a second pair then elads outside.

Like the doors to the hall, these doors are from iron and very heavy. The inner pair of doors is close but not yet barred and can easily be pushed open. The outer pair of doors is barred.

🔒 **Barred Heavy Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; DC 28 Break.

6. Loading Dock

Two double doors lead from the dock into the distillery and through another set of doors to the distillery floor. Both sets of doors are barred and similar to the front doors (see area 1).

A small door in an adjacent building leads to the mess. This servant entrance is locked from the inside.

🔒 **Locked Wooden Doors:** 1 in. thick; hardness 5; hp 20; AC 5; DC 20 Break.

🔒 **Lock:** Hardness 15; hp 20; DC 20 Pick Locks.

7. Mess

The mess contains a few cupboards, a table with a deck of cards spread on the top, and six chairs.

This is the place were those working on the premises had their work breaks and lunches.

A cupboard contains a bottle of Almpenbrau, one of the first attempts at distilling. Being made of the first batch of grapes last year, and an experimental brew of the new distillery, it has a slightly sour taste, but is otherwise of fair quality.

8. Rebula's room and lab

This room was actually a lab for testing brewing recipes and distillation processes, but Rebula moved in once his son got sick and he wanted to work on the cure. As such there is a

bunk bed in a corner, a bit out of place among the lab equipment.

Searching the place locates a number of notes on swamp plants, including a drawing of a small yellow flower. A small wooden box contains a number of paper wraps filled with a fine, gray-yellow powder.

Anyone who opens the wraps must make a DC 12 Fort save to avoid breathing in the fine powder and attracting filth fever. Keeping the wraps sealed prevents infection.

☛ **Disease:** *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Note: the disease is normally much more aggressive and hard to cure, being similar to mummy rot, but instead causing people who die to rise as cannibal zombies. Fortunately, the disease transmitted by the zombies and the powder has lost most of its deadliness as the arcane energies that power it have died away. There is no way for the PCs to be absolutely sure of this though, once infected, a DC 15 Heal check can verify that the disease looks more like filth fever, than the virulent disease described in Rebula's notes.

9. Storage area

This storage area is filled with empty barrels, crates, and bags containing yeast and herbs.

Some of the crates emit a rotten stench. Searching them reveals that they contain the dried and withered remains of long dead people. Rebula, in his madness, stored some of the dead here. The messenger the PCs are searching is not among these dead.

10. Office

This office contains simple wooden chair and a table. From here, a foreman could look out and keep an eye on the work floor.

Treasure: On the table are two books, put here by Rebula for safekeeping. They are his spellbook and a partial *golem manual*.

Rebula's spellbook contains a large list of utility spells needed for the workshop. It is further filled with notes on plants and alchemy. Tucked in the back are several leaves that make a makeshift diary, and a page that seems to have been torn from another book describing an odd yellow flower. Give Player Handouts I and II to the players if they find the book. See the stats block of Rebula for spells contained in the book.

The partial *golem manual* is a tough leather book with an ominous, glowing, sigil in the front of a flaming ball contained in iron bands. Nobody should trust glowing sigils on the cover of books, but those in the know can

identify it as an active *seal of signing* (see Appendix 8) with a DC 18 Spellcraft check. Opening it requires only a DC 10 Strength check, but doing so causes the sigil to explode, doing 5d4 points of damage in a 30 foot burst.

✦ **Seal of Signing:** CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 5th-level wizard, 5d4 fire, DC 17 Reflex save half damage); Search DC 28; Disable Device DC 28.

The manual is an incomplete work. Only Rebula's insanity (and possibly the support of some unknown extraplanar entity) allowed him to use its magic. The latter is also the reason that the manual has not been consumed yet. Others (including the PCs) are not capable of using it effectively, though the book holds enough of interest that it can be sold to wizards or institutes such as the Queen's Halls. It also contains the spells *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*, which Wizards may learn as if from a spellbook.

ALL APLs: Loot: 0 gp; Coin: 0 gp; Magic: *partial golem manual* (79 gp), *spellbook* (217gp).

Detect Magic Results: *Partial golem manual* (Moderate Enchantment, Necromancy [evil], and Transmutation);

11. Walkway

This walkway looks out over the distillery floor. It is a metal grate, with an iron railing. Three ladders at various places along the edge lead down. The ladders are slippery with moist from the distilling processes, and climbing down the ladders requires a DC 5 Climb check.

Because the walkway is open, it only provides +2 cover for ranged attacks from below.

12. Flat roof

This flat roof gives access to one of the windows on the second floor.

Climbing the roof is a DC 15 Climb check. It is a bit unstable. Anyone moving faster than half movement on it needs to make a DC 10 Reflex save or plunge through the roof, sustaining 1d6 falling damage as he ends up on the floor below.

Encounter 8: Son of a Mourning Father

Read aloud the following as soon as somebody takes a peek into Area 5 of the Distillery:

The air is charged with static electricity, making your hairs stand on end.

The huge hall is cold, icy cold, and the air is loaded with moisture. The metal grating of the iron walkway, which runs at a height of ten feet along the distillery floor, is slick with ice. The three huge copper kerns at the end of the hall are white with frost. Crates line the walls, emitting a heavy sickly sweet stench of rotting flesh. A workbench stands against one wall, stacked with various tools, as well as a suit of chainmail armor and a sword.

In the middle of the hall is strange contraption. It looks much like a cage, though the bars are too far apart to keep anyone in. Inside, a small being is strapped into a leather harness, held tight as it is hung spread eagled into the iron frame. One arm on the body twitches slightly, and a slight moaning can be heard from it, but it is otherwise emotionless.

Coruscating energy plays around the cage. Occasionally, a spark jumps and strikes the body within, making it twitch again.

In front of the cage stands a gnome, dressed in a stained white coat and wearing a strange type of goggles.

It studies the body inside, muttering to itself.

The gnome is Rebula, who has just activated the apparatus by placing his son, Alubertran, inside and waiting for the lightning to strike. Several of the crates contain bodies or body parts. Among them is the body of the messenger the PCs are long for.

The chain mail armor and the sword that lie on the workbench belong to Alubertran.

Almost instantly after the PCs notice the gnome, lightning does indeed strike:

A blinding flash illuminates the chamber, followed almost instantly by a deafening clap of thunder. The gnome looks up. A mad laugh echoes through the halls.

"Almost! Hold on, my son! Soon, you will be..."

Another lightning flash and the peal of thunder drown out the words of the gnome. The entire cage is enveloped in light as a lightning runs through the contraption and those within, and with a massive BOOM the gnome is thrown to the floor. The shockwave makes the entire building shake. Glass shatters, and one of the kerns bursts, spilling a dark red liquid on the floor. The scent of burned flesh and metal assaults your nose.

PCs need to make a DC 10+APL Balance check or be knocked prone by the blast.

The red liquid is fermented grape juice, to be distilled into Almpenbrau. The apparatus has activated, and fused metal and flesh to Alubertran's wracked body. The process has turned him into a half-golem, and seriously unhinged his mind.

Once the shockwave passes, go to initiative order. As soon as Alubertran wakes (in his initiative) he goes berserk and attacks.

APL 2 (EL 4)

☛ Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr2; hp 36; see Appendix 1.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 1.

APL 4 (EL 6)

☛ Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr4; hp 48; see *Monster Manual* page 13 and Appendix 2.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 2.

APL 6 (EL 8)

☛ Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr6; hp 60; see *Monster Manual* page 13 and Appendix 3.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 3.

APL 8 (EL 10)

☛ Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr8; hp 72; see *Monster Manual* page 13 and Appendix 4.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 4.

APL 10 (EL 12)

☛ Alubertran Mannock, Gnome Iron Half Golem: Construct/Ftr10; hp 84; see *Monster Manual* page 13 and Appendix 5.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 5.

APL 12 (EL 14)

☛ Alubertran Mannock, Gnome Iron Half Golem: Construct/Ftr12; hp 96; see *Monster Manual* page 13 and Appendix 6.

☛ Rebula Mannock: Gnome Trans7; hp 8; see Appendix 6.

Development: Alubertran is filled with a mad destructive rage. He has lost his mind to the process of 'rebuilding' him. His first act is to rip the leather harness to shreds and step outside the cage, moving onto Rebula. At APL 2-6 he then strikes at his father in the next round, killing him

unless the PCs intervene. Once he has killed his father (or been prevented to do so), he turns on them.

At APL 8 and up, Rebeula manages a modicum of control over the raging half-golem, and he instead turns on the PCs.

Rebula, in his turn, does nothing but stare at his son and mutter sweet words. He sincerely believes he has returned him to health, and can't understand why his son is so ungrateful. He is not initially aggressive to the PCs, but unless he is killed, if they attack his son, he uses his magic to aid him. Most of his spells are useless in battle, but he can use his *repair damage* spells to heal Alubertran, or use spells such as *animate rope* or *levitate* to hamper the PCs.

Alubertran will seek to grab his sword to use in a fight. It is on a workbench close to the double doors, and it takes a five foot step to get there and a move equivalent action grab it off the bench (this does not provoke an attack of opportunity).

Treasure: The only item of worth in this encounter, are Alebtran's armor and sword. The sword is made of a dark, almost black, steel alloy, and is obviously of high quality. A small glyph is engraved on the blade forming a complex dwarven rune. At APL 8, static electricity seems to waver over the blade, and occasionally little harmless arcs of lightning leap of it. At APL 10 and up, a flicker of flames seem to lie on the blade, and it feels warm – almost hot – to the touch.

The non-portable and now dysfunctional apparatus, even if broken down, is not of any value.

Rebula's spellbook, and the trapped *golem manual* that he used to create the apparatus with are located in the office (Area 10 on the Distillery map). See Encounter 7 for details.

Rebula's other spellbooks (if he had any) cannot be found.

APL 2: Loot: 14 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 51 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 25 gp; Coin: 0 gp; Magic: +1 *longsword* (193 gp).

APL 8: Loot: 25 gp; Coin: 0 gp; Magic: +1 *shock longsword* (693 gp).

APL 10: Loot: 25 gp; Coin: 0 gp; Magic: +1 *flaming burst longsword* (1527 gp).

APL 12: Loot: 25 gp; Coin: 0 gp; Magic: +1 *flaming burst longsword* (1527 gp).

Detect Magic Results: +1 *longsword* (Faint Evocation), +1 *shock longsword* (Moderate Evocation), +1 *flaming burst longsword* (Moderate Evocation).

Encounter 9: Ten Minutes

With Alubertran defeated, the PCs have some time to investigate the brewery. Among the crates in Area 5 (the Distillery floor) and 9 (the Storage room) they find the grizzly remains of bodies – many in an advance stage of decay and covered in mud. These are the dead Rebula dug up in the last month.

If Spannek is present, the PCs can ask his aid to find the body of the courier. If the PCs treated him well this is no problem, especially if they spoke up for him against Barga or Grimwold. If they instead used Intimidation on him to make him talk, he now refuses, and another DC 12+APL Intimidation check or DC 25 Diplomacy is needed to get him to cooperate. If this fails, he won't aid the PCs and they have to sort it out on their own.

With his help, searching the bodies eventually locates the body of the courier. It is pretty far gone, but a quick check reveals that most of the body is, miraculously, still intact. With a DC 25 Heal check it can be determined that the man died horribly – he was literally tortured to death.

Without Spannek, finding the body may be impossible, though a *divination* or *legend lore* spell (or something similar) can be used to determine the right body.

While the PCs are searching for the body, the dead approach the distillery and try to invade. The following (and Encounter 10) does not occur if the PCs somehow managed to clear the village of undead. Also, if the PCs put out watches they are warned in advance, in that case you should adapt the description as needed.

Continue as soon as the PCs find the courier's body, or when they give up:

A crash and the sound of breaking glass interrupt your search. Moans and grunts echo through the distillery halls. The dead must have managed to get inside!

It is unlikely that the PCs will be successful if they fight the entire village, but it is possible to stall the dead by closing and barring the distillery doors. Let one of the NPCs suggest this if the PCs don't think of it themselves. Another option is to retreat to the shrine.

The courier's body is too fragile by now to be moved very far, even casting magic on it to strengthen it may cause it to fall apart. With utmost care, it can barely be moved to the shrine, if the PCs think of that. Other than that, if the PCs want to use *speak with dead*, it should be done here and now. Try to play up the tension as the NPC (or one of the PCs) reads the *speak with dead* scroll, a process that takes an agonizing ten minutes, with the dead battering on

doors, walls, and windows, or hovering outside the shrine, howling at the people just out of their reach.

NPCs casting from the scroll succeed automatically in their caster level check (if needed). PCs lower than 10th caster level do have to succeed on a DC 11 caster level check to cast the spell.

A tremor runs through the body, as if it wants to move and sit up. Then, a soft voice, almost a whisper, can be heard.
"What is it you want?"

If the PCs used the scroll (which is cast at 10th level), they have ten minutes to ask a maximum of five questions. They may have more if they cast it themselves at a higher level (see *Player's Handbook* page 281). Keep the eye on the time and stop the questioning once the ten minutes pass. If the PCs have by now not determined what they wanted to ask, you should not be merciful.

The following are questions that may typically be asked:

About himself:

"My name is Torales. I am a professional courier of the Queens Halls."

The Queens Halls is a college of lore in New Keep maintained by priests of Lirr, Lydia, and Boccob. PCs know this on a DC 10 Knowledge (religion) or Knowledge (The Splintered Suns) check.

About the messages he delivered:

"I deliver five, four of them before the invasions of the kingdom."

With 'the invasions' Torales means the invasions of the Great Kingdom in Sunndi.

About what was in the messages:

"I do not know. I only deliver. I only know they were important."

About who wrote the messages:

"I was not told."

About who gave him the messages:

"Most of the time my commands came from Alderon Musz. They were in the utmost secrecy, but I trusted him, so I asked no questions."

A DC 20 Knowledge (history) check reveals that Alderon Musz was one of a group of people who were executed

during the occupation of New Keep by Ahlissa, now more than a decade ago, apparently for leading a revolt. Clever PCs may realize that this was before the last message was sent.

A DC 25 Knowledge (nobility & royalty) check reveals that Alderon Musz was once the seneschal of the baroness of Dunshore.

A DC 30 Knowledge (religion) check reveals that Alderon Musz was a member of the Queen's Halls, and possibly the Veil of the Sun.

Torales also knows this, but does not tell unless the PCs ask directed questions.

About who gave him the last message:

"A woman. I can't tell you her name."

More Torales will not say on the matter.

About who the messages were for:

"They were to be delivered in Irongate, to a man named Rusha. I don't know who they were sent to from there."

Torales does not know who Rusha is.

About who killed him:

"The Brotherhood tortured me. A man named Spannek oversaw it. He is a monster. Death would be too good for him!"

About who knew of the messages:

"I only know of me and Musz, and the woman that gave me the last letter."

Once the questions have been asked, or if the PCs instead take too long the time to cast the spell, and if the PCs are still in the distillery, read or paraphrase the following.

The sound of splintering wood follows the continuous pounding on the door by the dead. Large cracks run through the doors, and it seems that they are on the verge of breaking – it may be time to move out!

The doors are on the verge of collapse – the PCs have one round to get away before the room is flooded with undead and constructs.

Unless the PCs want to fight the dead, they will need to retreat. The best place is the shrine – the dead and constructs will not go there – though by now the PCs likely have to fight their way through some of the undead to get there. If the shrine is defiled or inaccessible, the last option is the roof (something Spannek or the other PCs can point out if the PCs fail to think of it).

It can be accessed through a hatch in the upper office. Constructs won't go there unless the PCs draw them, and it can be easily defended against the zombies. PCs may also try to flee the village from here, by using *fly* or *teleport*.

From the roof or the shrine, the PCs will be safe... for now. Otherwise, they face a fight with the entire village and Rebula's golems. In the latter case, see Encounter 4 and 6 for details on statistics and tactics.

Encounter 10: Dawn of the Dead

Run this encounter if the PCs retreated to a safe spot. Skip this for PCs that somehow destroyed the undead in the village or that got away – for them, continue with the optional Encounter 11 or with the Conclusion.

The PCs that are stuck have to hold out for four days. If they set out guards, they can keep the monsters at bay. PCs may have to deal with the ravages of disease during this time, and they won't get much rest – barring the use of magic or special abilities, at the end of the four days everyone is exhausted.

The days have gone on and one and you have difficulty keeping your eyes open, when a sound of horns makes you jump. The smell of horses and the sound of battle and shouting men can be heard.

If the PCs are on the roof, they see the approaching guards of Minetha – numbering some five score (100) cavalry. In the shrine, they are left in uncertainty for some time until finally a group of guards storm the distillery.

The walking dead are being driven back. All around you is the sound of fighting, and when finally a number of guards break through, they look at you in surprise.

"By the beard of Procan," one shouts. "They are still alive!"

The PCs are safe. The men of Minetha sweep through the streets to clean up the dead. The PCs are questioned on what happened, and this takes a few hours, but eventually they are let go.

If the PCs were working for Naerie, Erdwyn smoothes things over so the PCs can get away quickly, but even if they work for the League there is little harassment – the guards have other things to do than take care of civilians.

The PCs can briefly meet up with Rohm and Puck. The latter profoundly thanks them for saving their lives. He is still optimistic that his project may succeed.

"Thanks to you, we are still alive, We may yet be able to revitalize this community. Yes, we have to start again, all over... but we have been given a second chance nonetheless."

He grabs your hands.

"Thanks to you. My friends, let it be Wenta's wish that you prosper. May your mugs be ever full!"

With that, Puck and Rohm turn to the village, to the sad task of burying the dead, grieving their losses, and rebuilding.

Optional Encounter 11: An Offer...

If the PCs somehow fled and did not encounter Rebula, you can run this encounter and the next as an alternate encounter. Otherwise, these encounters are optional. If the players want to, you can run it. It costs 1 extra TU, but the experience gained is in addition to the normal xp cap.

These events take place when the PCs travel south and take a rest in a town or city, most likely Minetha. They may also be there to further investigate on Nessefir (based on Rebula's journal), to talk to the local guards and give an account of what happened at Alymport, or to meet up with Puck and Rohm after they dealt with (or fled) the zombies. If the PCs waited for the army, they may have been brought here to rest and get their accounts of what happened.

Minetha of the Mills is the capital of Menst. This large town stands at a great crossroads where the agricultural goods of the Principality pass south to the port at Naerie City. Not surprisingly, the Millers Guild is very powerful in Minetha. Their leadership is known to be hidebound and repressive.

The guards of Minetha don't know much of Alymport. They never paid much attention to the thorp, and, as such, its demise came as a complete surprise.

However, if the PCs plan to investigate a bit further, a DC 20 Gather Information check (members of the Nasranite Watch get a +2 bonus on the check) reveals some trouble a few months ago, when some zombie creature was found wandering the streets at night, and several guards were needed to put it down. It turned out to be the body of a gnome botanist named Terrivan. He owned a small flower shop and specialized in rare seeds. Nobody knows what happened, but the gnome's neighbour, an elder woman names Leva, says a dark haired man with pale skin visited Terrivan a few days before the troubles. If PCs found Rebula's journal, they can deduce that this must have been several days before the mysterious "Nessefir" arrives at Rebula's doorstep. There is, however, no further trace of this stranger, nor is there a more accurate description.

After PCs have gathered some of this background, or at any other moment that they take a rest, they are approached by Salizar and Esmee.

Paraphrase this as the PCs take a rest at an inn or tavern.

A tall man with rough but yet stunningly handsome features, his long blond hair tied in a pony tail and a woman with short cut blond hair, and glittering grey eyes approach your table. The woman smiles at you, though it is polite and calculating. The man just stares at you, his thoughts hidden behind a mask of indifference. The woman bows as she starts to speak.

"I am sorry to interrupt. My name is Esmee, and this is my friend, Salizar. We have an offer that you may find interesting."

Allow the PCs to introduce themselves, or ask a few common questions (see below). Esmee will quickly turn this towards her proposal.

"We are interested in something you have: the man Spannek. We know he has been a bother to you, so we offer to relieve you of the duty. We will be paid handsomely for delivering him. To who is not of your concern, what is interesting is that we are willing to let you share."

She holds out a small bag.

"[25xAPL] nightingales in jewels a person. A fair price for someone you would be rather rid of anyway. You earn a share, we earn a share. The bandit will get his just punishment. Everyone is happy. What do you say?"

Spannek obviously does not want to be handed over – he fears he will be killed. He is too scared to plead, but it is obvious that he does not desire to go.

Erdwyn does not like the transfer either – the law requires that Spannek be delivered back to Naerie for his trial. He will not stop the PCs, but states clearly that they should not expect payment if they hand over the bandit.

Burrowforge is neutral in the conflict. He finds the act of turning him over disagreeable, but does not value Spannek enough to stand up for him. He accepts any choice the PCs make.

The PCs may have a lot of questions, even if they don't even plan on accepting the offer, and Esmee is not opposed on answering those she knows – though if she doesn't like the question or does not know the answer she is likely to lie through her teeth if she thinks it can improve her chances on success.

Questions PCs may desire to ask are the following:

About themselves:

"We are but simple servants to another power. Our profession is to bring those who hire us that what they desire."

About their employer:

"It would be very unprofessional to tell you. I don't think he would be pleased at all."

About why they need Spannek:

"Ah. He is wanted by many, or so we have heard. A lot of people wish to speak with him. Scores to settle. Things they would like to know. There are so many reasons... But none of them concern us. We were hired. We ask no questions. And even if we knew, who would care? We offer good money."

About the price:

"We bring you an honest offer, as you watch over your charge so dutifully. From one professional to another: it's a fair price."

Esmee does not like to haggle too much about the price for Spannek at this moment, but if the PCs seem genuinely interested to exchange, she can up her offer to 50 gp x APL.

About calling in the law:

"Why would you call guards? We merely ply business. We are not forcing you. It's not like we offer criminals deals to get out from under their crime. We are merely offering to take over your charge."

About how they found the PCs:

"Ah, that is a secret. I am not asking how you got to be here, instead of Naerie City, yes?"

If the PCs successfully use Intimidate or Diplomacy while pushing this question, she reveals:

"Our employer knows a lot. He told us where you could be found."

If the PCs don't take the offer, she smiles politely, and leaves the tavern with Salizar. They retreat to a small inn at the edge of town, where, shielded in their room, they use Salizar's amulet to return to their employer.

If the PCs take up Esmee on her offer, she proposes to meet in the evening, a few miles out of town, where an exchange can be made without prying eyes.

Optional Encounter 12: ...You Can't Refuse

This encounter occurs either after the PCs agree to sell Spannek, or on the way home from Aylmport if they didn't, or if Esmee and Salizar never had the opportunity to approach the PCs peacefully.

If the PCs agreed to sell out Spannek: If the PCs go to the location as agreed upon by Esmee and Salizar, they arrive shortly after them, this time with a few 'body guards' in tow.

Dusk is gathering and the moon rising when five shapes can be made out, approaching along the road to Minetha.

Two of them are the men and woman you met earlier, but they are escorted by three stout orcs, bearing falchions.

The orcs snort, but the man heaves his hand and they stand down. The woman steps forward.

"Let's keep this short, shall we? We hand you the money agreed upon. You hand us Spannek. Agreed?"

The group is sincere in that they are willing to pay for Spannek's delivery and leave. Esmee is still willing to raise the price to 50 gp x APL, if the PCs want to haggle, but she does not like to haggle too long – at APL 4 and higher she has cast several long-time buffing spells prior to traveling here, and does not wish them to run out (assume that approx. Ten minutes past since the casting). If the PC take too long to close the deal, Salizar orders to attack.

Continue the encounter with "closing the deal".

If the PCs continued on with Spannek: This encounter occurs on the way home from Aylmthorpe. If the PCs did not even meet Esmee and Salizar, you may need to adjust the introduction a bit (see the the previous encounter for details on the information Esmee has).

This meeting can occur anywhere - if PCs *teleport* directly into Nonzfyr or Naerie City they totally avoid it, but otherwise it can run at any place along the way where it is quiet and there are no witnesses.

Here, Esmee, Salizar, and some hired help teleport to the PCs location. To determine their location, their employer uses *discern location* to determine Spannek's location prior to casting a variation on the spell *greater teleport*. This spell functions similar to the *Player's Handbook* spell, but has a few side-effects that are mostly cosmetic, and they allow the recipient to return to the original location using a focus (see below).

Paraphrase the following as the group teleports in:

Travel has been swift. The storm has blow itself out, and the sky has cleared. In fact, the last hours there has been a hardly any wind, and the sun has actually starting to beat down. It is almost shameful to feel happy when a small breeze picks up to cool you down. It quickly picks up, rustling the grass around you.

Any PC that has played through *SND2-01 United We Stand* has seen this phenomenon before, where it preludes the sudden appearance of a band of bandits.

If an *anticipate teleportation* spell is active, the PCs will have a forwarning and get some time to act, possibly disrupting the groups' hope for surprise to propose their deal.

Otherwise, the phenomenon is too quickly over to have the PCs prepare, and the group teleports in, gaining surprise on the PCS and allowing Esmee to propose her deal before the PCs take hostile action.

