

COU4-08

Cold Trails

A one-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 3.5

by Michelle Lutz

The war is remembered in stories but some problems have surfaced that still need to be fixed. The Hand and the Wizard have found a foothold in the County of Urnst and they need to be stopped. The trail may have gotten cold but it is still there to be found by thorough investigators. (This scenario is the sequel to *The Truth Lies in Trigol*, also by Michelle Lutz. Players need not have played "Truth" to enjoy this scenario.) APLs 2-16.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of

even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move

action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

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

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

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

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

Acknowledgements

The author would like to thank the following individuals for assisting with the production of this scenario: Nick Carnival, The Scharfenberg Family (Jim, Jean, Bill, Joe and Jeanne), and the playtesters, Steve Bergenfeld, Anthony Chiesi, Kevin French, Kevin Ison, Tom Japhet, Jeremiah Peace, Sumit Sarkar, Joe Selby, Kevin Weibler. If any contributors have been overlooked, it is the fault of the editors, not the author.

Adventure Background

The Hand and the Wizard are a brother-sister criminal pair first introduced in URC3-03 *The Truth Lies in Trigol*. The sister, known as the Hand, is a one-handed assassin.

Her brother is an Arcane Trickster who helps his sister with all her plans. She is the leader and they have gathered a small following of criminals. She first set up "shop" in Trigol where she found an old acquaintance of hers (prior to becoming an evil criminal) and her brother's. She had him and his wife murdered. The Hand and the Wizard are originally from Tenh, but unlike most Tenhas, are pure Oeridian.

Some characters might have killed the Hand and or the Wizard in the first module. At the module's premiere, the majority of the people captured both of them and they escaped thanks to an unknown benefactor.

With the chaos of war, the whereabouts of the Hand and the Wizard have gone unnoticed. They have been able to gather more followers and set up alliances between benefactors outside the County of Urnst. The Hand spent the time during the war creating a smuggling ring. The ring is more extensive than anyone realizes. She has contacts in Nyrond, the Duchy of Urnst, and the Bandit Kingdoms. On each of the borders she has set up several smugglers. She also has merchants and bodyguards within her employ. The main headquarters of the smuggling ring has not yet been found.

Starkwall: This is a small but bustling frontier town at the end of the Stone Road along the County's eastern border with Nyrond. A small open market, a row of shops, several houses, temples of Heironeous and Pholtus, Gunderson's Tavern, and The Sleeping Dog Inn all lie within its wooden palisade. Outside the walls are clustered several small houses and farmsteads.

Note: This module takes place before the establishment of the Nyrond Imperium.

Dominion: This town was first introduced in URC2-02 *Deserted Dominion*. This scenario also introduced Prince Zeech of the Bandit Kingdoms and Ros Earlis, leader of the Screaming Manticores. The main feature in Dominion is its castle, which stands watch over the border between the Bandit Kingdoms and the County of Urnst.

High Mardreth: This town and its port were introduced in URC1-09 *Jeux de Vagues*. In CY590 Prince Zeech of the Bandit Kingdoms burned part of the wharf. Admiral Maerhist still holds a grudge, and regrets letting it happen and allowing Prince Zeech to slip through his fingers. In *Jeux de Vagues*, the ship Kroesus and her Captain were ferrying refugees from the Shield Lands back home. Kroesus is currently in port and the Captain is willing to help capture any smugglers that they can.

Adventure Summary

This module has three paths. The players will follow either the a) Dominion, b) High Mardreth, or c) Brotton path.

Introduction: The players are in search of adventure after the civil war. At the County's eastern border they find Knights of the Swan in need of assistance to stop part of a smuggling ring.

Encounter 1: The party comes across a caravan being attacked by bandits on their way to either Dominion or High Mardreth.

Encounter 2: As the city gates are reached, the players must check in. When they do they are handed a note and tempted to give up their current mission.

Encounter 2c: If the party accepts the alternate mission, they are ambushed by the caravan guards during the night watch.

Encounter 3a: The party attempts to convince the city council that there are smugglers operating out of Dominion.

Encounter 3b: The party attempts to convince Sir Byrne (Baron Underley's representative) and Admiral Maerhist that there are smugglers operating out of High Mardreth

Encounter 4a and 4b: The party goes around trying to gather enough information to find the smugglers.

Encounter 5a and 5b: The party finds part of the smuggling gang and tries to capture several of them to find their leaders.

Encounter 6a: The party follows the leader and his second in command onto the Nyr Dyv and brings the captured ship to dock.

Encounter 6b: The party finds the secret hiding place of the leader and her minions.

Conclusion a and b: The Knights of the Swan are grateful for the assistance of the party and are willing to recommend any of them into the Knights of the Swan. One more section of the smuggling ring has been destroyed.

Conclusion c: The Yarne Merchant House is grateful to the party for their assistance in uncovering a team of dishonest employees and rewards them with favor. However, since the party did not fulfill the mission they originally agreed to perform, they have earned the enmity of the Knights of the Swan.

Preparation for Play

Players who are **current** members (annual costs must have been paid at first regional module played in 2005) of these meta-organizations receive +4 circumstance bonus to Diplomacy while attempting to convince the authorities of the existence of the smuggling ring during Encounter 5: **Screaming Manticores** (Dominion), **CoU Navy** (High Mardreth).

As per the CoU *Favors and Influence* document, influence held with the following entities may be used to gain a +4 circumstance bonus on one Charisma-based skill up to a maximum of 4 influence points for 4 skills per player: **Knights of the Swan** (Encounter 1: Starkwall and Encounter 3b: High Mardreth); **CoU Admiralty** (Encounter 3b: High Mardreth); **Screaming Manticores** (Encounter 3a: Dominion).

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is required to email the Triad at coutriad@yahoogroups.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

Introduction

Only read this first paragraph if any of the players present played the modules: URC3-08 *Winds of Change* or any of the Lordmaker finale (high or low). If in doubt, ask them first.

With the County finally at peace, it is time to once again travel the countryside looking for adventure. However, your names are now better known after helping stop the horrific war. Your meals at the inns seem to be a little better and your mugs of ale a little fuller. The celebrity status has it downfalls. At every inn you have stopped in, the locals have pestered you for tales of the war and the downfall of the devils. Tonight is the first night where you have been able to drink your ale in peace.

Start module from here if none of the characters have played the Civil War modules.

You have made it to Starkwall, a quiet border town between Nyronde and the County of Urnst, at the end of the Stone Road. The Sleeping Dog Inn provides a restful atmosphere after the rough war-torn countryside. Being a border town, Starkwall was almost untouched by the recent war. With trade flowing in and out of the County again, Starkwall has made a great stopping point for the weary trader.

Hearty food and drink are plentiful at Gundersson's Tavern, next door to the inn, where there are several people who appear to have been on the same sort of road you have been throughout the long year. The tavern is a dark narrow place with a low ceiling. Oil lamps light the interior.

A Bardic Knowledge (DC 25), or Knowledge: Local Nyronde Meta4 (DC 30) is needed to know that Skandar Gundersson is a notorious and unscrupulous character said to originally hail from Riftcrag, but is wanted in a

number of locations. Folk who speak well of him describe Skandar as unpleasantly depraved, cruel, dishonest, twisted, and vile and would betray them all to slaughter for a handful of copper. Countless bandits have had their careers ended as a result of information he is able to supply. How he gets the information is unknown, but it is highly accurate and very helpful. So much so that they will do anything for him, except trust him an inch more than absolutely necessary. With the relative safety of being a "protected" commodity used by Nyronde and both Urnstian governments, Gundersson has settled openly in Starkwall and opened a popular tavern.

Players take the time to introduce themselves to each other.

Also in the tavern are several small groups of travelers, merchants and locals. At the bar are three people. The one at the far end is staying to himself, while the other two are near the center of the bar and appear to be in deep conversation.

As you chat with old friends and those you just met, several well-armored men walk into the bar and towards the lone man. From the back room emerge several more armored men. Those that entered from the back room have a slightly different livery than those that entered from the front.

A Knowledge: Nobility or Knowledge: Local Nyronde Meta4 (DC 18) is needed to know the livery worn by the back group is the Lord of the East's, and that worn by those in the front is of the Knights of the Swan. The symbol for the Lord of the East is a black bull's head on a red field with a gold border. The symbol for the Knights of the Swan is a swan rampant on a grey-green striped pattern.

"You are under arrest for crimes against the County," said one of the Knights of the Swan..

Seeing that there was no way he could escape, the man gave up peacefully. On their way out, the lead knight stops at your table. "Please, would you all come with me? I'm afraid the County has need of your services again."

Only say "again" if any of the players have played *Winds of Change* or the Lordmaker finale (high or low).

The party follows the Knight to the encampment where his troops are quartered. He leads them to his private quarters.

The Captain heads to a large tent just outside of town. There are a large number of smaller tents surrounding this one. Inside are several chairs surrounding a table with lots of maps laid out on it. There is another area curtained off. He goes to the far side of the table and sits down.

"Thank you for coming. I am Sir Karl Whittenbock, Knight of the Swan. I will get right to the point. I need your help. While the County was

distracted in civil war someone set up a large smuggling effort. We know it has three bases of operation: one here in Starkwall, one in Dominion, and one in High Mardreth. We have managed to find most of those responsible here in Starkwall, but I need a group to go to either of the other locations to stop the illicit trade there. I will send another group where you do not choose to go. I cannot send my men since we have to finish rooting out the smugglers here. Will you help?"

Give the party time to answer.

"Great. Here is a writ detailing your mission should the Knights require proof. Now where are you planning on heading so I can recruit another group to go to the other location? I will give you all the information that I can to help you along."

From this point forward follow either the Dominion path or the High Mardreth path. There is not enough time for the players to follow both. An attempt to do so will cost them two additional time units for they must return to Starkwall and then take the other path. The Knight of the Swan gives the party a writ stating they are working for the Knights in finding the smugglers in either Dominion or High Mardreth.

Dominion

This is what we have learned so far. Most of the caravans seem to come from outside the town and easily avoid the watches. We know they are getting through because we've seen some of the goods selling here. Reports say they have made contact with someone from the Bandit Kingdoms who has created trouble for us before. We're not sure who they mean, there are several likely culprits we have been in conflict with during the past several years. A council runs Dominion. Make sure you inform them what is going on. A safe journey to you.

The illicit goods mentioned are those of illegal nature: poisons, assassin daggers, fungus spores etc. Feel free to make up illegal stuff as you go.

High Mardreth

This is what we have learned so far. The caravans are believed to begin in the wharf area since they blend in with the rest of the caravans until after they leave the city. We are still not sure how they get the goods to the city. We think the goods come by way of the Duchy of Urnst but we have not been able to verify this. Any information that tells where the goods are coming from will be useful. Baron Anasail Underley governs the city; however he is currently in Radigast City to meet with the new Contessa, so his steward, Sir Geoffrey Byrne, is governing in his stead. Make sure you talk with him and Admiral Maerhist to inform them what is going on. Safe journey to you.

The Illicit items are chosen from the following list, or perhaps all from the following list: Crimson Silk, Baklunish Silk (these two are from Dyvers), Assassin daggers, poison (carrion crawler brains, Black Lotus), massive amounts of cinnamon that isn't taxed.

If the PCs ask if there is a monetary reward, Whittenbock tells them they can keep any loot found, and the party will receive a reward for the successful completion of the mission:

APL 2 (600 gp)

APL4 (900 gp)

APL 6 (1200 gp)

APL 8-16 (access to certain magic items Whittenbock will make available to the party)

Note: a) encounters are always Dominion and b) encounters are always High Mardreth, c) encounter is on the road to Brotton

Encounter 1: One if by Land, Two if by Sea

With the writ of the Knights of the Swan in hand, the journey to (Dominion or High Mardreth) begins. The road is not in the best of condition. The war has taken its toll and the repair crews have not made it this far. The ruts in the road from the wagons carrying supplies for the war run deep, now making it difficult for any wagon to use the road.

The weather is not helping either. Since yesterday afternoon it has been raining steadily, turning the ruts into streams of mud. When you started out on your journey to (Dominion or High Mardreth) the weather was sunny without a cloud in the sky. But that was two days ago.

Shortly after what must be midday, with a small hill looming ahead (listen check DC 10), sounds of a commotion just beyond the top of the hill can be heard. Allow the party time to react. If they start running in, give them initiative. As you crest the small hill, you see three wagons under attack. Three armored people have just started running away from the fight. The fight is fifty feet in front of you at the base of the hill.

The wagons are 10' by 20' including horses. They are on the road single file and no trees or shrubbery are present to hide behind.

(All APLs, see Appendix 1: Stats)

APL2 (EL 3)

🗡️ Raiders (2): Male human Ftr1, hp 12.

🗡️ Lead Raider: Male human Ftr1, hp 12.

APL4 (EL 5)

- 👉 Raiders (4): Male human Ftr1, hp 12.
- 👉 Lead Raider: Male human Ftr2, hp 20.

APL6 (EL 7)

- 👉 Raiders (6): Male human Ftr1, hp 12.
- 👉 Lead Raider: Male human Ftr4, hp 36.

APL8 (EL 9)

- 👉 Raiders (7): Male human Ftr2, hp 20.
- 👉 Lead Raider: Male human Ftr6, hp 52.

APL10 (EL 11)

- 👉 Raiders (7): Male human Ftr4, hp 36.
- 👉 Lead Raider: Male human Ftr8, hp 68.

APL12 (EL 13)

- 👉 Raiders (7): Male human Ftr6, hp 52.
- 👉 Lead Raider: Male human Ftr10, hp 84.

APL14 (EL 15)

- 👉 Raiders (7): Male human Ftr8, hp 68.
- 👉 Lead Raider: Male human Ftr12, hp 100.

APL16 (EL 16)

- 👉 Raiders (7): Male human Ftr9, hp 76.
- 👉 Lead Raider: Male human Ftr13, hp 108.

Tactics: Once the bulk of the fighters realize they are in a losing battle they will attempt to run away. The lead raider is in a wagon with the caravan master, holding him hostage. The master is badly beaten and barely alive. The lead raider will stay hidden until the party comes looking. At that point he will threaten to kill the head of the caravan. He holds a short sword at the ready. The lead raider doesn't have any useful information though he will lie to gain freedom.

In gratitude for rescuing his caravan and ensuring it makes it to (Dominion or High Mardreth), the Master rewards each party member with a bottle of fine wine from his cargo. The bottle is black with a gold label embossed with the words "Harvest Shipment Private Reserve" and a crest comprised of a winged creature with three heads wearing crowns. The heads appear to be a horned goat, a maneless lion, and a fierce dragon. The creature is flanked by two sprays of heavily-laden grape vines.

A successful Knowledge: Nobility (DC 15) or Bardic Knowledge check (DC 10) will reveal the crest belongs to the Yarne family. The Yarne family is known to be minor nobility residing in and around Hardwyn. A successful Knowledge: Local Nyrond (DC 20) or Bardic Knowledge

(DC 20) to know that Yarne Private Reserve has won the Hardwyne Vinterfest competitions many years running.

Note: If a player asks what kind of wine it is, tell them it is an exquisite full-bodied long-lived dark red dinner wine with a robust cerebral quality.

Encounter 2: A Better Offer?

As you reach the main gate of (High Mardreth or Dominion), a guard steps out. "Halt. What is your purpose of your visit?" If at High Mardreth continue: "Please enter your name and occupation here and state all weapons you are bringing into the city."

Give the party time to answer.

"Ah yes, we have been expecting you. I was asked to give this to you."

Give players Players' Handout #1.

Ask the players for Knowledge rolls as follows:

- DC 10 – Bardic Knowledge or Knowledge:Nobility: The Yarne Family is a minor noble house of pure Flan ancestry.
- DC 10 – Knowledge: Local Nyrond Meta4: The Yarne Family is a large and well-connected merchant house.
- DC 15 – Bardic Knowledge or Knowledge: Local Nyrond Meta4: The Yarne Family came out of the Civil War well and seem to be fine upstanding, civic-minded businessmen.
- DC 25 – Bardic Knowledge: Terrel Yarne is rumored to be a half-breed of Suel and Flan descent.
- DC 30 – Bardic Knowledge or Knowledge: Nobility: Give the successful player a copy of **Player's Handout #2**.

Dominion

The most noticeable structure is the castle that the town was built in front of. Multiple torches ring the walls and occasionally a guard steps forth. The gate and its attached walls are sturdy and surrounding the town, right up to the walls of the castle. Another gatehouse looms in front. The town itself is small. Besides the inn (The Countess' Rest), standing almost directly below the oppressive castle, there are several small shops and a number of houses. There seems to be more people here than the houses and the inn can hold. Dominion has a large number of urchins and beggars, far more than it should for a town its size.

High Mardreth

The gate leads into Watertown. This section of town is close packed and dirty. The streets are filled with people. Some bear the crest of Heironeous. These are the refugees from the Shield Lands. Intermixed with them are those of Flan descent, refugees from Tenh. To the right is Hilltown. The roads and buildings are cleaner and more carefully planned out. This section houses the well to do. Even from this distance the skyline of Hilltown has one large gold dome marking the location of the Cathedral of Xerbo. Straight ahead are several storehouses raising high above those buildings around them. These mark the wharf district. Far to the west the towers of the Admiralty can be seen. The castle lies below and houses Her Noble Contessa's Flotilla.

At the Inn (both tracks)

🗡️ **Terrel Yarne:** Male human Rog14, align: Undetectable (amulet), See Appendix Two: Non-Combatant NPCs.

This is NOT supposed to be a combat encounter. However, some parties may decide to enter into combat with this NPC. Yarne will do whatever it takes to talk his way out, or escape into the main tavern, calling for the City Guard to arrest these assailants, and then using his ring of invisibility to leave the building. Adjudicate unlawful behavior using the following guidelines. Fines may be paid by the offending player or shared by the party and noted on the AR as "Other Coin Spent," and must be in the PC(s) possession at the beginning of this adventure. TUs must be paid at the end of the adventure. If the player does not have sufficient TUs available, the PC is retired for the year, and next year's TUs must be paid before the PC can play again. All charges and fines paid must be noted and initialed on the AR by the DM.

- Simple Assault (non-lethal/subdual) Fine: 50 gp x APL.
- Serious Assault (Lethal/non-death) Fine: 100 gp x APL.
- Robbery (stealing from Terrel) Fine: 100 gp x APL.
- Robbery w/assault (stealing from Terrel by force) Fine: 200 gp x APL.
- Homicide (death by assault) Bail: 500 gp x APL and 52 TU in dungeon, contact triad about sentence.

Yarne is a carefully (mundanely) disguised drow with surgically modified ears. He appears to be of Suel-Flan descent. His Disguise check -2 (different race) is versus a Spot check that must be requested by the player not the DM.

After explaining to the barkeep who you are looking for, he brings you to a small, secluded room lit with a single large candle in an ornate centerpiece

Arranged around a large table that takes up most of the room are seven (adjust for the number of characters) chairs. Occupying the chair facing the door is an elderly gentleman who rises as you enter.

"Thank you for answering my summons. Please be seated. May I offer you a round on me while we discuss our business?" While he waits for everyone to be seated, he pours from a black bottle with an embossed label, (identical to the bottle given to you by the Caravan Master) filling cut crystal wine glasses with a dark red liquid, and then passes them down the table. He is finely dressed in grey and green clothing popular to the times. (Knowledge: Local Nyrond Meta4 (DC 20) – colors of the merchants guild in Radigast City) His hair is almost all gray though hints of blond can still be seen and he has deep brown eyes.

The man sips from his own glass. "Let me introduce myself. I am Terrel Yarne. I've just received word of your heroic efforts rescuing my shipment of wine from some brigands. I hope the bottles you've received in gratitude will please you. This is a priceless vintage, and quite worth your efforts to prevent its loss. Should you require a favor in the future, please contact me. The Yarne Family remembers our friends.

Now, let's get to the business at hand. I represent the Radigast Merchants Guild. Here in (Dominion or High Mardreth) we have a remote branch of the main guild. It has come to my attention that you have been recruited to stop the smuggling going on in this city."

Let the players confirm or deny his statement. If they confirm, read or paraphrase the following.

"Then maybe we can work out a deal. The Merchants Guild has a vested interest in seeing that the smugglers are stopped and are taking actions ourselves. I hate to see effort duplicated especially when such fine heroes of the County can be used completing more important tasks. So I am offering a bargain. Might you be interested?"

If they deny it, read or paraphrase the following.

"You know, it is not a good idea to lie to an agent of the Radigast Merchants Guild. I know what you are up to; so let me tell you why I am interested. The Merchants Guild has a vested interest in seeing that the smugglers are stopped and are taking actions ourselves. I hate to see effort duplicated especially when such fine heroes of the County can be used completing more important tasks. So I am offering a bargain. Interested?"

If the players say no to the offer, read or paraphrase the following and then go to the next encounter.

“Very well. Though it does not please me that you are going against one of the most powerful guilds in the County.” He gets up and walks out of the room.

If the players say yes to the offer, read or paraphrase the following.

“Here is the deal. Since the Merchants Guild is already taking care of the problem of the smugglers. I propose that you accompany my next shipment to Brotton. Though the war is over, there are still bandits that roam the countryside making it difficult for merchants to travel. You have already proved yourself capable guards, and it appears my House has become a notable target. You will be well compensated for your efforts. In Brotton, perhaps Dane will have other tasks for you. Do we have ourselves a deal?”

If the players say no, read or paraphrase the following and then go to the next encounter.

“Very well. Though it does not please me that you are going against one of the most powerful guilds in the County.” He gets up and walks out of the room.

If the players say yes then read or paraphrase the following.

“Excellent! My caravan leaves tomorrow morning. I will meet you here at dawn and take you to the departure gate. Master Dinton will be glad of the additional security. I expect it to be a week-long journey to Brotton unless something should happen to seriously delay you. Your rooms for the night are paid for. Until tomorrow then?” He gets up and walks out of the room.

If the PCs ask if what their pay will be, Yarne tells them they will receive a payment for the successful delivery of his shipment:

APL 2 (600 gp)

APL4 (900 gp)

APL 6 (1200 gp)

APL 8-16 (access to certain magic items Yarne will make available to the party)

If the players choose this path and decide not to go into further investigation during the rest of the day/evening, proceed to Encounter 2c.

Note: The party is being watched Investigating during the rest of the day/evening nullifies the offer. Yarne will not show up in the morning. Proceed to Encounter 3a or 3b.

Encounter 2c: Caravan Duty

During their trip to Brotton, while serving caravan guard duty, the PCs will be required to serve night watch.

The caravan guards, Jr. Master and Master are all half-drow, but can easily be mistaken for Suel-Flan. They all have shaven heads with ornate tribal tattoos. Their ears have been surgically modified to appear human and are festooned with silver rings of little value, disguising this modification. They have varying human eye colors. They will do nothing to arouse suspicion that they are anything but what they appear to be. Examining their bodies after death (Knowledge: Local Nyrond Meta4 DC 10+HD of half-drow) will reveal their race.

Day One: The day is uneventful and the rolling plains of the County loom around the caravan are barren, as this year's meager harvest has already been gathered. Scattered smoke plumes streak the sky from farmhouses where the early winter chill has begun to gobble up meager resources. The caravan makes good time and stops for the night mere moments before sundown.

Have PCs set up a watch schedule.

Day Two: Much like the first day, the caravan rambles forwards. A light dusting of snow has covered the well-maintained roadways of the County but it appears the caravan master knows the route well enough to let a little camouflaging of the road bother him. Most everyone in the caravan seems pretty tight-lipped with a few giving information about their hometowns or how long they've been a guard. The oppressive nature of being on the road during the winter season seems to be taking it's toll on the conversation. Once again, right before sundown, the caravan halts for the night.

Have PCs set up a watch schedule. Tonight is the night for the ambush.

APL2 (EL 5)

🔪 **Guards (2):** Male half-drow Ftr1, hp 12, see Appendix 1

🔪 **Jr. Caravan Mstr. Liet Trexor:** Male half-drow Rog1/Ftr1, hp 16, see Appendix 1

🔪 **Caravan Master Rolf Dinton:** Male half-drow Rog1/Ftr1, hp 16, see Appendix 1

APL4 (EL 7)

🔪 **Guards (2):** Male half-drow Ftr2, hp 20, see Appendix 1

🔪 **Jr. Caravan Mstr. Liet Trexor:** Male half-drow Rog3/Ftr1, hp 28, see Appendix 1

🔪 **Caravan Master Rolf Dinton:** Male half-drow Rog3/Ftr1, hp 28, see Appendix 1

APL6 (EL 9)

🔪 **Guards (3):** Male half-drow Ftr3, hp 28, see Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog5/Ftr1, hp 40, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog5/Ftr1, hp 40, see Appendix 1

APL8 (EL 11)

👉 **Guards (3): Male half-drow Ftr5, hp 44, see**
Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog7/Ftr1, hp 52, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog7/Ftr1, hp 52, see Appendix 1

APL10 (EL 13)

👉 **Guards (3): Male half-drow Ftr7, hp 60, see**
Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog9/Ftr1, hp 64, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog9/Ftr1, hp 64, see Appendix 1

APL12 (EL 15)

👉 **Guards (3): Male half-drow Ftr9, hp 85, see**
Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog11/Ftr1, hp 76, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog11/Ftr1, hp 76, see Appendix 1

APL14 (EL 17)

👉 **Guards (3): Male half-drow Ftr11, hp 103, see**
Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog13/Ftr1, hp 88, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog13/Ftr1, hp 88, see Appendix 1

APL16 (EL 20)

👉 **Guards (3): Male half-drow Ftr14, hp 130, see**
Appendix 1

👉 **Jr. Caravan Mstr. Liet Trexor: Male half-drow**
Rog16/Ftr1, hp 106, see Appendix 1

👉 **Caravan Master Rolf Dinton: Male half-drow**
Rog16/Ftr1, hp 106, see Appendix 1

Tactics: During the second watch, the Caravan Master will approach whoever is on watch at that time and strike up a conversation under the ruse of hearing a story about the PCs exploits. During the story (or refusal to tell said story) have the PC roll a Sense Motive check, against the Caravan Master's Bluff check to see if the CM gets a surprise attack in.

While the CM is attacking the PC, the one NPC guard on duty (since one would be away per watch) will put themselves directly next to the least armored PC on watch (therefore allowing themselves an AOO of up to 10' if the PC casts anything, or decides to run).

After the initial round, the Lt. and other guards will make best use of their reach and flank to take out the PCs one by one, attacking one until they are down and then moving onto the next.

If the party returns the caravan to the Merchant House at either its origination point or Brotton, ask them to wait for a brief period after which a representative of the company will deliver a message to them from Terrel Yarne, and their payment.

If the players want to report the incident to the City Watch, they will take care of any bodies or prisoners the PC's turn over, and ask them to wait while they contact the company who will send the representative who delivers a message to them from Terrel Yarne, and their payment.

Give one of the PC's Player's Handout #3.

If the party decides to return to Dominion or High Mardreth to pick up their original mission, they will find nothing of importance. Proceed through Encounters 3-5 (the investigations), but in Dominion, they will find the dock deserted, or in High Mardreth, the warehouse will be empty and the ship gone. Terrel Yarne has already warned the smugglers who have picked up shop and abandoned their operations in both towns. The Town Council or the Admiralty will either dismiss their tale as a fabrication, or with a successful Diplomacy check of DC 30 (and a concerted effort of several rounds) will assure the party they will investigate their claims and prosecute as necessary (indifferent to helpful) but will still dismiss them.

If they attempt to contact Whittenbock, he will be sympathetic, but since they did not fulfill the mission he gave them, he will not be open to working with them further (earning the enmity of the Knights of the Swan).

The module ends here. They will still receive the Favor of the Yarne Merchant House from Encounter 1.

Encounter 3a: Town Council

If the party asks to meet with those in charge:

"Please wait here until the council is ready to see you. It will be a few minutes," informs an elderly gentleman. "They have a few items on the agenda before they see walk-ins." The room is large with multiple plush chairs and small tables. In one corner stands a large table with food on it including small flat breads, cheese, and fruits. There are also glasses and pitchers of water and fruit juices.

The shadows from the sun have moved quite a bit before the elderly gentleman returns. "They are ready to see you now. Please follow me." After going through several hallways he opens double doors leading to a large chamber. At the far side of the chamber is a long table with several chairs behind it. In the center of the room is a small podium facing the table. Behind the podium are a multitude of stiff high-backed chairs. The elderly gentleman indicates you should approach the podium.

The room is empty except for five gentlemen sitting behind the long table.

"Please present yourselves and your issue to the council," said the man at the center of the long table. The elderly gentleman turns and leaves the room as the center man speaks.

If the party informs them about the smugglers read or paraphrase the following.

You have been sent to help rid us of smugglers? There are no smugglers here.

The party needs to convince the council that the reports are true - Diplomacy check (DC 12+APL) with a +4 circumstance bonus if the player making the check is a member of the meta-org "Screaming Manticores," or wishes to spend an influence point with the Screaming Manticores.

If the party lets them know about the smugglers associated with Prince Zeech read or paraphrase the following.

I thought all ties had been cut with him several years ago when we caught Vox Saldir. How could this happen without us knowing?

If the party lets them know that it started during the war read or paraphrase the following.

That could be. We were more concerned with the devils but we still had a good watch set up to make sure there were none coming from the Old One's Lands. You might want to talk with Captain Underley and his castle guards. They have been doing the watch. Also speak with Ros Earlis, leader of the Screaming Manticores. He was loyal to the Countess Belissica during the war and kept a keen eye on what was happening from the woods. I am not sure where you might find him, however.

When the players have no more questions or items for the council and they convinced the council of the existence of smugglers read or paraphrase the following.

"That was very informative. Please stop the smugglers. The guards, I am sure, will be very willing to help. We will speak with the Captain to make sure that they are."

If they did not convince the council read or paraphrase the following.

I am sorry that you wasted your time coming here. We will keep an eye out but we are sure nothing will come of it. Feel free to enjoy yourselves for a while but be warned if you are causing trouble we will have you arrested.

Encounter 3b: The Knight and the Admiral

If the party asks to meet with those in charge read or paraphrase the following.

"Please wait here until Sir Byrne is ready to see you. He is waiting for Admiral Maerhist. It will take a few minutes for her to arrive," informs a young gentleman, barely in adulthood. "Feel free to make yourself comfortable. My name is Eltrid Franz. Let me know if there is anything you need that you don't see. Sorry no ale, the Baron does not want to see anyone who has been drinking. Sir Byrne also believes this." The room is large with multiple plush chairs and small tables. In one corner stands a large table with food on it including small flat breads, cheese, and fruits. There are also glasses and pitchers of water and fruit juices.

Before long Eltrid Franz returns followed by a young gentlemen wearing formal attire and a badge, accompanied by a woman in her late forties wearing military clothing and a badge. The collar device on the woman would indicate her to be an admiral.

Knowledge: Local Nyronid Meta4:

- DC 12: Byrne's badge is from the Knights of the Swan
- DC 15: Sir Geoffrey Byrne rules High Mardreth while Baron Anasail Underley is not in the city. There is a feud between Lord Mage Jacobis Underley and this Baron Underley. Admiral Rigan Maerhist is the Admiral of the Contessa's Flotilla at High Mardreth and has been for a number of years.
- DC 16: Maerhist's badge indicates she is the Commander of the Navy and Garrison

"Sorry to keep you waiting. My fleet comes first however," begins Admiral Maerhist. "I hear you wish to speak to us of a matter of some importance. What may we do for you?" asks Sir Byrne.

If the party informs them about the smugglers read or paraphrase the following.

"I have seen no evidence of smugglers. The number of wrecks upon Helvik Point has not increased, though the activity on the waterways has increased. I have seen no evidence to support your claims," informs Admiral Maerhist. "Nor are there any reports I have received about smugglers from the local merchants," says Sir Byrne.

The party needs to convince the Admiral and the Knight that the reports are true. Diplomacy check (DC 12+APL) +4 circumstance bonus if the player making the check is a member of the meta-organization “CoU Navy”, or wishes to spend an influence point from Knights of the Swan or the CoU Admiralty.

If the party lets them know that it started during the war read or paraphrase the following.

“That could be. I know that the Navy was making sure no one else took advantage of our strife and the Knights of the Swan were doing what they could to keep the peace,” comments Sir Byrne.

When the players have no more questions or items for the Admiral and the Knight of the Swan and they have convinced the pair of the existence of smugglers read or paraphrase the following.

“Thank you for letting us know,” says Sir Byrne. “You might want to check with the Custom House and Watch Barracks in Watertown. The captain of the marines runs a tight ship. His name is Holdir Underley. Also talk with the Waveweavers; they know more about what’s happening on the waterways than any others except maybe the Rhenee. Be careful talking with the different merchants guilds. We have a Company of Free Traders present along with a branch of Radigast’s Merchant Guild. They do not get along with each other.

If they did not convince Sir Byrne and Admiral Maerhist read or paraphrase the following.

I am sorry that you wasted your time coming here. We will keep an eye out but we are sure nothing will come of it. Feel free to enjoy yourselves for a while but be warned if you are causing trouble we will have you arrested.

Encounter 4a: Finding the Trail - Dominion

Note: This encounter is role-play intense! If the scenario is running at a time-sensitive event, direct the players to the most significant information sources, highlighted in gray. If no more than 5 minutes are spent at each interview, this encounter will take a maximum of 30 minutes. Otherwise, let the players wander around the town, and enjoy the role-playing opportunities!

The party can find information from: Urchins and Beggars, The Countess' Rest, local shops, Captain Underley, the Shrine of Mayaheine, and Ros Earlis of the Screaming Manticores.

Urchins and Beggars

- There have been a lot of strange people coming from that way (points towards the Bandit Kingdom) lately at night.
- Zegda the Seer knows more than she says.
- We can get work for food sometimes.
- There are more of us now than before the monsters came.

The Countess' Rest

- **Innkeeper Glaine:** Have had more business as of late; then again no one wanted to be out when the devils owned the night.
- **Patrons:** We have been doing a lot of traveling lately, but the war has just ended and trade is resuming. The beer has gotten better in recent months. The beggars have gotten more aggressive.

Cleric at the Shrine of Mayaheine

- The war has increased the number seeking shelter at night and it has not decreased with the end of the war
- The number of foreign refugees seems to have decreased. He wonders what has changed elsewhere.
- If smugglers are mentioned: If there are smugglers then an injustice has been done and it needs to be righted
- He is willing to give any help he can
- There is a lot of activity on the East side of town at night. I believe it is kids, but now that you are asking it's strange.

Yem's Magician Shop

- She has recently received a large shipment of goods from High Mardreth. She usually does not receive anything from there. She's not complaining, she could always use the goods.
- Glaine might be better to ask, he is always receiving shipments
- Telindra might know something, her seamstresses are dressed better lately
- The Countess' Rest always has news, check in there

Telindra's Needles

- Her “shop” is no worse for wear because of the war. The additional troops actually helped her business for a while

- She has been getting finer material to dress the girls in lately. Though they do not really need anything finer.
- Business late at night and in the early morning is up. Mainly from foreign traders. They seem to be most active at night.

Zegda the Seer

- *I sense you are on a very serious quest, would you like to hear more?* She asks when the party enters her shop.
- She hints that she sees devils in their future.

She claims to know nothing until the party does an intimidate check (DC 15) after succeeding at a sense motive check (against her bluff check of +22) or by magical means.

- She watches the guards and sends messages across the river about their position. There is a single person she always signals who she knows as Receiver.
- She receives payment from the “Moneyman” and occasionally written notes.
- Since the Wolf failed, the notes are about the Rabbit. DM: The Rabbit is Prince Zeech’s nickname for Ros Earlis.
- The guards she watches are the ones facing east.
- Receiver is only interested in the guard positions at night. There is no activity during the day to Zegda’s knowledge.

Note: It is likely that the PCs will want to arrest, detain, or turn in Zegda the Seer. This is not written into the module, but feel free to roleplay this out.

Captain Delvik Underley

- The activity in the woods again has increased but that is the Screaming Manticores terrain. We split the responsibilities between them and us.
- During the war we spent a lot of time protecting folks from the devils though we had at least one platoon working the walls.
- The Screaming Manticores might know more. It was hard for them to be under the Lord of the East’s rule.
- Lights have been seen across the river, slightly east of Trallant. None ever seem to cross the Artonsamay.
- Unconfirmed rumors say that a group of organized half-orcs has been seen repelling criminals back into the Bandit Kingdoms.

Ros Earlis of the Screaming Manticores

- There was a lot of the Lord of the East’s troops during the war.
- Rumor has it Zegda is back helping the Prince again. My men have not been able to confirm this as of yet as she knows my men.
- East of town there has been much activity, though it appears to be caravans coming from Hardwyn making camp for the night.

Encounter 4b: Finding the Trail - High Mardreth

This encounter is role-play intense! If the scenario is running at a time-sensitive event, direct the players to the most significant information sources, highlighted in gray. If no more than 5 minutes are spent at each interview, this encounter will take a maximum of 30 minutes. Otherwise, let the players wander around the town, and enjoy the role-playing opportunities!

The party can find information from: the Waveweavers, Company of Free Trade, Merchants Guild, Fisherman’s Guild, Longshoremen, Tanners and Leatherworkers, Helvik’s Teeth, the local temples and shrines, and Captain Underley.

The Loyal and Solemn Order of the Woven Wave (Waveweavers):

- A lot of ships have not asked for our presence lately and we are usually on every ship – fishing or otherwise.
- Many of the Order believe it is because we are not trusted since we supported the Lord of the East during the war.

Company of Free Trade

- Prices of the Merchant’s Guild products have decreased lately, we can’t keep up with them. Several of the smaller shops are about to close.
- Imports are in higher demand this year and before we have a chance to ask for them or pick them up, the Merchant’s Guild has them.
- The Warehouses on the new wharf are seeing more activity than usual, especially since some of them are only half built.
- I think the Merchant’s Guild is doing something fishy in the new wharf area. Perhaps they’re avoiding taxes by sneaking goods into the city.

Captain Hildir Underley

- The number of goods flowing through the Customs House has not changed but the merchants seem to have more goods than usual.
- There are a couple of warehouses on the new wharf that are not yet registered and seem to have business going through them. If I had a few more men to spare I would go investigate it.
- The navy claims not to see anything unusual and I trust the Admiral but she's can't be everywhere.
- Not sure I would trust the rest of the Navy – they can be bought. For that matter so can some of my men, but those people I keep assigned with others that can't be bought.
- A small faction of the Merchants Guild runs the Customs House. The inspector is Marlit Criff and she is a stern woman.

Merchants Guild

- We are hurting for trade goods currently. The war has slowed down the imports and neighboring countries are a little concerned whether we are really at peace.
- The Company of Free Trade are upstarts that do not know what is in the best interest of the County.
- The Company of Free Trade has been diverting traffic away from a certain newer building in the wharf district. That may be something worth looking into.
- The party is welcome to check anyone's store to see if there is anything that should not be here.
- **Marlit Criff:** The Customs House is booming but I am not sure that we are able to catch everything to come in any more. Business is booming too much.

Fisherman's Guild

- Fishing has been good this year and is helping us feed the rest of the County.
- There have been a few extra boats on the Nyr Dyv but probably because fishing is good. They have been smaller boats and those that fish for their families are not asked to join the union.
- Do not trust what the Longshoremen say – they are ex-marines you know.

DM Note: The Fisherman's Guild is made up of mainly ex-navy sailors and there is a grudge between the Longshoremen and the Fisherman's Guild that has been known to cause several of the brawls around town.

Longshoremen

- Watch out for the Fisherman's Guild, they can be too slick for their decks – they are ex-navy sailors you know.

Note: The Longshoremen is made up of mainly ex-marines and there is a grudge between the Longshoremen and the Fisherman's Guild that has been known to cause several of the brawls around town.

- There has been notice posted around the warves of someone looking for strong men and women to hire. Something about loading and unloading of cargo.
- The strange thing about the notice is it's for nighttime work. Cargo loading is daytime work. Maybe they are thinking of caravan loading/unloading for the warehouses.

Tanners and Leatherworkers

- We have seen some strange hides lately - they seem to be from the north based upon their thick hide.
- There have been many more regional pelts coming through. Trying to get them tanned in short periods of time as requested is difficult, especially since any new people brought on would be apprentices until they've proven their skills.
- There has been a large increase in requests for leather goods. For a while it was armor but that was expected during the war. Now there is large request for other items that are not usually in such high demand.
- The orders of tanned hides are picked up just after dark most evenings. Where they are taken I do not know.

Xerbo Temple

- The Temple coffers have been a little richer lately but we have not noticed that trade has picked up.
- There are more seamen that usual stopping to pray at odd hours than there used to be.
- The Merchants Guild have been coming in large numbers to offer prayers that their goods will make safe voyages.

Temple of Osprem

- There are more seamen that usual stopping to pray at odd hours than there used to be.
- We hear that Helvik's Teeth has competition, something they must not like.

- Members of the Fisherman's Guild and the Longshoremen often come here – this is one of the few places of neutral ground.
- The Longshoremen in general are willing to give a little more than usual to our coffers – nothing that we would complain about however.

Temple of Atroa

- The number of refugees has gone down recently but it could be from the Kroesus returning the refugees from the Shield Lands to their homes, and since the civil war, sending the Nyronese back across the border.
- We have seen an increase of gifts since the war ended. Many people want to see a quick recovery and hope that Atroa will allow for it.
- We are going to have a large celebration for Growfest this year. Probably the largest we have had since the Greyhawk Wars.

Zilchus Chapel

- The Temple coffers have been a little richer lately but we have not noticed that trade has picked up.
- Several members of the Merchants Guild seemed more willing than usual to donate to us.

Chapel of Procan

- There are more seamen that usual stopping to pray at odd hours than there used to be.
- We hear that Helvik's Teeth has competition, something they must not like.
- Members of the Fisherman's Guild and the Longshoremen often come here – this is one of the few places of neutral ground.
- The Fisherman's Guild in general are willing to give a little more than usual to our coffers – nothing that we would complain about however.

Norebo Chapel

This temple is most frequented by members of Helvik's Teeth and currently this is the largest population found inside.

- There have been a lot more people coming in here lately. Mainly sailors and not the sort we would have originally thought.
- Several interesting characters were in here this last week. Something about a new job on the docks and a boat called The Wizard's Fury.

Shrine to Tritherian

- Our numbers have increased lately from the war with many young folks wanting to take revenge on the Lord of the East.
- There is a small separationist group here in High Mardreth that thinks the County of Urnst should be divided into two countries, one under the Contessa and one under the Lord of the East. Many of those seem a touch insane but there is nothing we can do to help them unless they ask.

Helvik's Teeth

Members are all smugglers and hide behind legitimate trade unions. The only groups without members are the Company of Free Trade, the Waveweavers, and the Temple of Atroa. There is a 10% chance that a member will be found. In the temple of Norebo the chance goes to 70% if they talk to those praying.

- We have noticed that someone else is taking our business.
- They are braver than us and run ships during the day but only unload in the cover of darkness.
- Their ships are not what they seem.

Encounter 5a: The Crossing Point

The text for this encounter describes the number of smugglers who fight as eight. This number is actually smaller for APLs 2 and 4. Please adjust the text accordingly if running at these lower APLs to avoid a discontinuity.

APL 10 and above include Wolf companions which will be hiding at the base of the trees where the Scout/Rangers are hiding.

Please see *Appendix Three: Maps* for the layout of this encounter.

East is the way everyone seemed to be directing. Where in the woods was this crossing point, no one seemed to really know. Some time ago kidnapers were using a dock in this area to smuggle their victims into the Bandit Kingdoms but are they the same docks and are they really active again?

The players need a Search check (DC 15 (day) or DC 20 (night)) to find the wagon wheel tracks coming from (or leading to) the docks.

If the party investigates the woods during the day they will find the docks deserted. At dusk the docks become active. If they decide to wait, a group of people arrive at the docks shortly after sunset. If at any time the party fails to make a Hide check vs the smuggler's Spot check, or a Move Silently check vs the smuggler's Listen

check, three smugglers will run, two (APL 2 – one) will take positions amongst the trees and the remainder will start direct combat.

If the party investigates the woods by night, listen checks (DC 10) to hear the approaching caravan. If the party approaches the caravan, the caravan will send a runner to the docks. If they stop the caravan, everyone with the caravan runs for the docks. The caravan takes about 5 minutes to pass the party's location.

If there were runners - when the party arrives at the docks there are six (APL2 = 3, APL4 = 4) well-armed men waiting for them. Spot Check (DC 25) to notice the two (APL2 = one) in the nearby trees with crossbows pointed at the party.

If there was no runner - when the party arrives at the docks there is a small caravan being unloaded. No one is present besides the merchants, their drivers, and two poorly equipped guards.

Once in the clearing, a large one-story building can be seen just to the right of the dock.

Successful Move silent (DC 12) and hide checks (DC 18) are needed to get up to the building. At the building, spot check (DC 20) to see six people (APL2 = 3, APL 4 = 4) in a group talking and two (APL2 = 1) others standing guard. Listen check (DC 18) to hear the conversation.

“Boss is nervous tonight and has gone to the hideout.” “People have been asking questions lately.” “I don’t think anyone knows our location. Besides this is the last caravan for the next week. We will be cleared out until then.” “I’m glad Prince Zeech has given us a competent leader. Last time I worked a job like this the leader was always drunk. This one has power.” The conversation continues, but no other information is gained.

Knowledge: Local Nyrond Meta4: DC 16 — Prince Zeech Redhand is a Bandit Lord allied with Iuz and has caused trouble for the County of Urnst since CY590, including masterminding the kidnappings in CY592 from Dominion.

The only other object of note is a rather worn wooden chest sitting beside the door to the building.

(All APLs, see Appendix 1: Stats)

APL2 (EL 2)

- **Guards (1):** Male human Ftr1, hp 12, see Appendix 1
- **Scouts (1):** Female human Rng1, hp 9, see Appendix 1

APL4 (EL 4)

- **Guards (3):** Male human Ftr1, hp 12, see Appendix 1
- **Scouts (1):** Female human Rng1, hp 9, see Appendix 1

APL6 (EL 6)

- **Guards (4):** Male human Ftr1, hp 12, see Appendix 1
- **Scouts (2):** Female human Rng1, hp 9, see Appendix 1

APL8 (EL 8)

- **Guards (6):** Male human Ftr2, hp 20, see Appendix 1
- **Scouts (2):** Female human Rng2, hp 15, see Appendix 1

APL10 (EL 10)

- **Guards (6):** Male human Ftr4, hp 36, see Appendix 1
- **Scouts (2):** Female human Rng4, hp 27, see Appendix 1

APL12 (EL 12)

- **Guards (6):** Male human Ftr6, hp 52, see Appendix 1
- **Scouts (2):** Female human Rng6, hp 39, see Appendix 1

APL14 (EL 14)

- **Guards (6):** Male human Ftr8, hp 68, see Appendix 1
- **Scouts (2):** Female human Rng8, hp 51, see Appendix 1

APL16 (EL 16)

- **Guards (6):** Male human Ftr10, hp 84, see Appendix 1
- **Scouts (2):** Female human Rng10, hp 63, see Appendix 1

Note: This is where the party should try to capture at least one of the guards or scouts.