Suddenly, the air shimmers, and five figures appear ahead of you. Two of them are the men and woman you met earlier, but they are escorted by three stout orcs, bearing falchions.

The orcs snort, but the man heaves his hand and they stand down. The woman steps forward.

"Let's keep this short, shall we? We are willing to pay you [50xAPL] nightingales in jewels a person. We hand you the money. You hand us Spannek. We do that now, and we avoid blood being shed. We like to do this peacefully, but we cannot take no for an answer."

The group is sincere in that they are willing to pay for Spannek's delivery and leave. However, if the PCs refuse, or stall, they instantly attack – they are not willing to wait for more than a few minutes, as Esmee has cast buffing spells prior to the teleportation, and they do not like to risk any of them running out unless the PCs hand Spannek over without resistance. They also do not haggle – the price they offer is the maximum they are willing to go.

Closing the Deal: If the PCs hand Spannek over, this encounter runs quickly. Once the PCs turn over Spannek, the woman throws them the bag of gems, while the leader takes out a brooch and shouts a command word, activating another *greater teleport* spell. The group instantly disappears, leaving no trace of where they went.

If the PCs refuse to hand over Spannek (or try to cheat) combat is on.

Creatures: Salizar is a handsome but darkhearted hexblade. His paramour, Esmee, is as freespirited as she is immoral. Both are in this for the money. They have no connection to

Spannek, and if things go badly – something that has not yet happened to them – they are as quick to abandon their mission as they entered it.

The orcs are three brutal thugs the two hired. They are dimwitted and their expectation that they will get a fair share is only inspired by Esmees charms and Salizar's smooth tongue – if the mission is completed the orcs will quickly be dealt with, for Salizar and Esmee don't like to share.

Salizar and Esmee know that negotiations will be short, and likely end in violence. Before they teleport to the PC's destination, Esmee casts most of her long term buff spells (any spell that lasts beyond five minutes). She preferably casts these spells on herself or Salizar – only spells that can affect the entire group are also cast on the orcs.

See Esmee's statblock for the spells available, and assign them as you see fit. Be conservative with these pre-buffed spells if the party is low on resources or playing below APL. Note that Esmee channels positive energy and can thus cast spontaneous cure spells – which is where most unused buff spells will be reserved for.

APL 2 (EL 5)

☛ **Salizar:** Male human (Suel) Hexblade3; hp 28; see Appendix 1.

☛ **Esmee:** Female human (Suel) Clr1; hp 9; see Appendix 1.

☛ **Buktooth, Lyme, and Grensh:** Male orc War1; hp 9 each; see Appendix 1.

APL 4 (EL 7)

☛ **Salizar:** Male human (Suel) Hexblade5; hp 42; see Appendix 2.

☛ **Esmee:** Female human (Suel) Clr3; hp 21; see Appendix 2.

☛ **Buktooth, Lyme, and Grensh:** Male orc Bbn1; hp 14 each; see Appendix 2.

APL 6 (EL 9)

☛ **Salizar:** Male human (Suel) Hexblade7; hp 56; see Appendix 3.

☛ **Esmee:** Female human (Suel) Clr5; hp 33; see Appendix 3.

☛ **Buktooth, Lyme, and Grensh:** Male orc Bbn3; hp 32 each; see Appendix 3.

APL 8 (EL 11)

☛ **Salizar:** Male human (Suel) Hexblade9; hp 70; see Appendix 4.

☛ **Esmee:** Female human (Suel) Clr7; hp 45; see Appendix 4.

☛ **Buktooth, Lyme, and Grensh:** Male orc Bbn5; hp 50 each; see Appendix 4.

APL 10 (EL 13)

☛ **Salizar:** Male human (Suel) Hexblade11; hp 84; see Appendix 5.

☛ **Esmee:** Female human (Suel) Clr9; hp 57; see Appendix 5.

☛ **Buktooth, Lyme, and Grensh:** Male orc Bbn7; hp 68 each; see Appendix 5.

APL 12 (EL 15)

☛ **Salizar:** Male human (Suel) Hexblade13; hp 98; see Appendix 6.

☛ **Esmee:** Female human (Suel) Clr11; hp 69; see Appendix 6.

☛ **Buktooth, Lyme, and Grensh:** Male orc Bbn9; hp 86 each; see Appendix 6.

Treasure: The small bag Esmee held out holds the price agreed on in gems. If the price was not the maximum, the rest is found in another pouch.

APL 2: Loot: 101; Coin: 100; Magic: *potion of cure light wounds* (2 gp).

APL 4: Loot: 142; Coin: 200; Magic: *+1 breastplate* (113 gp), *+1 scimitar* (194 gp), *+1 heavy mace* (193 gp), *potion of cure light wounds* (2 gp), *potion of cure moderate wounds* (25 gp).

APL 6: Loot: 73; Coin: 300; Magic: *+1 breastplate* (113 gp), *+1 scimitar* (194 gp), *+1 heavy mace* (193 gp), *+1 falchion x 3* (198 gp), *potion of cure moderate wounds x2* (25 gp), *ring of protection +1* (167 gp), *gloves of dexterity +2* (333 gp).

APL 8: Loot: 40; Coin: 400; Magic: *+1 chain shirt* (104 gp), *+1 breastplate x4* (113 gp), *+1 keen scimitar* (694 gp), *+1 heavy mace* (193 gp), *+1 falchion x 3* (198 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *amulet of natural armor +1 x 4* (167 gp), *ring of protection +1* (167 gp), *gloves of dexterity +2* (333 gp), *periapt of wisdom +2* (333 gp).

APL 10: Loot: 55; Coin: 500; Magic: *+1 chain shirt* (104 gp), *+1 breastplate x4* (113 gp), *+1 buckler* (97 gp), *+1 keen scimitar* (694 gp), *+1 heavy mace* (193 gp), *+1 falchion x 3* (198 gp), *javelin of lighting x 6* (125 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *amulet of natural armor +1 x4* (167 gp), *ring of protection +1* (167 gp), *gloves of dexterity +2* (333 gp), *cloak of charisma +4* (1333 gp), *periapt of wisdom +4* (1333 gp).

APL 12: Loot: 55; Coin: 600; Magic: *+1 chain shirt* (104 gp), *+2 breastplate* (343 gp), *+1 buckler* (97 gp), *+1 keen scimitar* (694 gp), *+1 heavy mace* (193 gp), *+1 falchion x 3* (198 gp), *javelin of lighting x 6* (125 gp), *potion of cure serious wounds x2* (63 gp), *amulet of natural armor +1* (167 gp),

amulet of natural armor +2 x 3 (667 gp), *ring of protection* +2 (667 gp), *gloves of dexterity* +2 (333 gp), *cloak of charisma* +4 (1333 gp), *periapt of wisdom* +4 (1333 gp), *cloak of resistance* +1 (83 gp), *wand of cure moderate wounds* (375 gp), *pearl of power* (1st level) (83 gp).

Detect Magic Results: +1 *chain shirt* (Faint Abjuration), +1 *breastplate* (Faint Abjuration), +2 *breastplate* (Faint Abjuration), +1 *buckler* (Faint Abjuration), +1 *scimitar* (Faint Evocation), +1 *keen scimitar* (Moderate Transmutation), +1 *heavy mace* (Faint Evocation), +1 *falchion* (Faint Evocation), *javelin of lighting* (Faint Evocation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of cure serious wounds* (Faint Conjunction), *amulet of natural armor* +1 (Faint Transmutation), *amulet of natural armor* +2 (Faint Transmutation), *ring of protection* +1 (Faint Abjuration), *ring of protection* +2 (Faint Abjuration), *gloves of dexterity* +2 (Moderate Transmutation), *cloak of charisma* +2 (Moderate Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *periapt of wisdom* +4 (Moderate Transmutation), *cloak of resistance* +1 (Faint Abjuration), *wand of cure moderate wounds* (Faint Conjunction), *pearl of power* (1st level) (Strong Transmutation).

Tactics: As soon as combat starts, the orcs rage and charge, using Power Attack (and Leap Attack, at higher levels) to deal as much damage as possible. Esmee favors supporting magic and missile fire as long as she can, before turning to the use of her mace. Salizar uses his Combat Expertise and fights defensive in melee, while he uses his magic when possible, seeking to take out individual PCs with charms or debilitating spells.

If all three orcs are down, and Salizar is still alive, he decides it is enough and flees, using his brooch to teleport away. If possible (if she is within moving distance and he risks no attacks of opportunity), he takes Esmee, but he is not averse of leaving his lover behind. If this happens, Esmee is furious and tries to run – she won't take on a party on her own.

Development: Should the PCs capture any of their opponents alive, they initially refuse to tell who hired them (except if Esmee was left behind – if she survives, she gladly talks, blaming everything on her former lover, picturing him as evil and black-hearted as possible).

A successful DC 25 Diplomacy check, DC 12+APL Intimidate check, or magical compulsion can convince them to tell what they know, but it is not much.

The orcs do not know anything at all. Esmee and Salizar can both relate that a blonde man who named himself Ressler, though they are pretty sure it is a false name, hired them. It is not something they cared for.

Ressler is a powerful mage – or at least had access to powerful magic.

Salizar knows that they were occasionally scryed the last few days, but he hasn't been able to determine by whom – only that it wasn't Ressler, as it also happened when they were in his vicinity.

The brooch he carries is a small disc with the image of a sun crying a tear of blood. PCs may know this brooch from the Sunndi regional scenarios *SND2-01 United We Stand* or *SND4-01 Arrows from the Sun*. Salizar can reveal it would *teleport* them to a locale near Axebjerg, from where they were to travel to Kalstrand. They would be contacted there, though Salizar doubts that their hirer will turn up now that they failed.

Using the disc requires a command word (“locatha”), which then transports the wearer and all those who touch him to Axebjerg. Indeed, should the PCs do this, they find no trace of an employer.

What the PCs do with the thugs is up to them, though both Erdwyn and Burrowforge feel that they should be taken to justice.

Conclusion

Both The Iron League and the Nasranite Watch are eager to hear of anything the PCs have learned from the courier's body. They are severely disappointed that the PCs did not learn the traitor's name, but if they can relate the name of Aldaron Musz, this is received with much surprise, as Musz was already dead when the courier was intercepted. Both the League and the Nasranites know the name of Musz as a Jade Mask agent that was executed in Newkeep during the occupation by the Great Kindom.

Still, the name is considered very valuable information, and the PCs receive the favor of the organization that hired them in Encounter 2 (the Iron League or the Nasranite Watch) if they mention that name.

If the PCs mention that the last message was given by a woman that is received with interest, though nobody can, at this moment, make a guess as to whom that woman would be.

PCs receive 25 x APL gp for their trouble, even if Spannek escaped or was killed – while neither the League nor the Nasranites are happy with this, they accept the loss.

PCs also receive Puck's Gratitude if they ended Rebula's work and destroyed Alubertran. They receive this blessing even if they fled and avoided Puck in Encounter 10, but not if circumstances caused Puck's death or if the party let Alubertran live.

If the PCs did not destroy Alubertran, they may later hear that the village of Alymport was razed to the ground by Nasranite forces, but that the created were gone, likely

fled into the hills, where they continue to be a threat for years to come.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to gomez@gryphonhill.com as soon as possible. General comments about the module are also welcomed at this address.

1. Who did the party work for?
2. Did the party obtain the name of Alderon Musz?
3. Did the party find out the last message was given by a woman?
4. Did the party get caught while attacking the transport?
5. What happened to Alubertran and Rebula?
6. What happened to the zombies?
7. Did Spannek survive?
8. Was Spannek given to the party in the optional encounter (if played)?

The End

Experience Point Summary

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

Encounter 1A: The Ambush – Freeing the Prisoner

Freeing Spannek. (Grant only half xp if any of the NPCs guarding Spannek died)

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 1B: The Ambush – Transporting the Bandit

Defeating the ambushers:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 4: Former Denizens

Defeating the zombies

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

OR

Encounter 5: Safe Haven

Defeating the zombies (only if not fought in Encounter 4)

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

Encounter 6: Alymport

Getting to the Distillery

APL2	60 XP
APL4	90 XP
APL6	120 XP

APL8	150 XP
APL10	180 XP
APL12	210 XP

Encounter 8: Son of a Mourning Father

Defeating Alubertran

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Optional Encounter 12: ...You Can't Refuse

Defeating Esmee and Salizar. Grant half this xp if Spannek was sold as long as the PCs did their utmost best to get the best deal out of it.

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Discretionary Role-playing Award

APL2	60/90 XP
APL4	75/120 XP
APL6	90/150 XP
APL8	105/180 XP
APL10	120/210 XP
APL12	135/240 XP

Total Possible Experience:

APL2	450 / 630 XP
APL4	675 / 930 XP
APL6	900 / 1230 XP
APL8	1125 / 1530 XP
APL10	1350 / 1830 XP
APL12	1575 / 2130 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.

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

Encounter 1A: The Ambush – Freeing the Prisoner

APL 2: Loot: 361 gp; Coin: 118 gp; Magic: 10 gp
APL 4: Loot: 298 gp; Coin: 133 gp; Magic: 295 gp
APL 6: Loot: 714 gp; Coin: 108 gp; Magic: 299 gp
APL 8: Loot: 251gp; Coin: 133 gp; Magic: 1999 gp
APL 10: Loot: 44 gp; Coin: 191 gp; Magic: 2867 gp
APL 12: Loot: 94 gp; Coin: 133 gp; Magic: 4813 gp

Encounter 1B: The Ambush – Transporting the Bandit

APL 2: Loot: 339 gp; Coin: 38 gp; Magic: 16 gp
APL 4: Loot: 421 gp; Coin: 125 gp; Magic: 315 gp
APL 6: Loot: 764 gp; Coin: 125 gp; Magic: 315 gp
APL 8: Loot: 419 gp; Coin: 133 gp; Magic: 1991 gp
APL 10: Loot: 173 gp; Coin: 133 gp; Magic: 2698 gp
APL 12: Loot: 240 gp; Coin: 133 gp; Magic: 4742 gp

Encounter 6: Alymport

ALL APLs: Loot: 6 gp; Coin: 0 gp; Magic: 0 gp

Encounter 7: The Distillery

ALL APLs: Loot: 0 gp; Coin: 0 gp; Magic: 296 gp

Encounter 8: Son of a Mourning Father

APL 2: Loot: 14 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 51 gp; Coin: 0 gp; Magic: 0 gp
APL 6: Loot: 25 gp; Coin: 0 gp; Magic: 193 gp
APL 8: Loot: 25 gp; Coin: 0 gp; Magic: 693 gp
APL 10: Loot: 25 gp; Coin: 0 gp; Magic: 1527 gp
APL 12: Loot: 25 gp; Coin: 0 gp; Magic: 1527 gp

Optional Encounter 12: ...You Can't Refuse

APL 2: Loot: 101 gp; Coin: 100 gp; Magic: 2 gp
APL 4: Loot: 142 gp; Coin: 200 gp; Magic: 527 gp
APL 6: Loot: 73 gp; Coin: 300 gp; Magic: 1644 gp
APL 8: Loot: 40 gp; Coin: 400 gp; Magic: 3626 gp
APL 10: Loot: 55 gp; Coin: 500 gp; Magic: 6806 gp
APL 12: Loot: 55 gp; Coin: 600 gp; Magic: 9276 gp

Conclusion

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp
APL 10: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp
APL 12: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 468 gp; Coin: 268 gp; Magic: 314 gp -
Total: 450 / 203 gp
APL 4: Loot: 620 gp; Coin: 433 gp; Magic: 1138 gp -
Total: 650 / 650 gp
APL 6: Loot: 868 gp; Coin: 575 gp; Magic: 2448 gp -
Total: 900 / 900 gp
APL 8: Loot: 490 gp; Coin: 733 gp; Magic: 6614 gp -
Total: 1300 / 1300gp
APL 10: Loot: 259 gp; Coin: 941 gp; Magic: 11496 gp -
Total: 2300 / 2300gp
APL 12: Loot: 326 gp; Coin: 1033 gp; Magic: 15913 gp -
Total: 3300 / 3300 gp

Note that the figure after the slash is the maximum amount of gold that can be recovered if the PCs from the optional encounters, assuming they play through the optional encounters.

Items for the Adventure Record

❏ **Partial Golem Manual:** This manual is incomplete and holds not enough power to be used effectively. However, it contains the spells *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*, which may be learned as if from a spellbook. Cost 950 gp.

❏ **Rebula's Spellbook:** 0—*repair minor damage(CA)*; 1st—*alarm*, *animate rope*, *erase*, *repair light damage(CA)*, *Tenser's floating disk*, *unseen servant*; 2nd—*arcane lock*, *knock*, *levitate*, *locate object*, *repair moderate damage(CA)*, *spider climb*; 3rd—*dispel magic*, *gentle repose*, *repair serious damage(CA)*, *secret page*, *sepia snake sigil*, *sign of sealing(CA)*, *shrink item*; 4th—*minor creation*, *repair critical damage(CA)*, *stone shape*. Cost 2,600 gp

❏ **Puck's Gratitude:** Once per day, a PC may call upon the blessings of Wenta while lifting an empty tankard, and have it filled to the brim with high quality beer.

❏ **High Risk:** The PC is considered risky to hire, and will not be hired again by the Iron League until the PC has spent a favor with the Iron League to better his reputation.

❏ **Favor of the Iron League:** This favor can be spent for one of the following:

- As one influence point with the Jaded Mask.
- Have one weapon or armor enhanced to +2
- One-time access to one of the following: *banded mail of luck*, *ring of mindshielding*, *rod of splendor*
- One-time access to one of the following armor enhancements: *shadow*, *silent moves*, *slick*

Members of the Jaded Mask gain meta-regional access to these items and need not spend the favor for access.

❏ **Favor of the Nasranite Watch:** This favor can be spent for one of the following:

- As one influence point with the Nasranite Watch
- Have one weapon or armor enhanced to +2
- One-time access to one of the following items: *mace of terror*, *shatterspike*, *drums of panic*
- One-time access to one of the following weapon enhancements: *axiomatic*, *shock*, *keen*

Members of the Nasranite Watch gain meta-regional access to these items and need not spend the favor

❖ *wand of cure moderate wounds* (Adventure, DMG)

❖ *pearl of power (1st level)* (Adventure, DMG)

Item Access

APL 8 (All of APLs 2-6 plus the following)

- ❖ *scroll of anticipate teleportation* (Adventure, CL 7, Complete Arcane)
- ❖ *+1 shock longsword* (Adventure, DMG)
- ❖ *+1 keen scimitar* (Adventure, DMG)

APL 10 (All of APLs 2-8 plus the following)

- ❖ *wand of cure light wounds* (Adventure, DMG)
- ❖ *+1 flaming burst longsword* (Adventure, DMG)
- ❖ *javelin of lighting* (Adventure, DMG)
- ❖ *cloak of charisma +4* (Adventure, DMG)
- ❖ *periapt of wisdom +4* (Adventure, DMG)

APL 12 (All of APLs 2-10 plus the following)

- ❖ *+1 seeking mighty composite longbow* (Str +3) (Adventure, DMG)
- ❖ *+1 defending longsword* (Adventure, DMG)
- ❖ *+1 defending dwarven waraxe* (Adventure, DMG)
- ❖ *+1 merciful longsword* (Adventure, DMG)
- ❖ *+1 merciful sap* (Adventure, DMG)
- ❖ *+1 full plate with light fortification* (Adventure, DMG)
- ❖ *+1 shadow studded leather* (Adventure, DMG)
- ❖ *+2 breastplate* (Adventure, DMG)
- ❖ *amulet of natural armor +2* (Adventure, DMG)
- ❖ *ring of protection +2* (Adventure, DMG)

Appendix 1: APL 2

Main and Supporting NPCs

Spannek: Male human (Suel) Ftr2: CR 2; Medium humanoid (human); HD 2d10; hp 16; Init +2; Spd 30 ft. (10 ft. with manacles); AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +4; Atk +4 melee (1d3+2, unarmed strike); Full Atk +4 melee (1d3+2, unarmed strike); AL NE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Knowledge (nobility & royalty) +3; Ride +3, Spot +3; Combat Reflexes, Dodge, Mobility, Weapon Focus (bastard sword).

Possessions: Masterwork manacles with a simple lock (DC 20).

Erdwyn: Male human (Oeridian) Clr1 (Zilchus): CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 18); Base Atk +0; Grp +1; Atk +1 melee (1d8+1, morningstar) or +1 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8+1, morningstar) or +1 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +4; Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +5, Decipher Script +5, Knowledge (history) +4, Knowledge (arcana) +6, Knowledge (The Splintered Suns) +6, Knowledge (religion) +4, Spellcraft +6; Diligent, Eschew Materials.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*detect magic, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*.*

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Chain mail, morningstar, light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *scroll of speak with dead*.

Burrowforge: Male dwarf Clr1 (Dumathoin): CR 1; Medium humanoid (dwarf); HD 1d8 + 2; hp 10; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +0; Grp +2; Atk +2 melee (1d8+2, warhammer) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+2, warhammer) or +1 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +1, Will +4; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (mining) +2, Knowledge (religion) +2, Spellcraft +2, Survival +3; Martial Weapon Proficiency (warhammer).

Spells Prepared (3/3; base DC = 12 + spell level): 0—*mending, resistance, virtue*, 1st—*bless, magic stone**, *magic weapon*.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +1 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Leather armor, heavy wooden shield, warhammer, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta): CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle*.*

*Domain spell. *Domains:* Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day).

Possessions: Leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD

1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galeo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: Club.

Encounter 1A

Caseyn: Male half-orc War1; CR 1/2; Medium humanoid (half-orc); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +4; Atk +6 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); AL N; SV Fort +3, Ref +2, Will -1; SQ Darkvision 60 ft.; Str 17, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2; Weapon Focus (longsword).

Possessions: Chain mail, masterwork longsword, masterwork light crossbow, 10 bolts, heavy steel shield, *potion of cure light wounds*.

Killann: Male human (Oeridian) War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/19-20, masterwork light crossbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Power Attack, Cleave.

Possessions: Chain mail, masterwork longsword, masterwork light crossbow, 10 bolts, heavy steel shield.

Kobrik: Male dwarf Clr1 (Moradin); CR 1; Medium humanoid (dwarf); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +0; Grp +0; Atk +1 melee (1d6, masterwork morningstar) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, masterwork morningstar) or +2 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +2, Ref +2, Will +4; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +9; Skill Focus (concentration).

Spells Prepared (3/2; base DC = 12 + spell level): 0—*detect magic, read magic, resistance*, 1st—*bless, cause fear, sanctuary*.*

*Domain spell. *Domains:* Protection (grant +1 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

Possessions: Masterwork morningstar, light crossbow, 10 bolts, chain mail, heavy steel shield, silver holy symbol of Moradin, *scroll of obscuring mist*, 250 gp.

Lagoli: Male halfling Rog1; CR 1; Small humanoid (halfling); HD 1d6+2; hp 8; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +0; Grp -4; Atk +2 melee (1d4, masterwork sap) or +3 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d4, masterwork sap) or +3 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +2, Ref +5, Will -1; SQ sneak attack +1d6, trapfinding; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +6, Escape Artist +7, Hide +11, Listen +3, Search +5, Move Silently +11, Spot +3, Tumble +7; Dodge.

Possessions: Masterwork studded leather, masterwork sap, masterwork short sword, masterwork light crossbow, 10 bolts, 10 gp.

Glendara: Female wood elf Rgr1; CR 1; Small humanoid (wood elf); HD 1d8; hp 8; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/x3, masterwork longbow); Full Atk +5 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/x3, masterwork longbow); AL NG; SV Fort +2, Ref +5, Will +1; SA Favored enemy (human: +2); SQ Immunity vs sleep and similar effects, low-light vision,

wild empathy: +0; Str 16, Dex 17, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +6, Hide +6, Listen +5, Move Silently +6, Spot +5, Survival +5; Combat Reflexes, Track.

Possessions: Chain shirt, masterwork longsword, masterwork longbow, 20 arrows.

Infred: Female gnome Sor1: CR 1; Small humanoid (gnome); HD 1d4+3; hp 7; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +0; Grp -4; Atk -1 melee (1d3-2/19-20, dagger) or +3 ranged (1d6/19-20, masterwork light crossbow); Full Atk -1 melee (1d3-2/19-20, dagger) or +3 ranged (1d6/19-20, masterwork light crossbow); SQ Low-light vision; AL N; SV Fort +3, Ref +1, Will +3; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +7, Hide +5, Listen +5, Spellcraft +2, Spot +3 (+6 in bright light); Alertness^B, Improved Initiative.

Spells Known (4/2): (5/4; base DC = 12 + spell level): 0—*daze, read magic, resistance, acid splash*; 1st—*sleep, color spray*

Possessions: Dagger, morningstar, masterwork light crossbow, 10 bolts, *scroll of mage armor, scroll of shield*, 450 gp.

Svene, Hawk Familiar: CR n.a.; Tiny magical beast; HD 1d8; hp 3; Init +3; Spd 10 ft., fly 60ft.; AC 18 (touch 15, flat-footed 15); Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); SQ Alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse.