If any are taken alive:

- The boss always seems to have a demon around her.
- The hideout is in town under the magic shop.
- The entrance is to the west of the building. Yem does not know it exists.
- Look for a clump of flowers around a small tree.
- The Hand never comes around here – only leaves notes. They are not sure where she or the Wizard are holed up.
- Zegda is really good at passing along information when troops are looking this way. She also passes along the planned movements for the Screaming Manticores.

If the party searches the chest (which is not locked or trapped), they find several silk packets full of dust (*Dust of Tracelessness*), several vials of some dark liquid (*Elixir of Hiding*), and a box of small feathers (*Quaal's Feather Token: Bird*).

Encounter 5b: Warehouses, Warehouses, and more Warehouses

This is a confrontation in High Mardreth with many of the smugglers but not the leaders.

Note: The text for this encounter describes the number of supervisors who fight as eight. This number is actually smaller for APL 2. Please adjust the text accordingly if running at this lower APL to avoid a discontinuity.

The wharf is divided into two sections: the new and the old. The old section has many smaller warehouses and a set of long docks. The main docks are connected to the Customs House and Guard Barracks to ease the loading and unloading of ships through customs. The warehouses here are much larger and several of them are made from stone because of the last razing during the fire. The docks are spread out and are not connected. Only one ship appears to be leaving, The Wizard's Fury.

Two warehouses appear to have activity.

The heroes need a Spot and/or Listen Checks (DC 15) to spot a third warehouse with activity. This is the warehouse of the smugglers.

Off in the corner of the wharf is a smaller warehouse that is still not complete. There are small movements of people moving boxes in and out of the warehouse.

The warehouse is 60' x 60' and has two 10x10' boxes in the middle placed randomly.

Allow the party time to react. Hide/Move Silently checks required to sneak up on the warehouse. There are twenty people moving boxes and barrels around. At the warehouse: Listen Check DC 20 to hear a conversation in the back:

"There is word that snoops are out tonight." "Its not likely they are going to spot anything going on here. No one else has. But it's still a good thing the boss has already taken to the water." "The Admiral could never be smart enough to catch us, and with the Prince's help she never will." "He really got her mad, best she never learns that he still has friends here and in the Duchy." "Sir Byrne is a fool. His own right hand man gives us all the information to get away." "The Hand has found good folks." The conversation continues but no other information is gained.

The conversation comes from three different voices and none of them seem strained like they would if they were lifting boxes. Spot check DC 12+APL to see the six people (APL2 = 3) in the corner. Three (APL2 = 2) of them are in discussion while the other three (APL2 = 1) seem to be

supervising the workers. In two (APL2 = one) other corners are two others (APL2 = one) supervising the work being done.

(All APLs: Stats)

APL2 (EL 4)

🔪 **Supervisors** (4): Male human Ftr1, hp 12, *see Appendix 1*

APL4 (EL 6)

🔪 **Supervisors** (8): Male human Ftr1, hp 12, *see Appendix 1*

APL6 (EL8)

🔪 **Supervisors** (8): Male human Ftr2, hp 20, *see Appendix 1*

APL8 (EL 10)

🔪 **Supervisors** (8): Male human Ftr4, hp 36, *see Appendix 1*

APL10 (EL 12)

🔪 **Supervisors** (8): Male human Ftr6, hp 52, *see Appendix 1*

APL12 (EL 14)

🔪 **Supervisors** (8): Male human Ftr8, hp 68, *see Appendix 1*

APL14 (EL 16)

🔪 **Supervisors** (8): Male human Ftr10, hp 84, *see Appendix 1*

APL16 (EL 18)

🔪 **Supervisors** (8): Male human Ftr12, hp 100, *see Appendix 1*

Note: This is where the party should try to capture at least one of the speakers or supervisors.

If any are taken alive:

- The boss is the captain of The Wizard's Fury.
- He has four others with him to man the ship.
- He has sailed with the Prince. (Knowledge: Local (Nyron and Her Environs): DC 16 The Prince is Prince Zeech Redhand a Bandit Lord who razed the city in CY590) Sense motive DC 10 to know he's lying.
- The boss has contacts in the Duchy but never reveals any names.
- The boss is Captain Jhari Fronis and his first mate is Lieutenant Gria Driisra.

- The Hand never comes around here – only leaves notes. They are not sure where she or the Wizard is holed up.

Encounter 6a: Devils Again?

Once back in town, finding Yem's Magic shop is easy. It's the only building with a large wand painted on the side of it, and on the shingle out front. Now to find the entrance to the hideout. Following directions is easy because there is only one tree.

To the right of the oak tree, under several flowers is a hole, barely big enough for a human.

Dwarves, half-orcs, and large humans need to squeeze to get through. The hole leads to a small landing (10x10) and stairs leading down. The stairs go down for about 45 feet. On the middle stair is a slide trap.

↗ **Slide Trap:** CR 2; Subdual (2d6); Reflex save to remain standing (DC 18); Search (DC 25); Disable Device (DC 22). When the trap is triggered the stairs turns into a large slide. The slide dumps them about 30 feet down the hall at the bottom of the stairs, past the alarm trap.

The bottom of the stairs is a hallway that goes for 140 feet before turning to the right. Starting 20 feet down the hallway and every 20 feet there after, on either side are lit torches. The first torch marks the location of the alarm trap. This is a silent trap directed to its originator (who is in the hideout).

↗ **Alarm Trap:** CR 1; Sets off a mental alarm; Search (DC 30); Disable Device (DC 40).

10 feet around the corner is a locked door. Open Locks (DC 25) to open the lock.

The door opens into a large (40x30) room. The room has four support columns evenly spaced throughout. Inside are three people and a creature (or creatures). The creature stands behind a woman in a long black flowing cloak over heavy armor. Off to their right is another female in heavy armor. In the corner stands a third woman in a flowing red robe.

If the alarm went off: *Each is turned towards the door as if expecting someone.*

If the alarm did not go off: *They are surprised. If the PC's investigate the room after the combat a search check DC: 20 will show that a few tiles can be removed in the back of the room to a trapdoor. Under the trapdoor is a 4-foot diameter circle with runes around it. Arcane investigation will let the PC's know that this is a teleport circle. If any PC is foolish enough to step on the circle they must make a Will Save: DC 20 or their character must be turned into the triad.*

APL2 (EL 4)

⚡ **Gina Stron:** Female human Ftr1, hp 22, see Appendix 1

⚡ **Idra Firestorm:** Female human Clr1, hp 17, see Appendix 1

⚡ **Imp:** hp 13; see *Monster Manual* page 56. (CR2)

APL4 (EL 6)

⚡ **Gina Stron:** Female human Ftr2, hp 31, see Appendix 1

⚡ **Idra Firestorm:** Female human Clr3, hp 31, see Appendix 1

⚡ **Rega Fliren:** Female human Wiz2, hp 11, see Appendix 1

⚡ **Imp:** hp 13; see *Monster Manual* page 56. (CR2)

APL6 (EL 8)

⚡ **Gina Stron:** Female human Ftr3, hp 40, see Appendix 1

⚡ **Idra Firestorm:** Female human Clr4, hp 45, see Appendix 1

⚡ **Rega Fliren:** Female human Wiz3, hp 21, see Appendix 1

⚡ **Chain Devil:** hp 52; see *Monster Manual* page 53. (CR6)

APL8 (EL 10)

⚡ **Gina Stron:** Female human Ftr5, hp 58, see Appendix 1

⚡ **Idra Firestorm:** Female human Clr6, hp59, see Appendix 1

⚡ **Rega Fliren:** Female human Wiz5, hp 31, see Appendix 1

⚡ **Erinyes:** hp 85; see *Monster Manual* page 54. (CR8)

APL10 (EL 12)

⚡ **Gina Stron:** Female human Ftr8, hp 76, see Appendix 1

⚡ **Idra Firestorm:** Female human Clr8, hp80, see Appendix 1

⚡ **Rega Fliren:** Female human Wiz8, hp 41, see Appendix 1

⚡ **Bone Devil:** hp 95; see *Monster Manual* page 52-53. (CR9)

APL12 (EL 14)

⚡ **Gina Stron:** Female human Ftr10, hp 94, see Appendix 1

🔥 **Idra Firestorm:** Female human Clr10, hp94, see Appendix 1

🔥 **Rega Fliren:** Female human Wiz10, hp 51, see Appendix 1

🔥 **Barbed Devil:** hp 126; see *Monster Manual* page 51. (CR11)

APL14 (EL 16)

🔥 **Gina Stron:** Female human Ftr12, hp 112, see Appendix 1

🔥 **Idra Firestorm:** Female human Clr12, hp94, see Appendix 1

🔥 **Rega Fliren:** Female human Wiz12, hp 61, see Appendix 1

🔥 **Ice Devils (2):** hp 147; see *Monster Manual* page 56. (CR13)

APL16 (EL 19)

🔥 **Gina Stron:** Female human Ftr15, hp 130, see Appendix 1

🔥 **Idra Firestorm:** Female human Clr15, hp 101, see Appendix 1

🔥 **Rega Fliren:** Female human Wiz15, hp 71, see Appendix 1

🔥 **Horned Devil:** hp 172; see *Monster Manual* page 55. (CR16)

Encounter 6b: On the Seas

To go after Captain Jhari, the party needs to obtain help from the ships that are currently docked. For those that have played URC1-09 *Jeux de Vagues*: DC 12 Intelligence Check to recognize one of the ships as the Kroesus - the ship they sailed with to the Shield Lands.

Gather Information with the guards:

There was a smaller ship named the Wizard's Fury that left just after sunset this evening. Talk to Captain Amilart of the Kroesus. They just returned to the docks about the time the other ship left.

If they ask who might have a ship they might use to attempt to overtake the Wizard's Fury read or paraphrase the following.

I know that the Captain of the Kroesus has been willing to help others catch pirates.

Note: The sails are waterproof and fireproof as either of these weather hazards could cripple the ship.

If the party asks the Captain of the Kroesus about what was noticed about The Wizard's Fury:

Three men (for APL 6+ the fourth male was not seen) and one woman crewed a smaller boat. The captain and

the woman were not those that I will do business with but they did not seem to be harming anyone. Their boat is a fast craft but at night they cannot be going far. Why are you interested in them? Can we be of assistance?

The party should take the captain up on the offer. If they do not they won't find anyone else willing to take them out. If any member has a ship and has it docked in High Mardreth (many would be docked in Radigast City or Holbrook) they may use their own ship.

As dawn breaks the seas become rough as a storm approaches.

Fortitude Save to not become seasick: DC 10+APL (those with profession sailor DC becomes 8). If fails the member is seasick: -2 penalties to all attacks, reflex saves, and dex checks. Effected casters must make a concentration check on DC 5 + spell level to cast a spell.

Captain Amilart brings the Kroesus alongside the smaller Wizard's Fury. "Get ready to board their ship. I cannot hold it for long in this weather. Good luck to you."

To board their ship requires a jump check of DC 5. After the first round the check becomes 15 and after the second round they cannot jump across (they must fly or swim).

"Go quickly."

Note: At this point, have the players roll 10 balance checks, one per round for the following encounter. The seas are choppy, and the Wizard's Fury is a smaller boat than the Kroesus.

The second ship has three (two at APL 2) people on deck and a closed cabin. One person is at the wheel, one in the crow's nest, and one on the lower deck (above APL 2). When the Kroesus pulls along side, one of them yells for the captain.

Note: All APLs have 16 sailors. These are all expert sailors (level 2) and have 7 hit points each. These are non-combatants and will run and avoid combat. They are simply trying to earn a living for the wife and kids at home. For a description of The Wizard's Fury, see page 26.

(For NPCs at all APLs: Stats)

APL2 (EL 5)

🔥 **Sailors (16):** Male human Exp2, hp 7 (non-combatants).

Crew (2): Male human Ftr1, hp 12, see Appendix 1

Lt Gria Driisra: Female human Rog1/Ftr1, hp 16, see Appendix 1

Capt Jhari Fronis: Male human Rog1/Ftr1, hp 16, see Appendix 1

APL4 (EL 7)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (2): Male human Ftr2, hp 20, *see Appendix 1*

Lt Gria Driisra: Female human Rog3/Ftr1, hp 28, *see Appendix 1*

Capt Jhari Fronis: Male human Rog3/Ftr1, hp 28, *see Appendix 1*

APL6 (EL 9)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr3, hp 28, *see Appendix 1*

Lt Gria Driisra: Female human Rog5/Ftr1, hp 40, *see Appendix 1*

Capt Jhari Fronis: Male human Rog5/Ftr1, hp 40, *see Appendix 1*

APL8 (EL 11)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr5, hp 44, *see Appendix 1*

Lt Gria Driisra: Female human Rog7/Ftr1, hp 52, *see Appendix 1*

Capt Jhari Fronis: Male human Rog7/Ftr1, hp 52, *see Appendix 1*

APL10 (EL 13)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr7, hp 60, *see Appendix 1*

Lt Gria Driisra: Female human Rog9/Ftr1, hp 64, *see Appendix 1*

Capt Jhari Fronis: Male human Rog9/Ftr1, hp 64, *see Appendix 1*

APL12 (EL 15)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr9, hp 85, *see Appendix 1*

Lt Gria Driisra: Female human Rog11/Ftr1, hp 76, *see Appendix 1*

Capt Jhari Fronis: Male human Rog11/Ftr1, hp 76, *see Appendix 1*

APL14 (EL 17)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr11, hp 103, *see Appendix 1*

Lt Gria Driisra: Female human Rog13/Ftr1, hp 88, *see Appendix 1*

Capt Jhari Fronis: Male human Rog13/Ftr1, hp 88, *see Appendix 1*

APL16 (EL 20)

Sailors (16): Male human Exp2, hp 7 (non-combatants).

Crew (3): Male human Ftr14, hp 130, *see Appendix 1*

Lt Gria Driisra: Female human Rog16/Ftr1, hp 106, *see Appendix 1*

Capt Jhari Fronis: Male human Rog16/Ftr1, hp 106, *see Appendix 1*

Tactics: After the yell the crew gathers in front of the door trying to block off the party from the captain and the lieutenant. After three rounds to buff, as noted in the stat blocks, the captain and the lieutenant come out. The crew does not want to die while the captain and lieutenant are out for blood and would rather die than be captured.

At the end of the fight Captain Amilart of the Kroesus brings the ship close again.

Do you need to have us tow you or will you be able to bring The Wizard's Fury back to the docks yourselves?

The Wizard's Fury is small enough to be crewed by the party.

Note: Only one member of the party can buy the Wizard's Fury at the end of the module.

Searching the cabin will uncover a well-worn wooden box sitting on a table. (The box is not locked or trapped). Inside are a collection of feathers in three different varieties (Quaal's Feather Tokens: fan, swan boat and anchor). On the deck, a search will discover a Horn of Fog (above APL 2)

Conclusion

The smuggling ring in (Dominion or High Mardreth) has successfully been shut down. The Contessa is now in discussions with the Nyronde, the Duchy of Urnst, and the Bandit Kingdoms to ensure the smugglers are stopped within their borders. The Hand and her brother are still at large, though no information about their whereabouts was uncovered.

Dominion: ***Zedga was taken into custody by the castle guards. She has caused enough trouble that could finally be pinned on her. The crossing point will now have guards stationed there to ensure that only legitimate trade uses this route.***

High Mardreth: *Sir Byrne is personally interviewing all of his associates to ensure that no one is loyal to the Hand. His right hand man was arrested and taken to Radigast City to be dealt with since he was also a member of the Knights of the Swan. Admiral Maerhist has increased patrols to ensure no more smugglers come by way of the Nyr Dyv. The city watch has increased patrols in the wharf area until the new barracks is completed and Marlit Criff has gotten some help to ensure that all incoming goods are inspected.*

Both: *Sir Karl Whittenbock, the Captain from Starkwall, has met you in (Dominion or High Mardreth) to complete your debriefing. He is pleased with the information you have uncovered and the successful capture of some of the smugglers involved. "Thank you for your assistance, and here is your reward as promised. The Knights of the Swan know that you are capable individuals that can be counted on. If there is anyone interested in joining our ranks please let me know. The captain would like to see that you are sponsored into the Knights of the Swan if anyone is interested.*

The End

Experience Point Summary

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

Encounter One

APL2 90 xp
APL4 150 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp
APL14 450 xp
APL16 480 xp

Encounter Two-c

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 600 xp

Encounter Five-a

APL2 60 xp
APL4 120 xp
APL6 180 xp
APL8 240 xp
APL10 300 xp
APL12 360 xp
APL14 420 xp
APL16 480 xp

Or

Encounter Five-b

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp
APL14 480 xp
APL16 540 xp

Encounter Six-a Slide Trap

All APLs 30 xp

Encounter Six-a Alarm Trap

All APLs 60 xp

Encounter Six-a Smugglers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp
APL14 480 xp
APL16 570 xp

Or

Encounter Six-b

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 600 xp

Story Award

Objective(s) met – a) and b) only:

APL2 30 xp

APL4 45 xp
APL6 60 xp
APL8 75 xp
APL10 90 xp
APL12 105 xp
APL 14 120 xp
APL 16 135 xp

Discretionary roleplaying award

APL2 60 xp
APL4 90 xp
APL6 120 xp
APL8 150 xp
APL10 180 xp
APL12 210 xp
APL 14 240 xp
APL 16 270 xp

Total possible experience a) and b):

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp
APL 14 1800 xp
APL 16 2025 xp

Total possible experience c):

APL2 300 xp
APL4 450 xp
APL6 600 xp
APL8 750 xp
APL10 900 xp
APL12 1050 xp
APL 14 1200 xp
APL 16 1350 xp

Treasure Summary

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

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

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

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

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

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

Encounter 1:

APL 2: L: 88 gp; C: 0 gp; M: 0 gp
APL 4: L: 41 gp; C: 0 gp; M: 0 gp
APL 6: L: 57 gp; C: 0 gp; M: 0 gp
APL 8: L: 233 gp; C: 0 gp; M: 0 gp
APL 10: L: 233 gp; C: 0 gp; M: 0 gp

APL 12: L: 187 gp; C: 0 gp; M: 297 gp

APL 14: L: 0 gp; C: 0 gp; M: 2571 gp

APL 16: L: 0 gp; C: 0 gp; M: 3738 gp

Encounter 2-c:

APL 2: L: 89 gp; C: 0 gp; M: 125 gp
APL 4: L: 161 gp; C: 0 gp; M: 318 gp
APL 6: L: 201 gp; C: 0 gp; M: 1860 gp
APL 8: L: 270 gp; C: 0 gp; M: 4949 gp
APL 10: L: 28 gp; C: 0 gp; M: 12758 gp
APL 12: L: 0 gp; C: 0 gp; M: 24832 gp
APL 14: L: 0 gp; C: 0 gp; M: 31165 gp
APL 16: L: 0 gp; C: 0 gp; M: 39665 gp

Encounter 2-c Conclusion (only rewarded if the party delivers the shipment back to the Yarne Merchant House):

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 150 gp; M: 0 gp
APL 6: L: 0 gp; C: 200 gp; M: 0 gp

Encounter 5-a:

APL 2: L: 70 gp; C: 0 gp; M: 0 gp
APL 4: L: 24 gp; C: 0 gp; M: 0 gp
APL 6: L: 118 gp; C: 0 gp; M: 0 gp
APL 8: L: 445 gp; C: 0 gp; M: 0 gp
APL 10: L: 362 gp; C: 0 gp; M: 583gp
APL 12: L: 310 gp; C: 0 gp; M: 968 gp
APL 14: L: 0 gp; C: 0 gp; M: 5778 gp
APL 16: L: 0 gp; C: 0 gp; M: 3778 gp

Encounter 5-b:

APL 2: L: 57 gp; C: 0 gp; M: 0 gp
APL 4: L: 233 gp; C: 0 gp; M: 0 gp
APL 6: L: 233 gp; C: 0 gp; M: 0 gp
APL 8: L: 313 gp; C: 0 gp; M: 0 gp
APL 10: L: 413 gp; C: 0 gp; M: 0 gp
APL 12: L: 200 gp; C: 0 gp; M: 1547 gp
APL 14: L: 0 gp; C: 0 gp; M: 6413 gp
APL 16: L: 0 gp; C: 0 gp; M: 3747 gp

Encounter 6-a:

APL 2: L: 135 gp; C: 0 gp; M: 63 gp

APL 4: L: 354 gp; C: 0 gp; M: 250 gp
 APL 6: L: 357 gp; C: 0 gp; M: 1750 gp
 APL 8: L: 386 gp; C: 0 gp; M: 4279 gp
 APL 10: L: 37 gp; C: 0 gp; M: 8980 gp
 APL 12: L: 54 gp; C: 0 gp; M: 14084 gp
 APL 14: L: 74 gp; C: 0 gp; M: 21917 gp
 APL 16: L: 111 gp; C: 0 gp; M: 26876 gp

Encounter 6-b:

APL 2: L: 86 gp; C: 0 gp; M: 125 gp
 APL 4: L: 158 gp; C: 0 gp; M: 652 gp
 APL 6: L: 196 gp; C: 0 gp; M: 2193 gp
 APL 8: L: 265 gp; C: 0 gp; M: 5282.5 gp
 APL 10: L: 28 gp; C: 0 gp; M: 13086 gp
 APL 12: L: 0 gp; C: 0 gp; M: 25160 gp
 APL 14: L: 0 gp; C: 0 gp; M: 31493 gp
 APL 16: L: 0 gp; C: 0 gp; M: 39993 gp

Conclusion a and b only:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
 APL 4: L: 0 gp; C: 150 gp; M: 0 gp
 APL 6: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure (a) Dominion:

APL 2: L: 293 gp; C: 100 gp; M: 63 gp - Total: 456 gp
 APL 4: L: 419 gp; C: 150 gp; M: 250 gp - Total: 819 gp
 APL 6: L: 532 gp; C: 200 gp; M: 1750 gp - Total: 2482 gp
 APL 8: L: 1064 gp; C: 0 gp; M: 4279 gp - Total: 5343 gp
 APL 10: L: 632 gp; C: 0 gp; M: 9563 gp - Total: 10195 gp
 APL 12: L: 551 gp; C: 0 gp; M: 15349 gp - Total: 15900 gp
 APL 14: L: 74 gp; C: 0 gp; M: 28266 gp - Total: 28340 gp
 APL 16: L: 111 gp; C: 0 gp; M: 36392 gp - Total: 36503 gp

Total Possible Treasure (b) High Mardreth:

APL 2: L: 231 gp; C: 100 gp; M: 125 gp - Total: 456 gp
 APL 4: L: 432 gp; C: 150 gp; M: 652 gp - Total: 1234 gp
 APL 6: L: 486 gp; C: 200 gp; M: 2193 gp - Total: 2879 gp
 APL 8: L: 811 gp; C: 0 gp; M: 5283 gp - Total: 0 gp
 APL 10: L: 674 gp; C: 0 gp; M: 13086 gp - Total: 13760 gp
 APL 12: L: 587 gp; C: 0 gp; M: 27004 gp - Total: 27591 gp

APL 14: L: 0 gp; C: 0 gp; M: 37811 gp - Total: 37811 gp
 APL 16: L: 0 gp; C: 0 gp; M: 50144 gp - Total: 50144 gp

Total Possible Treasure (c) Brotton:

APL 2: L: 177 gp; C: 100 gp; M: 125 gp - Total: 402 gp
 APL 4: L: 202 gp; C: 150 gp; M: 318 gp - Total: 520 gp
 APL 6: L: 258 gp; C: 200 gp; M: 1860 gp - Total: 2318 gp
 APL 8: L: 503 gp; C: 0 gp; M: 4949 gp - Total: 5452 gp
 APL 10: L: 261 gp; C: 0 gp; M: 12758 gp - Total: 13019 gp
 APL 12: L: 187 gp; C: 0 gp; M: 25129 gp - Total: 25316 gp
 APL 14: L: 0 gp; C: 0 gp; M: 33736 gp - Total: 33736 gp
 APL 16: L: 0 gp; C: 0 gp; M: 43403 gp - Total: 43403 gp

DM Note: (From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti)

There are many things you can use the gold above the cap for:

- NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold. Example: paying a local cleric to cast *raise dead* on your comrade at the end of the adventure.
- NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.
- Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way can not be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a *potion of invisibility* during the adventure and using it in the same adventure.