Encounter 1B: Transporting the Bandit

Brimmon: Male dwarf War1: CR 1/2; Medium humanoid (dwarf); HD 1d8+3; hp 11; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +4; Atk +5 melee (1d6+3, masterwork sap) or +5 melee (1d10+3/x3, masterwork dwarven waraxe) or +3 ranged (special, net); Full Atk +5 melee (1d6+3, masterwork sap) or +5 melee (1d10+3/x3, masterwork dwarven waraxe) or +3 ranged (special, net); AL CN; SV Fort +5, Ref +2, Will -1; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 16, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +7, Jump +7, Intimidate +2; Exotic Weapon Proficiency (net).

Possessions: Chain mail, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork dwarven waraxe, net, tanglefoot bag.

Kwindior: Male gnome War1: CR 1/2; Small humanoid (gnome); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 18); Base Atk +1; Grp -1; Atk +6 melee (1d4+2, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); Full Atk +6 melee (1d4+2, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 12, Dex 15, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Weapon Focus (sap).

Possessions: Chain mail, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork gnome hooked hammer, tanglefoot bag.

Gallienta: Female gnome Adept1 (Garl Glittergold): CR 1/2; Small humanoid (gnome); HD 1d6+2; hp 8; Init +6; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Base Atk +0; Grp -4; Atk +1 melee (1d4, sap) or +3 ranged (1d6/19-20, masterwork light crossbow); Full Atk +1 melee (1d4, sap) or +3 ranged (1d6/19-20, masterwork light crossbow); SQ Low-light vision; AL CG; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +6; Improved Initiative.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*detect magic, read magic, cure minor wounds*; 1st—*bless, cause fear*.

Possessions: Sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag, silver holy symbol of Garl Glittergold, *potion of mage armor, potion of cure light wounds*, 250 gp.

Caldarus: Male halfling Rog1: CR 1; Small humanoid (halfling); HD 1d6+2; hp 8; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +0; Grp -4; Atk +2 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); AL CG; SV Fort +2, Ref +5, Will -1; SA sneak attack +1d6; SQ Trapfinding; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +6, Escape Artist +7, Hide +11, Listen +3, Search +5, Move Silently +11, Spot +3, Tumble +7; Dodge.

Possessions: Masterwork studded leather, masterwork sap, masterwork short sword, masterwork light crossbow, 10 bolts, tanglefoot bag.

Ammaria: Female half elf Rgr1: CR 1; Medium humanoid (elf); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +4

melee (1d6+2, masterwork sap) or +3 ranged (1d8/x3, masterwork longbow); Full Atk +4 melee (1d6+2, masterwork sap) or +3 ranged (1d8/x3, masterwork longbow); AL CG; SV Fort +3, Ref +4, Will +1; SA Favored enemy (human: +2); Immunity vs sleep and similar effects, low-light vision, wild empathy: +0; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +6, Hide +6, Listen +5, Move Silently +6, Spot +5, Survival +5; Combat Reflexes, Track.

Possessions: Chain shirt, masterwork sap, masterwork longsword, masterwork longbow, 20 arrows.

Minnaia: Male gnome Sor1: CR 1; Small humanoid (gnome); HD 1d4+3; hp 7; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +0; Grp -4; Atk -1 melee (1d4-2, sap) or +3 ranged (1d6/19-20, masterwork light crossbow); Full Atk -1 melee (1d4-2, sap) or +3 ranged (1d6/19-20, masterwork light crossbow); SQ Low-light vision; AL N; SV Fort +3, Ref +1, Will +3; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +7, Hide +5, Listen +5, Spellcraft +2, Spot +3 (+6 in bright light); Alertness^B, Improved Initiative.

Spells Known (4/2): (5/4; base DC = 12 + spell level): 0—*daze, read magic, resistance, ghost sound*, 1st—*animate rope, sleep*.

Possessions: Sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag, *scroll of mage armor*, *scroll of shield*, 2 *scrolls of feather fall*, 200 gp.

Hagerbusworth, Hawk Familiar: CR n.a.; Tiny magical beast; HD 1d8; hp 3; Init +3; Spd 10 ft., fly 60ft.; AC 18 (touch 15, flat-footed 15); Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); SQ: alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse.

Encounter 4, 5, and 6

Corpse, Animated Object: CR 2; Medium Construct; HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ Construct traits, darkvision 60 ft., low-light vision, constrict 1d6+1, hardness 2; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Constrict (Ex): A corpse deals 1d6+1 points of damage with a successful grapple check against a creature up to one size larger than itself.

Hardness (Ex): A corpse has a hardness of 2 (similar to that of hide).

Cannibal Zombie: CR 1; Medium Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.(can't run); AC 11 (touch 9, flat-footed 11); Base Atk +1; Grp +2; Atk +2 melee (1d6+1+disease, bite); Full Atk +2 melee (1d6+1+disease, bite); SA Disease; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 8, Con -, Int 3, Wis 10, Cha 1.

Skills and Feats: Listen +2, Spot +3; Toughness.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Cannibal Zombie, small: CR 1; Small Undead; HD 2d12+3; hp 16; Init -1; Spd 20 ft. (can't run); AC 13 (touch 11, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d4+disease, bite); Full Atk +2 melee (1d4+disease, bite); SA Disease; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +0, Will +4; Str 10, Dex 10, Con -, Int 6, Wis 10, Cha 1.

Skills and Feats: Listen +2, Spot +3; Toughness.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Encounter 7

Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr2; CR 4; Small Construct; HD 2d10+20; hp 36; Init +0; Spd 20 ft. (can't run); AC 18 (touch 11, flat-footed 18); Base Atk +2; Grp +7; Atk +7 melee (1d2+4+disease, unarmed strike) OR +8 melee (1d6+6/19-20, longsword); Full Atk +7 melee (1d2+4+disease, unarmed strike) OR +8 melee (1d6+6/19-20, longsword); SQ Construct traits, darkvision 60 ft., disease, DR 5/adamantite, immunity to magic, low-light vision; AL CE; SV Fort +3, Ref +0, Will +0; Str 19, Dex 10, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +8, Craft (alchemy) +3, Jump +8, Ride +2; Combat Expertise*, Improved Unarmed Strike, Weapon Focus (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals cold or fire damage slows Alubertran (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on Alubertran and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Alubertran to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *lightning bolt*, Alubertran heals 3 points of damage if the attack would have dealt 11 points of damage. Alubertran gets no saving throw against attacks that deal electricity damage.

Possessions: Leather armor (apparatus jacket), club or longsword, chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff); SQ Low-light vision; AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark*, *mending*, *read magic*, *repair minor damage**/**, 1st—*animate rope**, *comprehend*

languages, *repair light damage**/**, *Tenser's floating disk*, *unseen servant* (x2); 2nd—*arcane lock*, *levitate**, *locate object*, *repair moderate damage**/**, *spider climb*; 3rd—*dispel magic*, *gentle repose*, *repair serious damage**/**, *shrink item**, 4th—*minor creation*, *repair critical damage**/**, *stone shape*.*

*) Transmutation spell, base DC = 15 + spelllevel

**) Spell from the Complete Arcane, see Appendix 7

Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 20 ft; AC 17 (touch 12, flat-footed 13); Base Atk +3; Grp +5; Atk +6 melee (1d6+2/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); Full Atk +6 melee (1d6+2/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); SA Hexblade's curse 1/day; SQ Arcane resistance, mettle; AL NE; SV Fort +3, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Concentration +4, Bluff +8, Diplomacy +6, Intimidate +8, Spellcraft +6; Battle Caster**, Combat Expertise, Improved Feint.

Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Masterwork scimitar, longbow, quiver with 20 arrows, breastplate, *potion of cure light wounds*.

Esmee: Female human (Suel) Clr1 (Olidamarra); CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Base Atk +0; Grp +1; Atk +1 melee (1d8+1, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8+1, heavy mace) or +3 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +3, Ref +3, Will +4; Str 12, Dex 16, Con 12, Int 12, Wis 15, Cha 13.

Skills and Feats: Bluff +5, Hide +7, Knowledge (religion) +3, Spellcraft +3; Dodge, Improved Initiative.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*detect magic, guidance, resistance*, 1st—*bless, cause fear, entropic shield*.*

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Chain shirt, daggers (3), heavy mace, buckler, light crossbow, 10 bolts, silver holy symbol of Olidamarra, spell component pouch, 600 gp in gems.

Buktooth, Lyme, and Grensh: Male orc War1; CR 1/2; Medium humanoid (orc); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +4; Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Possessions: Falchion, studded leather armor, 2 javelins.

Appendix 2: APL 4

Main And Supporting NPCs

Spannek: Male human (Suel) Ftr4: CR 4; Medium humanoid (human); HD 4d10; hp 28; Init +2; Spd 30 ft. (10 ft. with manacles); AC 12 (touch 12, flat-footed 10); Base Atk +4; Grp +6; Atk +6 melee (1d3+2, unarmed strike); Full Atk +6 melee (1d3+2, unarmed strike); AL NE; SV Fort +5, Ref +5, Will +2; Str 14, Dex 15, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Knowledge (nobility & royalty) +4; Ride +3, Spot +5; Combat Expertise, Combat Reflexes, Dodge, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork manacles with an average lock (DC 25).

Erdwyn: Male human (Oeridian) Clr2 (Zilchus): CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 18); Base Atk +1; Grp +2; Atk +2 melee (1d8+1, morningstar) or +2 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1, morningstar) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +1, Will +5; Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +6, Decipher Script +5, Knowledge (history) +4, Knowledge (arcana) +7, Knowledge (The Splintered Suns) +7, Knowledge (religion) +4, Spellcraft +9; Diligent, Eschew Materials.

Spells Prepared (4/4; base DC = 12 + spell level): 0—*guidance, detect magic, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*, magic weapon*.

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Chain mail, morningstar, light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *scroll of speak with dead*.

Burrowforge: Male dwarf Clr2 (Dumathoin): CR 2; Medium humanoid (dwarf); HD 2d8 + 4; hp 17; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d8+2, warhammer) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+2, warhammer) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (mining) +3, Knowledge (religion) +3, Spellcraft +2, Survival +3; Martial Weapon Proficiency (warhammer).

Spells Prepared (4/4; base DC = 12 + spell level): 0—*guidance, mending, resistance, virtue*, 1st—*bless, divine favor, magic stone*, magic weapon*.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +2 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Leather armor, heavy wooden shield, warhammer, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude.

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta); CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle**.

*Domain spell. *Domains:* Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill).

Possessions: Leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galeo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: club.

Encounter 1A

Caseyn: Male half-orc Ftr1; CR 1; Medium humanoid (half-orc); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +4; Atk +6 melee (1d8+3/19-20, masterwork longsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3/19-20, masterwork longsword) or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +2, Will -1; SQ Darkvision 60 ft.; Str 17, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2; Weapon Focus (longsword), Power Attack

Possessions: masterwork chainmail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, *potion of cure light wounds*.

Killann: Male human (Oeridian) Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/19-20, masterwork longsword) or +2 ranged

(1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Power Attack, Cleave, Weapon Focus (longsword)

Possessions: masterwork chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield.

Kobrik: Male dwarf Clr2 (Moradin); CR 2; Medium humanoid (dwarf); HD 2d8+4; hp 17; Init +1; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Base Atk +1; Grp +1; Atk +1 melee (1d6, morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, morningstar) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref +2, Will +5; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +10; Skill Focus (concentration).

Spells Prepared (3/2+1*; base DC = 12 + spell level): 0—*detect magic, read magic, resistance, 1st—bless, cause fear, shield of faith, sanctuary**

*Domain spell. *Domains:* Protection (grant +2 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

Possessions: morningstar, light crossbow, 10 bolts, chain mail, silver holy symbol of Moradin, +1 *steel shield*.

Lagoli: Male halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp -3; Atk +3 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +2, Ref +6, Will -1; SQ sneak attack +1d6, trapfinding, evasion; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +9, Escape Artist +8, Hide +12, Listen +4, Search +6, Move Silently +12, Spot +4, Tumble +10, Rope Use +4; Dodge.

Possessions: masterwork sap, masterwork short sword, masterwork light crossbow, 10 bolts, +1 *studded leather*, 200gp.

Glendara: Female wood elf Rge2; CR 2; Medium humanoid (wood elf); HD 2d8; hp 13; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, masterwork longsword) or +6 ranged (1d8/x3, masterwork composite longbow); Full Atk +6 melee (1d8+3/19-20, masterwork longsword) or +6 ranged (1d8/x3, masterwork composite longbow); AL

NG; SV Fort +3, Ref +6, Will +1; SQ favored enemy +2(human), track, wild empathy, immunity vs sleep and similar effects, low-light vision, archery combat style; Str 16, Dex 17, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +7, Hide +7, Listen +7, Move Silently +7, Spot +7, Survival +7; Point Blank Shot, Rapid Shot

Possessions: masterwork longsword, masterwork composite longbow, 20 arrows, +1 *chain shirt*

Inifredd: Female gnome Sor2; CR 2; Small humanoid (gnome); HD 2d4+6; hp 13; Init +5; Spd 20 ft.; AC 12 (touch 11, flat-footed 11); Base Atk +1; Grp -3; Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, masterwork light crossbow); Full Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +4, Ref +2, Will +5; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +8, Hide +6, Spot +5; Improved Initiative.

Spells Known (5/2): (6/5; base DC = 12 + spell level): 0—*daze, read magic, touch of fatigue, resistance, acid splash*; 1st—*lesser orb of acid, color spray*.

Possessions: dagger, morningstar, masterwork light crossbow, 10 bolts, *scroll of mage armor, cloak of resistance +1, potion of cure light wounds*, 600 gp.

Svene, Hawk Familiar: CR n.a.; Tiny magical beast; HD 2d8; hp 6; Init +3; Spd 10 ft., fly 60ft.; AC 18 (touch 15, flat-footed 15); Base Atk +1; Grp -9; Atk +6 melee (1d4-2, talons); Full Atk +6 melee (1d4-2, talons); SQ: alertness, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +6, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse.

Encounter 1B

Brimmon: Male dwarf Ftr1; CR 1; Medium humanoid (dwarf); HD 1d10+3; hp 13; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +4; Atk +5 melee (1d6+3, masterwork sap) or +6 melee (1d10+3/x3, masterwork dwarven waraxe) or +3 ranged (special, net); Full Atk +5 melee (1d6+3, masterwork sap) or +6 melee (1d10+3/x3, masterwork dwarven waraxe) or +3 ranged (special, net); AL CN; SV Fort +5, Ref +2, Will -1; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 16, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +7, Jump +7, Intimidate +2; Exotic Weapon Proficiency (net), Weapon Focus (dwarven waraxe)

Possessions: chain mail, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork dwarven waraxe, net, tanglefoot bag, *potion of cure light wounds*, 150 gp.

Kwindior: Male gnome Ftr1; CR 1; Small humanoid (gnome); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 18); Base Atk +1; Grp -1; Atk +6 melee (1d4+2, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); Full Atk +6 melee (1d4+2, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 12, Dex 15, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Weapon Focus (sap), Power Attack.

Possessions: chain mail, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork gnome hooked hammer, tanglefoot bag, *potion of cure light wounds*.

Gallienta: Female gnome Clr1 (Garl Glittergold); CR 1; Small humanoid (gnome); HD 1d8+2; hp 10; Init +6; Spd 20 ft.; AC 20 (touch 13, flat-footed 11); Base Atk +0; Grp -4; Atk +2 melee (1d4, masterwork sap) or +2 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4, masterwork sap) or +2 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +6; Improved Initiative.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*detect magic, read magic, guidance*, 1st—*bless, cause fear, sanctuary**

*Domain spell. *Domains:* Protection (grant +1 resistance bonus until discharged or for 1 hour, 1/day); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)

Possessions: masterwork sap, masterwork morningstar, light crossbow, 10 bolts, tanglefoot bag, silver holy symbol of Garl Glittergold, heavy wooden shield, chainmail, *potion of cure light wounds, scroll of obscuring mist*.

Caldarus: Male halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp -3; Atk +3 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); AL CG; SV Fort +2, Ref +6, Will -1; SQ evasion, sneak attack +1d6, trapfinding; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +9, Escape Artist +8, Hide +12, Listen +4, Search +6, Move Silently +12, Spot +4, Tumble +10; Dodge.

Possessions: masterwork sap, masterwork short sword, masterwork light crossbow, 10 bolts, tanglefoot bag, +1 *studded leather*.

Ammaria: Female half elf Rgr2; CR 2; Medium humanoid (half elf); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, masterwork sap) or +5 ranged (1d8/x3, masterwork composite longbow); Full Atk +45melee (1d6+2, masterwork sap) or +5 ranged (1d8/x3, masterwork composite longbow); AL CG; SV Fort +4, Ref +5, Will +1; SQ favored enemy +2(human), track, wild empathy, immunity vs sleep and similar effects, low-light vision, archery combat style; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Hide +7, Listen +6, Move Silently +7, Spot +6, Survival +6; Point Blank Shot, Rapid Shot

Possessions: masterwork sap, masterwork longsword, masterwork composite longbow, 20 arrows, +1 *chain shirt*.

Minnaia: Male gnome Sor2; CR 2; Small humanoid (gnome); HD 2d4+6; hp 13; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +1; Grp -3; Atk +0 melee (1d4-2, sap) or +3 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d4-2, sap) or +3 ranged (1d6/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +5; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +8, Hide +6, Spot +5; Improved Initiative.

Spells Known (5/2): (6/5; base DC = 12 + spell level): 0—*daze, flare, read magic, resistance, ghost sound*; 1st—*animate rope, sleep*.

Possessions: sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag, *scroll of mage armor, scroll of shield, 2 scrolls of feather fall, cloak of resistance +1, potion of cure light wounds*, 600 gp

Hagerbusworth, Hawk Familiar: CR n.a.; Tiny magical beast; HD 2d8; hp 6; Init +3; Spd 10 ft., fly 60ft.; AC 18 (touch 15, flat-footed 15); Base Atk +1; Grp -9; Atk +6 melee (1d4-2, talons); Full Atk +6 melee (1d4-2, talons); SQ: alertness, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +6, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse

Encounter 4, 5, and 6

Corpse, Animated Object (2): CR 2; Medium Construct; HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ Construct traits, darkvision 60 ft., low-light vision, constrict 1d6+1, hardness 2; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Constrict (Ex): A corpse deals 1d6+1 points of damage with a successful grapple check against a creature up to one size larger than itself.

Hardness (Ex): A corpse has a hardness of 2 (similar to that of hide).

Cannibal Zombie: CR 2; Medium Undead; HD 2d12+3; hp 16; Init +0; Spd 60 ft.; AC 13 (touch 11, flat-footed 11); Base Atk +1; Grp +2; Atk +2 melee (1d6+1+disease, bite); Full Atk +2 melee (1d6+1+disease, bite); SA Disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, undead traits; AL NE; SV Fort +1, Ref +0, Will +4; Str 12, Dex 10, Con -, Int 3, Wis 10, Cha 1.

Skills and Feats: Listen +2, Spot +3; Toughness

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Cannibal Zombie, small: CR 2; Small Undead; HD 2d12+3; hp 16; Init +1; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d4+disease, bite); Full Atk +2 melee (1d4+disease, bite); SA Disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 10, Dex 12, Con -, Int 3, Wis 10, Cha 1.

Skills and Feats: Listen +2, Spot +3; Toughness

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Encounter 7

Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr4; CR 6; Small Construct; HD 4d10+20; hp 48; Init +0; Spd 20 ft. (can't run); AC 18 (touch 11,

flat-footed 18); Base Atk +4; Grp +9; Atk +9 melee (1d2+5+disease, unarmed strike) OR +11 melee (1d6+9/19-20, masterwork longsword); Full Atk +9 melee (1d2+4+disease, unarmed strike) OR +11 melee (1d6+9/19-20, masterwork longsword); SQ Construct traits, darkvision 60 ft., disease, DR 5/admantite, immunity to magic, low-light vision; AL CE; SV Fort +4, Ref +1, Will +1; Str 20, Dex 10, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +11, Craft (alchemy) +3, Jump +11, Ride +3; Combat Expertise*, Improved Trip*, Improved Unarmed Strike, Weapon Focus (longsword), Weapon Specialization (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals cold or fire damage slows Alubertran (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on Alubertran and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Alubertran to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *lightning bolt*, Alubertran heals 3 points of damage if the attack would have dealt 11 points of damage. Alubertran gets no saving throw against attacks that deal electricity damage.

Possessions: Leather armor (apparatus jacket), masterwork longsword, masterwork chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff); AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark, mending, read magic, repair minor damage*/***, 1st—*animate rope*, comprehend languages, repair light damage*/***, *Tenser's floating disk, unseen servant (x2)*; 2nd—*arcane lock, levitate*, locate object, repair moderate damage*/***, *spider climb*, 3rd—*dispel magic, gentle repose, repair serious damage*/***, *shrink item**, 4th—*minor creation, repair critical damage*/***, *stone shape**.

*) Transmutation spell, base DC = 15 + spelllevel

**) Spell from the Complete Arcane, see Appendix

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Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade5; CR 5; Medium humanoid (human); HD 5d10+10; hp 42; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 13); Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, +1 *scimitar*) or +7 ranged (1d8/x3, composite longbow); Full Atk +8 melee (1d6+3/18-20, +1 *scimitar*) or +7 ranged (1d8/x3, composite longbow); SA Hexblade's curse 2/day; SQ Arcane resistance, mettle; AL NE; SV Fort +3, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 15.

Skills and Feats: Concentration +8, Bluff +10, Diplomacy +6, Intimidate +8, Spellcraft +8; Battle Caster**, Combat Expertise, Improved Feint, Spell Focus (enchantment).

Spells Known (2): (1; base DC = 12 + spell level): 1st—*charm person*, Tasha's hideous laughter**.

*) Enchantment spell, base DC = 13 + spell level

Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Composite longbow, quiver with 20 arrows, +1 breastplate, +1 scimitar, potion of cure moderate wounds.

Esmee: Female human (Suel) Clr3 (Olidamarra); CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Base Atk +2; Grp +3; Atk +4 melee (1d8+2, +1 heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+2, +1 heavy mace) or +5 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +4, Ref +4, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 15, Cha 13.

Skills and Feats: Concentration +5, Bluff +7, Hide +7, Knowledge (religion) +3, Spellcraft +5; Dodge, Improved Initiative, Mobility

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, guidance, resistance (x2)*; 1st—*bless, cause fear, entropic shield*, shield of faith*; 2nd—*invisibility*, resist energy, silence*.

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Chain shirt, daggers (3), buckler, light crossbow, 10 bolts, silver holy symbol of Olidamarra, spell component pouch, +1 heavy mace, potion of cure light wounds, 1200 gp in gems.

Buktooth, Lyme, and Grensh: Male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, masterwork falchion) or +1 ranged (1d6+4, javelin); Full Atk +6 melee (2d4+6/18-20, masterwork falchion) or +1 ranged (1d6+4, javelin); SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity, rage 1/day; AL CE; SV Fort +4, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +1, Spot +1, Survival +1; Power Attack

Possessions: Masterwork falchion, chain shirt, 2 javelins.

Appendix 3: APL 6

Main and Supportinf NPCs

Spannek: Male human (Suel) Ftr6: CR 6; Medium humanoid (human); HD 6d10; hp 40; Init +2; Spd 30 ft. (10 ft. with manacles); AC 12 (touch 12, flat-footed 10); Base Atk +6/+1; Grp +8; Atk +8 melee (1d3+2, unarmed strike); Full Atk +8 melee (1d3+2, unarmed strike); AL NE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 15, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Listen +3; Knowledge (nobility & royalty) +4; Spot +6; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword);

Possessions: Masterwork manacles with an average lock (DC 25).

Erdwyn: Male human (Oeridian) Clr3 (Zilchus): CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 18); Base Atk +2; Grp +3; Atk +4 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +2, Will +5; Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +7, Decipher Script +5, Knowledge (history) +5, Knowledge (arcana) +7, Knowledge (The Splintered Suns) +8, Knowledge (religion) +5, Spellcraft +9; Diligent, Eschew Materials, Extend Spell.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*guidance, detect magic, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*, magic weapon*; 2nd – *calm emotions, detect thoughts*, extended sanctuary*.

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Masterwork chain mail, masterwork morningstar, light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *scroll of speak with dead*.

Burrowforge: Male dwarf Clr3 (Dumathoin): CR 3; Medium humanoid (dwarf); HD 3d8 + 6; hp 24; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grp +4; Atk +6 melee (1d8+3/x3, *+1 warhammer*) or +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3/x3, *+1 warhammer*) or +3 ranged (1d8/19-20,

light crossbow); SQ Darkvision 60 ft.; AL N; SV Fort +5, Ref +2, Will +5; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (mining) +4, Knowledge (religion) +3, Spellcraft +3, Survival +3; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer).

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*guidance, mending, resistance, virtue*, 1st—*bless, divine favor, magic stone*, magic weapon*, 2nd—*bear's endurance, remove paralysis, soften earth and stone**.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +3 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Leather armor, heavy wooden shield, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *+1 warhammer, scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta); CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle**.

*Domain spell. *Domains:* Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill).

Possessions: leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galeo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: club.

Encounter 1A

Caseyn: Male half-orc Ftr3; CR 3; Medium humanoid (half-orc); HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 21 (touch 12, flat-footed 20); Base Atk +3; Grp +6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL N; SV Fort +4, Ref +3, Will +2; Str 17, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +9, Jump +9, Intimidate +4; Cleave, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork full plate, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, *potion of cure light wounds*.

Killann: Male human (Oeridian) Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 21 (touch 12, flat-footed 20); Base Atk +3; Grp +5;

Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8/x3, masterwork composite longbow); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8/x3, masterwork composite longbow); AL LN; SV Fort +5, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Intimidate +4, Hide +4; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork fullplate, masterwork longsword, masterwork composite longbow, 20 arrows, heavy steel shield, *potion of cure light wounds*.

Kobrik: Male dwarf Clr3 (Moradin); CR 3; Medium humanoid (dwarf); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +2; Grp +2; Atk +3 melee (1d6, masterwork morningstar) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +3 melee (1d6, morningstar) or +4 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref +3, Will +5; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Heal +6; Skill Focus (concentration), Augment Healing**.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*detect magic, purify food and drink, read magic, resistance*, 1st—*bleed, cause fear, command, shield of faith, sanctuary**, 2nd—bull's strength, spiritual weapon, shield other*.

*Domain spell. *Domains:* Protection (grant +3 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

**) Feat or Spell from the Complete Divine, see Appendix 8

Possessions: Masterwork morningstar, light crossbow, 10 bolts, masterwork full plate, heavy steel shield, silver holy symbol of Moradin.

Lagoli: Male halfling Rog3; CR 3; Small humanoid (halfling); HD 3d6+6; hp 20; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 16); Base Atk +2; Grp -2; Atk +4 melee (1d4, masterwork sap) or +7 melee (1d4/18-20, masterwork rapier) or +5 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d4, masterwork sap) or +7 melee (1d4/18-20, masterwork rapier) or +5 ranged (1d6/19-20, light crossbow); AL N; SV Fort +3, Ref +6, Will +0; SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +1; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +6, Escape Artist +9, Hide +13, Listen +5, Search +7, Move Silently +15, Spot +5,

Tumble +11, Rope Use +6; Dodge Weapon Finesse (rapier).

Possessions: Masterwork buckler, masterwork sap, masterwork rapier, light crossbow, 10 bolts *+1 studded leather*, *potion of cure light wounds*, 450 gp.

Glendara: Female wood elf Rgr3; CR 3; Medium humanoid (wood elf); HD 3d8; hp 18; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +3; Grp +6; Atk +7 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/x3, masterwork mighty composite longbow (Str +3)); Full Atk +7 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8+3/x3, masterwork mighty composite longbow (Str +3)); SA Favored enemy (human: +2); SQ Wild empathy, immunity vs sleep and similar effects, low-light vision; AL NG; SV Fort +3, Ref +6, Will +2; Str 16, Dex 17, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork longsword, +3 Str masterwork composite longbow, 20 arrows, quiver, *+1 chain shirt*.

Inifredd: Female gnome Sor3; CR 3; Small humanoid (gnome); HD 3d4+9; hp 19; Init +4; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +1; Grp -3; Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, masterwork light crossbow); Full Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +4, Ref +2, Will +4; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +9, Hide +6, Spot +5; Draconic Heritage (copper dragon)**; Draconic Breath (Acid)**.

Spells Known (5/3): (6/6; base DC = 12 + spell level): 0—*daze*, *read magic*, *touch of fatigue*, *resistance*, *acid splash*, 1st—*lesser orb of acid***, *color spray*, *magic weapon*.

Possessions: Dagger, morningstar, masterwork light crossbow, 10 bolts, *scroll of mage armor*, *cloak of resistance* +1, 200 gp.

Svene, Hawk Familiar: CR n.a.; Tiny magical beast; HD 3d8; hp 9; Init +3; Spd 10 ft., fly 60ft.; AC 19 (touch 15, flat-footed 16); Base Atk +1; Grp -9; Atk +7 melee (1d4-2, talons); Full Atk +7 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +6, Will +5; Str 7, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons).

Encounter 1B

Brimmon: Male dwarf Ftr3; CR 3; Medium humanoid (dwarf); HD 3d10+9; hp 31; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +3; Grp +6; Atk +7 melee (1d6+3, masterwork sap) or +8 melee (1d10+3/x3, masterwork dwarven waraxe) or +5 ranged (special, net); Full Atk +7 melee (1d6+3, masterwork sap) or +8 melee (1d10+3/x3, masterwork dwarven waraxe) or +5 ranged (special, net); SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; AL CN; SV Fort +6, Ref +3, Will +0; Str 16, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +9, Jump +9, Intimidate +4; Cleave. Exotic Weapon Proficiency (net), Weapon Focus (dwarven waraxe), Power Attack.

Possessions: Masterwork fullplate, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork dwarven waraxe, net, tanglefoot bag, *potion of cure light wounds*, 150 gp.

Kwindior: Male gnome Ftr3; CR 3; Small humanoid (gnome); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 22 (touch 12, flat-footed 21); Base Atk +3; Grp +1; Atk +8 melee (1d4+2, masterwork sap) or +6 ranged (1d6/19-20, light crossbow); Full Atk +8 melee (1d4+2, masterwork sap) or +6 ranged (1d6/19-20, light crossbow); AL N; SV Fort +5, Ref +3, Will +3; Str 12, Dex 15, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Weapon Focus (sap), Power Attack, Iron Will, Dodge.

Possessions: Masterwork fullplate, masterwork sap, light crossbow, 10 bolts, heavy steel shield, masterwork gnome hooked hammer, tanglefoot bag, *potion of cure light wounds*.

Gallienta: Female gnome Clr3 (Garl Glittergold); CR 3; Small humanoid (gnome); HD 3d8+6; hp 24; Init +6; Spd 20 ft.; AC 22 (touch 12, flat-footed 21); Base Atk +2; Grp -2; Atk +3 melee (1d4, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d4, masterwork sap) or +4 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +11; Improved Initiative, Skill Focus (concentration)

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*detect magic*, *read magic*, *guidance*,

resistance, 1st—*bless*, *cause fear*, *remove fear*, *sanctuary**, 2nd—*aid*, *sound burst*, *invisibility**.

*Domain spell. *Domains*: Protection (grant +3 resistance bonus until discharged or for 1 hour, 1/day); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)

Possessions: Masterwork sap, morningstar, light crossbow, 10 bolts, tanglefoot bag, silver holy symbol of Garl Glittergold, heavy wooden shield, masterwork fullplate, *potion of cure light wounds*, *scroll of obscuring mist*.

Caldarus: Male halfling Rog3; CR 3; Small humanoid (halfling); HD 3d6+6; hp 20; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 13); Base Atk +2; Grp -2; Atk +4 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, light crossbow); SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +2; AL CG; SV Fort +3, Ref +6, Will +0; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +10, Escape Artist +9, Hide +13, Listen +5, Search +7, Move Silently +13, Spot +5, Tumble +11; Dodge, Mobility.

Possessions: Masterwork sap, masterwork short sword, light crossbow, 10 bolts, tanglefoot bag, *+1 studded leather*.

Ammaria: Female half elf Rgr3; CR 3; Medium humanoid (half elf); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, masterwork sap) or +6 ranged (1d8+2/x3, mighty composite longbow (Str +2)); Full Atk +6 melee (1d6+2, masterwork sap) or +6 ranged (1d8+2/x3, mighty composite longbow (Str +2)); AL CG; SV Fort +4, Ref +5, Will +2; SA Favored enemy (human: +2), wild empathy, immunity vs sleep and similar effects, low-light vision; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +8, Hide +8, Listen +7, Move Silently +8, Spot +7, Survival +7; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork sap, masterwork longsword, buckler, mighty composite longbow (Str +2), 20 arrows, quiver, *+1 chain shirt*, *potion of cure light wounds*.

Minnaia: Male gnome Sor3; CR 3; Small humanoid (gnome); HD 3d4+9; hp 19; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +1; Grp -3; Atk +1 melee (1d4-2, masterwork sap) or +4 ranged (1d6/19-20, masterwork light crossbow); Full Atk +1 melee (1d4-2,

masterwork sap) or +4 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +5, Ref +5, Will +5; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +9, Hide +7, Spot +5; Improved Initiative, Lightning Reflexes

Spells Known (5/3): (6/6; base DC = 12 + spell level): 0—*daze*, *flare*, *read magic*, *resistance*, *ghost sound*, 1st—*animate rope*, *sleep*, *lesser orb of acid***.

Possessions: Masterwork sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag, *scroll of mage armor*, *scroll of shield*, *2 scrolls of feather fall*, *potion of cure light wounds*, *cloak of resistance +1*, 600gp.

Hagerbusworth, Hawk Familiar CR n.a.; Tiny magical beast; HD 3d8; hp 9; Init +3; Spd 10 ft., fly 60ft.; AC 19 (touch 15, flat-footed 16); Base Atk +1; Grp -9; Atk +7 melee (1d4-2, talons); Full Atk +7 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +6, Will +5; Str 7, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons).

Encounter 4, 5, and 6

Flesh Golem: CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10/+10 melee (2d8+5, slam); SA Berserk; SQ Construct traits, darkvision 60 ft., immunity to magic, low-light vision, DR 5/adamantine; Space/Reach 10 ft./10 ft.; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): This ability has no effect in his scenario.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of

damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Cannibal Zombie: CR 3; Medium Undead; HD 6d12+3; hp 44; Init +4; Spd 60 ft; AC 14 (touch 12, flat-footed 12); Base Atk +3; Grp +6; Atk +6 melee (1d6+3+disease, bite); Full Atk +6 melee (1d6+3+disease, bite); SA disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +3, Ref +2, Will +8; Str 16, Dex 10, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +6, Spot +7; Improved Initiative, Toughness, Track.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally and gets a +2 dodge bonus.

Scent (Ex): A cannibal zombie has the scent ability.

Cannibal Zombie, small: CR 3; Small Undead; HD 6d12+3; hp 44; Init +5; Spd 40 ft; AC 16 (touch 14, flat-footed 12); Base Atk +3; Grp +5; Atk +6 melee (1d4+2+disease, bite); Full Atk +6 melee (1d4+2+disease, bite); SA Disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +3, Ref +3, Will +8; Str 14, Dex 12, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +6, Spot +7; Improved Initiative, Toughness, Track.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Encounter 7

Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr6; CR 8; Small Construct; HD 6d10+20; hp 60; Init +0; Spd 20 ft. (can't run); AC 19 (touch 11, flat-footed 19); Base Atk +6; Grp +11; Atk +11 melee (1d2+5+disease, unarmed strike) OR +13 melee (1d6+10/19-20, +1 *longsword*); Full Atk +11/+6 melee (1d2+5+disease, unarmed strike) OR +13/+8 melee (1d6+10/19-20, +1 *longsword*); SQ Construct traits, darkvision 60 ft., disease, DR 5/adamantite, immunity to

magic, low-light vision; AL CE; SV Fort +5, Ref +2, Will +2; Str 20, Dex 10, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +13, Craft (alchemy) +4, Jump +13, Ride +4; Combat Expertise*, Cleave, Improved Trip*, Improved Unarmed Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals cold or fire damage slows Alubertran (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on Alubertran and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Alubertran to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *lightning bolt*, Alubertran heals 3 points of damage if the attack would have dealt 11 points of damage. Alubertran gets no saving throw against attacks that deal electricity damage.

Possessions: Reinforced (studded) leather armor (apparatus jacket), +1 *longsword*, masterwork chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff); AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft

Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark, mending, read magic, repair minor damage**/**, 1st—*animate rope*, comprehend languages, repair light damage**/**, *Tenser's floating disk, unseen servant* (x2); 2nd—*arcane lock, levitate*, locate object, repair moderate damage**/**, *spider climb*; 3rd—*dispel magic, gentle repose, repair serious damage**/** *shrink item**; 4th—*minor creation, repair critical damage**/**, *stone shape**.

*) Transmutation spell, base DC = 15 + spell level.

**) Spell from the Complete Arcane, see Appendix 7.

Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade7; CR 7; Medium humanoid (human); HD 7d10+14; hp 56; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 15); Base Atk +7; Grp +9; Atk +10 melee (1d6+2/18-20, *+1 scimitar*) or +9 ranged (1d8/x3, longbow); Full Atk +10/+5 melee (1d6+3/18-20, *+1 scimitar*) or +9/+4 ranged (1d8/x3, longbow); SA Greater hexblade's curse 2/day; SQ Arcane resistance, mettle; AL NE; SV Fort +4, Ref +4, Will +5; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 15.

Skills and Feats. Concentration +12, Bluff +12, Diplomacy +6, Intimidate +8, Spellcraft +10; Battle Caster**, Combat Expertise, Improved Feint, Spell Focus (enchantment), Power Attack.

Spells Known (3): (2; base DC = 12 + spell level): 1st—*charm person*, protection from good, Tasha's hideous laughter**.

*) Enchantment spell, base DC = 13 + spell level.

Greater Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Masterwork composite longbow, quiver with 20 arrows, *ring of protection +1, +1 breastplate, +1 scimitar, potion of cure moderate wounds*.

Esmee: Female human (Suel) Clr5 (Olidamarra); CR 5; Medium humanoid (human); HD 5d8+5; hp 33; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Base Atk +3; Grp +4; Atk +5 melee (1d8+2, *+1 heavy mace*) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2, *+1 heavy mace*) or +7 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +4, Ref +5, Will +5; Str 12, Dex 18, Con 12, Int 12, Wis 16, Cha 13.

Skills and Feats. Concentration +7, Bluff +8, Hide +10, Knowledge (religion) +3, Spellcraft +7; Dodge, Improved Initiative, Mobility

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic, guidance, resistance* (x2), *virtue*, 1st—*bless, doom, entropic shield*, sanctuary, shield of faith*; 2nd—*bull's strength, invisibility*, resist energy, silence*; 3rd—*bestow curse, invisibility purge, protection from energy**.

*) Domain spell. *Domains*: Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Chain shirt, daggers (3), buckler, light crossbow, 10 bolts, silver holy symbol of Olidamarra, spell component pouch, *gloves of dexterity +2, +1 heavy mace, potion of cure moderate wounds*, 1800 gp in gems.

Buktooth, Lyme, and Grensh: Male orc Bbn3; CR 3; Medium humanoid (orc); HD 3d12+6; hp 32; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 18); Base Atk +3; Grp +7; Atk +8 melee (2d4+7/18-20, *falchion +1*) or +3 ranged (1d6+4, javelin); Full Atk +8 melee (2d4+7/18-20, *falchion +1*) or +3 ranged (1d6+4, javelin); SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity, rage 1/day, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +4, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats. Listen +3, Spot +1, Survival +3; Power Attack, Cleave.

Possessions: Chain mail, 2 javelins, *+1 falchion*.

Appendix 4: APL 8

Main And Supporting NPCs

Spannek: Male human (Suel) Ftr8: CR 8; Medium humanoid (human); HD 8d10; hp 52; Init +3; Spd 30 ft. (10 ft. with manacles); AC 13 (touch 13, flat-footed 10); Base Atk +8; Grp +10; Atk +10 melee (1d3+2, unarmed strike); Full Atk +10 melee (1d3+2, unarmed strike); AL NE; SV Fort +6, Ref +6, Will +3; Str 14, Dex 16, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Listen +3; Knowledge (nobility & royalty) +4; Spot +7, Swim +4; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: Masterwork manacles with a good lock (DC 30).

Erdwyn: Male human (Oeridian) Clr4 (Zilchus): CR 4; Medium humanoid (human); HD 4d8+4; hp 27; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Base Atk +3; Grp +4; Atk +5 melee (1d8+2, *+1 morningstar*) or +6 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2, *+1 morningstar*) or +6 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +7, Decipher Script +6, Knowledge (history) +5, Knowledge (arcana) +8, Knowledge (The Splintered Suns) +9, Knowledge (religion) +5, Spellcraft +10; Diligent, Eschew Materials, Extend Spell.

Spells Prepared (5/5/4; base DC = 12 + spell level): 0—*guidance, detect magic, detect poison, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*, magic weapon, remove fear*; 2nd—*calm emotions, detect thoughts*, extended sanctuary, status*.

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Masterwork chain mail, masterwork light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *+1 morningstar, scroll of speak with dead*.

Burrowforge: Male dwarf Clr4 (Dumathoin): CR 4; Medium humanoid (dwarf); HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +3; Grp +5; Atk +7 melee (1d8+3/x3, *+1 warhammer*) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+3, *+1 warhammer*) or +4 ranged (1d8/19-20, light

crossbow); AL N; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (mining) +4, Knowledge (religion) +3, Spellcraft +3, Survival +4; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer).

Spells Prepared (5/5/4; base DC = 12 + spell level): 0—*detect magic, guidance, mending, resistance, virtue*, 1st—*bless, divine favor, magic stone*, magic weapon, shield of faith*; 2nd—*bear's endurance, delay poison, remove paralysis, soften earth and stone**.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +4 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Studded leather armor, heavy wooden shield, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *+1 warhammer, scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude.

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta); CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle**.

*Domain spell. *Domains:* Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill).

Possessions: Leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galleo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: Club.

Encounter 1A

Caseyn: Male half-orc Ftr5; CR 5; Medium humanoid (half-orc); HD 5d10+5; hp 39; Init +2; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +9; Atk +11 melee (1d8+5/19-20, *+1 longsword*) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +11 melee (1d8+5/19-20, *+1 longsword*) or +7 ranged (1d10/19-20, heavy crossbow); SQ Darkvision 60 ft.; AL N; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +11, Jump +11, Intimidate +6; Cleave, Great Cleave, Iron Will Power Attack, Weapon Focus (longsword).

Possessions: Heavy crossbow, 10 bolts, heavy steel shield, *+1 full plate*, *+1 longsword*, *potion of cure moderate wounds*.

Killann: Male human (Oeridian) Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +8;

Atk +9 melee (1d8+3/19-20, *+1 longsword*) or +6 ranged (1d8/19-20, light crossbow); Full Atk +9 melee (1d8+3/19-20, *+1 longsword*) or +6 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +6, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +11, Jump +11, Intimidate +6, Hide +6; Cleave, Combat Expertise, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: Light crossbow, 10 bolts, heavy steel shield, *+1 full plate*, *+1 longsword*, *potion of cure moderate wounds*.

Kobrik: Male dwarf Clr5 (Moradin); CR 5; Medium humanoid (dwarf); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +3; Grp +3; Atk +3 melee (1d6, morningstar) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6, morningstar) or +5 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +4, Ref +3, Will +7; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 15, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +9, Heal +8; Skill Focus (concentration), Augment Healing**.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*detect magic*, *light*, *purify food and drink*, *read magic*, *resistance*, 1st—*bless*, *cause fear*, *command*, *magic stone*, *shield of faith*, *sanctuary**, 2nd—bull's strength, spiritual weapon, status, shield other*, 3rd—prayer, dispel magic, magic circle against chaos*.

*Domain spell. *Domains:* Protection (grant +5 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

**) Feat from the Complete Divine, see Appendix 8

Possessions: Morningstar, light crossbow, 10 bolts, masterwork full plate, heavy steel shield, silver holy symbol of Moradin, *periapt of wisdom* +2.

Lagoli: Male halfling Rog5; CR 5; Small humanoid (halfling); HD 5d6+10; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 16); Base Atk +3; Grp -1; Atk +5 melee (1d4, masterwork sap) or +8 melee (1d4/18-20, *+1 rapier*) or +6 ranged (1d6/19-20, light crossbow); Full Atk +5 melee (1d4, masterwork sap) or +8 melee (1d4/18-20, *+1 rapier*) or +6 ranged (1d6/19-20, light crossbow); SA Sneak attack +3d6; SQ trapfinding, evasion, uncanny dodge, trapsense +1; AL N; SV Fort +3, Ref +7, Will +0; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +8, Escape Artist +11, Hide +15, Listen +7, Search +9, Move Silently +16, Spot +7,

Tumble +13, Rope Use +8, Dodge Weapon Finesse (rapier).

Possessions: Masterwork sap, masterwork buckler, light crossbow, 10 bolts, *+1 studded leather*, *+1 rapier*, *potion of cure moderate wounds*, 500 gp.

Glendara: Female wood elf Rgr5; CR 5; Medium humanoid (wood elf); HD 5d8; hp 28; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +5; Grp +7; Atk +9 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+4/x3, *+1 mighty composite longbow (Str +3)*); Full Atk +9 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8+4/x3, *+1 mighty composite longbow (Str +3)*); SA Favored enemies (human: +4; elves +2); SQ Wild empathy, immunity vs sleep and similar effects, low-light vision, archery combat style, animal companion (wolf); AL NG; SV Fort +4, Ref +8, Will +2; Str 16, Dex 18, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +11, Listen +10, Move Silently +11, Spot +10, Survival +10; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (1; base DC = 11 + spell level): 1st—*entangle*.

Possessions: Masterwork longsword, 20 arrows, quiver, *+1 chain shirt*, *+1 mighty composite longbow (Str +3)*.

Splinter: Animal Companion (Wolf): Medium magical beast; HD 2d12+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite).

Inifredd: Female gnome Sorc5; CR 5; Small humanoid (gnome); HD 5d4+15; hp 31; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +2; Grp -2; Atk +1 melee (1d3-2/19-20, dagger) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +1 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +5, Ref +3, Will +6; SQ Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +9, Hide +6, Spot +5; Draconic Heritage (copper dragon)**; Draconic Power**.

Spells Known (6/4/2): (6/7/5; base DC = 13 + spell level): 0—*daze*, *light*, *read magic*, *touch of fatigue*, *resistance*, *acid splash*; 1st—*hypnotism*, *lesser orb of*

*acid***, *color spray*, *ray of enfeeblement*, *shield*, 2nd—*protection from arrows*, *scorching ray*.

Possessions: Dagger, morningstar, masterwork light crossbow, 10 bolts, *scroll of mage armor*, ~~*scroll of anticipate teleportation*~~, *scroll of anticipate teleportation*, 300 gp.

**) Feat or Spell from the Complete Arcane, see Appendix 8.

Svene, Hawk Familiar CR n.a.; Tiny magical beast; HD 5d8; hp 15; Init +3; Spd 10 ft., fly 60ft.; AC 21 (touch 16, flat-footed 17); Base Atk +2; Grp -8; Atk +8 melee (1d4-2, talons); Full Atk +8 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with master, empathic link; AL N; SV Fort +4, Ref +7, Will +6; Str 7, Dex 18, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons).

Encounter 1B

Brimmon: Male dwarf Ftr5; CR 5; Medium humanoid (dwarf); HD 5d10+15; hp 49; Init +2; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +8; Atk +9 melee (1d6+3, masterwork sap) or +11 melee (1d10+6/x3, *+1 dwarven waraxe*) or +7 ranged (special, net); Full Atk +9 melee (1d6+3, masterwork sap) or +11 melee (1d10+6/x3, *+1 dwarven waraxe*) or +7 ranged (special, net); SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; AL CN; SV Fort +7, Ref +3, Will +0; Str 17, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +11, Jump +11, Intimidate +5; Cleave, Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: Masterwork sap, light crossbow, 10 bolts, heavy steel shield, net, tanglefoot bag (2x), *+1 full plate*, *+1 dwarven waraxe*, *potion of cure moderate wounds*, 200 gp.

Kwindior: Male gnome Ftr5; CR 5; Small humanoid (gnome); HD 5d10+15; hp 49; Init +2; Spd 20 ft.; AC 23 (touch 12, flat-footed 22); Base Atk +5; Grp +3; Atk +10 melee (1d4+4, *+1 sap*) or +8 ranged (1d6/19-20, light crossbow); Full Atk +10 melee (1d4+4, *+1 sap*) or +8 ranged (1d6/19-20, light crossbow); AL N; SV Fort +6, Ref +3, Will +3; Str 12, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +2, Hide +4; Dodge, Iron Will, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: Light crossbow, 10 bolts, heavy steel shield, masterwork gnome hooked hammer, tanglefoot bag (2x), *+1 full plate*, *+1 sap*, *potion of cure moderate wounds*.

Gallienta: Female gnome Clr5 (Garl Glittergold); CR 5; Small humanoid (gnome); HD 5d8+10; hp 38; Init +6; Spd 20 ft.; AC 22 (touch 12, flat-footed 21); Base Atk +3; Grp -1; Atk +4 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d4, masterwork sap) or +5 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +4, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +11, Heal +6; Improved Initiative, Skill Focus (concentration).

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*detect magic*, *read magic*, *guidance*, *resistance*, *virtue*, 1st—*bless*, *cause fear*, *entropic shield*, *remove fear*, *sanctuary**, 2nd—*aid*, *sound burst*, *spiritual weapon*, *invisibility** 3rd—*nondetection**, *prayer*, *searing light*.