Special – Dominion

Gift: Yarne Winery "Harvest Shipment Private Reserve" – one bottle of this award-winning wine. The black bottle bears a gold label embossed with the Yarne Family crest: A Chimera flanked by two heavily laden grape vines. The wine is an exquisite full-bodied long-lived dark red dinner wine with a robust cerebral quality. [Not for purchase; 0 gp]

For preventing the loss of a valuable shipment of award-winning wine:

Known as “Friend” of Lord Terrel Yarne and the Yarne Merchant House. This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing with a member of the Yarne Family and Merchant House, and members of any branch of the Radigast Merchant’s Guild. [Type: Permanent Influence]

For uncovering critical information on the smuggling ring and for the capture or elimination of some of its more important members:

The Gratitude of Knights of the Swan and the Dominion Town Council for helping stop part of the smuggling ring. This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing Knights of the Swan or the Dominion Town Council. [Type: Permanent Influence]

and

The Enmity of the Hand and the Wizard for meddling in affairs of their fair trade. (The named PC receives a –2 Circumstance penalty to all dealings with any person associated with the Hand and/or the Wizard.) [Type: Permanent Enmity]

Special – High Mardreth

Gift: Yarne Winery “Harvest Shipment Private Reserve” – one bottle of this award-winning wine. The black bottle bears a gold label embossed with the Yarne Family crest: A Chimera flanked by two heavily-laden grape vines. The wine is an exquisite full-bodied long-lived dark red dinner wine with a robust cerebral quality. [Not for purchase; 0 gp]

The Wizard’s Fury (Only one PC in the party may purchase this ship. Cross it off all other Adventure Records) **Sailing Ship:** Colossal vehicle; Profession (sailor) +4; Spd wind x 20 ft. (nautical average); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind x 15 ft. if 75 tons or more); Cost 10,000 gp. The Wizard’s Fury has enough room on deck for two light catapults or ballistas. Those standing on deck receive cover to creatures within 30 feet of the side of the ship at the level of the deck, none from above. Attackers closer to the side of the ship than the target ignore this cover. Full cover is granted versus attackers in the water. It usually uses a launch as a lifeboat. One launch is included in the price. **Launch:** Huge vehicle; Profession (sailor) +2; Spd oars 15 ft. (nautical good); Overall AC 3; Section hp 30 (hardness 5); Section AC 3; Ram 4d6; Face 20 ft. by 20 ft.; Height 5 ft. (draft 2-1/2 ft.); Crew 4; Cost 1,500 gp

(converted strictly for passengers). The lifeboat is a large-oared vessel often used as a ship-to-shore boat. Crew and passengers are exposed to the elements, and those aboard have cover from attackers in the water. A launch converted strictly for passenger use can hold 18 passengers, or double that under cramped conditions. [Adventure; 11,500 gp, Arms & Equipment Guide]

For preventing the loss of a valuable shipment of award-winning wine:

Known as “Friend” of Lord Terrel Yarne and the Yarne Merchant House. This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing with a member of the Yarne Family and Merchant House, and members of any branch of the Radigast Merchant’s Guild. [Type: Permanent Influence]

For getting critical information on the smuggling ring and for the capture or elimination of some of its more important members:

The Gratitude of Knights of the Swan and the CoU Admiralty for helping stop part of the smuggling ring. This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing Knights of the Swan or the CoU Admiralty [Type: Permanent Influence]

and

The Enmity of the Hand and the Wizard for meddling in affairs of their fair trade. The named PC receives a –2 Circumstance penalty to all dealings with any person associated with the Hand and/or the Wizard. [Type: Permanent Enmity]

Special – Brotton

Gift: Yarne Winery “Harvest Shipment Private Reserve” – one bottle of this award-winning wine. The black bottle bears a gold label embossed with the Yarne Family crest: A Chimera flanked by two heavily-laden grape vines. The wine is an exquisite full-bodied long-lived dark red dinner wine with a robust cerebral quality. [Not for purchase; 0 gp]

For preventing the loss of a valuable shipment of award-winning wine:

Known as “Friend” of Lord Terrel Yarne and the Yarne Merchant House. This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing with a member of the Yarne Family and Merchant House, and members of any branch of the Radigast Merchant’s Guild. [Type: Permanent Influence]

For defeating a group of felonious employees of the Yarne Merchant House:

Holder of a debt to be honored at some future date by the Yarne Merchant House. This grants the named PC influence with the Yarne Merchant House and Yarne family members. This influence may be used as described in *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. Cross off when used. [Type: Temporary Influence]

For failing to help the Knights of the Swan as promised:

No longer worthy of trust, earning the Enmity of the Knights of the Swan. This grants the named PC a -4 circumstance penalty when dealing with any member of the Knights of the Swan. A trusted party member must vouch for you if you need to work with the Knights again. If you are a squire for the Knights your chance of becoming a full knight is impossible.

Items for the Adventure Record

(One AR for each path)

Item Access - Dominion

APL 2:

- Dust of Tracelessness (Regional; DMG; 250 gp)
- Elixir of Hiding (Regional; DMG; 250 gp)
- Quaal's Feather Token—Bird (Regional; DMG; 300 gp)
- Wand of Cure Light Wounds (Regional; DMG; 750 gp)

APL 4 (all of APL 2 plus the following):

- Wand of Magic Missiles (3rd) (Adventure; DMG; 2,250 gp)

APL 6 (all of APL 2-4 plus the following):

- Periapt of Wisdom +4 (Adventure; DMG; 16,000 gp)

APL 8 (all of APL 2-6 plus the following):

- Amulet of Natural Armor +2 (Adventure; DMG; 8,000 gp)
- Headband of Intellect +4 (Adventure; DMG; 16,000 gp)
- Vest of Resistance +2 (Adventure; CA; 4,000 gp)

APL 10 (all of APL 2-8 plus the following):

- Belt of Giant Strength +4 (Adventure; DMG; 16,000 gp)
- Ring of Protection +2 (Adventure; DMG; 8,000 gp)
- Vest of Resistance +3 (Adventure; CA; 9,000 gp)

APL 12 (all of APL 2-10 plus the following):

- +2 Weapon Enhancement (Adventure; DMG; 6,000 gp)
- Amulet of Natural Armor +3 (Adventure; DMG; 18,000 gp)
- Headband of Intellect +6 (Adventure; DMG; 36,000 gp)
- Periapt of Wisdom +6 (Adventure; DMG; 36,000 gp)
- Wand of Cure Moderate Wounds (Adventure; DMG; 4,500 gp)
- Wand of Magic Missiles (5th) (Adventure; DMG; 3,750 gp)

APL 14 (all of APL 2-12 plus the following):

- +2 Armor Enhancement (Adventure; DMG; 3,000 gp)
- +2 Shield Enhancement (Adventure; DMG; 3,000 gp)
- +3 Weapon Enhancement (Adventure; DMG; 10,000 gp)
- Belt of Giant Strength +6 (Adventure; DMG; 36,000 gp)
- Ring of Protection +3 (Adventure; DMG; 18,000 gp)
- Vest of Resistance +4 (Adventure; CA; 16,000 gp)

APL 16 (all of APL 2-14 plus the following):

- Amulet of Natural Armor +4 (Adventure; DMG; 32,000 gp)
- Metamagic Rod: Maximize, Lesser (Adventure; DMG; 121,500 gp)
- Wand of Magic Missiles (7th) (Adventure; DMG; 5,250 gp)

Item Access – High Mardreth

APL 2:

- Quaal's Feather Token—Anchor (Regional; DMG; 50 gp)
- Quaal's Feather Token—Fan (Regional; DMG; 200 gp)
- Quaal's Feather Token—Swan Boat (Regional; DMG; 450 gp)

APL 4 (all of APL 2 plus the following):

- Horn of Fog (Adventure; DMG; 2,000 gp)

APL 6 (all of APL 2-4 plus the following):

- Gloves of Dexterity +4 (Adventure; DMG; 16,000 gp)

APL 8 (all of APL 2-6 plus the following):

- Mithral – Armor only (Adventure; DMG; light +1000 gp, medium +4,000 gp, heavy +9,000 gp)

- Belt of Giant Strength +4 (Adventure; DMG; 16,000 gp)
- Vest of Resistance +2 (Adventure; CA; 4,000 gp)

APL 10 (all of APL 2-8 plus the following):

- Amulet of Natural Armor +2 (Adventure; DMG; 8,000 gp)
- Ring of Protection +2 (Adventure; DMG; 8,000 gp)
- Vest of Resistance +3 (Adventure; CA; 9,000 gp)

APL 12 (all of APL 2-10 plus the following):

- +2 Weapon Enhancement (Adventure; DMG; 6,000 gp)
- Amulet of Natural Armor +3 (Adventure; DMG; 18,000 gp)
- Belt of Giant Strength +6 (Adventure; DMG; 36,000 gp)
- Gloves of Dexterity +6 (Adventure; DMG; 36,000 gp)

APL 14 (all of APL 2-12 plus the following):

- +2 Armor Enhancement (Adventure; DMG; 3,000 gp)
- Bane-Human Weapon Enhancement (Adventure; DMG; 6,000 gp)
- Ring of Protection +3 (Adventure; DMG; 18,000 gp)
- Vest of Resistance +4 (Adventure; CA; 16,000 gp)

APL 16 (all of APL 2-14 plus the following):

- +3 Weapon Enhancement (Adventure; DMG; 10,000 gp)
- +3 Armor Enhancement (Adventure; DMG; 5,000 gp)
- Ring of Invisibility (Adventure; DMG; 20,000 gp)

Item Access – Brotton

APL 6 (all of APL 2-4 plus the following):

- Gloves of Dexterity +4 (Adventure; DMG; 16,000 gp)

APL 8 (all of APL 2-6 plus the following):

- Mithral – Armor only (Adventure; DMG; light +1000 gp, medium +4,000 gp, heavy +9,000 gp)

- Belt of Giant Strength +4 (Adventure; DMG; 16,000 gp)

- Vest of Resistance +2 (Adventure; CA; 4,000 gp)

APL 10 (all of APL 2-8 plus the following):

- Amulet of Natural Armor +2 (Adventure; DMG; 8,000 gp)

- Ring of Protection +2 (Adventure; DMG; 8,000 gp)

- Vest of Resistance +3 (Adventure; CA; 9,000 gp)

APL 12 (all of APL 2-10 plus the following):

- +2 Weapon Enhancement (Adventure; DMG; 6,000 gp)

- Amulet of Natural Armor +3 (Adventure; DMG; 18,000 gp)

- Belt of Giant Strength +6 (Adventure; DMG; 36,000 gp)

- Gloves of Dexterity +6 (Adventure; DMG; 36,000 gp)

APL 14 (all of APL 2-12 plus the following):

- +2 Armor Enhancement (Adventure; DMG; 3,000 gp)

- Bane-Human Weapon Enhancement (Adventure; DMG; 6,000 gp)

- Ring of Protection +3 (Adventure; DMG; 18,000 gp)

- Vest of Resistance +4 (Adventure; CA; 16,000 gp)

APL 16 (all of APL 2-14 plus the following):

- +3 Weapon Enhancement (Adventure; DMG; 10,000 gp)

- +3 Armor Enhancement (Adventure; DMG; 5,000 gp)

- Ring of Invisibility (Adventure; DMG; 20,000 gp)

Appendix One: Stats

APL 2

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (2): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 13 [+1 Dex, +2 Armor], touch 11, flat-footed 12; Base Atk +1; Grp +4; Atk +6 melee (1d6+3/19-20/x2, short sword); Full Atk +6 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +4, Jump +7 (+11 running); Quick Draw, Run, Weapon Focus (short sword).

Possessions: Leather armor, MW short sword.

Lead Raider: Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (1d6+3/19-20/x2, short sword); Full Atk +6 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +6; Combat Reflexes, Improved Initiative, Weapon Focus (short sword).

Possessions: Chainshirt, MW short sword.

Encounter Two-c

Guards (2): Male Half-Drow Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee (2d4+4/x2, spiked chain); Full Atk +5 melee (2d4+4/x2, spiked chain); SA —; SQ darkvision 60', immunity to *sleep* spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +4, Ref +4, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +2, Profession: Teamster +2, Ride +4; Exotic Weapon Proficiency (spiked chain), Lightning Reflexes.

Possessions: Chain shirt, spiked chain.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 1d10+2; hp 16; Init +3; Spd 60 ft; AC 17 [+3 Dex, +3 Armor, +1 Dodge], touch 14, flat-footed 13; Base Atk +1; Grp +1; Atk +4 melee (1d6/18-20/x2, rapier) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +4/+4 melee (1d6/18-20/x2, rapier) or +4/+4 ranged (1d8/19-20/x2, light crossbow); SA sneak attack 1d6; SQ darkvision 60', immunity to *sleep* spells and similar magical effects, trapfinding; AL CN; SV (+4 enchantment) Fort +4, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Diplomacy +6, Escape Artist +8 (+10 bound), Handle Animal +5, Hide +7, Move Silently +7, Profession: Teamster +5, Ride +5, Tumble +8, Use Magic Device +4, Use Rope +7 (+9 bind); Point Blank Shot, Weapon Finesse.

Possessions: MW studded leather armor, rapier, light crossbow, bolts (10), ~~potion of haste~~, *potion of haste*.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 1d10+2; hp 16; Init +3; Spd 60 ft; AC 18 [+3 Dex, +4 Armor, +1 Dodge], touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +5 melee (1d6+1/18-20/x2, rapier); Full +5/+5 melee (1d6+1/18-20/x2, rapier); SA sneak attack +1d6; SQ darkvision 60', immunity to *sleep* spells and similar magical effects, trapfinding; AL CN; SV (+4 enchantment) Fort +4, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Balance +9, Bluff +3, Gather Information +6, Handle Animal +1, Jump +7, Profession: Teamster: +5, Ride +3, Spot +6, Tumble +9, Use Rope +7; Combat Reflexes, Weapon Finesse.

Possessions: MW chain shirt, MW rapier, ~~potion of haste~~, *potion of haste*.

Encounter Five-a

Guards (1): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 10; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee (1d12+4/x3, greataxe); SA —; SQ —; AL

CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +2, Ride +5; Combat Reflexes, Mounted Combat, Weapon Focus (greataxe).

Possessions: Chainmail, MW greataxe.

Scouts (1): Female Human Rng1; CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +3; Spd 30 ft; AC 16 [+3 Dex, +3 Armor], touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); Full Atk +4 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); SA —; SQ favored enemy humans +2, wild empathy; AL N; SV Fort +3, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Concentration +5, Hide +6, Listen +6 or +8 humans, Move Silently +6, Spot +6 or +8 humans, Survival +6 or +8 humans; Far Shot, Point Blank Shot, Track.

Possessions: Studded leather armor, MW short sword, shortbow, arrows (20).

Encounter Five-b

Supervisors (4): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 10; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d12+4/x3, greataxe); Full Atk +5 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +2, Ride +5; Combat Reflexes, Mounted Combat, Weapon Focus (greataxe).

Possessions: Chainmail, greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr1; CR 1; Medium Humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft; AC 17 [+1 Dex, +6 Armor], touch 11, flat-footed 16; Base Atk +1; Grp +4; Atk +6 melee (2d6+4/19-20/x2, greatsword); Full Atk +6 melee (2d6+4/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Jump +2, Knowledge: Planes +2; Combat Reflexes, Iron Will, Weapon Focus (greatsword).

Possessions: MW banded mail, MW greatsword.

Idra Firestorm: Female Human Clr1; CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Spd 20 ft; AC 18 [+1 Dex, +6 Armor, +1 Shield], touch 11, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d8+1/x2, heavy mace); Full Atk +2 melee (1d8+1/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +4, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +6, Knowledge: Religion +5, Knowledge: Planes +5, Spellcraft +5; Combat Casting, Spell Focus (necromancy).

Spells Prepared (3/2+1; DC = 13/14 necromancy + spell level): 0—[*Detect Magic*, *Read Magic*, *Virtue*]; 1st—[*Cause Fear*, *Inflict Light Wounds**, *Protection from Good*].

*Domain spells. *Domains:* [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: MW banded mail, MW light steel shield, MW heavy mace, wand of cure light wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Imp: hp 13; see *Monster Manual* page 56. (CR2)

Encounter Six-b

Crew (2): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee (1d8+4/19-20/x2, longsword 2-handed); Full Atk +5 melee (1d8+4/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +4, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Profession: Sailor +2, Swim +3; Iron Will, Lightning Reflexes, Weapon Focus (longsword).

Possessions: Chain shirt, longsword.

Lt Gria Driisra (hasted): Female Human Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 1d10+2; hp 16; Init +3; Spd 60 ft; AC 17 [+3 Dex, +3 Armor, +1 Dodge], touch 14, flat-footed 13; Base Atk +1; Grp +1; Atk +4 melee (1d6/18-20/x2, rapier) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +4/+4 melee (1d6/18-20/x2, rapier) or +4/+4 ranged (1d8/19-20/x2, light crossbow); SA sneak attack 1d6; SQ trapfinding; AL

CN; SV Fort +4, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Climb +5 (+7 rope), Diplomacy +4, Escape Artist +8 (+10 bound), Hide +7, Move Silently +7, Profession: Sailor +5, Swim +5, Tumble +8, Use Magic Device +4, Use Rope +7 (+9 bind); Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: MW studded leather armor, rapier, light crossbow, bolts (10), ~~potion of haste~~, *potion of haste*.

Capt Jhari Fronis (*hasted*): Male Human Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 1d10+2; hp 16; Init +3; Spd 60 ft; AC 18 [+3 Dex, +4 Armor, +1 Dodge], touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +5 melee (1d6+1/18-20/x2, rapier); Full +5/+5 melee (1d6+1/18-20/x2, rapier); SA sneak attack +1d6; SQ trapfinding; AL N; SV Fort +4, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Balance +9, Bluff +3, Climb +4 (+6 rope), Gather Information +4, Jump +7, Profession: Sailor: +5, Spot +5, Swim +2, Tumble +9, Use Rope +7; Combat Reflexes, Quick Draw, Weapon Finesse.

Possessions: MW chain shirt, MW rapier, ~~potion of haste~~, *potion of haste*.

Appendix One: Stats

APL 4

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (4): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 13 [+1 Dex, +2 Armor], touch 11, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d6+3/19-20/x2, short sword); Full Atk +5 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +4, Jump +7 (+11 running); Quick Draw, Run, Weapon Focus (short sword).

Possessions: Leather Armor, short sword.

Lead Raider: Male Human Ftr2; CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +6; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +7 melee (1d6+3/19-20/x2, short sword); Full Atk +7 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +9; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (short sword).

Possessions: Chainshirt, MW short sword.

Encounter Two-c

Guards (2): Male Half-Drow Ftr2; CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +2; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +7 melee (2d4+4/x2, spiked chain); Full Atk +7 melee (2d4+4/x2, spiked chain); SA —; SQ darkvision 60', immunity to sleep spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +5, Ref +4, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Profession: Teamster +2, Ride +5; Exotic Weapon Proficiency (spiked chain), Lightning Reflexes, Weapon Focus (spiked chain).

Possessions: MW chain shirt, MW spiked chain.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog3/Ftr1; CR 4; Medium Humanoid; HD 3d6+6 1d10+2; hp 28; Init +3; Spd 60 ft; AC 17 [+3 Dex, +3 Armor, +1 Dodge], touch 14, flat-footed 13; Base Atk +3; Grp +3; Atk +6 melee (1d6/18-20/x2, rapier) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +6/+6 melee (1d6/18-20/x2, rapier) or +8/+8 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +2d6; SQ darkvision 60', evasion, immunity to sleep spells and similar magical effects, trap finding, trapsense +1; AL CN; SV (+4 enchantment) Fort +5, Ref +7, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Diplomacy +8, Escape Artist +9 (+11 bound), Handle Animal +5, Hide +9, Jump +6, Move Silently +9, Profession: Teamster +7, Ride +7, Tumble +11, Use Magic Device +4, Use Rope +10 (+12 bind); Acrobatic, Point Blank Shot, Weapon Finesse.

Possessions: MW studded leather armor, MW rapier, MW light crossbow, bolts (10), ~~potion of haste~~, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog3/Ftr1; CR 4; Medium Humanoid; HD 3d6+6 1d10+2; hp 28; Init +3; Spd 60 ft; AC 18 [+3 Dex, +4 Armor, +1 Dodge], touch 14, flat-footed 14; Base Atk +4; Grp +4; Atk +7 melee (1d6+2/18-20/x2, rapier); Full Atk +7/+7 melee (1d6+2/18-20/x2, rapier); SA sneak attack +2d6; SQ darkvision 60', evasion, immunity to sleep spells and similar magical effects, trapfinding, trapsense +1; AL CN; SV (+4 enchantment) Fort +5, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Balance +11, Bluff +5, Gather Information +5, Handle Animal +4, Jump +9, Profession: Teamster +7, Ride +7, Spot +7, Tumble +11, Use Rope +9; Combat Reflexes, Iron Will, Weapon Finesse.

Possessions: MW chain shirt, +1 rapier, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (3): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 10; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk

+1; Grp +4; Atk +5 melee (1d12+4/x3, greataxe); Full Atk +5 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +2, Ride +5; Combat Reflexes, Mounted Combat, Weapon Focus (greataxe).

Possessions: Chainmail, Greataxe.

Scouts (1): Female Human Rng1; CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +3; Spd 30 ft; AC 16 [+3 Dex, +3 Armor], touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); Full Atk +4 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); SA —; SQ favored enemy humans +2, wild empathy; AL N; SV Fort +3, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Concentration +5, Hide +6, Listen +6 or +8 humans, Move Silently +6, Spot +6 or +8 humans, Survival +6 or +8 humans; Far Shot, Point Blank Shot, Track.

Possessions: Studded leather armor, MW short sword, shortbow, arrows (20).

Encounter Five-b

Supervisors (8): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d12+4/x3, greataxe); Full Atk +5 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +2, Ride +5; Combat Reflexes, Mounted Combat, Weapon Focus (greataxe).

Possessions: Chainmail, greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr2; CR 2; Medium Humanoid; HD 2d10+6; hp 22; Init +5; Spd 20 ft; AC 19 [+1 Dex, +8 Armor], touch 11, flat-footed 18; Base Atk +2; Grp +5; Atk +7 melee (2d6+4/19-20/x2, greatsword); Full Atk +7 melee (2d6+4/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Jump +3, Knowledge: Planes +2; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (greatsword).

Possessions: MW full-plate, MW greatsword.

Idra Firestorm: Female Human Clr3; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +1; Spd 20 ft; AC 20 [+1 Dex, +8 Armor, +1 Shield], touch 11, flat-footed 19; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/x2, heavy mace); Full Atk +4 melee (1d8+1/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Diplomacy +3, Knowledge: Religion +6, Knowledge: Planes +6, Spellcraft +6; Augment Summoning, Combat Casting, Spell Focus (necromancy).

Spells Prepared (4/3+1/2+1; DC = 13/14 necromancy + spell level): 0—[Detect Magic, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Inflict Light Wounds*, Protection from Good]; 2nd—[Hold Person, Shatter*, Spiritual Weapon (longsword)].

*Domain spells. *Domains:* [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: MW full-plate, MW light steel shield, MW heavy mace, wand of cure light wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz2; CR 2; Medium Humanoid; HD 2d4+4; hp 11; Init +2; Spd 30 ft; AC 12 [+2 Dex], touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, light crossbow); Full Atk +1 melee (1d6/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +7, Decipher Script +8, Knowledge: Arcana +8, Knowledge: Local +8, Knowledge: Planes +8, Spellcraft +10; Combat Casting, Scribe Scroll, Spell Focus (necromancy).

Spells Prepared (4+1/3+1; DC = 13/14 necromancy + spell level): 0—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement].

Spellbook: o—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp].

Possessions: Quarterstaff, light crossbow, bolts (10), spell component pouch, spellbook, wand of magic missiles (3rd).

Skills and Feats: Appraise +9, Balance +11, Bluff +5, Climb +7 (+9 rope), Gather Information +3, Jump +9, Profession: Sailor: +7, Spot +6, Swim +6, Tumble +11, Use Rope +9; Combat Reflexes, Iron Will, Quick Draw, Weapon Finesse.

Possessions: MW chain shirt, +1 rapier, ~~potion of haste~~, potion of haste.

Imp: hp 13; see *Monster Manual* page 56. (CR2)

Encounter Six-b

Crew (2): Male Human Ftr2; CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +2; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +7 melee (1d8+4/19-20/x2, longsword 2-handed); Full +7 melee (1d8+4/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +5, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +3, Profession: Sailor +2, Swim +6; Combat Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

Possessions: MW chain shirt, MW longsword.

Lt Gria Driisra (hasted): Female Human Rog3/Ftr1; CR 4; Medium Humanoid; HD 3d6+6 1d10+2; hp 28; Init +3; Spd 60 ft; AC 17 [+3 Dex, +3 Armor, +1 Dodge], touch 14, flat-footed 13; Base Atk +3; Grp +3; Atk +6 melee (1d6/18-20/x2, rapier) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +6/+6 melee (1d6/18-20/x2, rapier) or +8/+8 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +2d6; SQ evasion, trap finding, trapsense +1; AL CN; SV Fort +5, Ref +7, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Climb +7 (+9 rope), Diplomacy +6, Escape Artist +9 (+11 bound), Hide +9, Jump +6, Move Silently +9, Profession: Sailor +7, Swim +7, Tumble +11, Use Magic Device +4, Use Rope +10 (+12 bind); Acrobatic, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: MW studded leather armor, MW rapier, MW light crossbow, bolts (10), ~~potion of haste~~, potion of haste.

Capt Jhari Fronis (hasted): Male Human Rog3/Ftr1; CR 4; Medium Humanoid; HD 3d6+6 1d10+2; hp 28; Init +3; Spd 60 ft; AC 18 [+3 Dex, +4 Armor, +1 Dodge], touch 14, flat-footed 14; Base Atk +4; Grp +4; Atk +7 melee (1d6+2/18-20/x2, rapier); Full Atk +7/+7 melee (1d6+2/18-20/x2, rapier); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL N; SV Fort +5, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8.

Appendix One: Stats

APL 6

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (6): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 13 [+1 Dex, +2 Armor], touch 11, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d6+3/19-20/x2, short sword); Full Atk +5 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +4, Jump +7 (+11 running); Quick Draw, Run, Weapon Focus (short sword).

Possessions: Leather armor, short sword.

Lead Raider: Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +6; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +9 melee (1d6+3/19-20/x2, short sword); Full Atk +9 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Ride +11; Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (short sword).

Possessions: MW chainshirt, MW short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr3; CR 3; Medium Humanoid; HD 3d10+2; hp 28; Init +2; Spd 30 ft; AC 17 [+2 Dex, +5 Armor], touch 12, flat-footed 15; Base Atk +3; Grp +6; Atk +8 melee (2d4+4/x2, spiked chain); Full Atk +8 melee (2d4+4/x2, spiked chain); SA —; SQ darkvision 60', immunity to *sleep* spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession: Teamster +2, Ride +6; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Lightning Reflexes, Weapon Focus (spiked chain).

Possessions: MW chain shirt, MW spiked chain.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog5/Ftr1; CR 6; Medium Humanoid; HD 5d6+10 plus 1d10+2; hp 40; Init +3; Spd 60 ft; AC 19 [+3 Dex, +5 Armor, +1 Dodge], touch 14, flat-footed 19; Base Atk +4; Grp +4; Atk +9 melee (1d6/18-20/x2, rapier) or +9 ranged (1d8/19-20/x2, light crossbow); Full Atk +9/+9 melee (1d6/18-20/x2, rapier) or +9/+9 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +3d6; SQ darkvision 60', evasion, immunity to *sleep* spells and similar magical effects, trap sense +1, trapfinding, uncanny dodge; AL CN; SV (+4 enchantment) Fort +5, Ref +8, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Diplomacy +9, Escape Artist +9 (+11 bound), Handle Animal +5, Hide +10, Jump +11, Move Silently +10, Profession: Teamster +9, Ride +9, Tumble +13, Use Magic Device +7, Use Rope +10 (+12 bind); Acrobatic, Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: +1 chain shirt, MW rapier, MW light crossbow, bolts (20), ~~potion of haste~~, *potion of haste*.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog5/Ftr1; CR 6; Medium Humanoid; HD 5d6+10 plus 1d10+2; hp 40; Init +3; Spd 60 ft; AC 21 [+5 Dex, +5 Armor +1 Dodge], touch 16, flat-footed 21; Base Atk +4; Grp +5; Atk +11 melee (1d6+2/18-20/x2, rapier); Full Atk +11/+11 melee (1d6+2/18-20/x2, rapier); SA sneak attack +3d6; SQ darkvision 60', evasion, immunity to *sleep* spells and similar magical effects, trap sense +1, trapfinding, uncanny dodge; AL CN; SV (+4 enchantment) Fort +5, Ref +9, Will +3; Str 12, Dex 21, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +10, Balance +14, Bluff +8, Gather Information +9, Handle Animal +4, Jump +12, Profession: Teamster: +9, Ride +11, Spot +10, Tumble +16, Use Rope +12; Acrobatic, Combat Reflexes, Iron Will, Weapon Finesse.

Possessions: +1 chain shirt, +1 rapier, gloves of dexterity +4, ~~potion of haste~~, *potion of haste*.

Encounter Five-a

Guards (4): Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d12+4/x3, greataxe); Full Atk +5 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +2, Ride +5; Combat Reflexes, Mounted Combat, Weapon Focus (greataxe).

Possessions: Chainmail, greataxe.

Scouts (2): Female Human Rng1; CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +3; Spd 30 ft; AC 16 [+3 Dex, +3 Armor], touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); Full Atk +3 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +4 ranged (1d6 or 1d6+2 humans/x3, shortbow); SA —; SQ favored enemy humans +2, wild empathy; AL N; SV Fort +3, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Concentration +5, Hide +6, Listen +6 or +8 humans, Move Silently +6, Spot +6 or +8 humans, Survival +6 or +8 humans; Far Shot, Point Blank Shot, Track.

Possessions: Studded leather armor, short sword, shortbow, arrows (20).

Encounter Five-b

Supervisors (8): Male Human Ftr2; CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Jump +3, Ride +8; Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (greataxe).

Possessions: Chainmail, greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr3; CR 3; Medium Humanoid; HD 3d10+9; hp 37; Init +5; Spd 20 ft; AC 19 [+1 Dex, +8 Armor], touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk +8 melee (2d6+4/19-20/x2, greatsword);

Full Atk +8 melee (2d6+4/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Jump +4, Knowledge: Planes +3, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Focus (greatsword).

Possessions: MW full-plate, MW greatsword.

Idra Firestorm: Female Human Clr4; CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +1; Spd 20 ft; AC 21 [+1 Dex, +9 Armor, +1 Shield], touch 11, flat-footed 20; Base Atk +3; Grp +4; Atk +5 melee (1d8+2/x2, heavy mace); Full Atk +5 melee (1d8+2/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +6, Ref +2, Will +9; Str 12, Dex 12, Con 14, Int 12, Wis 21, Cha 8.

Skills and Feats: Concentration +9, Diplomacy +4, Knowledge: Religion +5, Knowledge: Planes +6, Spellcraft +8; Combat Casting, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (5/5+1/3+1; DC = 15/16 necromancy + spell level): 0—[Detect Magic, Detect Poison, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Doom, Inflict Light Wounds*, Protection from Good, Shield of Faith]; 2nd—[Hold Person, Hold Person, Shatter*, Spiritual Weapon (longsword)];

*Domain spells. *Domains:* [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: MW full-plate, MW light steel shield, MW heavy mace, *peripat of wisdom* +4, *wand of cure light wounds*, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz3; CR 3; Medium Humanoid; HD 3d4+6; hp 16; Init +2; Spd 30 ft; AC 13 [+2 Dex, +1 Natural Armor], touch 12, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d6/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, light crossbow); Full Atk +1 melee (1d6/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +8, Decipher Script +9, Knowledge: Arcana +9, Knowledge: Local +9, Knowledge: Planes +9, Spellcraft +11; Combat Casting, Scribe Scroll, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (4+1/3+1/2+1; DC = 13/14 necromancy + spell level): 0—[Acid Splash, Flare, Ray of

Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Scorching Ray, Scorching Ray].

Spellbook: 0—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Scorching Ray].

Possessions: Amulet of natural armor +1, quarterstaff, light crossbow, bolts (10), spell component pouch, spellbook, wand of magic missiles (3rd).

Chain Devil: hp 52; see *Monster Manual* page 53. (CR6)

Encounter Six-b

Crew (3): Male Human Ftr3; CR 3; Medium Humanoid; HD 3d10+2; hp 28; Init +6; Spd 30 ft; AC 17 [+2 Dex, +5 Armor], touch 12, flat-footed 15; Base Atk +3; Grp +6; Atk +8 melee (1d8+4/19-20/x2, longsword 2-handed); Full Atk +8 melee (1d8+4/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +5, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +4, Profession: Sailor +2, Swim +7; Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

Possessions: MW chain shirt, MW longsword.

Lt Gria *Driisra* (hasted): Female Human Rog5/Ftr1; CR 6; Medium Humanoid; HD 5d6+10 plus 1d10+2; hp 40; Init +3; Spd 60 ft; AC 19 [+3 Dex, +5 Armor, +1 Dodge], touch 14, flat-footed 19; Base Atk +4; Grp +4; Atk +9 melee (1d6/18-20/x2, rapier) or +9 ranged (1d8/19-20/x2, light crossbow); Full Atk +9/+9 melee (1d6/18-20/x2, rapier) or +9/+9 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL CN; SV Fort +5, Ref +8, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Climb +8 (+10 rope), Diplomacy +7, Escape Artist +9 (+11 bound), Hide +10, Jump +11, Move Silently +10, Profession: Sailor +9, Swim +7, Tumble +13, Use Magic Device +7, Use Rope +10 (+12 bind); Acrobatic, Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: +1 chain shirt, MW rapier, MW light crossbow, bolts (10), ~~potion of haste~~, potion of haste.

Capt Jhari Fronis (hasted): Male Human Rog5/Ftr1; CR 6; Medium Humanoid; HD 5d6+10 plus 1d10+2; hp 40; Init +3; Spd 60 ft; AC 21 [+5 Dex, +5 Armor +1 Dodge], touch 16, flat-footed 21; Base Atk +4; Grp +5; Atk +11 melee (1d6+2/18-20/x2, rapier); Full Atk +11/+11 melee (1d6+2/18-20/x2, rapier); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +5, Ref +9, Will +3; Str 12, Dex 21, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +10, Balance +14, Bluff +8, Climb +9 (+11 rope), Gather Information +7, Jump +12, Profession: Sailor: +9, Spot +9, Swim +8, Tumble +16, Use Rope +12; Acrobatic, Combat Reflexes, Iron Will, Quick Draw, Weapon Finesse.

Possessions: +1 chain shirt, +1 rapier, gloves of dexterity +4, ~~potion of haste~~, potion of haste.

Appendix One: Stats

APL 8

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (7): Male Human Ftr2 CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 30 ft; AC 13 [+1 Dex, +2 Armor], touch 11, flat-footed 12; Base Atk +2; Grp +5; Atk +7 melee (1d6+3/19-20/x2, short sword); Full Atk +7 melee (1d6+3/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +8, Intimidate +5, Jump +8 (+12 running); Combat Reflexes, Run, Quick Draw, Weapon Focus (short sword).

Possessions: Leather armor, MW short sword.

Lead Raider: Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +6; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +6/+1; Grp +9; Atk +11 melee (1d6+5/19-20/x2, short sword); Full Atk +11/+6 melee (1d6+5/19-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Ride +13; Blind Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: MW chainshirt, MW short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr5; CR 5; Medium Humanoid; HD 5d10+10; hp 44; Init +6; Spd 30 ft; AC 17 [+2 Dex, +5 Armor], touch 12, flat-footed 15; Base Atk +5; Grp +10; Atk +12 melee (2d4+7/x2, spiked chain); Full Atk +12 melee (2d4+7/x2, spiked chain); SA —; SQ darkvision 60', immunity to sleep spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +6, Ref +5, Will +1; Str 20, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +5, Profession: Teamster +2, Ride +10; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved

Initiative, Lightning Reflexes, Weapon Focus (spiked chain).

Possessions: +1 chain shirt, MW spiked chain, belt of giant strength +4.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog7/Ftr1; CR 8; Medium Humanoid; HD 7d6+14 plus 1d10+2; hp 52; Init +6; Spd 60 ft; AC 21 [+6 Dex, +4 Armor, +1 Dodge], touch 17, flat-footed 21; Base Atk +6/+1; Grp +6; Atk +14 melee (1d6+1/18-20/x2, rapier) or +13 ranged (1d8/19-20/x2, light crossbow); Full Atk +14/+9/+14 melee (1d6+1/18-20/x2, rapier) or +13/+8/+13 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +4d6; SQ darkvision 60', evasion, immunity to sleep spells and similar magical effects, improved uncanny dodge, trap sense +2, trapfinding; AL CN; SV (+4 enchantment) Fort +6, Ref +12, Will +2; Str 10, Dex 22, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +12, Diplomacy +12, Escape Artist +16 (+18 bound), Handle Animal +5, Hide +17, Jump +9, Move Silently +17, Profession: Teamster +9, Ride +12, Tumble +21, Use Magic Device +10, Use Rope +14 (+16 bind); Acrobatic, Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: Mithril chain shirt, +1 rapier, light crossbow, bolts (10), gloves of dexterity +4, potion of haste, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog7/Ftr1; CR 8; Medium Humanoid; HD 7d6+14 plus 1d10+2; hp 52; Init +6; Spd 60 ft; AC 21 [+6 Dex, +4 Armor, +1 Dodge], touch 17, flat-footed 21; Base Atk +6/+1; Grp +6; Atk +14 melee (1d6+2/18-20/x2, rapier); Full Atk +14/+9/+14 melee (1d6+2/18-20/x2, rapier); SA sneak attack +4d6; SQ darkvision 60', evasion, immunity to sleep spells and similar magical effects, trap sense +2, trapfinding, uncanny dodge; AL CN; SV (+4 enchantment) Fort +8, Ref +14, Will +6; Str 12, Dex 22, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +11, Balance +17, Bluff +10, Gather Information +12, Handle Animal +4, Jump +16, Profession: Teamster: +11, Ride +14, Spot +12, Tumble +21, Use Rope +15; Acrobatic, Combat Reflexes, Iron Will, Weapon Finesse.

Possessions: Mithral chain shirt, +1 rapier, gloves of dexterity +4, vest of resistance +2, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (6): Male Human Ftr2; CR 2; Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk +7 melee (1d12+4/x3, greataxe); Full Atk +7 melee (1d12+4/x3, greataxe); SA —; SQ —; AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Jump +4, Ride +8; Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (greataxe).

Possessions: MW chainmail, MW greataxe.

Scouts (2): Female Human Rng2; CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +3; Spd 30 ft; AC 16 [+3 Dex, +3 Armor], touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +6 ranged (1d6 or 1d6+2 humans+2/x3, shortbow); Full Atk +5 melee (1d6+2 or 1d6+4 humans/19-20/x2, short sword) or +6 ranged (1d6+2 or 1d6+4 humans/x3, shortbow); SA —; SQ combat style (archery), favored enemy humans +2, wild empathy; AL N; SV Fort +5, Ref +7, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +7, Concentration +6, Hide +8 or +10 humans, Listen +7, Move Silently +8, Spot +7 or +9 humans, Survival +7 or +9 humans; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (combat style), Track.

Possessions: MW studded leather armor, MW short sword, MW composite shortbow +2, arrows (20).

Encounter Five-b

Supervisors (8): Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (1d12+6/x3, greataxe); Full Atk +9 melee (1d12+6/x3, greataxe); SA —; SQ —; AL CN; SV Fort +6, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Jump +5, Ride +10; Cleave, Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Chainmail, MW greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr5; CR 5; Medium Humanoid; HD 5d10+15; hp 49; Init +5; Spd 20 ft; AC 20 [+1 Dex, +8 Armor, +1 Deflection], touch 11, flat-footed 19; Base Atk +5; Grp +8; Atk +10 melee (2d6+7/19-20/x2, greatsword); Full Atk +10 melee (2d6+7/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +9, Ref +4, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +7, Jump +2, Knowledge: Planes +4, Tumble -2; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: MW full-plate, ring of protection +1, +1 greatsword, vest of resistance +2.

Idra Firestorm: Female Human Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +1; Spd 20 ft; AC 20 [+1 Dex, +8 Armor, +1 Shield], touch 11, flat-footed 19; Base Atk +4; Grp +5; Atk +6 melee (1d8+1/x2, heavy mace); Full Atk +6 melee (1d8+1/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +7, Ref +3, Will +10; Str 12, Dex 12, Con 14, Int 12, Wis 21, Cha 8.

Skills and Feats: Concentration +11, Diplomacy +4, Knowledge: Religion +6, Knowledge: Planes +8, Sense Motive +6, Spellcraft +10; Augment Summoning, Combat Casting, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (5/5+1/4+1/3+1; DC = 15/16 necromancy + spell level): 0—[Detect Magic, Detect Poison, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Doom, Infllict Light Wounds*, Protection from Good, Shield of Faith]; 2nd—[Hold Person, Hold Person, Shatter*, Shatter, Spiritual Weapon (longsword)]; 3rd—[Blindness/Deafness, Dispel Magic, Prayer, Resist Energy*];

*Domain spells. **Domains:** [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: MW full-plate, MW light steel shield, MW heavy mace, *peripat of wisdom* +4, *wand of cure light wounds*, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz5; CR 5; Medium Humanoid; HD 5d4+10; hp 26; Init +2; Spd 30 ft; AC 14 [+2 Dex, +2 Natural Armor], touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk +3 melee (1d6/x2, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d6/x2, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and

illusion, Summon Familiar; AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 21, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +8, Knowledge: Arcana +11, Knowledge: Local +11, Knowledge: Religion +6, Knowledge: Planes +11, Spellcraft +13; Combat Casting, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (4+1/5+1/3+1/2+1; DC = 15/16 necromancy + spell level): 0—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Lightning Bolt, Lightning Bolt, Vampiric Touch].

Spellbook: 0—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Lightning Bolt, Vampiric Touch].

Possessions: Amulet of natural armor +2, MW quarterstaff, MW light crossbow, bolts (10), spell component pouch, spellbook, headband of intellect +4, wand of magic missiles (3rd).

Erinyes: hp 85; see *Monster Manual* page 54. (CR8)

Encounter Six-b

Crew (3): Male Human Ftr5; CR 5; Medium Humanoid; HD 5d10+10; hp 44; Init +6; Spd 30 ft; AC 17 [+2 Dex, +5 Armor], touch 12, flat-footed 15; Base Atk +5; Grp +10; Atk +12 melee (1d8+7/19-20/x2, longsword 2-handed); Full Atk +12 melee (1d8+7/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +6, Ref +5, Will +3; Str 20, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +8, Profession: Sailor +2, Swim +11; Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword).

Possessions: +1 chain shirt, MW longsword, belt of giant strength +4.

Lt Gria Driisra (hasted): Female Human Rog7/Ftr1; CR 8; Medium Humanoid; HD 7d6+14 plus 1d10+2; hp 52; Init +6; Spd 60 ft; AC 21 [+6 Dex, +4 Armor, +1 Dodge], touch 17, flat-footed 21; Base Atk +6/+1; Grp +6; Atk +14 melee (1d6+1/18-20/x2, rapier) or +13 ranged (1d8/19-20/x2, light crossbow); Full Atk +14/+9/+14 melee (1d6+1/18-20/x2, rapier) or +13/+8/+13 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trap sense +2, trapfinding; AL CN; SV Fort +6,

Ref +12, Will +2; Str 10, Dex 22, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +12, Climb +10 (+12 rope), Diplomacy +10, Escape Artist +16 (+18 bound), Hide +17, Jump +9, Move Silently +17, Profession: Sailor +9, Swim +10, Tumble +21, Use Magic Device +10, Use Rope +14 (+16 bind); Acrobatic, Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: Mithril chain shirt, +1 rapier, light crossbow, bolts (10), gloves of dexterity +4, ~~potion of haste~~, potion of haste.

Capt Jhari Fronis (hasted): Male Human Rog7/Ftr1; CR 8; Medium Humanoid; HD 7d6+14 plus 1d10+2; hp 52; Init +6; Spd 60 ft; AC 21 [+6 Dex, +4 Armor, +1 Dodge], touch 17, flat-footed 21; Base Atk +6/+1; Grp +6; Atk +14 melee (1d6+2/18-20/x2, rapier); Full Atk +14/+9/+14 melee (1d6+2/18-20/x2, rapier); SA sneak attack +4d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL N; SV Fort +8, Ref +14, Will +6; Str 12, Dex 22, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +11, Balance +17, Bluff +10, Climb +12 (+14 rope), Gather Information +10, Jump +16, Profession: Sailor: +11, Spot +11, Swim +12, Tumble +21, Use Rope +15; Acrobatic, Combat Reflexes, Iron Will, Quick Draw, Weapon Finesse.

Possessions: Mithral chain shirt, +1 rapier, gloves of dexterity +4, vest of resistance +2, ~~potion of haste~~, potion of haste.

Appendix One: Stats

APL 10

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (7): Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 30 ft; AC 13 [+1 Dex, +2 Armor], touch 11, flat-footed 12; Base Atk +4; Grp +7; Atk +9 melee (1d6+5/19-20/x2, short sword); Full Atk +9 melee (1d6+5/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +6, Ref +2, Will +2; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +10, Intimidate +7, Jump +10 (+14 running); Diehard, Endurance, Run, Quick Draw, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Leather Armor, MW short sword.