*Domain spell. *Domains:* Protection (grant +5 resistance bonus until discharged or for 1 hour, 1/day); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)

Possessions: Masterwork sap, morningstar, light crossbow, 10 bolts, tanglefoot bag, silver holy symbol of Garl Glittergold, heavy wooden shield, fullplate, *perapt of wisdom* +2, *potion of cure moderate wounds*.

Caldarus: Male halfling Rog5; CR 5; Small humanoid (halfling); HD 5d6+10; hp 40; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 16); Base Atk +3; Grp -1; Atk +5 melee (1d4, masterwork sap) or +7 ranged (1d6/19-20, light crossbow); Full Atk +5 melee (1d4, masterwork sap) or +7 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +3, Ref +8, Will +0; SA sneak attack +3d6; SQ Evasion, trapfinding, trapsense +2, uncanny dodge; Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +10, Escape Artist +9, Hide +13, Listen +5, Search +7, Move Silently +13, Spot +5, Tumble +11; Dodge, Mobility.

Possessions: Masterwork sap, masterwork buckler, light crossbow, 10 bolts, tanglefoot bag (2x), *+1 studded leather*, *+1 short sword*.

Ammaria: Female half elf Rgr5; CR 5; Medium humanoid (half elf); HD 5d8+5; hp 33; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 15); Base Atk +5; Grp +7; Atk

+8 melee (1d6+2, masterwork sap) or +9 ranged (1d8+3/x3, *+1 mighty composite longbow (Str +2)*); Full Atk +8 melee (1d6+2, masterwork sap) or +9 ranged (1d8+3/x3, *+1 mighty composite longbow (Str +2)*); AL CG; SV Fort +5, Ref +7, Will +2; SA Favored enemies (human: +4; elves: +2); SQ Wild empathy, immunity vs sleep and similar effects, low-light vision, animal companion; Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +10, Hide +11, Listen +9, Move Silently +11, Spot +9, Survival +9; Point Blank Shot, Rapid Shot, Endurance, Precise Shot, Track.

Spells Prepared (1; base DC = 11 + spell level): 1st—*entangle*.

Possessions: masterwork sap, masterwork longsword, 20 arrows, quiver, *+1 chain shirt*, *+1 mighty composite longbow (Str +2)*, *potion of cure moderate wounds*.

Bonegnawer: Animal Companion (Wolf): Medium magical beast; HD 2d12+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite).

Minnaia: Male gnome Sor5; CR 5; Small humanoid (gnome); HD 5d4+15; hp 33; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +2; Grp -2; Atk +2 melee (1d4-2, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d4-2, masterwork sap) or +5 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +5, Ref +5, Will +6; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +9, Hide +7, Spot +5; Improved Initiative, Lightning Reflexes.

Spells Known (6/4/2): (6/7/5; base DC = 13 + spell level): 0—*daze*, *flare*, *read magic*, *resistance*, *ghost sound*, *presdigation* 1st—*animate rope*, *shield*, *lesser orb of acid***, *ray of enfeeblement* 2nd—*glitterdust*, *protection from arrows*.

Possessions: Masterwork sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag (2x), *scroll of mage armor*, *scroll of shield*, *2 scrolls of feather fall*, *cloak of resistance* +1, *potion of cure moderate wounds*, 600 gp.

**) Spell from the Complete Arcane, see Appendix 8.

Hagerbusworth, Hawk Familiar CR n.a.; Tiny magical beast; HD 5d8; hp 16; Init +3; Spd 10 ft., fly 60ft.; AC 21

(touch 16, flat-footed 17); Base Atk +2; Grp -8; Atk +8 melee (1d4-2, talons); Full Atk +8 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with master, empathic link; AL N; SV Fort +4, Ref +7, Will +6; Str 7, Dex 18, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons).

Encounter 4, 5, and 6

Flesh Golem: CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft; AC 18 (touch 8, flat-footed 18); Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk 2x +10 melee (2d8+5, slam); Space/Reach 10ft/ by 10 ft./10ft.; SA Berserk; SQ Construct traits, darkvision 60 ft., immunity to magic, low-light vision, DR 5/adamantine; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): This ability has no effect in his scenario.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Cannibal Zombie: CR 5; Medium Undead; HD 10d12+3; hp 72; Init +4; Spd 60 ft; AC 14 (touch 12, flat-footed 12); Base Atk +5; Grp +8; Atk +8 melee (1d8+3+disease/19-20, bite); Full Atk +8 melee (1d8+3+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +4, Ref +3, Will +10; Str 17, Dex 10, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +8, Spot +9; Improved Critical (bite)^B, Improved Initiative, Improved Natural Attack, Toughness, Track

Bloodthirsty (Ex): If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Cannibal Zombie, small: CR 5; Small Undead; HD 10d12+3; hp 72; Init +5; Spd 40 ft; AC 16 (touch 14, flat-footed 12); Base Atk +5; Grp +7; Atk +8 melee (1d6+2+disease/19-20, bite); Full Atk +8 melee (1d6+2+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +4, Ref +4, Will +10; Str 15, Dex 12, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +8, Spot +9; Improved Critical (bite)^B, Improved Initiative, Improved Natural Attack, Toughness, Track **Bloodthirsty (Ex):** If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Encounter 7

Alubertran Mannock, Gnome Flesh Half Golem: Construct/Ftr8; CR 10; Small Construct; HD 8d10+20; hp 72; Init +0; Spd 20 ft. (can't run); AC 19 (touch 11, flat-footed 19); Base Atk +8; Grp +13; Atk +13 melee (1d2+5+disease, unarmed strike) OR +15 melee (1d6+10+1d6 electricity/17-20, +1 *shock longsword*); Full Atk +13/+8 melee (1d2+5+disease, unarmed strike) OR +15/+10 melee (1d6+10+1d6 electricity/17-20, +1 *shock longsword*); SQ Construct traits, darkvision 60 ft., disease, DR 5/admantite, immunity to magic, low-light vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 20, Dex 11, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +14, Craft (alchemy) +6, Jump +14, Ride +6; Combat Expertise*, Cleave,

Improved Trip*, Improved Critical (longsword), Improved Unarmed Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals cold or fire damage slows Alubertran (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on Alubertran and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Alubertran to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *lightning bolt*, Alubertran heals 3 points of damage if the attack would have dealt 11 points of damage. Alubertran gets no saving throw against attacks that deal electricity damage.

Possessions: Reinforced (studded) leather armor (apparatus jacket), +1 *shock longsword*, masterwork chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff); AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark*, *mending*, *read magic*, *repair minor damage**/**, 1st—*animate rope**, *comprehend languages*, *repair light damage**/**, *Tenser's floating disk*, *unseen servant* (x2); 2nd—*arcane lock*, *levitate**, *locate object*, *repair moderate damage**/**, *spider climb*; 3rd—*dispel magic*, *gentle repose*, *repair serious damage**/**, *shrink item**, 4th—*minor creation*, *repair critical damage**/**, *stone shape*.*

*) Transmutation spell, base DC = 15 + spelllevel.

**) Spell from the Complete Arcane, see Appendix 7.

Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade9; CR 9; Medium humanoid (human); HD 9d10+18; hp 70; Init +2; Spd 20 ft; AC 19 (touch 13, flat-footed 15); Base Atk +9; Grp +11; Atk +13 melee (1d6+2/15-20, +1 *keen scimitar*) or +11 ranged (1d8/x3, longbow); Full Atk +13/+8 melee (1d6+3/15-20, +1 *keen scimitar*) or +11/+6 ranged (1d8/x3, longbow); SA Greater hexblade's curse 3/day; SQ Arcane resistance, mettle; AL NE; SV Fort +5, Ref +5, Will +6; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 16.

Skills and Feats: Concentration +14, Bluff +15, Diplomacy +7, Intimidate +11, Spellcraft +12; Battle Caster**, Combat Expertise, Improved Feint, Power Attack, Spell Focus (enchantment), Weapon Focus (scimitar).

Spells Known (4/2): (2/1; base DC = 13 + spell level): 1st—*charm person**, *entropic shield*, *protection from good*, *Tasha's hideous laughter*; 2nd—*alter self*, *touch of idiocy*.*

*) Enchantment spell, base DC = 14 + spell level

Greater Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Masterwork composite longbow, quiver with 20 arrows, *ring of protection +1*, *+1 breastplate*, *+1 keen scimitar*, *potion of cure serious wounds*.

Esme: Female human (Suel) Clr7 (Olidamarra); CR 7; Medium humanoid (human); HD 7d8+7; hp 45; Init +8; Spd 30 ft.; AC 21 (touch 14, flat-footed 17); Base Atk +5; Grp +6; Atk +7 melee (1d8+2, *+1 heavy mace*) or +9 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+2, *+1 heavy mace*) or +9 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +5, Ref +6, Will +6; Str 12, Dex 18, Con 12, Int 12, Wis 18, Cha 13.

Skills and Feats: Concentration +9, Bluff +10, Hide +12, Knowledge (religion) +3, Spellcraft +9; Dodge, Improved Initiative, Mobility, Spring Attack

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *resistance (x2)*, *virtue*, 1st—*bane*, *bless*, *doom*, *entropic shield**, *sanctuary*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *invisibility**, *resist energy*, *silence*, *spiritual weapon*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, *protection from energy**; 4th—*confusion**, *divine power*, *freedom of movement*.

*Domain spell. **Domains:** Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Daggers (3), buckler, light crossbow, 10 bolts, silver holy symbol of Olidamarra, spell component pouch, *amulet of natural armor +1*, *+1 chain shirt*, *gloves of dexterity +2*, *periapt of wisdom +2*, *+1 heavy mace*, *potion of cure moderate wounds*, 2400gp in gems.

Buktooth, Lyme, and Grensh: Male orc Bbn5; CR 5; Medium humanoid (orc); HD 5d12+10; hp 50; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 20); Base Atk +5; Grp +9; Atk +10 melee (2d4+7/18-20, *falchion +1*) or +5 ranged (1d6+4, javelin); Full Atk +10 melee (2d4+7/18-20, *falchion +1*) or +5 ranged (1d6+4, javelin); SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity, rage 2/day, trap sense +1, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +6, Ref +4, Will +0; Str 19, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +4, Spot +3, Survival +4; Cleave, Power Attack.

Possessions: 2 javelins, *amulet of natural armor +1*, *+1 breastplate*, *+1 falchion*.

Appendix 5: APL 10

Main and Supporting NPCs

Spannek: Male human (Suel) Ftr10: CR 10; Medium humanoid (human); HD 10d10; hp 64; Init +3; Spd 30 ft. (10 ft. with manacles); AC 13 (touch 13, flat-footed 10); Base Atk +10; Grp +12; Atk +12 melee (1d3+2, unarmed strike); Full Atk +12 melee (1d3+2, unarmed strike); AL NE; SV Fort +7, Ref +7, Will +4; Str 14, Dex 16, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +6, Jump +6; Listen +5; Knowledge (nobility & royalty) +4; Spot +7, Swim +6; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (bastard sword) Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: Masterwork manacles with a good lock (DC 30).

Erdwyn: Male human (Oeridian) Clr5 (Zilchus): CR 5; Medium humanoid (human); HD 5d8+5; hp 33; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Base Atk +3; Grp +4; Atk +5 melee (1d8+2, *+1 morningstar*) or +6 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2, *+1 morningstar*) or +6 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +7, Decipher Script +6, Knowledge (history) +6, Knowledge (arcana) +9, Knowledge (The Splintered Suns) +10, Knowledge (religion) +6, Spellcraft +11; Diligent, Eschew Materials, Extend Spell.

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*guidance, detect magic, detect poison, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*, magic weapon, remove fear*; 2nd—*calm emotions, detect thoughts*, extended sanctuary, status*; 3rd—*clairaudience/clairvoyance*, create food and water*.

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Masterwork chain mail, masterwork light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *+1 morningstar, scroll of speak with dead*.

Burrowforge: Male dwarf Clr5 (Dumathoin): CR 5; Medium humanoid (dwarf); HD 5d8 + 10; hp 38; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +3;

Grp +5; Atk +7 melee (1d8+3/x3, *+1 warhammer*) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+3/x3, *+1 warhammer*) or +4 ranged (1d8/19-20, light crossbow); AL N; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (Mining) +4, Knowledge (religion) +4, Spellcraft +4, Survival +4; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer).

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*detect magic, guidance, mending, resistance, virtue*, 1st—*bless, divine favor, magic stone*, magic weapon, shield of faith*, 2nd—*bear's endurance, delay poison, remove paralysis, soften earth and stone**; 3rd—*protection from energy*, remove disease*.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +5 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Masterwork studded leather armor, heavy wooden shield, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *+1 warhammer, scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (Farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta); CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle**.

*Domain spell. *Domains*: Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill).

Possessions: Leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galleo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: Club.

Encounter 1A

Caseyn: Male half-orc Ftr7; CR 7; Medium humanoid (half-orc); HD 7d10+7; hp 53; Init +2; Spd 30 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +7; Grp +11; Atk +13 melee (1d8+7/19-20, +1 longsword) or +9 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 melee (1d8+7/19-20, +1 longsword) or +9 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL N; SV Fort +6, Ref +4, Will +3; Str 18, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +13, Jump +13, Intimidate +8; Cleave, Dodge, Iron Will, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Heavy crossbow, 10 bolts, +1 full plate, +1 longsword, +1 steel shield, potion of cure moderate wounds.

Killann: Male human (Oeridian) Ftr7; CR 7; Medium humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 30 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +7; Grp +10; Atk +9 melee (1d8+5/19-20, +1 longsword) or +6 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+5/19-20, +1 longsword) or +8 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +7, Ref +4, Will +2; Str 15, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Jump +13, Intimidate +8, Hide +6; Dodge, Cleave, Combat Expertise, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Light crossbow, 10 bolts, +1 full plate, +1 longsword, +1 steel shield, potion of cure moderate wounds.

Kobrik: Male dwarf Clr7 (Moradin); CR 7; Medium humanoid (dwarf); HD 7d8+14; hp 52; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +5; Atk +5 melee (1d6, morningstar) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6, morningstar) or +7 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +4, Will +8; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 15, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +11, Heal +10; Skill Focus (concentration), Augment Healing**, Sacred Healing**

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance, virtue*, 1st—*bless, cause fear, command, magic stone, magic weapon, shield of faith, sanctuary**, 2nd—*Aid, bull's strength, spiritual weapon, status, shield other**, 3rd—*prayer, dispel magic, magic circle against chaos*, magic vestment*, 4th—*dimensional anchor, freedom of movement, order's wrath**.

*Domain spell. *Domains*: Protection (grant +7 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

**) Feat from the Complete Divine, see Appendix 8

Possessions: Morningstar, light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Moradin, +1 full plate, *peripat of wisdom* +2.

Lagoli: Male halfling Rogue7; CR 7; Small humanoid (halfling); HD 7d6+10; hp 52; Init +3; Spd 20 ft.; AC 19

(touch 13, flat-footed 17); Base Atk +5; Grp +1; Atk +7 melee (1d4, masterwork sap) or +10 melee (1d4+1/18-20, +1 rapier) or +8 ranged (1d6/19-20, light crossbow); Full Atk +7 melee (1d4, masterwork sap) or +10 melee (1d4+1/18-20, +1 rapier) or +8 ranged (1d6/19-20, light crossbow); SA Sneak attack +4d6; SQ Evasion, trapfinding, uncanny dodge, trapsense +2; AL N; SV Fort +4, Ref +8, Will +1; Str 10, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +9, Escape Artist +13, Hide +17, Listen +9, Search +11, Move Silently +18, Spot +9, Tumble +15, Rope Use +10; Dodge, Weapon Finesse (rapier), Mobility.

Possessions: Masterwork sap, light crossbow, 10 bolts, +1 studded leather, +1 buckler, +1 rapier, *potion of cure moderate wounds*, 600 gp.

Glendara: Female wood elf Ranger7; CR 7; Medium humanoid (wood elf); HD 7d8; hp 38; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +7/+2; Grp +9; Atk +11 melee (1d8+4/19-20, +1 longsword) or +13 ranged (1d8+4/x3, +1 mighty composite longbow (Str +3)); Full Atk +11/+6 melee (1d8+4/19-20, +1 longsword) or +13/+8 ranged (1d8+4/x3, +1 mighty composite longbow (Str +3)); SA Favored enemies (human: +4; elves: +2); SQ wild empathy, immunity vs sleep and similar effects, low-light vision, animal companion (wolf); AL NG; SV Fort +5, Ref +9, Will +3; Str 16, Dex 18, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +11, Listen +10, Move Silently +11, Spot +10, Survival +10; Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st—*cure light wounds*, *entangle*.

Possessions: 20 arrows, quiver, +1 chain shirt, +1 longsword, +1 mighty composite longbow (Str +3), *wand of cure light wounds*, 550 gp.

Splinter: Animal Companion (Advanced Wolf): Medium magical beast; HD 4d12+8; hp 24; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite), Weapon Finesse (bite).

Inifredd: Female gnome Sorcerer7; CR 7; Small humanoid (gnome); HD 7d4+21; hp 43; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp -1;

Atk +2 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +5, Ref +3, Will +6; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +11, Hide +6, Spot +5; Draconic Heritage (copper dragon) **, Draconic Power**, Improved Initiative.

Spells Known (7/5/3/2): (6/7/7/5; base DC = 14 + spell level): 0—*daze*, *detect magic*, *light*, *read magic*, *touch of fatigue*, *resistance*, *acid splash*; 1st—*hypnotism*, *lesser orb of acid**, *color spray*, *ray of enfeeblement*, *shield*; 2nd—*invisibility*, *protection from arrows*, *scorching ray*; 3rd—*lightning bolt*, *haste*.

Possessions: Dagger, morningstar, light crossbow, 10 bolts, *scroll of mage armor*, *cloak of resistance* +1, ~~*scroll of anticipate teleportation*~~, *scroll of anticipate teleportation*.

**) Feat or Spell from the Complete Arcane, see Appendix 8.

Svene, Hawk Familiar CR n.a.; Tiny magical beast; HD 7d8; hp 21; Init +3; Spd 10 ft., fly 60ft.; AC 23 (touch 16, flat-footed 19); Base Atk +3; Grp -7; Atk +9 melee (1d4-2, talons); Full Atk +9 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with animals of it's kind, speak with master, empathic link; AL N; SV Fort +5, Ref +10, Will +8; Str 7, Dex 18, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons), Lightning Reflexes.

Encounter 1B

Brimmon: Male dwarf Ftr7; CR 7; Medium humanoid (dwarf); HD 7d10+21; hp 67; Init +2; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +7; Grp +10; Atk +11 melee (1d6+3, masterwork sap) or +12 melee (1d10+6/x3, +1 dwarven waraxe) or +9 ranged (special, net); Full Atk +11/+6 melee (1d6+3, masterwork sap) or +12/+7 melee (1d10+6/x3, +1 dwarven waraxe) or +9/+4 ranged (special, net); SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; AL CN; SV Fort +8, Ref +4, Will +1; Str 17, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +13, Jump +13, Intimidate +7; Dodge, Cleave, Exotic Weapon Proficiency (net), Great Cleave, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: Masterwork sap, light crossbow, 10 bolts, net, tanglefoot bag (2x), +1 full plate, +1 steel

shield, +1 dwarven waraxe, potion of cure moderate wounds, 200 gp.

Kwindior: Male gnome Ftr7; CR 7; Small humanoid (gnome); HD 7d10+21; hp 67; Init +2; Spd 20 ft.; AC 24 (touch 12, flat-footed 23); Base Atk +7; Grp +5; Atk +12 melee (1d4+3, *+1 sap*) or +10 ranged (1d6/19-20, light crossbow); Full Atk +12/+7 melee (1d4+3, *+1 sap*) or +10 ranged (1d6/19-20, light crossbow); AL N; SV Fort +7, Ref +6, Will +4; Str 12, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Intimidate +4, Hide +4; Dodge, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: Light crossbow, 10 bolts, masterwork gnome hooked hammer, tanglefoot bag (2x), *+1 full plate, +1 sap, +1 steel shield, potion of cure moderate wounds.*

Gallienta: Female gnome Clr7 (Garl Glittergold); CR 7; Small humanoid (gnome); HD 7d8+14; hp 52; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 22); Base Atk +5; Grp +1; Atk +6 melee (1d4, masterwork sap) or +7 ranged (1d6/19-20, light crossbow); Full Atk +6 melee (1d4, masterwork sap) or +7 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +5, Ref +4, Will +7; Str 10, Dex 14, Con 15, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +11, Heal +8; Improved Initiative, Skill Focus (concentration), Augment Healing**.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water, detect magic, read magic, guidance, resistance, virtue*, 1st—*bless, cause fear, entropic shield, lesser vigor***, *remove fear, sanctuary**, 2nd—*aid, curse of ill fortunes***, *sound burst, spiritual weapon, invisibility**, 3rd—*mass lesser vigor***, *nondetection**, *prayer, searing light*, 4th—*confusion**, *dimensional anchor, summon monster VI*.

*Domain spell. *Domains:* Protection (grant +7 resistance bonus until discharged or for 1 hour, 1/day); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

***) Feat or Spell from the Complete Divine, see Appendix 8.

Possessions: Masterwork sap, morningstar, light crossbow, 10 bolts, tanglefoot bag (2x), silver holy symbol of Garl Glittergold, heavy wooden shield, *+1 full plate, potion of cure moderate wounds, periapt of wisdom +2.*

Caldarus: Male halfling Rog7; CR 7; Small humanoid (halfling); HD 7d6+14; hp 44; Init +3; Spd 20 ft.; AC 21 (touch 15, flat-footed 17); Base Atk +5; Grp +1; Atk +9 melee (1d4, masterwork sap) or +9 ranged (1d6/19-20, light crossbow); Full Atk +9 melee (1d4, masterwork sap) or +9 ranged (1d6/19-20, light crossbow); SA Sneak attack +4d6; SQ evasion, trapfinding, trapsense +2, uncanny dodge; AL CG; SV Fort +4, Ref +9, Will +1; Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +12, Escape Artist +11, Hide +15, Listen +7, Search +9, Move Silently +15, Spot +7; Tumble +13, Dodge, Mobility, Weapon Finesse (sap).

Possessions: Masterwork sap, light crossbow, 10 bolts, tanglefoot bag (2x), *+1 studded leather, +1 short sword, +1 buckler.*

Ammaria: Female half elf Rgr7; CR 7; Medium humanoid (half elf); HD 7d8+7; hp 45; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 15); Base Atk +7; Grp +9; Atk +10 melee (1d6+2, masterwork sap) or +10 melee (1d8+3/19-20, *+1 longsword*) or +11 ranged (1d8+3/x3, *+1 mighty composite longbow (Str +2)*); Full Atk +10/+5 melee (1d6+2, masterwork sap) or +10/+5 melee (1d8+3/19-20, *+1 longsword*) or +11/+5 ranged (1d8+3/x3, *+1 mighty composite longbow (Str +2)*); SA Favored enemy (human: +4; elves: +2); SQ Wild empathy, immunity vs sleep and similar effects, low-light vision, woodland stride; AL CG; SV Fort +6, Ref +8, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +10, Hide +11, Listen +9, Move Silently +11, Spot +9, Survival +9; Dodge, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2; base DC = 11 + spell level): 1st—*cure light wounds, entangle.*

Possessions: Masterwork sap, 20 arrows, quiver, *+1 chain shirt, +1 longsword, +1 mighty composite longbow (Str +2), potion of cure moderate wounds.*

Bonegnawer: Animal Companion (Advanced Wolf): Medium magical beast; HD 4d12+8; hp 24; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite), Weapon Finesse (bite)

Minnaia: Male gnome Sor7; CR 7; Small humanoid (gnome); HD 7d4+21; hp 43; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp -1; Atk +3

melee (1d4-2, masterwork sap) or +6 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d4-2, masterwork sap) or +6 ranged (1d6/19-20, masterwork light crossbow); AL N; SV Fort +6, Ref +6, Will +7; Str 6, Dex 13, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +11, Hide +9, Spot +5; Extend Spell, Improved Initiative, Lightning Reflexes.

Spells Known (7/5/3/2): (6/7/7/5; base DC = 14 + spell level): 0—*daze, flare, read magic, resistance, ghost sound, message, presdigitation* 1st—*animate rope, shield, lesser orb of acid, magic missile, ray of enfeeblement* 2nd—*eagle's splendor, glitterdust, protection from arrows* 3rd—*deep slumber, haste*.

Possessions: Masterwork sap, morningstar, masterwork light crossbow, 10 bolts, tanglefoot bag (2x), *scroll of mage armor, scroll of shield, 2 scrolls of feather fall, potion of cure moderate wounds, cloak of resistance +1, 600 gp.*

Hagerbusworth, Hawk Familiar CR n.a.; Tiny magical beast; HD 7d8; hp 21; Init +3; Spd 10 ft., fly 60ft.; AC 23 (touch 16, flat-footed 19); Base Atk +3; Grp -7; Atk +9 melee (1d4-2, talons); Full Atk +9 melee (1d4-2, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with animals of it's kind, speak with master, empathic link; AL N; SV Fort +7, Ref +8, Will +7; Str 7, Dex 18, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons), Great Fortitude.

Encounter 4, 5, and 6

Flesh Golem, advanced: CR 9; Large Construct; HD 17d10+30; hp 127; Init -1; Spd 30 ft; AC 19 (touch 9, flat-footed 19); Base Atk +12; Grp +21; Atk +17 melee (2d8+6, slam); Full Atk +17/+17 melee (2d8+6, slam); SA Berserk; SQ Construct traits, darkvision 60 ft., immunity to magic, low-light vision, DR 5/adamantine; Space/Reach 10 ft./10 ft.; AL N; SV Fort +5, Ref +4, Will +5; Str 22, Dex 10, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): This ability has no effect in his scenario.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Cannibal Zombie: CR 6; Medium Undead; HD 14d12+14; hp 111; Init +4; Spd 60 ft; AC 14 (touch 12, flat-footed 12); Base Atk +7; Grp +11; Atk +12 melee (1d8+4+disease/19-20, bite); Full Atk +12 melee (1d8+4+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +5, Ref +4, Will +11; Str 18, Dex 10, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +10, Spot +11; Improved Critical (bite)^B, Improved Initiative, Improved Natural Attack, Improved Toughness, Track, Weapon Focus (bite)

Bloodthirsty (Ex): If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Cannibal Zombie, small: CR 6; Small Undead; HD 14d12+14; hp 111; Init +5; Spd 40 ft; AC 16 (touch 14, flat-footed 12); Base Atk +7; Grp +10; Atk +12 melee (1d6+3+disease/19-20, bite); Full Atk +12 melee (1d6+3+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +4, Ref +4, Will +10; Str 16, Dex 12, Con -, Int 5, Wis 14, Cha 1.

Skills and Feats: Listen +10, Spot +11; Improved Critical (bite)^B, Improved Initiative, Improved Natural Attack, Improved Toughness, Track, Weapon Focus (bite)

Bloodthirsty (Ex): If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Encounter 7

Alubertran Mannock, Gnome Iron Half Golem: Construct/Ftr10; CR 12; Small Construct; HD 10d10+20; hp 84; Init +0; Spd 30 ft. (can't run); AC 25 (touch 11, flat-footed 25); Base Atk +10; Grp +15; Atk +18 melee (1d2+8+disease, unarmed strike) OR +21 melee (1d6+15+1d6 fire/17-20, *+1 flaming burst longsword*); Full Atk +18/+13 melee (1d2+8+disease, unarmed strike) OR +21/+16 melee (1d6+15+1d6 fire/17-20, *+1 flaming burst longsword*); SA Breath weapon; SQ Construct traits, darkvision 60 ft., disease, DR 15/adamantine, immunity to magic, low-light vision, rust vulnerability; AL CE; SV Fort +7, Ref +3, Will +3; Str 26, Dex 11, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +14, Craft (alchemy) +6, Jump +14, Ride +6; Combat Expertise*, Cleave, Deflect Arrows, Greater Weapon Focus (longsword), Improved Trip*, Improved Critical (longsword), Improved Unarmed Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals electricity damage slows Alubertran (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on Alubertran and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause him to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *fireball* he gains back 6 hit points if the damage total is 18 points. Alubertran gets no saving throw against fire effects.

Rust vulnerability (Ex): Alubertran is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Possessions: Reinforced (studded) leather armor (apparatus jacket), *+1 flaming burst longsword*, masterwork chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff); SQ Low light vision; AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark, mending, read magic, repair minor damage*/***, 1st—*animate rope*, comprehend languages, repair light damage*/**, Tenser's floating disk, unseen servant (x2)*; 2nd—*arcane lock, levitate*, locate object, repair moderate damage*/**, spider climb*, 3rd—*dispel magic, gentle repose, repair serious damage*/** shrink item**, 4th—*minor creation, repair critical damage*/**, stone shape**.

*) Transmutation spell, base DC = 15 + spelllevel.

**) Spell from the Complete Arcane, see Appendix 7.

Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade11; CR 11; Medium humanoid (human); HD 11d10+22; hp 84; Init +2; Spd 20 ft; AC 19 (touch 13, flat-footed 15); Base Atk +11; Grp

+13; Atk +15 melee (1d6+2/15-20, +1 *keen scimitar*) or +13 ranged (1d8/x3, longbow); Full Atk +15/+10 melee (1d6+3/15-20, +1 *keen scimitar*) or +13/+8 ranged (1d8/x3, longbow); SA Greater hexblade's curse 3/day; SQ Arcane resistance, mettle; AL NE; SV Fort +5, Ref +5, Will +7; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 20.

Skills and Feats: Concentration +16, Bluff +19, Diplomacy +9, Intimidate +15, Spellcraft +14; Battle Caster**, Combat Expertise, Greater Spell Focus (enchantment), Improved Feint, Power Attack, Spell Focus (enchantment), Weapon Focus (scimitar).

Spells Known (4/3/2): (2/2/1; base DC = 15 + spell level): 1st—*charm person**, *entropic shield*, *protection from good*, *Tasha's hideous laughter*; 2nd—*alter self*, *false life*, *touch of idiocy**; 3rd—*confusion**, *slow*.

*) Enchantment spell, base DC = 17 + spell level

Greater Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Masterwork mighty composite longbow (Str +2), quiver with 20 arrows, *cloak of charisma* +4, *ring of protection* +1, +1 *breastplate*, +1 *keen scimitar*, *potion of cure serious wounds*.

Esmee: Female human (Suel) Clr9 (Olidamarra); CR 9; Medium humanoid (human); HD 9d8+9; hp 57; Init +8; Spd 30 ft.; AC 22 (touch 14, flat-footed 18); Base Atk +6; Grp +7; Atk +8 melee (1d8+2, +1 *heavy mace*) or +10 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8+2, +1 *heavy mace*) or +10 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +7, Will +7; Str 13, Dex 18, Con 12, Int 12, Wis 20, Cha 13.

Skills and Feats: Concentration +11, Bluff +12, Hide +14, Knowledge (religion) +3, Spellcraft +11; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (6/6/6/5/4/3; base DC = 15 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *resistance (x2)*, *virtue*, 1st—*bane*, *bless*, *doom*, *entropic shield**, *sanctuary*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *hold person*, *invisibility**, *silence*, *sound burst*, *spiritual weapon*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, *protection from energy** (x2); 4th—*confusion**, *divine power*, *freedom of movement*, *poison*; 5th—*break enchantment**, *flame strike*, *wall of stone*.

*) Domain spell. **Domains:** Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Daggers (3), light crossbow, 10 bolts, silver holy symbol of Olidamarra, spell component pouch, *amulet of natural armor* +1, +1 *buckler*, +1 *chain shirt*, *gloves of dexterity* +2, *periapt of wisdom* +4, +1 *heavy mace*, *potion of cure moderate wounds*, 3000gp in gems.

Buktooth, Lyme, and Grensh: Male orc Bbn7; CR 7; Medium humanoid (orc); HD 7d12+14; hp 68; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 21); Base Atk +7; Grp +11; Atk +12 melee (2d4+7/18-20, *falchion* +1) or +7 ranged (1d6+4, javelin); Full Atk +12/+2 melee (2d4+7/18-20, *falchion* +1) or +7 ranged (1d6+4, javelin); SQ Darkvision 60 ft., DR 1/-, fast movement, illiteracy, light sensitivity, rage 2/day, trap sense +2, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +7, Ref +5, Will +1; Str 19, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +12, Listen +4, Spot +1, Survival +4; Cleave, Leap Attack**, Power Attack

Possessions: 2 javelins, 2x *javelin of lighting*, *amulet of natural armor* +2, +1 *breastplate*, +1 *falchion*.

Appendix 6: APL 12

Main and Supporting NPCs

Spannek: Male human (Suel) Ftr12: CR 12; Medium humanoid (human); HD 12d10; hp 76; Init +3; Spd 30 ft. (10 ft. with manacles); AC 13 (touch 13, flat-footed 10); Base Atk +12; Grp +14; Atk +14 melee (1d3+2, unarmed strike); Full Atk +14 melee (1d3+2, unarmed strike); AL NE; SV Fort +8, Ref +8, Will +5; Str 15, Dex 16, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +8, Jump +8; Listen +6; Knowledge (nobility & royalty) +5; Spot +7, Swim +6; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: Masterwork manacles with a good lock (DC 30).

Erdwyn: Male human (Oeridian) Clr6 (Zilchus); CR 6; Medium humanoid (human); HD 6d8+6; hp 39; Init +2; Spd 20 ft.; AC 20 (touch 12, flat-footed 20); Base Atk +4; Grp +5; Atk +6 melee (1d8+2, *+1 morningstar*) or +7 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+2, *+1 morningstar*) or +7 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +6, Ref +4, Will +7; Str 12, Dex 14, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Appraise +7, Decipher Script +7, Knowledge (history) +6, Knowledge (arcana) +10, Knowledge (The Splintered Suns) +11, Knowledge (religion) +6, Spellcraft +12; Diligent, Eschew Materials, Extend Spell, Leadership.

Spells Prepared (5/5/5/3; base DC = 12 + spell level): 0—*guidance, detect magic, detect poison, read magic, resistance*, 1st—*bless, comprehend languages, detect secret doors*, magic weapon, remove fear*; 2nd—*calm emotions, detect thoughts*, extended sanctuary, make whole, status*; 3rd—*clairaudience / clairvoyance*, create food and water, remove disease*.

*Domain spell. *Domains:* Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: Masterwork light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Zilchus, spell component pouch, *chain mail +1, +1 morningstar, scroll of speak with dead*.

Burrowforge: Male dwarf Clr6 (Dumathoin); CR 6; Medium humanoid (dwarf); HD 6d8+12; hp 45; Init +1;

Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +4; Grp +6; Atk +8 melee (1d8+3/x3, *+1 warhammer*) or +5 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d8+3/x3, *+1 warhammer*) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +7, Ref +3, Will +7; Str 14, Dex 12, Con 15, Int 11, Wis 14, Cha 8.

Skills and Feats: Craft (mining) +4, Knowledge (religion) +5, Spellcraft +5, Survival +4; Martial Weapon Proficiency (warhammer), Track, Weapon Focus (warhammer).

Spells Prepared (5/5/5/3; base DC = 12 + spell level): 0—*detect magic, guidance, mending, resistance, virtue*, 1st—*bless, divine favor, magic stone*, magic weapon, shield of faith*, 2nd—*bear's endurance, bull's strength, delay poison, remove paralysis, soften earth and stone**, 3rd—*meld into stone, protection from energy*, remove disease*.

*Domain spell. *Domains:* Earth (turn or destroy air creatures, or rebuke or command earth creatures 2/day); Protection (grant +6 resistance bonus until discharged or for 1 hour, 1/day).

Possessions: Heavy wooden shield, light crossbow, 10 bolts, silver holy symbol of Dumathoin, spell component pouch, *+1 studded leather armor, +1 warhammer, scroll of speak with dead*.

Rohm: Male human (Oeridian) Exp1; CR 1/2; Medium-sized humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1, club); AL LG; SV Fort +3, Ref +0, Will +2; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Knowledge (nature) +3, Listen +4, Profession (farmer) +5, Ride +1, Spot +4, Survival +3; Endurance, Great Fortitude

Possessions: Leather armor, club.

Puck Handyburg: Male halfling Clr1 (Wenta); CR 1; Small humanoid (halfling); HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Base Atk +0; Grp -1; Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); Full Atk -1 melee (1d4-1, club) or +4 ranged (1d3-1, sling); AL LG; SV Fort +4, Ref +4, Will +5; Str 8, Dex 16, Con 13, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +1, Craft (brewing) +5, Diplomacy +3, Heal +2, Jump +1, Knowledge (nature) +3, Knowledge (religion) +3, Listen +6, Move Silently +5, Spot +5; Alertness.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, purify food and drink, resistance*, 1st—*bless, detect undead, entangle*.*

*Domain spell. *Domains*: Air (turn or destroy earth creatures, or rebuke or command air creatures 4/day); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill).

Possessions: Leather armor, club, sling, 10 sling stones, silver holy symbol of Wenta.

Encounter 1A/B

Callisto Grimwold (Nasranite official): Male human (Suel) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Knowledge (history) +3, Listen +4, Ride +5, Spot +4; Alertness, Combat Expertise.

Possessions: Chain mail, masterwork longsword, light crossbow, 10 bolts, heavy steel shield, dagger, spiked gauntlets.

Galleo (driver): Male human (Oeridan) com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 ranged (1d6, club); Full Atk +0 melee (1d6, club) or +1 ranged (1d6, club); AL LN; SV Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Handle Animal +8, Ride +7; Animal Affinity, Skill Focus (handle animal), Simple Weapon Proficiency (club).

Possessions: Club.

Encounter 1A

Caseyn: Male half-orc Ftr9; CR 9; Medium humanoid (half-orc); HD 9d10+18; hp 76; Init +2; Spd 30 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +9; Grp +13; Atk +15 melee (1d8+1d6+7/19-20, +1 *merciful longsword*) or +11 ranged (1d10/19-20, heavy crossbow); Full Atk +15/+10 melee (1d8+1d6+7/19-20, +1 *merciful longsword*) or +11 ranged (1d10/19-20, heavy crossbow); AL N; SV Fort +8, Ref +5, Will +4; SQ Darkvision 60 ft.; Str 18, Dex 14, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +15, Jump +15, Intimidate +8; Cleave, Dodge, Great Cleave, Improved Critical (longsword), Iron Will, Power Attack, Power Critical

(longsword)**, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: heavy crossbow, 10 bolts, +1 *steel shield*, +1 *full plate with light fortification*, +1 *merciful longsword*, *potion of cure moderate wounds*.

**) Feat from the Complete Warrior, see Appendix 8

Killann: Male human (Oeridian) Ftr9; CR 9; Medium humanoid (human); HD 9d10+18; hp 76; Init +1; Spd 30 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +9; Grp +12; Atk +14 melee (1d8+6/19-20, +1 *defending longsword*) or +10 ranged (1d8/19-20, light crossbow); Full Atk +14/+9 melee (1d8+6/19-20, +1 *defending longsword*) or +10 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +8, Ref +5, Will +3; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Intimidate +10, Hide +8; Power Attack, Cleave, Weapon Focus (longsword), Dodge, Mobility, Combat Expertise, Spring Attack, Weapon Specialization (longsword), Whirlwind Attack, Improved Critical (longsword)

Possessions: Light crossbow, 10 bolts, +1 *steel shield*, +1 *full plate*, +1 *defending longsword*, *potion of cure moderate wounds*.

Kobrik: Male dwarf Clr9 (Moradin); CR 9; Medium humanoid (dwarf); HD 9d8+27; hp 75; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +6; Grp +6; Atk +6 melee (1d6, morningstar) or +8 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6, morningstar) or +8/+3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +6, Ref +5, Will +10; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 10, Dex 14, Con 16, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Heal +12; Augment Healing**, Sacred Boost**, Sacred Healing**, Skill Focus (concentration).

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance, virtue*, 1st—*bless, cause fear, command, magic stone, magic weapon, shield of faith, sanctuary**, 2nd—*aid, bear's endurance, bull's strength, spiritual weapon, status, shield other**, 3rd—*prayer, dispel magic, invisibility purge, magic circle against chaos**, *magic vestment*, 4th—*dimensional anchor, divine power, freedom of movement, order's wrath**, 5th—*dispel chaos**, *greater command*.

*Domain spell. *Domains*: Protection (grant +9 resistance bonus until discharged or for 1 hour, 1/day); Law (Cast law spells at +1 caster level).

**) Feat from the Complete Divine, see Appendix 8.

Possessions: Morningstar, light crossbow, 10 bolts, heavy steel shield, silver holy symbol of Moradin, *+1 full plate, periapt of wisdom +2*.

Lagoli: Male halfling Rog9; CR 9; Small humanoid (halfling); HD 9d6+18; hp 52; Init +3; Spd 20 ft.; AC 21 (touch 15, flat-footed 17); Base Atk +6; Grp +2; Atk +8 melee (1d4, masterwork sap) or +12 melee (1d4+2/18-20, *+2 rapier*) or +10 ranged (1d6/19-20, masterwork light crossbow); Full Atk +8/+3 melee (1d4, masterwork sap) or +12/+7 melee (1d4+2/18-20, *+2 rapier*) or +10 ranged (1d6/19-20, masterwork light crossbow); SA Sneak attack +5d6; SQ Evasion, trapfinding, improved uncanny dodge, trapsense +3; AL N; SV Fort +5, Ref +10, Will +2; Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Jump +11, Escape Artist +15, Hide +24, Listen +11, Search +13, Move Silently +20, Spot +11, Tumble +17, Rope Use +12; Dodge, Weapon Finesse (rapier), Mobility, Spring Attack.

Possessions: Masterwork sap, masterwork light crossbow, 10 bolts, *shadow +1 studded leather, +1 buckler, +1 rapier, potion of cure moderate wounds*, 300 gp.

Glendara: Female wood elf Rgr9; CR 9; Medium humanoid (wood elf); HD 9d8+9; hp 57; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +9; Grp +11; Atk +13 melee (1d8+3/19-20, masterwork longsword) or +17 ranged (1d8+4/x3, *+1 seeking mighty composite longbow (Str +3)*); Full Atk +13/+8 melee (1d8+3/19-20, masterwork longsword) or +17/+12 ranged (1d8+4/x3, *+1 seeking mighty composite longbow (Str +3)*); SA Favored enemies (human: +4; elves: +2); SQ Wild empathy, immunity vs sleep and similar effects, low-light vision, swift tracker, evasion, animal companion(wolf); AL NG; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +12, Hide +13, Listen +12, Move Silently +13, Spot +12, Survival +12; Endurance, Improved Favored Enemy**, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Track.

Spells Prepared (2; base DC = 11 + spell level): 1st—cure light wounds, *entangle*

Possessions: Masterwork longsword, 20 arrows, quiver, *+1 chain shirt, +1 seeking mighty composite longbow (Str +3), wand of cure light wounds*.

**) Feat from the Complete Warrior, see Appendix 8.

Splinter: Animal Companion (Advanced Wolf):

Medium magical beast; HD 4d12+8; hp 24; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite), Weapon Finesse (bite).

Inifredd: Female gnome Sor9; CR 9; Small humanoid (gnome); HD 9d4+27; hp 55; Init +5; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Base Atk +4; Grp -0; Atk +3 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); AL N; SV Fort +6, Ref +5, Will +7; Str 6, Dex 14, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +13, Hide +6, Spot +5; Draconic Heritage (copper dragon)**, Draconic Power**, Improved Initiative, Weapon Focus (ranged spell).

Spells Known (8/5/4/3/2): (6/7/7/7/4; base DC = 13 + spell level): 0—*acid splash, daze, detect magic, light, mending, read magic, touch of fatigue, resistance*, 1st—*hypnotism, lesser orb of acid***, *color spray, ray of enfeeblement, shield*, 2nd—*cat's grace, invisibility, protection from arrows, scorching ray*; 3rd—*lightning bolt, haste, slow*; 4th—*lesser globe of invulnerability, orb of acid***.

Possessions: Dagger, morningstar, light crossbow, 10 bolts, *scroll of mage armor, ring of protection +1, scroll of anticipate teleportation, scroll of anticipate teleportation*, 500 gp.

**) Feat or Spell from the Complete Arcane, see Appendix 8.

Svene, Hawk Familiar CR n.a.; Tiny magical beast; HD 7d8; hp 21; Init +3; Spd 10 ft., fly 60ft.; AC 24 (touch 16, flat-footed 20); Base Atk +3; Grp -7; Atk +9 melee (1d4-1, talons); Full Atk +9 melee (1d4-1, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with animals of it's kind, speak with master, empathic link; AL N; SV Fort +8, Ref +11, Will +8; Str 8, Dex 18, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons), Great Fortitude, Lightning Reflexes.

Encounter 1B

Brimmon: Male dwarf Ftr9; CR 9; Medium humanoid (dwarf); HD 9d10+27; hp 85; Init +2; Spd 20 ft.; AC 23

(touch 11, flat-footed 22); Base Atk +9; Grp +12; Atk +14 melee (1d6+4, masterwork sap) or +15 melee (1d10+7/19-20/x3, +1 *defending dwarven waraxe*) or +11 ranged (special, net); Full Atk +14/+9 melee (1d6+4, masterwork sap) or +15/+10 melee (1d10+7/19-20/x3, +1 *defending dwarven waraxe*) or +11/+6 ranged (special, net); AL CN; SV Fort +9, Ref +5, Will +2; SQ Darkvision 60 ft., stability, +2 racial bonus to save against spells and spell-like abilities; Str 18, Dex 14, Con 16, Int 12, Wis 8, Cha 6.

Skills and Feats. Climb +16, Jump +16, Intimidate +7; Dodge, Cleave, Exotic Weapon Proficiency (net), Great Cleave, Improved Critical (dwarven waraxe), Power Attack, Power Critical**, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

**) Feat from the Complete Warrior, see Appendix 8.

Possessions: Masterwork sap, light crossbow, 10 bolts, net, tanglefoot bag (2x), +1 *steel shield*, *fullplate with light fortification* +1, +1 *defending dwarven waraxe*, *potion of cure moderate wounds*, 300 gp.

Kwindior: Male gnome Ftr9; CR 9; Small humanoid (gnome); HD 9d10+27; hp 85; Init +2; Spd 20 ft.; AC 24 (touch 12, flat-footed 23); Base Atk +9; Grp +7; Atk +13 melee (1d4+1d6+4/19-20, +1 *merciful sap*) or +12 ranged (1d6/19-20, light crossbow); Full Atk +13/+8 melee (1d4+1d6+4/19-20, +1 *merciful sap*) or +12 ranged (1d6/19-20, light crossbow); AL N; SV Fort +8, Ref +7, Will +5; Str 12, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats. Climb +9, Jump +9, Intimidate +4, Hide +4; Cleave, Dodge, Improved Critical (sap), Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: Light crossbow, 10 bolts, masterwork gnome hooked hammer, tanglefoot bag (x2), +1 *steel shield*, +1 *full plate*, +1 *merciful sap*, *potion of cure moderate wounds*.

Gallienta: Female gnome Clr9 (Garl Glittergold); CR 9; Small humanoid (gnome); HD 9d8+27; hp 75; Init +6; Spd 20 ft.; AC 23 (touch 12, flat-footed 22); Base Atk +6; Grp +2; Atk +7 melee (1d4, masterwork sap) or +8 ranged (1d6/19-20, light crossbow); Full Atk +7 melee (1d4, masterwork sap) or +8 ranged (1d6/19-20, light crossbow); AL CG; SV Fort +6, Ref +5, Will +7; Str 10, Dex 14, Con 16, Int 8, Wis 18, Cha 10.

Skills and Feats. Concentration +14, Heal +8; Improved Initiative, Skill Focus (concentration), Augment Healing**, Sacred Boost**.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—*create water*, *detect magic*, *read magic*, *guidance*, *resistance*, *virtue*, 1st—*bless*, *cause*

fear, *entropic shield*, *lesser vigor***, *remove fear*, *sanctuary**, 2nd—*aid*, bull's strength, *curse of ill fortune***, *sound burst*, *spiritual weapon*, *invisibility** 3rd—*dispel magic*, *mass lesser vigor***, *nondetection**, *prayer*, *searing light* 4th—*confusion**, *dimensional anchor*, *freedom of movement*, *summon monster VI* 5th—*spellresistance**, *symbol of sleep*,

*Domain spell. **Domains:** Protection (grant +9 resistance bonus until discharged or for 1 hour, 1/day); Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills)

**) Feat or Spell from the Complete Divine, see Appendix 8.

Possessions: Masterwork sap, morningstar, light crossbow, 10 bolts, tanglefoot bag (x2), silver holy symbol of Garl Glittergold, heavy wooden shield, +1 *full plate*, *potion of cure moderate wounds*, *periapt of wisdom* +2.

Caldarus: Male halfling Rog9; CR 9; Small humanoid (halfling); HD 9d6+18; hp 56; Init +3; Spd 20 ft.; AC 21 (touch 15, flat-footed 17); Base Atk +6; Grp +2; Atk +10 melee (1d4, masterwork sap) or +11 ranged (1d6/19-20, masterwork light crossbow); Full Atk +10/+5 melee (1d4, masterwork sap) or +11 ranged (1d6/19-20, masterwork light crossbow); SA Sneak attack +5d6; SQ Evasion, trapfinding, trapsense +3, improved uncanny dodge; AL CG; SV Fort +5, Ref +10, Will +2; Str 10, Dex 18, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats. Jump +14, Escape Artist +13, Hide +17, Listen +9, Search +12, Move Silently +17, Spot +9, Tumble +15; Combat Expertise, Dodge, Mobility, Weapon Finesse (sap).

Possessions: Masterwork sap, masterwork light crossbow, 10 bolts, tanglefoot bag (x2), +1 *studded leather*, +1 *buckler*, +1 *short sword*.