Lead Raider: Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+16; hp 68; Init +6; Spd 30 ft; AC 16 [+2 Dex, +4 Armor], touch 12, flat-footed 14; Base Atk +8/+3; Grp +12; Atk +15 melee (1d6+6/19-20/x2, short sword); Full Atk +15/+10 melee (1d6+6/19-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Ride +15; Blind Fight, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (short sword), Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: MW chainshirt, MW short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr7; CR 7; Medium Humanoid; HD 7d10+14; hp 60; Init +6; Spd 30 ft; AC 17 [+2 Dex, +4 Armor, +1 Enhancement], touch 12, flat-footed 15; Base Atk +7/+5; Grp +12; Atk +14 melee (2d4+8/x2, spiked chain); Full Atk +14/+9 melee (2d4+8/x2, spiked chain); SA —; SQ darkvision 60', immunity to sleep spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +10, Ref +9, Will +5; Str 20, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +10, Profession: Teamster +2, Ride +10; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain),

Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain).

Possessions: +1 chain shirt, +1 spiked chain, vest of resistance +3, belt of giant strength +4.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog9/Ftr1; CR 10; Medium Humanoid; HD 9d6+18 plus 1d10+2; hp 64; Init +6; Spd 60 ft; AC 24 [+6 Dex, +4 Armor, +2 Deflection, +1 Dodge, +1 Enhancement], touch 19, flat-footed 24; Base Atk +7/+5; Grp +7; Atk +15 melee (1d6+1/15-20/x2, rapier) or +15 ranged (1d8/19-20/x2, light crossbow); Full Atk +15/+10/+15 melee (1d6+1/15-20/x2, rapier) or +15/+10/+15 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +5d6; SQ darkvision 60', immunity to sleep spells and similar magical effects, improved uncanny dodge, trap sense +3, trapfinding; AL CN; SV (+4 enchantment) Fort +7, Ref +13, Will +3; Str 10, Dex 22, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +13, Diplomacy +13, Escape Artist +17 (+19 bound), Handle Animal +5, Hide +17, Jump +17, Move Silently +18, Profession: Teamster +11, Ride +13, Tumble +23, Use Magic Device +11, Use Rope +17 (+19 bind); Acrobatic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: +1 mithral chain shirt, +1 rapier, MW light crossbow, gloves of dexterity +4, ring of protection +2, ~~potion of haste~~, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog9/Ftr1; CR 10; Medium Humanoid; HD 9d6+18 plus 1d10+2; hp 64; Init +6; Spd 60 ft; AC 24 [+6 Dex, +4 Armor, +1 Dodge, +2 Enhancement, +2 Natural Armor], touch 17, flat-footed 24; Base Atk +7/+5; Grp +8; Atk +14 melee (1d6+2/18-20/x2, rapier); Full Atk +14/+9 melee (1d6+2/18-20/x2, rapier); SA sneak attack +5d6; SQ darkvision 60', immunity to sleep spells and similar magical effects, improved uncanny dodge, trap sense +3, trapfinding; AL CN; SV (+4 enchantment) Fort +10, Ref +15, Will +8; Str 12, Dex 22, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +14, Balance +21, Bluff +11, Gather Information +13, Handle Animal +4, Jump +18, Profession: Teamster: +12, Ride +15, Spot +14,

Tumble +23, Use Rope +18; Acrobatic, Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +2, +1 rapier, gloves of dexterity +4, vest of resistance +3, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (6): Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (1d12+6/x3, greataxe); Full Atk +9 melee (1d12+6/x3, greataxe); SA —; SQ —; AL CN; SV Fort +6, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Jump +6, Ride +10; Cleave, Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: MW chainmail, MW greataxe.

Scouts (2): Female Human Rng4; CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +3; Spd 30 ft; AC 17 [+3 Dex, +3 Armor, +1 Enhancement], touch 13, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d6+2/19-20/x2, short sword) or +8 ranged (1d6+3/x3, shortbow); Full Atk +7 melee (1d6+2/19-20/x2, short sword) or +8 ranged (1d6+3/x3, shortbow); SA —; SQ animal companion, combat style (archery), favored enemy humans +2, link with companion, share spells, wild empathy; AL N; SV Fort +5, Ref +7, Will +3; Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +9, Concentration +8, Hide +10, Listen +9, Move Silently +10, Spot +9, Survival +9; Endurance, Far Shot, Precise Shot, Point Blank Shot, Rapid Shot (combat style), Track.

Spells Prepared: (1; DC 12 + spell level) 1st—[entangle].

Possessions: +1 studded leather armor, MW short sword, +1 composite shortbow +2, arrows (20).

Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft; AC 14 (+2 Dex, +2 Natural Armor), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Moves Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Tricks: Attack, attack (unnatural), come, defend, down, guard, heel.

Encounter Five-b

Supervisors (8): Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +1; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +6/+1; Grp +9; Atk +12 melee (1d12+6/x3, greataxe); Full Atk +12/+7 melee (1d12+6/x3, greataxe); SA —; SQ —; AL CN; SV Fort +7, Ref +3, Will +2; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Jump +8, Ride +12; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greataxe), Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: MW chainmail, MW greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr8; CR 8; Medium Humanoid; HD 8d10+24; hp 76; Init +5; Spd 20 ft; AC 22 [+1 Dex, +8 Armor, +2 Deflection, +1 Enhancement], touch 13, flat-footed 19; Base Atk +8/+3; Grp +14; Atk +17 melee (2d6+12/19-20/x2, greatsword); Full Atk +17/+12 melee (2d6+12/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +12, Ref +6, Will +7; Str 22, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +7, Knowledge: Planes +5, Tumble +1; Blind Fight, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 full-plate, ring of protection +2, +2 greatsword, belt of giant strength +4, vest of resistance +3.

Idra Firestorm: Female Human Clr8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +1; Spd 20 ft; AC 24 [+1 Dex, +8 Armor, +1 Shield, +2 Deflection, +2 Enhancement], touch 13, flat-footed 23; Base Atk +6/+1; Grp +7; Atk +8 melee (1d8+2/x2, heavy mace); Full Atk +8/+3 melee (1d8+2/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +8, Ref +3, Will +12; Str 12, Dex 12, Con 14, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +12, Diplomacy +5, Knowledge: Religion +5, Knowledge: Planes +8, Sense Motive +12, Spellcraft +12; Augment Summoning, Combat Casting, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (6/6+1/5+1/4+1/3+1; DC = 16/17 necromancy + spell level): 0—[Detect Magic, Detect Poison, Inflict Minor Wounds, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Cause Fear, Doom, Inflict Light Wounds*, Protection from Good, Shield of Faith]; 2nd—[Death Knell, Hold Person, Hold Person, Shatter*, Shatter, Spiritual Weapon (longsword)]; 3rd—[Blindness/Deafness, Blindness/Deafness, Dispel Magic, Prayer, Resist Energy*]; 4th—[Freedom of Movement, Summon Monster IV, Summon Monster IV, Wall of Fire*];

*Domain spells. Domains: [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: +1 full-plate, +1 light steel shield, ring of protection +2, +1 heavy mace, periapt of wisdom +4, wand of cure light wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz8; CR 8; Medium Humanoid; HD 8d4+16; hp 41; Init +2; Spd 30 ft; AC 16 [+2 Dex, +2 Natural Armor, +2 Deflection], touch 14, flat-footed 14; Base Atk +4; Grp +4; Atk +5 melee (1d6+1/x2, quarterstaff) or +7 ranged (1d8+1/19-20/x2, light crossbow); Full Atk +5 melee (1d6+1/x2, quarterstaff) or +7 ranged (1d8+1/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +13, Decipher Script +12, Knowledge: Arcana +12, Knowledge: Geography +12, Knowledge: Local +12, Knowledge: Religion +12, Knowledge: Planes +13, Spellcraft +17; Combat Casting, Greater Spell Penetration, Scibe Scroll, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (4+1/6+1/5+1/4+1/3+1; DC = 16/17 necromancy + spell level): 0—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Melf's Acid Arrow, Scare, Scorching Ray, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Ray of Exhaustion, Vampiric Touch]; 4th—[Enervation, Enervation, Ice Storm, Shout].

Spellbook: 0—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Vampiric Touch]; 4th—[Bestow Curse, Enervation, Ice Storm, Shout].

Possessions: Amulet of natural armor +2, ring of protection +2, +1 quarterstaff, +1 light crossbow, bolts (10),

spell component pouch, spellbook, headband of intellect +4, wand of magic missiles (3rd).

Bone Devil: hp 95; see Monster Manual page 52-53. (CR9)

Encounter Six-b

Crew (3): Male Human Ftr7; CR 7; Medium Humanoid; HD 7d10+14; hp 60; Init +6; Spd 30 ft; AC 17 [+2 Dex, +4 Armor, +1 Enhancement], touch 12, flat-footed 15; Base Atk +7/+5; Grp +12; Atk +15 melee (1d8+10/19-20/x2, longsword 2-handed); Full Atk +15/+10 melee (1d8+10/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +10, Ref +9, Will +7; Str 20, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Jump +13, Profession: Sailor +2, Swim +11; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 chain shirt, +1 longsword, vest of resistance +3, belt of giant strength +4.

Lt Gria Driisra (hasted/invisible): Female Human Rog9/Ftr1; CR 10; Medium Humanoid; HD 9d6+18 plus 1d10+2; hp 64; Init +6; Spd 60 ft; AC 24 [+6 Dex, +4 Armor, +2 Deflection, +1 Dodge, +1 Enhancement], touch 19, flat-footed 24; Base Atk +7/+5; Grp +7; Atk +15 melee (1d6+1/15-20/x2, rapier) or +15 ranged (1d8/19-20/x2, light crossbow); Full Atk +15/+10/+15 melee (1d6+1/15-20/x2, rapier) or +15/+10/+15 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +5d6; SQ improved uncanny dodge, trap sense +3, trapfinding; AL CN; SV Fort +7, Ref +13, Will +3; Str 10, Dex 22, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +13, Climb +11 (+13 rope), Diplomacy +11, Escape Artist +17 (+19 bound), Hide +17, Jump +17, Move Silently +18, Profession: Sailor +11, Swim +11, Tumble +23, Use Magic Device +11, Use Rope +17 (+19 bind); Acrobatic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: +1 mithral chain shirt, +1 rapier, MW light crossbow, bolts (10), gloves of dexterity +4, ring of protection +2, ~~potion of haste~~, potion of haste, ~~potion of invisibility~~.

Capt Jhari Fronis (hasted/invisible): Male Human Rog9/Ftr1; CR 10; Medium Humanoid; HD 9d6+18 plus 1d10+2; hp 64; Init +6; Spd 60 ft; AC 24 [+6 Dex, +4 Armor, +1 Dodge, +2 Enhancement, +2 Natural Armor], touch 17, flat-footed 24; Base Atk +7/+5; Grp

+8; Atk +14 melee (1d6+2/18-20/x2, rapier); Full Atk +14/+9 melee (1d6+2/18-20/x2, rapier); SA sneak attack +5d6; SQ improved uncanny dodge, trap sense +3, trapfinding; AL N; SV Fort +10, Ref +15, Will +8; Str 12, Dex 22, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +14, Balance +21, Bluff +11, Climb +14 (+16 rope), Gather Information +11, Jump +18, Profession: Sailor: +12, Spot +13, Swim +13, Tumble +23, Use Rope +18; Acrobatic, Combat Reflexes, Dodge, Iron Will, Quick Draw, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +2, +1 rapier, gloves of dexterity +4, vest of resistance +3, ~~potion of haste~~, ~~potion of haste~~, ~~potion of invisibility~~.

Appendix One: Stats

APL 12

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (7): Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +5; Spd 30 ft; AC 13 [+1 Dex, +2 Armor]; touch 11, flat-footed 12; Base Atk +6/+1; Grp +9; Atk +11 melee (1d6+6/19-20/x2, short sword); Full Atk +11/+6 melee (1d6+6/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +7, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +12, Intimidate +9, Jump +12 (+16 running); Blind Fight, Diehard, Endurance, Improved Initiative, Run, Quick Draw, Weapon Focus (Short sword), Weapon Specialization (Short sword).

Possessions: Leather Armor, MW short sword.

Lead Raider: Male Human Ftr10; CR 10; Medium Humanoid; HD 10d10+20; hp 84; Init +6; Spd 30 ft; AC 17 [+2 Dex, +4 Armor, +1 Enhancement]; touch 12, flat-footed 15; Base Atk +10/+5; Grp +14; Atk +17 melee (1d6+7/17-20/x2, short sword); Full Atk +17/+12 melee (1d6+7/17-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +13, Intimidate +13, Ride +19; Blind Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Short Sword), Improved Critical (Short Sword), Improved Initiative, Power Attack, Weapon Focus (Short sword), Weapon Specialization (Short Sword).

Possessions: +1 chainshirt, +1 short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr9; CR 9; Medium Humanoid; HD 9d10+27; hp 85; Init +6; Spd 30 ft; AC 17 [+2 Dex, +4 Armor, +1 Enhancement]; touch 12, flat-footed 15; Base Atk +9/+4; Grp +15; Atk +17 melee (2d4+12/x2, spiked chain); Full Atk +17/+12 melee (2d4+12/x2, spiked chain); SA —; SQ darkvision 60', immunity to *sleep* spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +12, Ref +10, Will +6; Str 22, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +13, Profession: Teamster +2, Ride +12; Combat Reflexes,

Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 mithral chain shirt, +1 spiked chain, belt of giant strength +6, vest of resistance +3.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog11/Ftr1; CR 12; Medium Humanoid; HD 11d6+22 plus 1d10+2; hp 76; Init +7; Spd 60 ft; AC 28 [+7 Dex, +4 Armor, +2 Deflection, +1 Dodge, +1 Enhancement, +3 Natural Armor]; touch 20, flat-footed 28; Base Atk +9/+4; Grp +9; Atk +18 melee (1d6+2/15-20/x2, rapier) or +17 ranged (1d8+1/19-20/x2, light crossbow); Full Atk +18/+13/+18 melee (1d6+2/15-20/x2, rapier) or +17/+12/+17 ranged (1d8+1/19-20/x2, light crossbow); SA sneak attack +6d6; SQ darkvision 60', immunity to *sleep* spells and similar magical effects, improved evasion, improved uncanny dodge, trap sense +3, trapfinding; AL CN; SV (+4 enchantment) Fort +7, Ref +15, Will +3; Str 10, Dex 25, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +11, Diplomacy +12, Escape Artist +22 (+24 bound), Handle Animal +5, Hide +22, Jump +19, Move Silently +22, Profession: Teamster +15, Ride +19, Tumble +28, Use Magic Device +10, Use Rope +17 (+19 bind); Acrobatic, Athletic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +3, ring of protection +2, +2 rapier, +1 light crossbow, bolts (10), gloves of dexterity +6, ~~potion of haste~~, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog11/Ftr1; CR 12; Medium Humanoid; HD 11d6+22 plus 1d10+2; hp 76; Init +7; Spd 60 ft; AC 26 [+7 Dex, +4 Armor, +1 Dodge, +1 Enhancement, +3 Natural Armor]; touch 18, flat-footed 26; Base Atk +9/+4; Grp +10; Atk +18 melee (1d6+3/15-20/x2, rapier); Full Atk +18/+13/+18 melee (1d6+3/15-20/x2, rapier); SA sneak attack +6d6; SQ darkvision 60', immunity to *sleep* spells and similar magical effects, improved evasion, improved uncanny dodge, trap sense +3, trapfinding; AL N; SV (+4 enchantment) Fort

+10, Ref +17, Will +8; Str 12, Dex 25, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +14, Balance +24, Bluff +14, Gather Information +16, Handle Animal +4, Jump +20, Profession: Teamster: +15, Ride +19, Spot +16, Tumble +26, Use Rope +19; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Iron Will, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +3, +2 rapier, gloves of dexterity +6, vest of resistance +3, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (6): Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +5; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +6/+1; Grp +10; Atk +12 melee (1d12+8/x3, greataxe); Full Atk +12/+7 melee (1d12+8/x3, greataxe); SA —; SQ —; AL CN; SV Fort +7, Ref +3, Will +2; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Jump +8, Ride +12; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Possessions: +1 chainmail, MW greataxe.

Scouts (2): Female Human Rng6; CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +4; Spd 30 ft; AC 17 [+3 Dex, +3 Armor, +1 Enhancement], touch 13, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d6+3 or 1d6+7 humans or 1d6+5 elves/19-20/x2, short sword) or +10 ranged (1d6+3 or 1d6+7 humans or 1d6+5 elves/x3, shortbow); Full Atk +9/+4 melee (1d6+3 or 1d6+7 humans or 1d6+5 elves/19-20/x2, short sword) or +10/+5 ranged (1d6+3 or 1d6+7 humans or 1d6+5 elves/x3, shortbow); SA —; SQ animal companion, favored enemy humans +4, favored enemy elves +2, improved combat style (archery), wild empathy; AL N; SV Fort +6, Ref +8, Will +4; Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +11, Concentration +10, Hide +12, Listen +11 or +15 humans or +13 elves, Move Silently +12, Spot +11 or +15 humans or +13 elves, Survival +11 or +15 humans or +13 elves; Diehard, Endurance, Far Shot, Many Shot (impr. combat style), Precise Shot, Point Blank Shot, Rapid Shot (combat style), Track.

Spells prepared: (2; DC 12 + spell level) 1st— [entangle, entangle].

Possessions: +1 studded leather armor, +1 short sword, +1 composite shortbow +2, arrows (20).

Wolf Animal Companion: CR —; Medium magical beast; HD 4d8+8; hp 26; Init +2, Spd 50 ft; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ bonus trick (2), evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Moves Silently +4, Spot +4, Survival +1 (+4 track by scent); Combat Reflexes, Track, Weapon Focus (bite).

Tricks: Attack, attack (unnatural), come, defend, down, guard, heel, stay.

Encounter Five-b

Supervisors (8): Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+216, hp 68; Init +5; Spd 20 ft; AC 16 [+1 Dex, +5 Armor], touch 11, flat-footed 15; Base Atk +8/+3; Grp +12; Atk +15 melee (1d12+9/x3, greataxe); Full Atk +15/+10 melee (1d12+9/x3, greataxe); SA —; SQ —; AL CN; SV Fort +8, Ref +3, Will +2; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Jump +11, Ride +14; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greataxe), Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: MW chainmail, +1 greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr10; CR 10; Medium Humanoid; HD 10d10+30; hp 94; Init +5; Spd 20 ft; AC 22 [+1 Dex, +8 Armor, +2 Deflection, +2 Enhancement], touch 12, flat-footed 21; Base Atk +10/+5; Grp +16; Atk +20 melee (2d6+13/19-20/x2, greatsword); Full Atk +20 melee (2d6+13/19-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +13, Ref +9, Will +8; Str 22, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +12, Jump +11, Knowledge: Planes +6, Tumble +4; Blind Fight, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 full-plate, ring of protection +2, +2 greatsword, belt of giant strength +4, cloak of resistance +3.

Idra Firestorm: Female Human Clr10; CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +1; Spd 20 ft; AC 24 [+1 Dex, +8 Armor, +1 Shield, +2 Deflection, +2 Enhancement], touch 13, flat-footed 23; Base Atk +7/+2; Grp +8; Atk +9 melee (1d8+2/x2, heavy mace); Full Atk +9/+4 melee (1d8+2/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +9, Ref +4, Will +14; Str 12, Dex 12, Con 14, Int 12, Wis 24, Cha 8.

Skills and Feats: Concentration +12, Diplomacy +11, Knowledge: Religion +5, Knowledge: Planes +11, Sense Motive +16, Spellcraft +10; Augment Summoning, Combat Casting, Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (6/6+1/6+1/5+1/4+1/3+1; DC = 17/18 necromancy + spell level): 0—[Detect Magic, Detect Poison, Inflict Minor Wounds, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Cause Fear, Doom, Inflict Light Wounds*, Protection from Good, Shield of Faith]; 2nd—[Death Knell, Hold Person, Hold Person, Shatter*, Shatter, Sound Burst, Spiritual Weapon (longsword)]; 3rd—[Bestow Curse (50% chance to act normally or no action), Blindness/Deafness, Blindness/Deafness, Dispel Magic, Prayer, Resist Energy*]; 4th—[Air Walk, Freedom of Movement, Summon Monster IV, Summon Monster IV, Wall of Fire*]; 5th—[Flame Strike, Inflict Light Wounds, Mass*, Slay Living, Summon Monster V].

*Domain spells. **Domains:** [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: +1 full-plate, +1 light steel shield, ring of protection +2, +1 heavy mace, periapt of wisdom +6, wand of cure moderate wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz10; CR 10; Medium Humanoid; HD 10d4+20; hp 51; Init +2; Spd 30 ft; AC 17 [+2 Dex, +3 Natural Armor, +2 Deflection], touch 14, flat-footed 15; Base Atk +5; Grp +5; Atk +6 melee (1d6+1/x2, quarterstaff) or +8 ranged (1d8+1/19-20/x2, light crossbow); Full Atk +6 melee (1d6+1/x2, quarterstaff) or +8 ranged (1d8+1/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 24, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +16, Knowledge: Arcana +16, Knowledge: Geography +15, Knowledge: Local +16, Knowledge: Religion +15, Knowledge: Planes +20, Spellcraft +22; Combat Casting, Greater Spell Penetration, Improved Initiative, Scribe Scroll, Spell Focus (necromancy), Spell Penetration, Silent Spell, Widen Spell.

Spells Prepared (4+1/6+1/6+1/5+1/4+1/3+1; DC = 17/18 necromancy + spell level): 0—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Melf's Acid Arrow, Melf's Acid Arrow, Scare, Scorching Ray, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Ray of Exhaustion, Ray of Exhaustion, Vampiric Touch]; 4th—[Enervation, Enervation, Ice Storm, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Cone of Cold, Waves of Fatigue].

Spellbook: 0—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Vampiric Touch]; 4th—[Bestow Curse, Enervation, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Magic Jar, Waves of Fatigue].

Possessions: Amulet of natural armor +3, ring of protection +2, +1 quarterstaff, +1 light crossbow, bolts (10), spell component pouch, spell book, headband of intellect +6, wand of magic missiles (5th).

Barbed Devil: hp 126; see Monster Manual page 51. (CR11)

Encounter Six-b

Crew (3): Male Human Ftr9; CR 9; Medium Humanoid; HD 9d10+27; hp 85; Init +6; Spd 30 ft; AC 17 [+2 Dex, +4 Armor, +1 Enhancement], touch 12, flat-footed 15; Base Atk +9/+4; Grp +15; Atk +18 melee (1d8+12/19-20/x2, longsword 2-handed); Full Atk +18/+13 melee (1d8+12/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +12, Ref +10, Will +8; Str 22, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +17, Jump +16, Profession: Sailor +2, Swim +17; Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 mithral chain shirt, +1 longsword, belt of giant strength +6, vest of resistance +3.

Lt Gria Driisra (hasted, invisible): Female Human Rog11/Ftr11; CR 12; Medium Humanoid; HD 11d6+22 plus 1d10+2; hp 76; Init +7; Spd 60 ft; AC 28 [+7 Dex, +4 Armor, +2 Deflection, +1 Dodge, +1 Enhancement, +3 Natural Armor], touch 20, flat-footed 28; Base Atk +9/+4; Grp +9; Atk +18 melee (1d6+2/15-20/x2, rapier) or +17 ranged (1d8+1/19-20/x2, light crossbow); Full Atk +18/+13/+18 melee (1d6+2/15-20/x2, rapier) or +17/+12/+17 ranged (1d8+1/19-20/x2, light crossbow);

SA sneak attack +6d6; SQ improved evasion, improved uncanny dodge, trap sense +3, trapfinding; AL CN; SV Fort +7, Ref +15, Will +3; Str 10, Dex 25, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +11, Climb +17 (+19 rope), Diplomacy +10, Escape Artist +22 (+24 bound), Hide +22, Jump +19, Move Silently +22, Profession: Sailor +15, Swim +17, Tumble +28, Use Magic Device +10, Use Rope +17 (+19 bind); Acrobatic, Athletic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +3, ring of protection +2, +2 rapier, +1 light crossbow, bolts (10), gloves of dexterity +6, ~~potion of haste~~, ~~potion of haste~~, ~~potion of invisibility~~.