Ammaria: Female half elf Rgr9; CR 9; Medium humanoid (half elf); HD 9d8+9; hp 57; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 15); Base Atk +9; Grp +11; Atk +11 melee (1d6+2, sap) or +13 ranged (1d8+3/x3, +1 *seeking mighty composite longbow (Str +2)*); Full Atk +11/+6 melee (1d6+2, sap) or +13/+7 ranged (1d8+3/x3, +1 *seeking mighty composite longbow (Str +2)*); SA Favored enemies (human: +4; elves: +2); SQ Evasion, wild empathy, immunity vs sleep and similar effects, low-light vision, swift tracker, woodland stride; AL CG; SV Fort +7, Ref +9, Will +5; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats. Climb +12, Hide +13, Listen +12, Move Silently +13, Spot +12, Survival +12; Dodge,

Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*cure light wounds, entangle*, 2nd—*spike growth*.

Possessions: Masterwork sap, buckler, +1 chain shirt, +1 longsword, +1 seeking mighty composite longbow (Str +2), 20 arrows, quiver, *potion of cure moderate wounds*.

Bonegnawer: Animal Companion (Advanced Wolf): Medium magical beast; HD 4d12+8; hp 24; Init +3; Spd 50 ft; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +2, Spot +3; Track, Weapon Focus (bite), Weapon Finesse (bite).

Minnaia: Male gnome Sor9; CR 9; Small humanoid (gnome); HD 9d4+27; hp 55; Init +5; Spd 20 ft.; AC 14 (touch 14, flat-footed 12); Base Atk +4; Grp +0; Atk +4 melee (1d4-2, masterwork sap) or +6 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d4-2, masterwork sap) or +6 ranged (1d6/19-20, light crossbow); AL N; SV Fort +8, Ref +7, Will +7; Str 6, Dex 14, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +11, Hide +9, Spot +5; Improved Initiative, Lightning Reflexes, Extend Spell, Great Fortitude.

Spells Known (8/5/4/3/2): (6/7/7/7/5; base DC = 14 + spell level): 0—*daze, detect magic, flare, read magic, resistance, ghost sound, message, presdigation* 1st—*animate rope, shield, lesser orb of acid***, *magic missile, ray of enfeeblement* 2nd—*eagle's splendor, false life, glitterdust, protection from arrows* 3rd—*deep slumber, haste, sleet storm* 4th—*lesser globe of invulnerability, stonewall*.

Possessions: Masterwork sap, morningstar, light crossbow, 10 bolts, tanglefoot bag (x2), *scroll of mage armor, scroll of shield, 2 scrolls of feather fall, potion of cure moderate wounds, cloak of charisma +2, ring of protection +1*, 500 gp.

**) Spell from the Complete Arcane, see Appendix 8.

Hagerbusworth, Hawk Familiar CR n.a.; Tiny magical beast; HD 7d8; hp 21; Init +3; Spd 10 ft., fly 60ft.; AC 24 (touch 16, flat-footed 20); Base Atk +3; Grp -7; Atk +9 melee (1d4-1, talons); Full Atk +9 melee (1d4-1, talons); SQ: alertness, deliver touch spells, improved evasion, share spells, speak with animals of its kind, speak with

master, empathic link; AL N; SV Fort +8, Ref +11, Will +8; Str 8, Dex 18, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Hide +3, Listen +2, Spellcraft +0, Spot +14; Weapon Finesse, Weapon Focus (talons), Great Fortitude, Lightning Reflexes.

Encounter 4, 5, and 6

Iron Golem: CR 13; Large Construct; HD 18d10+30; hp 129; Init -1; Spd 20 ft; AC 30 (touch 8, flat-footed 30); Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk 2x +23 melee (2d10+11, slam); SA Breath Weapon; SQ Construct traits, darkvision 60 ft., immunity to magic, low-light vision, DR 15/adamantine; Space/Reach 10 ft./10 ft.; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Cannibal Zombie: CR 8; Medium Undead; HD 20d12+20; hp 159; Init +4; Spd 60 ft; AC 14 (touch 12, flat-footed 12); Base Atk +10; Grp +15; Atk +16 melee (1d8+5+disease/19-20, bite); Full Atk +16 melee (1d8+5+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +7, Ref +6, Will +13; Str 20, Dex 10, Con -, Int 3, Wis 14, Cha 1.

Skills and Feats: Listen +13, Spot +14; Improved Critical (bite)³, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Improved Toughness, Power Attack, Track, Weapon Focus (bite)

Bloodthirsty (Ex): If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Cannibal Zombie, small: CR 8; Small Undead; HD 20d12+20; hp 159; Init +5; Spd 40 ft; AC 16 (touch 14, flat-footed 12); Base Atk +10; Grp +13; Atk +16 melee (1d6+4+disease/19-20, bite); Full Atk +16 melee (1d6+4+disease/19-20, bite); SA Bloodthirsty, disease; SQ Damage reduction 5/slashing, darkvision 60 ft., fast, scent, undead traits; AL NE; SV Fort +6, Ref +6, Will +13; Str 18, Dex 12, Con -, Int 5, Wis 14, Cha 1.

Skills and Feats: Listen +13, Spot +14; Improved Critical (bite)^B, Improved Initiative, Improved Natural Attack, Improved Toughness, Track, Weapon Focus (bite)

Bloodthirsty (Ex): If a cannibal zombie scores a critical hit against a living target, that creature takes 1 point of Constitution damage.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Fast (Ex): A cannibal zombie is not restricted to taking single actions only. However, it still cannot attack more than once in a round. A fast zombie can run normally.

Scent (Ex): A cannibal zombie has the scent ability.

Encounter 7

Alubertran Mannock, Gnome Iron Half Golem: Construct/Ftr12 CR 14 Small Construct; HD 1210+20; hp 96; Init +5; Spd 30 ft. (can't run); AC 26 (touch 12, flat-footed 26); Base Atk +12; Grp +17; Atk +20 melee (1d2+8+disease, unarmed strike) OR +23 melee (1d6+17+1d6 fire/17-20, +1 *flaming burst longsword*); Full Atk +20/+15/+10 melee (1d2+8+disease, unarmed strike) OR +23/+19/+14 melee (1d6+17+1d6 fire/17-20, +1 *flaming burst longsword*); SA Breath weapon; SQ Construct traits, darkvision 60 ft., disease, DR 15/adamantine, immunity to magic, low-light vision, rust vulnerability; AL CE; SV Fort +8, Ref +5, Will +4; Str 26, Dex 12, Con -, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +16, Craft (alchemy) +6, Jump +16, Ride +8; Combat Expertise*, Cleave, Deflect Arrows, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, Improved Trip*, Improved Critical (longsword), Improved Unarmed Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

* Alubertran can't use this feat

Construct Traits: See the Monstrous Manual, pg 307.

Unlike normal constructs, Alubertran can be raised or resurrected. A *remove disease* or similar is needed to cure the disease he suffers from, and a *restoration* or *heal* spell is needed to restore his sanity.

Disease (Ex): *Filth fever*; Infection: injury; DC: 12; Incubation period: 1d3 days; Damage 1d3 Con + 1d3 Cha.

Alubertran can only spread the disease if he makes an unarmed attack.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): Alubertran is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him, as noted below.

A magical attack that deals electricity damage slows Alubertran (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on Alubertran and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause him to exceed his full normal hit points, he gains any excess as temporary hit points. For example, if hit by a *fireball* he gains back 6 hit points if the damage total is 18 points. Alubertran gets no saving throw against fire effects.

Rust vulnerability (Ex): Alubertran is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Possessions: Reinforced (studded) leather armor (apparatus jacket), +1 *flaming burst longsword*, masterwork chain mail (not worn).

Rebula Mannock: Gnome Trans7; CR N.A.; Small Humanoid (gnome); HD 7d4-14; hp 8; Init +1; Spd 20 ft; AC 12 (touch 12, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4, staff); Full Atk +3 melee (1d4, staff);

AL CN; SV Fort +0, Ref +3, Will +6; Str 10, Dex 12, Con 6, Int 18, Wis 12, Cha 4.

Skills and Feats: Concentration +6, Craft (alchemy) +12, Craft (engineering) +8, Knowledge (arcane) +9, Knowledge (nature) +12, Knowledge (religion) +7, Knowledge (the planes) +6, Profession (botanist) +9, Profession (brewer) +7, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Focus (transmutation).

Spells Prepared (4/6/5/4/3; base DC = 14 + spell level): 0—*arcane mark, mending, read magic, repair minor damage*/**, 1st—*animate rope*, comprehend languages, repair light damage*/**, *Tenser's floating disk, unseen servant* (x2); 2nd—*arcane lock, levitate*, locate object, repair moderate damage*/**, *spider climb*; 3rd—*dispel magic, gentle repose, repair serious damage*/**, *shrink item**; 4th—*minor creation, repair critical damage*/**, *stone shape**.

*) Transmutation spell, base DC = 15 + spelllevel.

**) Spell from the Complete Arcane, see Appendix 7.

Possessions: Apron, staff, masterwork tools, spell component pouch, dust sample, *golem manual*, spellbook (see AR).

Encounter 9

Salizar: Male human (Suel) Hexblade13; CR 13; Medium humanoid (human); HD 13d10+26; hp 98; Init +2; Spd 20 ft.; AC 21 (touch 13, flat-footed 17); Base Atk +13; Grp +15; Atk +17 melee (1d6+2/15-20, +1 *keen scimitar*) or +15 ranged (1d8/x3, longbow); Full Atk +17/+12/+7 melee (1d6+3/15-20, +1 *keen scimitar*) or +15/+10/+5 ranged (1d8/x3, longbow); SA Greater hexblade's curse 4/day; SQ Aura of unluck, arcane resistance, mettle; AL NE; SV Fort +6, Ref +6, Will +8; Str 15, Dex 14, Con 14, Int 13, Wis 10, Cha 20.

Skills and Feats: Concentration +16, Bluff +19, Diplomacy +9, Intimidate +15, Spellcraft +14; Battle Caster**, Cleave, Combat Expertise, Greater Spell Focus (enchantment), Improved Feint, Spell Focus (enchantment), Power Attack, Weapon Focus (scimitar).

Spells Known (4/3/2): (2/2/2; base DC = 15 + spell level): 1st—*charm person*, entropic shield, protection from good, Tasha's hideous laughter*; 2nd—*alter self, false life, glitterdust, touch of idiocy**; 3rd—*confusion*, slow, vampiric touch*.

*) Enchantment spell, base DC = 17 + spell level.

Aura of unluck (Su): Once per day a hexblade can create a baleful aura of misfortune. Any melee or ranged attack made against the hexblade while this aura of unluck is active has a 20% miss chance (similar to the

effect of concealment). Activating the aura is a free action, and the aura lasts for a number of rounds equal to 3 + the hexblade's Charisma bonus (if any).

Greater Hexblade's Curse (Su): As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC10 + ½ hexblade's class level + hexblade's CHA) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like abilities.

Mettle (Ex): A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Possessions: Masterwork mighty composite longbow (Str +2), quiver with 20 arrows, *cloak of charisma* +4, *ring of protection* +2, *breastplate* +2, +1 *keen scimitar*, *potion of cure serious wounds*.

Esme: Female human (Suel) Clr11 (Olidamarra); CR 11; Medium humanoid (human); HD 11d8+11; hp 69; Init +8; Spd 30 ft.; AC 22 (touch 14, flat-footed 18); Base Atk +8/+3; Grp +9; Atk +10 melee (1d8+2, +1 *heavy mace*) or +12 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d8+2, +1 *heavy mace*) or +12 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +8, Ref +8, Will +9; Str 13, Dex 18, Con 12, Int 12, Wis 20, Cha 13.

Skills and Feats: Concentration +13, Bluff +14, Hide +16, Knowledge (religion) +3, Spellcraft +13; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Spells Prepared (6/6/6/6/5/4/2; base DC = 15 + spell level): 0—*detect magic, detect poison, guidance, resistance* (x2), *virtue*; 1st—*bane, bless, doom, entropic shield*, sanctuary, shield of faith*; 2nd—*bull's strength, bear's endurance, hold person, invisibility*, silence, sound burst, spiritual weapon*; 3rd—*bestow curse, blindness, dispel magic, invisibility purge, protection from energy** (x2); 4th—*air walk, confusion*, divine power, freedom of movement, poison*; 5th—*break*

*enchantment**, *flame strike*, *slay living*, *wall of stone*; 6th—*harm*, *mislead**.

*Domain spell. *Domains*: Trickery (Bluff, Disguise and Hide are class skills); Luck (reroll one dice roll 1/day).

Possessions: Daggers (3), light crossbow, 10 bolts, silver holy symbol of Olidammarra, spell component pouch, *amulet of natural armor +1*, *cloak of resistance +1*, *+1 buckler*, *+1 chain shirt*, *gloves of dexterity +2*, *peripat of wisdom +4*, *+1 heavy mace*, *wand of cure moderate wounds*, *pearl of power (1st level)*, 3600gp in gems.

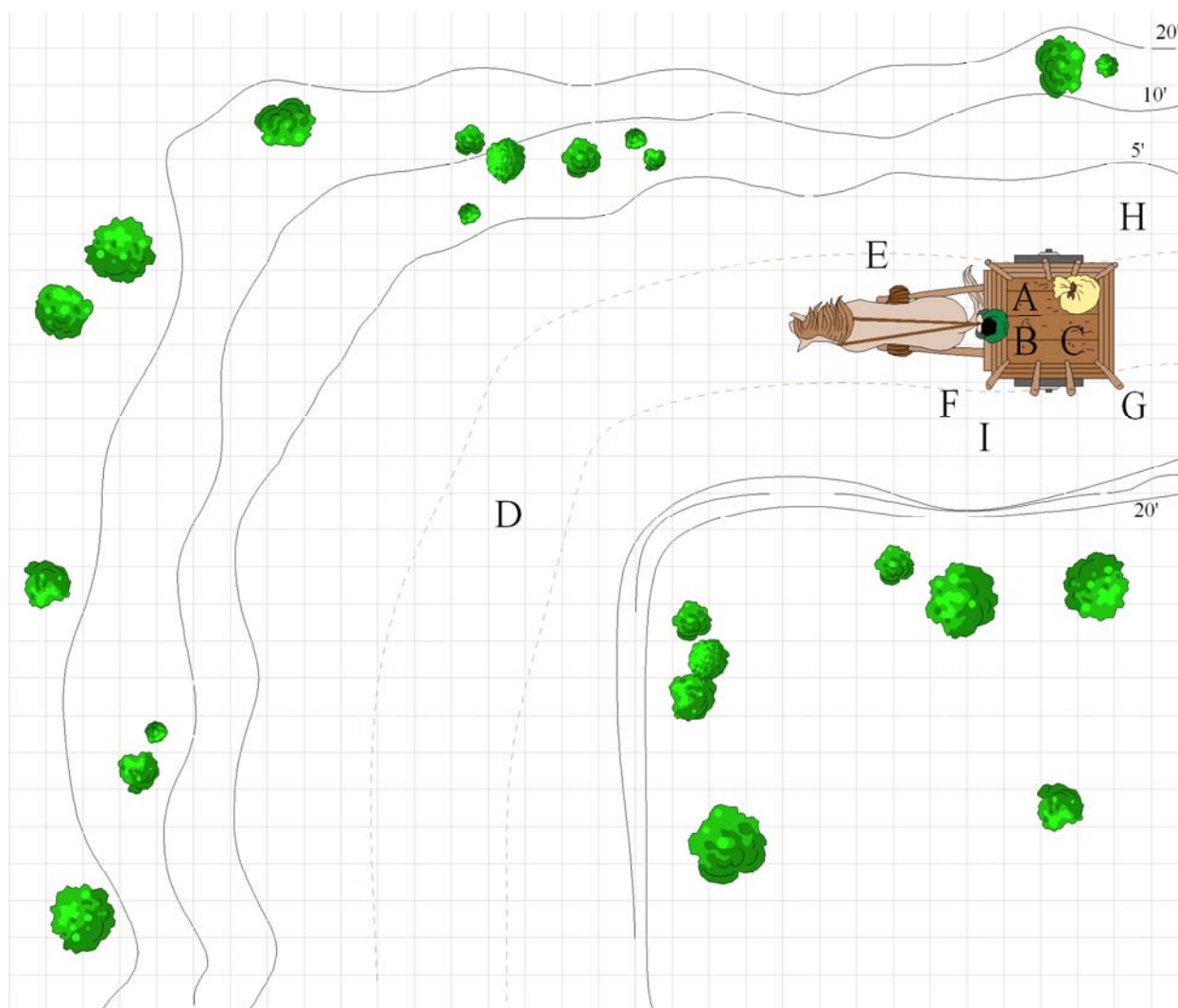
Buktooth, Lyme, and Grensh: Male orc Bbn9; CR 9; Medium humanoid (orc); HD 9d12+18; hp 86; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 21); Base Atk +9; Grp +13; Atk +15 melee (2d4+8/18-20, *falchion +1*) or +9 ranged (1d6+5, javelin); Full Atk +15/+5 melee (2d4+8/18-20, *falchion +1*) or +9 ranged (1d6+5, javelin); SQ Darkvision 60 ft., DR 1/–, fast movement, illiteracy, light sensitivity, rage 3/day, trap sense +3, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +8, Ref +6, Will +2; Str 20, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +12, Listen +6, Spot +1, Survival +6; Cleave, Improved Bull Rush, Leap Attack**, Power Attack.

Possessions: 2 javelins, 2x *javelin of lighting*, *amulet of natural armor +2*, *+1 breastplate*, *+1 falchion*

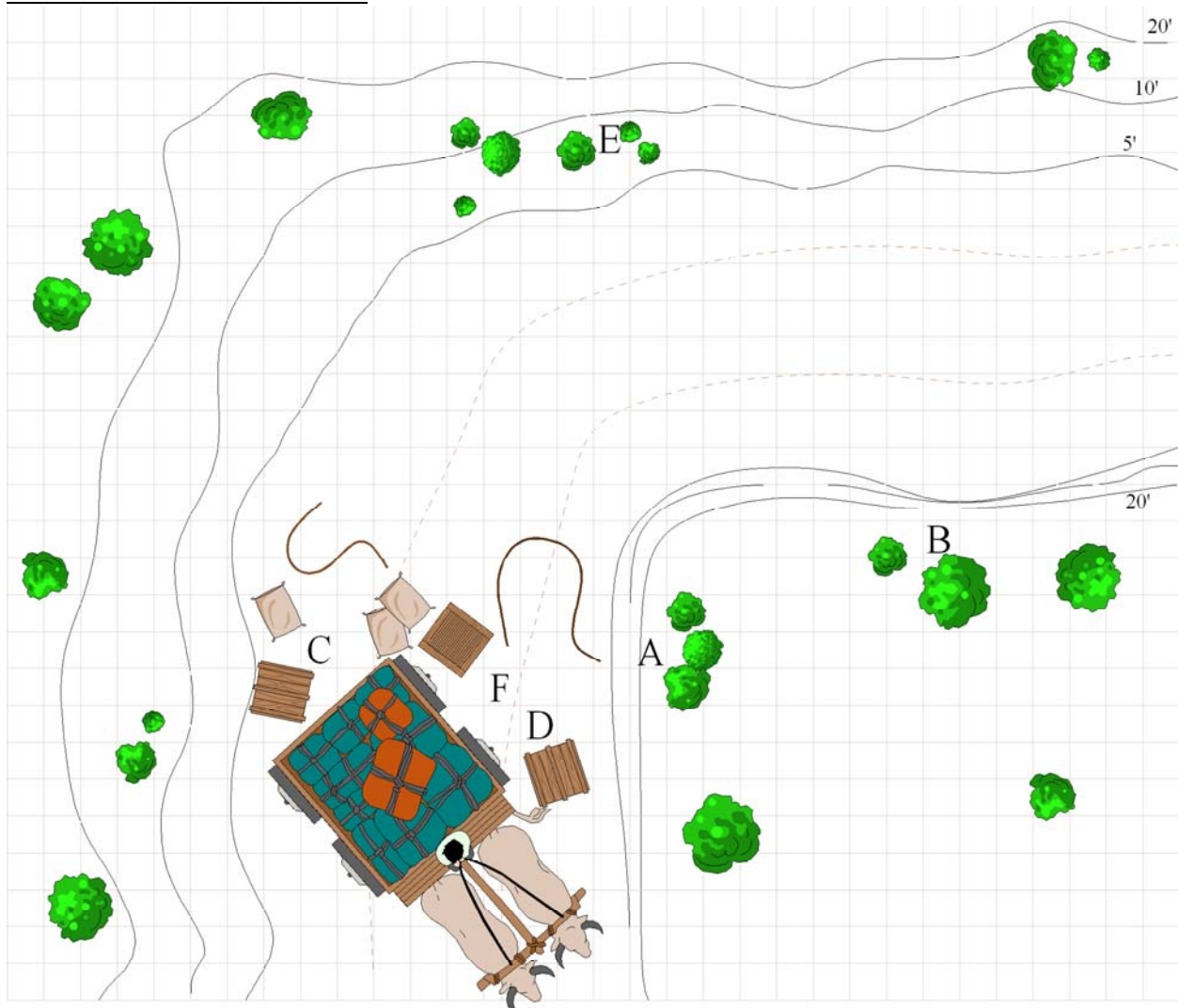
Appendix 7: Maps

The Adder Pass – Encounter A



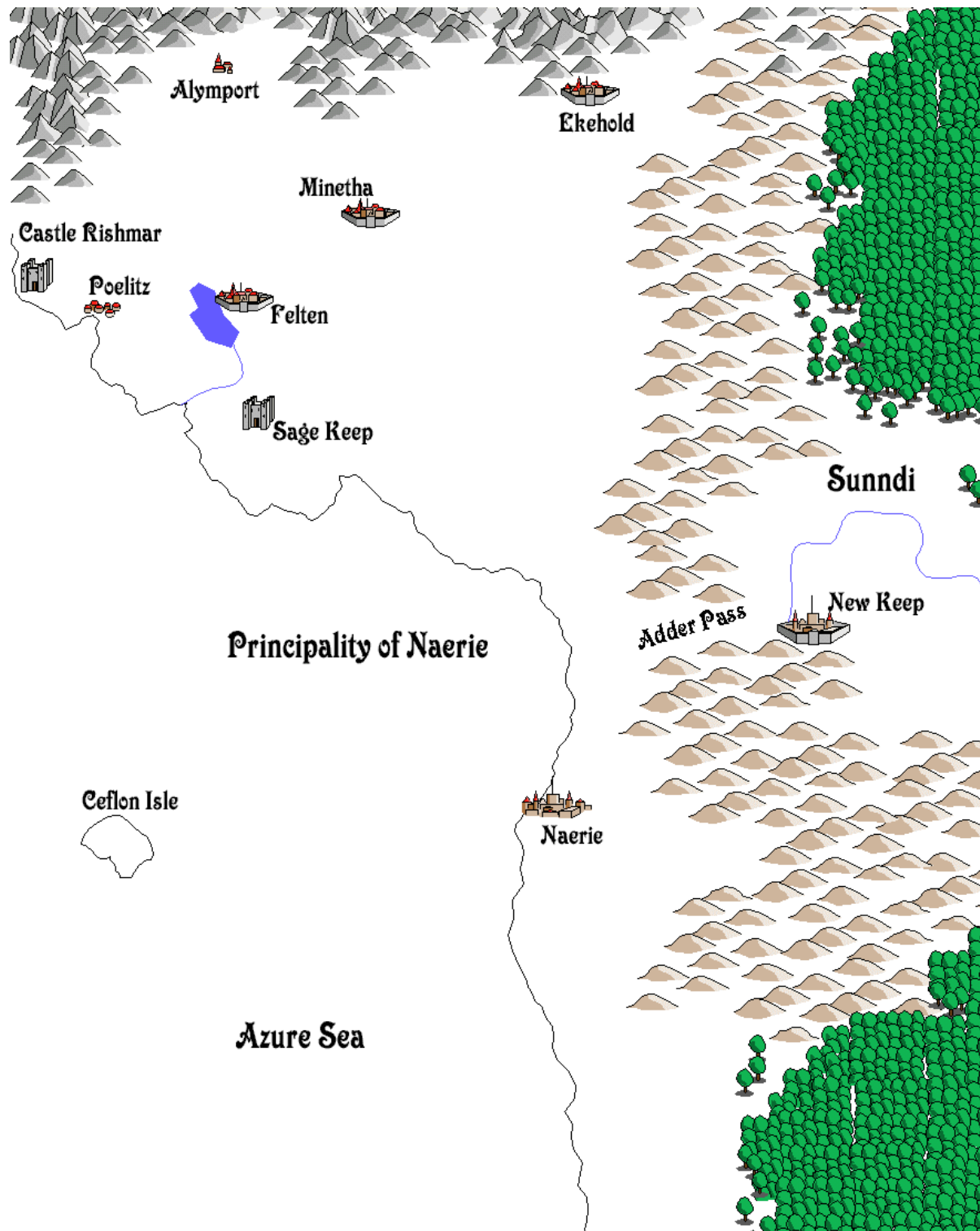
- A - Calysto
- B - Galleo
- C - Spannek
- D - Glendara
- E - Casey
- F - Killann
- G - Inifredd
- H - Lagoli
- I - Kobrik