Capt Jhari Fronis (*hasted, invisible*): Male Human Rog11/Ftr1; CR 12; Medium Humanoid; HD 11d6+22 plus 1d10+2; hp 76; Init +7; Spd 60 ft; AC 26 [+7 Dex, +4 Armor, +1 Dodge, +1 Enhancement, +3 Natural Armor], touch 18, flat-footed 26; Base Atk +9/+4; Grp +10; Atk +18 melee (1d6+3/15-20/x2, rapier); Full Atk +18/+13/+18 melee (1d6+3/15-20/x2, rapier); SA sneak attack +6d6; SQ improved evasion, improved uncanny dodge, trap sense +3, trapfinding; AL N; SV Fort +10, Ref +17, Will +8; Str 12, Dex 25, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +14, Balance +24, Bluff +14, Climb +16 (+18 rope), Gather Information +14, Jump +20, Profession: Sailor: +15, Spot +15, Swim +16, Tumble +26, Use Rope +19; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Iron Will, Quick Draw, Weapon Finesse.

Possessions: +1 mithral chain shirt, amulet of natural armor +3, +2 rapier, gloves of dexterity +6, vest of resistance +3, ~~potion of haste~~, ~~potion of haste~~, ~~potion of invisibility~~.

Appendix One: Stats

APL 14

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (7): Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+16; hp 68; Init +5; Spd 30 ft; AC 14 [+1 Dex, +2 Armor, +1 Enhancement], touch 11, flat-footed 13; Base Atk +8/+3; Grp +12; Atk +15 melee (1d6+7/19-20/x2, short sword); Full Atk +15/+10 melee (1d6+7/19-20/x2, short sword); SA —; SQ —; AL N; SV Fort +8, Ref +3, Will +3; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +15, Intimidate +11, Jump +15 (+19 running); Blind Fight, Diehard, Endurance, Greater Weapon Focus (short sword), Improved Initiative, Run, Quick Draw, Wepon Focus (short sword), Weapon Specialization (short sword).

Possessions: +1 leather armor, +1 short sword.

Lead Raider: Male Human Ftr12; CR 12; Medium Humanoid; HD 12d10+24; hp 100; Init +6; Spd 30 ft; AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +12/+7/+2; Grp +16; Atk +19 melee (1d6+9/17-20/x2, short sword); Full Atk +19/+14/+9 melee (1d6+9/17-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +10, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +15, Intimidate +15, Ride +19; Blind Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (short sword), Greater Weapon Specialization (short sword), Improved Critical (short sword), Improved Initiative, Mobility, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: +2 chainshirt, +1 short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr11; CR 11; Medium Humanoid; HD 11d10+33; hp 103; Init +6; Spd 30 ft; AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +11/+6/+1 Grp +17; Atk +21 melee (2d4+13/x2, spiked chain); Full Atk +21/+16/+11 melee (2d4+13/x2, spiked chain); SA —; SQ darkvision 60', immunity to sleep spells and similar magical effects; AL CN; SV (+4 enchantment) Fort +13, Ref +10, Will +6; Str 22, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +15, Profession: Teamster +2, Ride +13; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Initiative, Mobility, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 mithral chain shirt, +2 spiked chain, vest of resistance +3, belt of giant strength +6.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog13/Ftr1; CR 14; Medium Humanoid; HD 13d6+26 plus 1d10+2; hp 88; Init +7; Spd 60 ft; AC 30 [+7 Dex, +4 Armor, +3 Deflection, +1 Dodge, +2 Enhancement, +3 Natural Armor], touch 21, flat-footed 30; Base Atk +10/+5; Grp +10; Atk +20 melee (1d6+2/15-20/x2, rapier) or +22 melee bane-human (3d6+4/15-20/x2, rapier) or +20 ranged (1d8+2/19-20/x2, light crossbow); Full Atk +20/+15/+20 melee (1d6+2/15-20/x2, rapier) or +22/+17/+22 melee bane-human (3d6+4/15-20/x2, rapier) or +20/+15/+20 ranged (1d8+2/19-20/x2, light crossbow); SA sneak attack +7d6; SQ darkvision 60', immunity to sleep spells and similar magical effects, improved evasion, improved uncanny dodge, opportunist, trap sense +4, trapfinding; AL CN; SV (+4 enchantment) Fort +8, Ref +16, Will +4; Str 10, Dex 25, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +13, Diplomacy +14, Escape Artist +24 (+26 bound), Handle Animal +5, Hide +24, Jump +21, Move Silently +24, Profession: Teamster +17, Ride +21, Tumble +21, Use Magic Device +11, Use Rope +18 (20 bind); Acrobatic, Athletic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: +2 mithral chain shirt, ring of protection +3, amulet of natural armor +3, +2 bane-human rapier, +2 light crossbow, gloves of dexterity +6, bolts (10), potion of haste, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog13/Ftr1; CR 14; Medium Humanoid; HD 13d6+26 plus 1d10+2; hp 88; Init +7; Spd 60 ft; AC 27 [+7 Dex, +4 Armor, +1 Dodge, +2 Enhancement, +3 Natural Armor], touch 18, flat-footed 27; Base Atk +10/+5; Grp +11; Atk +20 melee (1d6+3/15-20/x2,

rapier) or +22 melee bane-human (3d6+5/15-20/x2, rapier); Full Atk +20/+15/+20 melee (1d6+3/15-20/x2, rapier) or +22/+17/+22 melee bane-human (3d6+5/15-20/x2, rapier); SA sneak attack +7d6; SQ darkvision 60', immunity to sleep spells and similar magical effects, improved evasion, improved uncanny dodge, opportunist, trap sense +4, trapfinding; AL CN; SV (+4 enchantment) Fort +12, Ref +20, Will +8; Str 12, Dex 25, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +17, Balance +26, Bluff +16, Gather Information +16, Handle Animal +4, Jump +22, Profession: Teamster: +16, Ride +21, Spot +18, Tumble +28, Use Rope +23; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Iron Will, Weapon Finesse.

Possessions: +2 mithral chain shirt, amulet of natural armor +3, +2 bane-human rapier, gloves of dexterity +6, vest of resistance +4, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (6): Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+16; hp 68; Init +5; Spd 20 ft; AC 18 [+1 Dex, +5 Armor, +1 Deflection, +1 Enhancement], touch 12, flat-footed 17; Base Atk +8/+3; Grp +12; Atk +15 melee (1d12+9/x3, greataxe); Full Atk +15/+10 melee (1d12+9/x3, greataxe); SA —; SQ —; AL CN; SV Fort +8, Ref +3, Will +2; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Jump +11, Ride +14; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greataxe), Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 chainmail, ring of protection +1, +1 greataxe.

Scouts (2): Female Human Rng8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +4; Spd 30 ft; AC 18 [+4 Dex, +3 Armor, +1 Enhancement], touch 14, flat-footed 14; Base Atk +8/+3; Grp +10; Atk +11 melee (1d6+3 or 1d6+7 humans or 1d6+5 elves/19-20/x2, short sword) or +13 ranged (1d6+3 or 1d6+7 humans or 1d6+5 elves/x3, shortbow); Full Atk +11/+6 melee (1d6+3 or 1d6+7 humans or 1d6+5 elves/19-20/x2, short sword) or +13/+8 ranged (1d6+3 or 1d6+7 humans or 1d6+5 elves/x3, shortbow); SA —; SQ animal companion, favored enemy humans +4, favored enemy elves +2, improved combat style (archery), swift tracker, wild empathy, woodland stride; AL N; SV Fort +7, Ref +10, Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Concentration +12, Hide +15, Listen +13 or +17 humans or +15 elves, Move Silently +15, Spot +13 or +17 humans or +15 elves, Survival +13 or +17 humans or +15 elves; Diehard, Endurance, Far Shot, Manyshot (impr. combat style), Precise Shot, Point Blank Shot, Rapid Shot (combat style), Track.

Spells Prepared: (2/1): 1st —[Entangle, Speak with Animals]; 2nd—[Spike Growth].

Possessions: +1 studded leather armor, +1 short sword, +1 composite shortbow +2, arrows (20).

Wolf Animal Companion: CR —; Medium magical beast; HD 4d8+8; hp 26; Init +2, Spd 50 ft; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ bonus trick (2), evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Moves Silently +4, Spot +4, Survival +1 (+4 track by scent); Combat Reflexes, Track, Weapon Focus (bite).

Tricks: Attack, attack (unnatural), come, defend, down, guard, heel, stay.

Encounter Five-b

Supervisors (8): Male Human Ftr10; CR 10; Medium Humanoid; HD 10d10+20; hp 84; Init +5; Spd 20 ft; AC 18 [+1 Dex, +5 Armor, +1 Deflection, +1 Enhancement], touch 12, flat-footed 17; Base Atk +10/+5; Grp +14; Atk +17 melee (1d12+9/x3, greataxe); Full Atk +17/+12 melee (1d12+9/x3, greataxe); SA —; SQ —; AL CN; SV Fort +9, Ref +4, Will +5; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +13, Intimidate +13, Jump +13, Ride +16; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (greataxe), Improved Initiative, Iron Will, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 chainmail, ring of protection +1, +1 greataxe.

Encounter Six-a

Gina Stron: Female Human Ftr12; CR 12; Medium Humanoid; HD 12d10+36; hp 112; Init +5; Spd 20 ft; AC 24 [+1 Dex, +8 Armor, +3 Deflection, +2 Enhancement], touch 14, flat-footed 23; Base Atk +12/+7/+2; Grp +19; Atk +24 melee (2d6+17/17-20/x2,

greatsword); Full Atk +24/+19/+14 melee (2d6+17/17-20/x2, greatsword); SA —; SQ —; AL NE; SV Fort +14, Ref +10, Will +9; Str 25, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +13, Knowledge: Planes +6, Tumble +5; Blind Fight, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 full-plate, ring of protection +3, greatsword +3, belt of giant strength +4, vest of resistance +4.

Idra Firestorm: Female Human Clr 12; CR 12; Medium Humanoid; HD 12d8+24; hp 87; Init +1; Spd 20 ft; AC 27 [+1 Dex, +8 Armor, +1 Shield, +3 Deflection, +4 Enhancement], touch 14, flat-footed 26; Base Atk +9/+4; Grp +10; Atk +12 melee (1d8+3/x2, heavy mace); Full Atk +12/+7 melee (1d8+3/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +10, Ref +5, Will +15; Str 12, Dex 12, Con 14, Int 12, Wis 25, Cha 8.

Skills and Feats: Concentration +17, Diplomacy +12, Knowledge: Religion +5, Knowledge: Planes +16, Sense Motive +10, Spellcraft +11; Augment Summoning, Combat Casting, Greater Spell Focus (necromancy), Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration.

Spells Prepared (6/7+1/6+1/6+1/5+1/4+1/3+1; DC = 17/19 necromancy + spell level): 0—[Detect Magic, Detect Poison, Inflict Minor Wounds, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Cause Fear, Doom, Inflict Light Wounds*, Protection from Chaos, Protection from Good, Shield of Faith]; 2nd—[Death Knell, Hold Person, Hold Person, Shatter*, Shatter, Sound Burst, Spiritual Weapon (longsword)]; 3rd—[Bestow Curse (50% chance to act normally or no action), Bestow Curse (50% chance to act normally or no action), Blindness/Deafness, Blindness/Deafness, Dispel Magic, Prayer, Resist Energy*]; 4th—[Air Walk, Freedom of Movement, Summon Monster IV, Summon Monster IV, Summon Monster IV, Wall of Fire*]; 5th—[Flame Strike, Flame Strike, Inflict Light Wounds, Mass*, Slay Living, Summon Monster V], 6th—[Blade Barrier, Harm, Harm*, Summon Monster VI].

*Domain spells. **Domains:** [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: +2 full-plate, +2 light steel shield, ring of protection +3, +2 heavy mace, periapt of wisdom +6, wand of cure moderate wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz12; CR 12; Medium Humanoid; HD 12d4+24; hp 61; Init +6; Spd 30 ft; AC 18 [+2 Dex, +3 Natural Armor, +3 Deflection], touch 15, flat-footed 16; Base Atk +6/+1; Grp +6; Atk +8 melee (1d6+2/x2, quarterstaff) or +12 ranged (1d8+2/19-20/x2, light crossbow); Full Atk +8/+3 melee (1d6+2/x2, quarterstaff) or +12/+7 ranged (1d8+2/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +17, Decipher Script +18, Knowledge: Arcana +18, Knowledge: Geography +17, Knowledge: Local +17, Knowledge: Religion +18, Knowledge: Planes +19, Spellcraft +24; Combat Casting, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Initiative, Spell Focus (necromancy), Scribe Spell, Spell Penetration, Silent Spell, Widen Spell.

Spells Prepared (4+1/6+1/6+1/6+1/4+1/4+1/3+1; DC = 17/19 necromancy + spell level): 0—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Melf's Acid Arrow, Melf's Acid Arrow, Scare, Scorching Ray, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Ray of Exhaustion, Ray of Exhaustion, Vampiric Touch, Vampiric Touch]; 4th—[Enervation, Enervation, Ice Storm, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Cone of Cold, Cone of Cold, Waves of Fatigue]; 6th —[Circle of Death, Disintegrate, Disintegrate, Flesh to Stone].

Spellbook: 0—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Vampiric Touch]; 4th—[Bestow Curse, Enervation, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Magic Jar, Waves of Fatigue]; 6th —[Circle of Death, Disintegrate, Eyebite, Flesh to Stone].

Possessions: amulet of natural armor +3, ring of protection +3, +2 quarterstaff, +2 light crossbow, bolts (10), spell component pouch, spellbook, headband of intellect +6, wand of magic missiles (5th).

Ice Devils (2): hp 147; see *Monster Manual* page 56. (CR13)

Encounter Six-b

Crew (3): Male Human Ftr11; CR 11; Medium Humanoid; HD 11d10+33; hp 103; Init +6; Spd 30 ft;

AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +11/+6/+1 Grp +17; Atk +21 melee (1d8+13/19-20/x2, longsword 2-handed); Full Atk +21/+16/+11 melee (1d8+13/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +15, Ref +10, Will +8; Str 22, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +19, Jump +18, Profession: Sailor +2, Swim +18; Combat Reflexes, Dodge, Great Fortitude, Greater Weapon Focus (longsword), Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 mithral chain shirt, +2 longsword, vest of resistance +3, belt of giant strength +6.

Lt Gria *Driisra* (*flying, hasted, invisible*): Female Human Rog13/Ftr1; CR 14; Medium Humanoid; HD 13d6+26 plus 1d10+2; hp 88; Init +7; Spd 60 ft; AC 30 [+7 Dex, +4 Armor, +3 Deflection, +1 Dodge, +2 Enhancement, +3 Natural Armor], touch 21, flat-footed 30; Base Atk +10/+5; Grp +10; Atk +20 melee (1d6+2/15-20/x2, rapier) or +22 melee bane-human (3d6+4/15-20/x2, rapier) or +20 ranged (1d8+2/19-20/x2, light crossbow); Full Atk +20/+15/+20 melee (1d6+2/15-20/x2, rapier) or +22/+17/+22 melee bane-human (3d6+4/15-20/x2, rapier) or +20/+15/+20 ranged (1d8+2/19-20/x2, light crossbow); SA sneak attack +7d6; SQ improved evasion, improved uncanny dodge, opportunist, trap sense +4, trapfinding; AL CN; SV Fort +8, Ref +16, Will +4; Str 10, Dex 25, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +13, Climb +19 (+21 rope), Diplomacy +12, Escape Artist +24 (+26 bound), Hide +24, Jump +21, Move Silently +24, Profession: Sailor +17, Swim +19, Tumble +21, Use Magic Device +11, Use Rope +18 (20 bind); Acrobatic, Athletic, Improved Critical (rapier), Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: +2 mithral chain shirt, ring of protection +3, amulet of natural armor +3, +2 bane-human rapier, +2 light crossbow, gloves of dexterity +6, bolts (10), ~~potion of fly~~, ~~potion of haste~~, ~~potion of haste~~, ~~potion of invisibility~~.

Capt Jhari Fronis (*flying, hasted, invisible*): Male Human Rog13/Ftr1; CR 14; Medium Humanoid; HD 13d6+26 plus 1d10+2; hp 88; Init +7; Spd 60 ft; AC 27 [+7 Dex, +4 Armor, +1 Dodge, +2 Enhancement, +3 Natural Armor], touch 18, flat-footed 27; Base Atk +10/+5; Grp +11; Atk +20 melee (1d6+3/15-20/x2, rapier) or +22 melee bane-human (3d6+5/15-20/x2, rapier); Full Atk +20/+15/+20 melee (1d6+3/15-20/x2, rapier) or +22/+17/+22 melee bane-human (3d6+5/15-20/x2, rapier); SA sneak attack +7d6; SQ improved evasion, improved uncanny dodge, opportunist, trap sense +4, trapfinding; AL N; SV Fort +12, Ref +20, Will +8; Str 12, Dex 25, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +17, Balance +26, Bluff +16, Climb +18 (+20 rope), Gather Information +14, Jump +22, Profession: Sailor: +16, Spot +17, Swim +17, Tumble +28, Use Rope +23; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Iron Will, Quick Draw, Weapon Finesse.

Possessions: +2 mithral chain shirt, amulet of natural armor +3, +2 bane-human rapier, gloves of dexterity +6, vest of resistance +4, ~~potion of fly~~, ~~potion of haste~~, ~~potion of haste~~, ~~potion of invisibility~~.

Appendix One: Stats

APL 16

DM Note: Necromancy spells have been underlined to facilitate ease of applying higher DCs where appropriate.

Encounter One

Raiders (7): Male Human Ftr9; CR 9; Medium Humanoid; HD 9d10+18; hp 76; Init +5; Spd 30 ft; AC 15 [+1 Dex, +2 Armor, +1 Deflection, +1 Enhancement], touch 12, flat-footed 14; Base Atk +9/+4; Grp +13; Atk +16 melee (1d6+7/17-20/x2, short sword); Full Atk +16/+11 melee (1d6+7/17-20/x2, short sword); SA —; SQ —; AL N; SV Fort +8, Ref +4, Will +4; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +16, Intimidate +12, Jump +16 (+20 running); Blind Fight, Diehard, Endurance, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Initiative, Run, Quick Draw, Wepon Focus (short sword), Weapon Specialization (short sword).

Possessions: +1 leather armor, ring of protection +1, +1 short sword.

Lead Raider: Male Human Ftr13; CR 13; Medium Humanoid; HD 13d10+26; hp 108; Init +6; Spd 30 ft; AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +13/+8/+3; Grp +17; Atk +20 melee (1d6+9/17-20/x2, short sword); Full Atk +20/+15/+10 melee (1d6+9/17-20/x2, short sword); SA —; SQ —; AL LN; SV Fort +10, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +16, Intimidate +16, Ride +20; Blind Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (short sword), Greater Weapon Specialization (short sword), Improved Critical (short sword), Improved Initiative, Mobility, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: +2 chainshirt, +1 short sword.

Encounter Two-c

Guards (3): Male Half-Drow Ftr14; CR 14; Medium Humanoid; HD 14d10+42; hp 130; Init +6; Spd 30 ft; AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +14/+9/+4; Grp +20; Atk +24 melee (2d4+15/x2, spiked chain); Full Atk +24/+19/+14 melee (2d4+15/x2, spiked chain); SA —; SQ darkvision 60', immunity to *sleep* spells and similar magical effects;

AL CN; SV (+4 enchantment) Fort +17, Ref +11, Will +7; Str 22, Dex 14, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +19, Profession: Teamster +2, Ride +16; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Great Fortitude, Greater Weapon Focus (spiked chain), Greater Weapon Specialization (spiked chain), Improved Initiative, Mobility, Lightning Reflexes, Power Attack, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 mithral chain shirt, +2 spiked chain, vest of resistance +3, belt of giant strength +6.

Jr. Caravan Mstr. Liet Trexor (hasted): Male Half-Drow Rog16/Ftr1; CR 17; Medium Humanoid; HD 16d6+32 plus 1d10+2; hp 104; Init +12; Spd 60 ft; AC 32 [+8 Dex, +4 Armor, +3 Deflection, +1 Dodge, +3 Enhancement, +3 Natural Armor], touch 22, flat-footed 32; Base Atk +13/+8/+3; Grp +13; Atk +25 melee (1d6+3/15-20/x2, rapier) or +27 melee bane-human (3d6+5/15-20/x2, rapier) or +25 ranged (1d6+3/19-20/x2, light crossbow); Full Atk +25/+20/+15/+25 melee (1d6+3/15-20/x2, rapier) or +27/+22/+17/+27 melee bane-human (3d6+5/15-20/x2, rapier) or +25/+20/+15/+25 ranged (1d6+3/19-20/x2, light crossbow); SA sneak attack +8d6; SQ crippling strike, darkvision 60', immunity to *sleep* spells and similar magical effects, improved evasion, improved uncanny dodge, opportunist, trap sense +5, trapfinding; AL CN; SV (+4 enchantment) Fort +9, Ref +19, Will +5; Str 10, Dex 26, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +15, Diplomacy +16, Escape Artist +28 (+30 bound), Handle Animal +5, Hide +28, Jump +24, Move Silently +28, Profession: Teamster +20, Ride +25, Tumble +32, Use Magic Device +13, Use Rope +22 (+24 bind); Acrobatic, Athletic, Improved Critical (rapier), Improved Initiative, Precise Shot, Point Blank Shot, Weapon Finesse.

Possessions: +3 mithral chain shirt, amulet of natural armor +3, ring of protection +3, +3 bane-human rapier, +3 light crossbowbolts (10), gloves of dexterity +6, ~~potion of haste~~, potion of haste.

Caravan Master Rolf Dinton (hasted): Male Half-Drow Rog16/Ftr1; CR 17; Medium Humanoid; HD

16d6+32 plus 1d10+2; hp 104; Init +12; Spd 60 ft; AC 29 [+8 Dex, +4 Armor, +1 Dodge, +3 Enhancement, +3 Natural Armor], touch 19 flat-footed 29; Base Atk +13/+8/+3; Grp +14; Atk +25 melee (1d6+4/15-20/x2, rapier) or +27 melee bane-human (3d6+6/15-20/x2, rapier); Full Atk +25/+20/+15/+25 melee (1d6+4/15-20/x2, rapier) or +27/+22/+17/+27 melee bane-human (3d6+6/15-20/x2, rapier); SA sneak attack +8d6; SQ crippling strike, darkvision 60', immunity to *sleep* spells and similar magical effects, improved evasion, improved uncanny dodge, opportunist, trap sense +5, trapfinding; AL N; SV (+4 enchantment) Fort +13, Ref +23, Will +10; Str 12, Dex 26, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +20, Balance +30, Bluff +18, Gather Information +20, Handle Animal +4, Jump +25, Profession: Teamster: +20, Ride +25, Spot +21, Tumble +32, Use Rope +26; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Improved Initiative, Iron Will, Weapon Finesse.

Possessions: +3 mithral chain shirt, amulet of natural armor +4, +3 bane-human rapier, gloves of dexterity +6, vest of resistance +4, ~~potion of haste~~, potion of haste.