The Adder Pass – Encounter B

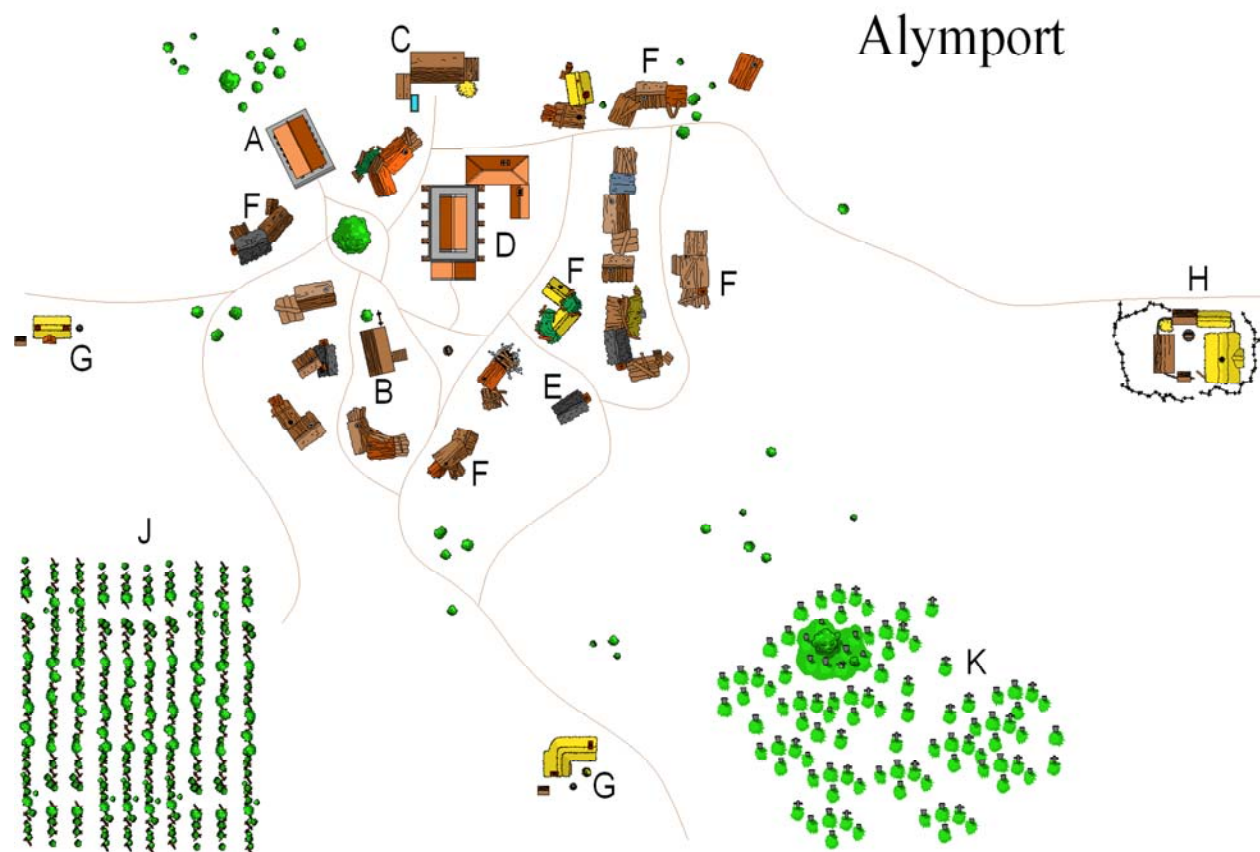


- A - Minnaias
- B - Ammaria
- C - Brimmon
- D - Kwindior
- E - Caldarus
- F - Gallienta

Principality of Naerie (Ahlissa)

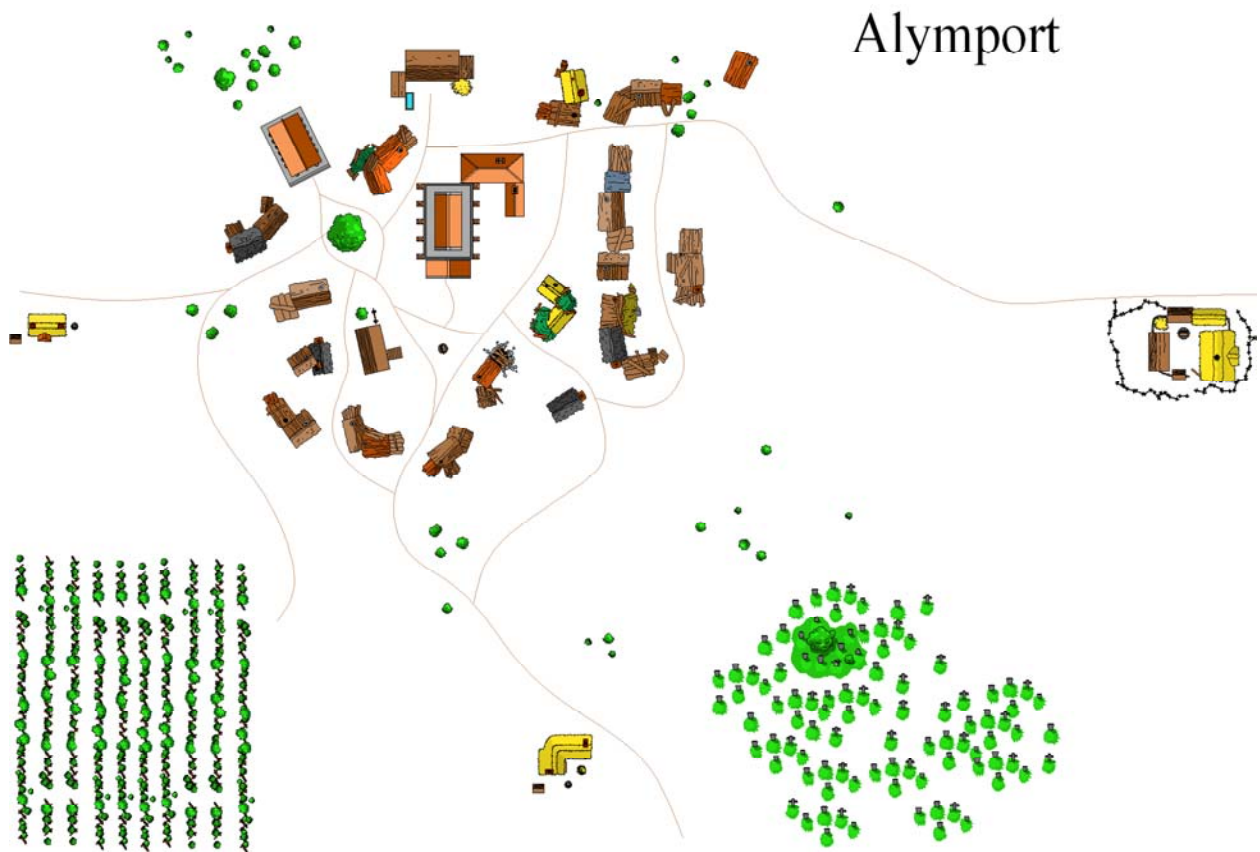


Alymport, DM Map

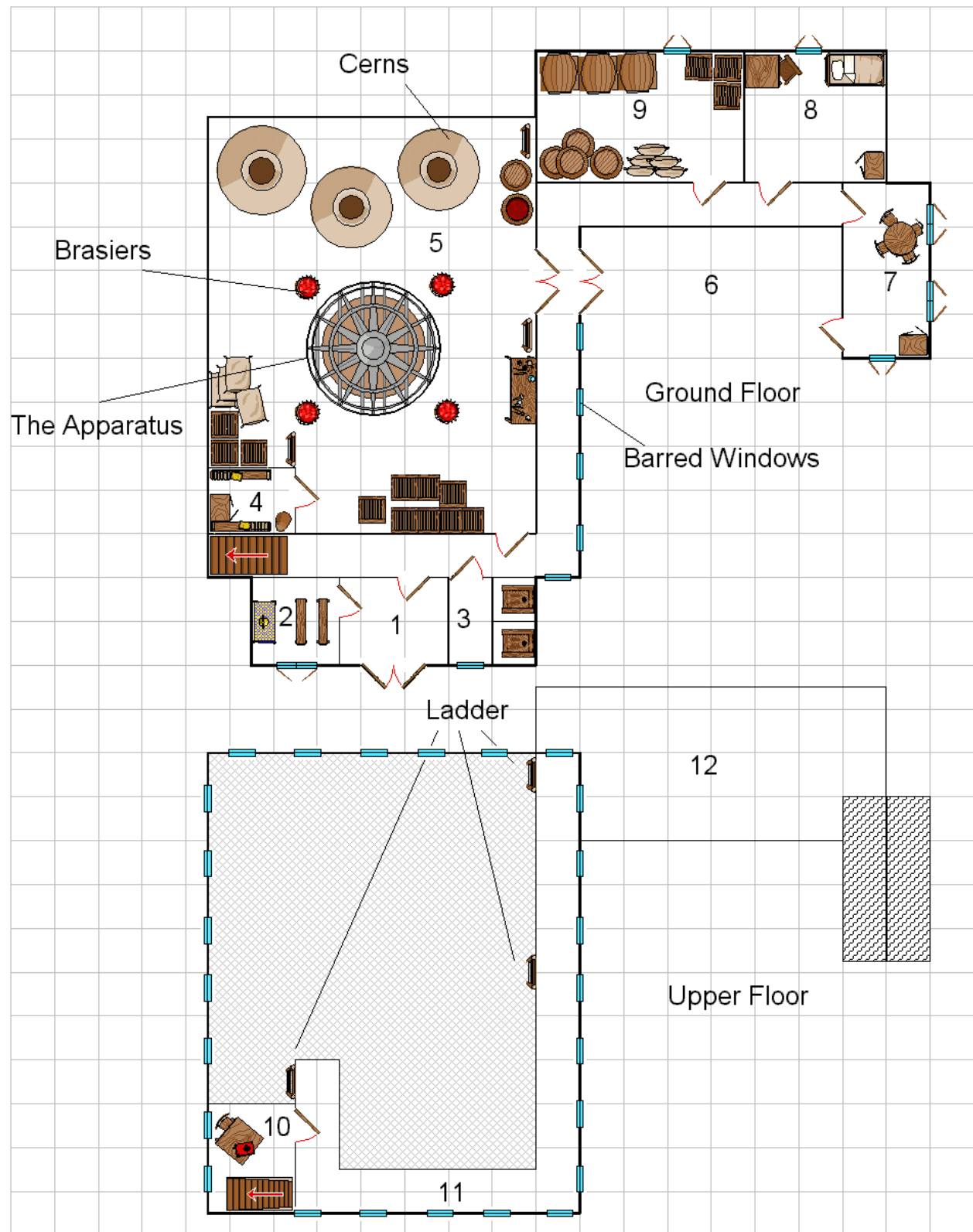


- A: Temple of the Winds
- B: Grocery Shop
- C: Smithy
- D: Distillery
- E: Rebula's House
- F: Hideouts
- G: Farms
- H: Rohm's Farm
- J: Vineyard
- K: Graves

Alymport, Player Map



The Distillery



Distillery Legend

1. Entrance
2. Shrine
3. Latrines
4. Filing Kabinet
5. Distillery floor
6. Loading Dock
7. Mess
8. Rebula's room
9. Storage
10. Office
11. Walkway
12. Flat roof

Appendix 8

New Rules Items

New Spells

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 4

Components: V/S/F

Casting Time: 1 round

Range: One willing creature touched

Area: 5ft./level radius emanation from touched creature

Duration: 1 hour/lvl

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or feady weapons. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area the spell will affect the reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: Complete Arcane pg 97

Curse of Ill Fortune

Transmutation

Level: Cleric 2

Components: V/S/DF

Casting Time: 1 standard action

Range: Medium (100 ft.+10 ft./lvl)

Target: One living creature

Duration: 1 min./lvl

Saving Throw: Will Negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving her a -3 penalty on attack rolls, saving throws, ability checks and skill checks. Curse of ill fortune is negated by any spell that removes a *bestow curse* spell.

Source: Complete Divine pg 120

Repair Critical Damage

Transmutation

Level: Sorcerer/wizard 4

As *repair light damage*, except you repair 4d8 points of damage +1 point per caster level (maximum +20).

Source: Complete Arcane pg 120

Repair Light Damage

Transmutation

Level: Sorcerer/wizard 1

Components: V/S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

Source: Complete Arcane pg 120

Repair Minor Damage

Transmutation

Level: Sorcerer/wizard 0

As *repair light damage*, except you repair 1 point of damage.

Source: Complete Arcane pg 120

Repair Moderate Damage

Transmutation

Level: Sorcerer/wizard 2

As *repair light damage*, except you repair 2d8 points of damage +1 point per caster level (maximum +10).

Source: Complete Arcane pg 120

Repair Serious Damage

Transmutation

Level: Sorcerer/wizard 3

As *repair light damage*, except you repair 3d8 points of damage +1 point per caster level (maximum +15).

Source: Complete Arcane pg 120

Sign of Sealing

Abjuration

Level: Sorcerer/wizard 3

Components: V/S/M

Casting Time: 1 round

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

Target: One door, chest, or portal up to 30 sq. ft. /level in size.

Duration: Permanent

Saving Throw: Reflex half, see text

Spell Resistance: No

You seal a door, chest, or similar closure with a prominent magical sigil that bars entry and prevents opening. A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of *knock* or *dispel magic*. If the door or object is forced open by any means (magical or physical), the sign of sealing deals 1d4 points per caster level (maximum 10d4) in a 30 foot radius (Reflex half).

A *knock* spell doesn't negate or automatically bypass a *sign of sealing*, but will suppress the sign for 10 minutes on a successful caster level check (DC 11 + the caster level of the signs creator). A *sign of sealing* is a magical trap that can be disarmed with a successful Dc 28 Disable Device check. You can pass your own sign safely, and it remains set behind you.

Material Component: a crushed emerald worth 100 gp.

Source: Complete Arcane pg 122

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V/S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

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

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hitpoint per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hitpoint loss during that time. *Lesser Vigor* does not restore hitpoints lost from starvation, thirst or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Source: Complete Divine pg 186

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V/S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. Apart.

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

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hitpoint per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hitpoint loss during that time. *Mass lesser vigor* does not restore hitpoints lost from starvation, thirst or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Source: Complete Divine pg 186

New Feats

Augment Healing

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Source: Complete Divine pg 79

Battle Caster

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal

Prerequisite: Ability to ignore arcane spell failure chance from armor

Benefit: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

Source: Complete Arcane pg 75

Draconic Heritage (copper dragon) [Draconic]

Prerequisite: Sorcerer 1st level

Benefit: You have the copper dragon draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have. You gain energy type(acid) spells and the skill Hide becomes a class skill.

Source: Complete Arcane pg 77

Draconic Power [Draconic]

Prerequisite: Draconic Heritage

Benefit: Your caster level increases by 1 and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

Source: Complete Arcane pg 78

Improved Favored Enemy

You know how to hit your favored enemies where it hurts

Prerequisite: Favored Enemy ability, base attack bonus +5

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Source: Complete Warrior pg 101

Leap Attack

You can combine a powerful charge and a mighty leap into one devastating attack

Prerequisite: Jump 8 ranks, Power attack

Benefit: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

Source: Complete Warrior pg 110

Power Critical

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Source: Complete Warrior pg 103

Sacred Boost

You can channel positive energy to increase the power of *cure wounds* spells cast near you

Prerequisite: Ability to turn undead

Benefit: You can spend a turn attempt as a standard action to place an aura of positive energy upon each creature within 60-ft. Burst. Any *cure* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Source: Complete Divine pg 84

Sacred Healing

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly

Prerequisite: heal 8 ranks, ability to turn undead

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. Burst. The fast healing last for a number of rounds equal to 1+ your CHA modifier (minimum 1 round)

Source: Complete Divine pg 84

Diseased Zombie

Special Attacks: Disease (Ex): Any successful melee attack by a diseased zombie exposes the target to a disease (filth fever). Any creature making a successful unarmed or natural attack against a diseased zombie is similarly exposed (a character who grapples with a diseased zombie gets a –4 penalty on the save made to resist infection).

CR Adjustment: +1/2

Source: *Liber Mortis* p 173

Fast Zombie

Speed: Add 30 feet to base land speed, up to a maximum of twice the zombie's normal base land speed. Fast zombies can run normally.

Armour Class: the fast zombie gains a +2 dodge bonus to AC.

Special Qualities: The fast zombie is not restricted to taking single actions only. However, it still cannot attack more than once per round.

CR Adjustment: +1/2

Source: *Liber Mortis* p 173

Living Greyhawk Deities

Dumathoin (The Keeper of Secrets Under the Mountain)

Intermediate Dwarven Deity of Mining, Exploration, N

Dumathoin (doo-mah-THOYN) is the provider of metals and minerals found under the earth. He is the lord of the buried wealth of ores, gems, and minerals. He is on very good terms with Fortubo.

His priests wear brown with a leather apron. They are the guardians of the dead. Priests of Dumathoin tend to be extremely tight-lipped, particularly with information that might aid non-dwarven races. Clerics can only prepare spells underground or in stone buildings.

Holy Symbol: Gem inside a mountain

Domains: Earth, Knowledge, Protection

Wenta (The Ale Wife, Harvest Daughter):

Lesser Deity of Autumn, West Wind, Harvest, Brewing, CG

Wenta (WEN-tah) is the youngest Oeridian wind goddess. She always appears as a buxom, rosy-cheeked woman with straw in her hair and a large mug of beer (her holy symbol). She has no permanent ties to any one being, preferring to go where her heart takes her, and as such has been linked to many deities. The week of Brewfest is a holy time for her, although she prefers that people spend it cavorting and drinking rather than praying. She dislikes only her brother Telchur, seeing him as the black sheep always on her heels.

Wenta's clerics are friendly, outgoing, and unafraid to talk to strangers. Their time of prayer is a brief interval before sundown. They organize gatherings, particularly those involving alcohol, and direct harvest procedures so that work is shared fairly by all and finished early. Many work as brewmasters and travel to other parts of the world to enjoy the weather and local spirits. They adventure to meet new people and spend time with friends, or because they agreed to do so while intoxicated. Their holy water is actually blessed ale or beer.

Holy Symbol: A large mug of beer

Domains: Air, Chaos, Good, Plant

Zilchus (The Great Guild Master, the Money Counter):

Intermediate Deity of Power, Prestige, Money, Business, Influence, LN

Zilchus (ZIL-chus) is a popular Oeridian god, depicted as a well-dressed Oeridian man of plain appearance but great wealth. Husband of Sotillion,

brother of Kurell, ally of Rao, Zilchus has many contacts that reflect his ability to establish relationships that are vital to any businessman. A busy god, he has little time for frivolous pursuits, but is knowledgeable in such things because it allows him to influence others. He acts as a dealmaker between gods, finalizing agreements once Rao convinces warring parties to talk.

Zilchus' clerics are ruthless in business and often seen as emotionless. They are heavily involved in business and politics, and conduct deals above or below the table depending upon their disposition. They work for powerful merchants, trade and crafts guilds, politicians, or nations, making transactions and garnering prestige for themselves and their employers. Neophytes get less glorious jobs, such as managing caravans or remote businesses, but some are hired to participate in high-risk but potentially profitable enterprises such as smuggling contraband and adventuring.

Holy Symbol: Hands clutching a bag of gold

Domains: Knowledge, Law, Trickery

Player's Handout I: Rebula's Diary

Coldeven 20, 592

My life has taken a turn. These past months were hell. To see my wife weaken and die while I am helpless. What frustration, what agony.

Poor Alubertran does not cope well with his mother's death. He has locked himself in his room and won't come out. I feel much the same.

But I have to be strong. I have to keep to the promise I made her. To turn away from the dark path. I have made an oath - I will no longer put my powers to the use of the Academy. No gold is worth the scorn of my family or the pain of those dear to me. I will lock away my magics and start a new life.

Planting 27, 592

I have been approached by a halfling priest of Wenta, a man named Puck Handyburg. He desires me to help him set up a vineyard and distillery in old Alymport. My skills as a botanist and brewer are needed.

Is this my chance to redemption? Can I set my life back on track? Next week we move. Away from the bogs, to the hills. I will not look back. A new life begins.

Patchwall 7, 593

Alubertran enjoys the new life. He is a strong fellow, and the life here is good for him. Things are not easy, but I think I can tackle the problems with the vines.

Puck pesters me daily about my progress. He is too impatient. Funding is running out. At least the distilling machinery is up.

Fireseek 2, 595

Can they not leave me alone? Why did he come here? I am done with them! But it isn't meant to be, is it? I should have known.

Oh, I should have turned him away at the doorstep, but Nessefir can be persuasive... why did I ever let him in? Now he wants me to do some research for them. I said no, but I could see he won't be turned back. I gave him a bed for the night and told him to leave come morning. But can I be rid of them like this?

Fireseek 3, 595

One assignment. One project. All I have to do is analyze the strange substance Nessefir gave me, and then I will not be bothered again. A last act. What else? Can I have Nessefir tell the others of my past? I cannot let that happen, they will throw me out, and Alubertran will never look at me again. No... I have to do this one thing. Then they will surely leave me alone.

Fireseek 5, 595

Nessefir has left. I have analyzed the substance he left behind, and the notes of that Academy labrat, Meltor. Nessefir said Meltor was studying the bullywugs in the Vast Swamp, but I can't see what that has to do with this stuff. It's plant matter. Pollen, I think, though Meltor must have done something strange to it. I can detect necronic auras in it. Pity he died. Would have been useful if Nessefir had told me what killed him, too.

Fireseek 6, 595

This stuff is pretty strange. The pollen is not from a Vast Swamp plant, yet Meltor's notes say he found it there. Surely he's mistaken. Seems tropical to me. Anyway I tested it and can't yet find the purpose. It seems to have a strange effect on Bull. He is getting really excited. I swear he just tried to bit me. Stupid toad. I knew I should have taken a cat as a familiar.

Fireseek 7, 595

I found a reference to a wild flower with odd properties. Maybe the pollen came from that plant... it definitely fits the description. Can't grasp why that flower would grow in the swamp though. Maybe it is imported?

Fireseek 11, 595

Am not feeling well. I think I postpone research for the moment. Can't find Bull. Maybe he is upset?

Fireseek 11, 595

Disaster! Alubertran fell ill too. Is this something to do with the substance? Why wasn't I more careful? I let Puck come, and he looked Alubertran over and he said it is likely a flu. I hope so. I didn't dare tell him anything. Have to look at that stuff later today.

Fireseek 14, 595

More people are sick. I have locked my doors and am trying to analyze the substance. It's not the pollen - they seem harmless, it must be something Meltor did. I have to get out some of my own stuff.

Fireseek 19, 595

People are dying. Not again. Not now! I can't have Alubertran die! Nonononono. I need to seek a cure! Bull is gone, too. I feel weak.

Fireseek 20, 595

The dead are walking the street. People die, and then they rise as zombies! What have I done! I can't let this happen to Alubertran. Not my only son! I can stem the rot with alchemy. I just don't have enough for everyone. Just me and my son. Alubertran wants to go out and help the people but I can't let that happen, nooo. I locked him up. For his own good. I will find a way, perhaps in the older forbidden tomes.

Fireseek 21, 595

I found a way. I am sure. An old book we pilfered from the ruins of Medegia, years ago. I locked it with a Sign of Sealing then, it was that dangerous. But the diagrams describe an apparatus that can bestow life on dead flesh, and that can graft flesh on others. Maybe I can replace the rot this way. I just need to make a few.. tests.

Readying 13, 595

It works! I created life! Or a semblance thereof. It is hard to control, but what do I care? I found a way to heal my son. I just need more practice, and the right materials. Tonight I go out. Everyone in the village is dead now. My heart aches but it is for the greater good.

Coldeven 12, 595

Alubertran passed out this morning. I have to be quick. The apparatus is now ready. A storm is brewing, enough to power my machine. Today, my son will return to me in good health!

Sun Child

Named for its tendency to bloom only when caressed by the rays of Pelor (to the point of refurling when the sky is overcast), this flower is native to the swamps of the Tilvanot Peninsula.

The Sun Child is part of the Viola family, and shares many characteristics with its more common relatives: size, the shape of the leaves, and its fine seeds that the wind can blow for many miles. Still, even the common man can easily see the differences in the shape and size of the flower head, which set it apart as its own species.

The most interesting feature of the Sun Child is its defense mechanism. Prey to a variety of bugs, the plant has developed an odour detectable only by amphibians, which attracts them and entices them to live near the plants, thus creating a personal defense guard for the plant. Exactly why the frogs I observed would prefer to be near a plant even after all the bugs have been eaten escapes me, but they certainly were noisy in their expressions of content, and their amorous activities all but made me blush.



THIS IS THE PLANT I SAW GROWING IN
SUCH ABUNDANCE NEAR THE RUINED TOWER.
THE OLD MERCHANT SUGGESTED MAY HAVE
BEEN TARGADOR'S HOME. TOO BAD MY
RESEARCH KEEPS ME OCCUPIED SO MUCH;
THAT TOWER HOLDS MANY SECRETS!