Encounter Five-a

Guards (6): Male Human Ftr10; CR 10; Medium Humanoid; HD 10d10+20; hp 84; Init +5; Spd 20 ft; AC 18 [+1 Dex, +5 Armor, +1 Deflection, +1 Enhancement], touch 12, flat-footed 17; Base Atk +10/+5; Grp +15; Atk +18 melee (1d12+10/x3, greataxe); Full Atk +18/+13 melee (1d12+10/x3, greataxe); SA —; SQ —; AL CN; SV Fort +9, Ref +4, Will +3; Str 20, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +13, Intimidate +13, Jump +14, Ride +16; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greataxe), Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 chainmail, ring of protection +1, +2 greataxe, gauntlets of ogre power.

Scouts (2): Female Human Rng10; CR 10; Medium Humanoid; HD 10d8+10; hp 63; Init +4; Spd 30 ft; AC 18 [+4 Dex, +3 Armor, +1 Enhancement], touch 14, flat-footed 14; Base Atk +10/+5; Grp +12; Atk +13 melee (1d6+3 or 1d6+9 humans or 1d6+5 elves & halflings/17-20/x2, short sword) or +15 ranged (1d6+3 or 1d6+9 humans or 1d6+5 elves & halflings/x3, shortbow); Full Atk +13/+8 melee (1d6+3 or 1d6+9 humans or 1d6+5 elves & halflings/17-20/x2, short sword) or +15 ranged (1d6+3 or 1d6+9 humans or 1d6+5 elves & halflings/x3, shortbow); SA —; SQ animal companion, evasion, favored enemy humans +6,

favored enemy elves +2, favored enemy halflings +2, improved combat style (archery), swift tracker, wild empathy, woodland stride; AL N; SV Fort +8, Ref +11, Will +5; Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +15, Concentration +14, Hide +17, Listen +15 or +21 humans or +17 elves & halflings, Move Silently +17, Spot +15 or +21 humans or +17 elves & halflings, Survival +15 or +21 humans or +17 elves & halflings; Endurance, Far Shot, Improved Critical (short sword), Many Shot (impr. combat style), Precise Shot, Point Blank Shot, Rapid Shot (combat style), Track.

Spells Prepared: (2/2; DC 12 + spell level); 1st—[*entangle*, *speak with animals*]; 2nd—[*spike growth*, *spike growth*].

Possessions: +1 studded leather armor, +1 short sword, +1 composite shortbow +2, arrows (20).

Wolf Animal Companion: CR —; Medium magical beast; HD 4d8+8; hp 26; Init +2, Spd 50 ft; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ bonus trick (2), evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Moves Silently +4, Spot +4, Survival +1 (+4 track by scent); Combat Reflexes, Track, Weapon Focus (bite).

Tricks: Attack, attack (unnatural), come, defend, down, guard, heel, stay.

Encounter Five-b

Supervisors (8): Male Human Ftr12; CR 12; Medium Humanoid; HD 12d10+24; hp 100; Init +5; Spd 20 ft; AC 18 [+1 Dex, +5 Armor, +1 Deflection, +1 Enhancement], touch 12, flat-footed 17; Base Atk +12/+7/+2; Grp +17; Atk +20 melee (1d10+12/x3, greataxe); Full Atk +20/+15/+10 melee (1d10+12/x3, greataxe); SA —; SQ —; AL CN; SV Fort +10, Ref +7, Will +6; Str 21, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +15, Intimidate +15, Jump +16, Ride +18; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Greataxe), Greater Weapon Specialization (Greataxe), Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Possessions: +1 chainmail, ring of protection +1, +1 greataxe, gauntlets of ogre power.

Encounter Six-a

Gina Stron: Female Human Ftr15; CR 15; Medium Humanoid; HD 15d10+45; hp 139; Init +5; Spd 20 ft; AC 24 [+1 Dex, +8 Armor, +3 Deflection, +2 Enhancement], touch 14, flat-footed 23; Base Atk +15/+10/+5; Grp +22; Atk +27 melee or +31 sunder (2d6+17/17-20/x2, greatsword); Full Atk +27/+22/+17 melee or +31/+26/+21 sunder (2d6+17/17-20/x2, greatsword); SA Improved Sunder; SQ —; AL NE; SV Fort +16, Ref +12, Will +11; Str 25, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +16, Jump +15, Knowledge: Planes +6, Tumble +5; Blind Fight, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 full-plate, ring of protection +3, +3 greatsword, belt of giant strength +6, vest of resistance +4.

Idra Firestorm: Female Human Clr 15; CR 15; Medium Humanoid; HD 15d8+30; hp 108; Init +5; Spd 20 ft; AC 27 [+1 Dex, +8 Armor, +1 Shield, +3 Deflection, +4 enhancement], touch 14, flat-footed 26; Base Atk +11/+6/+1; Grp +12; Atk +15 melee (1d8+4/x2, heavy mace); Full Atk +15/+10/+5 melee (1d8+4/x2, heavy mace); SA rebuke undead; SQ —; AL LE; SV Fort +11, Ref +6, Will +16; Str 12, Dex 12, Con 14, Int 12, Wis 25, Cha 8.

Skills and Feats: Concentration +20, Diplomacy +11, Knowledge: Religion +5, Knowledge: Planes +19, Sense Motive +17, Spellcraft +13; Augment Summoning, Combat Casting, Greater Spell Focus (necromancy), Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration.

Spells Prepared
(6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; DC = 17/19 necromancy + spell level): o—[Detect Magic, Detect Poison, Inflict Minor Wounds, Read Magic, Resistance, Virtue]; 1st—[Bane, Cause Fear, Cause Fear, Doom, Inflict Light Wounds*, Protection from Chaos, Protection from Good, Shield of Faith]; 2nd—[Death Knell, Hold Person, Hold Person, Shatter*, Shatter, Sound Burst, Spiritual Weapon (longsword), Spiritual Weapon (longsword)]; 3rd—[Bestow Curse (50% chance to act normally or no action), Bestow Curse (50% chance to act normally or no action), Bestow Curse (50% chance to act normally or no action), Blindness/Deafness, Blindness/Deafness, Dispel Magic, Prayer, Resist Energy*]; 4th—[Air Walk, Freedom of Movement, Summon Monster IV, Summon Monster IV, Summon Monster IV, Wall of Fire*]; 5th—[Flame Strike, Flame Strike, Inflict Light Wounds, Mass*, Slay Living, Slay Living, Summon Monster V], 6th—[Blade Barrier, Harm, Harm, Harm*, Summon Monster VI]; 7th—[Destruction,

Destruction, Disintegrate*, Summon Monster VII]. 8th—[Incendiary Cloud*, Summon Monster VIII].

*Domain spells. Domains: [Destruction (Smite an opponent once per day, gaining a +4 bonus to your attack and +7 to damage); Fire (Rebuke, command, or bolster fire creatures 2 times per day as a Supernatural Ability)].

Possessions: +2 mithral full-plate, +2 light steel shield, ring of protection +3, +3 heavy mace, periapt of wisdom +6, wand of cure moderate wounds, wooden holy symbol (Pyremius: a demonic face w/ears like bat wings).

Rega Fliren: Female Human Wiz15; CR 15; Medium Humanoid; HD 15d4+30; hp 76; Init +2; Spd 30 ft; AC 19 [+2 Dex, +4 Natural Armor, +3 Deflection], touch 15, flat-footed 17; Base Atk +7/+2; Grp +7; Atk +10 melee (1d6+3/x2, quarterstaff) or +12 ranged (1d8+3/19-20/x2, light crossbow); Full Atk +10/+5 melee (1d6+3/x2, quarterstaff) or +12/+7 ranged (1d8+3/19-20/x2, light crossbow); SA —; SQ Specialized: necromancy, Prohibited: enchantment and illusion, Summon Familiar; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +20, Decipher Script +21, Knowledge: Arcana +21, Knowledge: Geography +19, Knowledge: Local +19, Knowledge: Religion +21, Knowledge: Planes +21, Spellcraft +27; Combat Casting, Greater Spell Focus (necromancy), Greater Spell Penetration, Maximize Spell, Spell Focus (necromancy), Spell Penetration, Silent Spell, Widen Spell.

Spells Prepared
(4+1/6+1/6+1/6+1/5+1/5+1/4+1/3+1/1+1; DC = 17/19 necromancy + spell level): o—[Acid Splash, Flare, Ray of Frost, Touch of Fatigue, Touch of Fatigue]; 1st—[Chill Touch, Chill Touch, Mage Armor, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement, Ray of Enfeeblement]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Melf's Acid Arrow, Melf's Acid Arrow, Scare, Scorching Ray, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Ray of Exhaustion, Ray of Exhaustion, Vampiric Touch, Vampiric Touch]; 4th—[Enervation, Enervation, Enervation, Ice Storm, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Cone of Cold, Cone of Cold, Cone of Cold, Waves of Fatigue]; 6th—[Circle of Death, Disintegrate, Disintegrate, Disintegrate, Flesh to Stone]; 7th—[Finger of Death, Forceage, Reverse Gravity, Waves of Exhaustion]. 8th—[Horrid Wilting*, Summon Monster VIII]

Spellbook: o—[all of them]; 1st—[Alarm, Burning Hands, Cause Fear, Chill Touch, Mage Armor, Magic Missile, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Ghoul Touch, Melf's Acid Arrow, Scare, Scorching Ray]; 3rd—[Fireball, Lightning Bolt, Ray of Exhaustion, Vampiric Touch]; 4th—[Bestow Curse, Enervation, Ice Storm, Shout]; 5th—[Cloud Kill, Cone of Cold, Magic Jar, Waves of Fatigue]; 6th—[Circle of Death, Disintegrate, Eyebite, Flesh to Stone]; 7th—

[*Finger of Death*, *Forcecage*, *Reverse Gravity*, *Waves of Exhaustion*]. 8th—[*Horrid Wilting*, *Summon Monster VIII*]

Possessions: +4 amulet of natural armor, +3 quarterstaff, +3 light crossbow, bolts (10), spell component pouch, spell book, ring of protection +3, headband of intellect +6, metamagic rod (maximize, lesser), wand of magic missiles (7th).

Horned Devil (1): hp 172; see *Monster Manual* page 55. (CR16)

Encounter Six-b

Crew (3): Male Human Ftr14; CR 14; Medium Humanoid; HD 14d10+42; hp 130; Init +6; Spd 30 ft; AC 18 [+2 Dex, +4 Armor, +2 Enhancement], touch 12, flat-footed 16; Base Atk +14/+9/+4; Grp +20; Atk +24 melee (1d8+15/19-20/x2, longsword 2-handed); Full Atk +24/+19/+14 melee (1d8+15/19-20/x2, longsword 2-handed); SA —; SQ —; AL CN; SV Fort +17, Ref +11, Will +9; Str 22, Dex 14, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +22, Jump +22, Profession: Sailor +2, Swim +21; Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 mithral chain shirt, +2 longsword, vest of resistance +3, belt of giant strength +6.

Lt Gria *Driisra* (flying, hasted, invisible): Female Human Rog16/Ftr1; CR 17; Medium Humanoid; HD 16d6+32 plus 1d10+2; hp 104; Init +12; Spd 60 ft; AC 32 [+8 Dex, +4 Armor, +3 Deflection, +1 Dodge, +3 Enhancement, +3 Natural Armor], touch 22, flat-footed 32; Base Atk +13/+8/+3; Grp +13; Atk +25 melee (1d6+3/15-20/x2, rapier) or +27 melee bane-human (3d6+5/15-20/x2, rapier) or +25 ranged (1d6+3/19-20/x2, light crossbow); Full Atk +25/+20/+15/+25 melee (1d6+3/15-20/x2, rapier) or +27/+22/+17/+27 melee bane-human (3d6+5/15-20/x2, rapier) or +25/+20/+15/+25 ranged (1d6+3/19-20/x2, light crossbow); SA sneak attack +8d6; SQ crippling strike, improved evasion, improved uncanny dodge, opportunist, trap sense +5, trapfinding; AL CN; SV Fort +9, Ref +19, Will +5; Str 10, Dex 26, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +15, Climb +22 (+24 rope), Diplomacy +14, Escape Artist +28 (+30 bound), Hide +28, Jump +24, Move Silently +28, Profession: Sailor +20, Swim +22, Tumble +32, Use Magic Device +13, Use Rope +22 (+24 bind); Acrobatic, Athletic,

Improved Critical (rapier), Improved Initiative, Precise Shot, Point Blank Shot, Quick Draw, Weapon Finesse.

Possessions: +3 mithral chain shirt, amulet of natural armor +3, ring of protection +3, +3 bane-human rapier, +3 light crossbow, bolts (10), gloves of dexterity +6, ~~potion of fly~~, ~~potion of haste~~, potion of haste, ring of invisibility.

Capt Jhari Fronis (flying, hasted, invisible): Male Human Rog16/Ftr1; CR 17; Medium Humanoid; HD 16d6+32 plus 1d10+2; hp 104; Init +12; Spd 60 ft; AC 29 [+8 Dex, +4 Armor, +1 Dodge, +3 Enhancement, +3 Natural Armor], touch 19 flat-footed 29; Base Atk +13/+8/+3; Grp +14; Atk +25 melee (1d6+4/15-20/x2, rapier) or +27 melee bane-human (3d6+6/15-20/x2, rapier); Full Atk +25/+20/+15/+25 melee (1d6+4/15-20/x2, rapier) or +27/+22/+17/+27 melee bane-human (3d6+6/15-20/x2, rapier); SA sneak attack +8d6; SQ crippling strike, improved evasion, improved uncanny dodge, opportunist, trap sense +5, trapfinding; AL N; SV Fort +13, Ref +23, Will +10; Str 12, Dex 26, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +20, Balance +30, Bluff +18, Climb +21 (+23 rope), Gather Information +18, Jump +25, Profession: Sailor +20, Spot +20, Swim +21, Tumble +32, Use Rope +26; Acrobatic, Combat Reflexes, Dodge, Improved Critical (rapier), Improved Initiative, Iron Will, Quick Draw, Weapon Finesse.

Possessions: +3 mithral chain shirt, amulet of natural armor +4, +3 bane-human rapier, gloves of dexterity +6, vest of resistance +4, ~~potion of fly~~, ~~potion of haste~~, potion of haste, ring of invisibility.

Appendix Two: Non-Combatant NPCs

All APLs

Encounter Two

Lord Terrel Yarne: Male Drow Rog14; CR 15; Medium Humanoid; HD 14d6+14; hp 72; Init +11; Spd 30 ft; AC 26 [+7 Dex, +5 Armor, +3 Deflection, +1 Enhancement], touch 20 flat-footed 26; Base Atk +10/+5; Grp +10; Atk +18 melee (1d6+1/15-20/x2, rapier) or +20 melee bane-human (3d6+3/15-20/x2, rapier) or +18 melee (1d4/x2, dagger) or +18 ranged (1d4/x2, dagger); Full Atk +18/+13 melee (1d6+1/15-20/x2, rapier) or +20/+15 melee bane-human (3d6+3/15-20/x2, rapier) or +18/+13 melee (1d4/x2, dagger) or +18/+13 ranged (1d4/x2, dagger); SA sneak attack +7d6; SQ darkvision 120 ft., improved evasion, improved uncanny dodge, light blindness, spell resistance 25, trap sense +4, trapfinding; AL NE; SV (+2 vs. spells and spell like affects) Fort +8, Ref +19, Will +6; Str 10, Dex 24, Con 12, Int 16, Wis 8, Cha 22.

Skills and Feats: Appraise +6, Balance +13, Bluff +19, Climb +4 (+6 rope), Decipher Script +8, Diplomacy +25, Disguise +30 (+28 another race), Escape Artist +18 (+20 bound), Forgery +10, Gather Information +20, Hide +11, Intimidate +8, Jump +6, Knowledge: Local Nyronnd Meta4 +7, Knowledge: Nobility +5, Listen +4, Move Silently +11, Profession: Merchant +4, Profession: Vintner +6, Sense Motive +11, Sleight of Hand +18, Spot +4, Swim +4, Tumble +18, Use Magic Device +10 (+12 scrolls), Use Rope +12 (+14 bind); Deceitful (Rog13 special ability-bonus feat), Dodge, Improved Initiative, Mobility, Skill Focus (Disguise), Weapon Finesse.

Spell-like Abilities: [each 1/day, caster level 14, DC 13 + spell level]: *dancing lights*, *darkness*, *faerie fire*.

Possessions: +1 glammered mithral breast plate, ring of protection +3, +1 keen bane-human rapier, dagger, gloves of dexterity +4, vest of resistance +3, cloak of charisma +6, circlet of persuasion +2, amulet of proof against detection and location, MW disguise kit (not on person).

Languages: Common, elven, undercommon, flan, old oeridian, drow sign language.

Appearance: Terrel Yarne is rumored to be of mixed Suel-Flan descent but appears to be full-blooded Flan. He appears in public rarely, using body doubles for large gatherings.

For more intimate meetings, he is carefully and mundanely disguised and wears an amulet of proof against detection and location beneath his clothes. His glammered armor appears as fashionable tailored jacket. The rest of his clothing includes a vest of resistance and cloak of charisma. His hands are always covered in tight fighting leather gloves of dexterity;

the right hand displays a large gold signet ring of protection. His brow is crowned with a gold filegreed circlet of persuasion.

He wears his rapier at his left hip, a dagger at his right.

Height: 5 ft tall; Weight: 120#; Hair: grey with blond streaks; Eyes: dark brown; Skin: (disguised) dark bronze; Race: (disguised) Flan

Public History: Brother of the patriarch of the Merchant House Yarne, Terrel appears to be a Flannish man who has a sharp wit and a quick tongue. Despite his small stature, he holds himself up well and has a reputation for an impeccable sense of style and taste.

His estates near Hardwyne are of average size but produce very fine red and white wines that have won honors and awards for each annual vintage for years. His brandies compare well with House Torquann's and there is a publicly friendly competition between the two houses.

Lord Terrel married a woman from Vinewind that fell in love with him two decades ago. He does not get along well with his brother in Caporna after he defied him to marry a non-Flanae girl of common birth but gained renown and respect from the local people for his choice. The people love their lord for he frequently gives help where it is needed and attends many functions for people below his station. His eldest daughter is married to the young lord from the Byrne family, Garnwick Byrne, who is the youngest brother of Lord Dathan Byrne from Radigast.

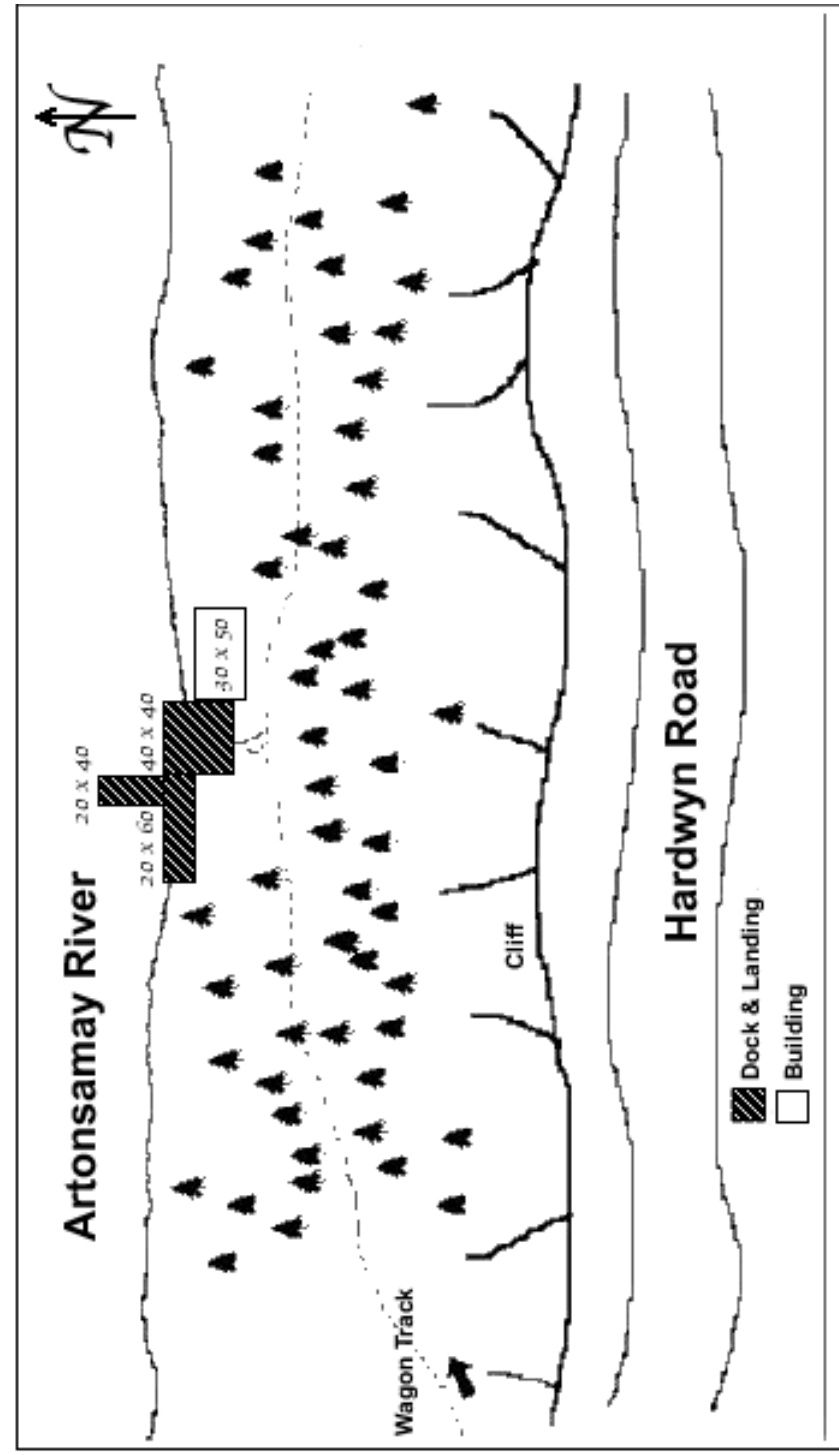
Terrel was raised to be a vintner and his ease with the common folk makes him a local hero. That being said, his dark past is hidden from most of those that know him.

During the Greyhawk Wars, Terrel fought to make his family rich and powerful, running arms and supplies for the armies of Iuz, often taking missions and business deals that put him in direct opposition to those fighting Iuz. These missions led to the rapid increase in Terrel's power and he is now a high level rogue working his family's businesses using his "unique" skills.

Many dead merchants later, and coffers lined with the money of those that were "taken care of," Terrel headed back to the Vinewind region to grow his family's holdings and influence.

Appendix Three: Maps

Encounter 5a



Player Handout #1 – Dominion

I have some business I would like to discuss with you. It could benefit all of us well. Meet me at The Countess' Rest.

Lord Terrel Yarne

Yarne Merchant House

Player Handout #1 – High Mardreth

I have some business I would like to discuss with you. It could benefit all of us well. Meet me at the Sinking Ship Inn.

Lord Terrel Yarne

Yarne Merchant House

Player Handout #2

A character with a successful DC 30 Bardic Knowledge or Knowledge: Nobility check remembers that the Yarne Family is actually more influential and “connected” than the Torquanns but individuals who flaunt this knowledge have been known to “disappear.”

Player Handout #3

Your assistance in uncovering these dangerous and felonious employees has been invaluable. The Yarne Merchant house is in your debt. Feel free to contact me personally should you require aid in the future.

Lord Terrel Yarne

Yarne Merchant House