

URC6-01

Death of a Bird

A Two-Round D&D Living Greyhawk® County of Urnst Regional Adventure

Version 1.4

Round 1 & 2

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Triad Editor: D'Anne Rooney

The hunt is on. The Contessa has passed sentence. Now you need to gather proof that the one you are after is truly the culprit and bring him or her to justice. A Two-Round Adventure for APLs 6-14.

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):

Determine the character level for each of the PCs participating in the adventure.

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 non-lethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in the County of Urnst. Characters native to the 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

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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 and her brother's (prior to becoming an evil

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

criminal). 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.

During URC4-08 *Cold Trails* the players learned that the Hand and the Wizard had set up a smuggling ring within several different cities. They are asked to destroy a ring either in Dominion or in High Mardreth. Most destroyed the ring in Dominion. Since most went to Dominion, the High Mardreth ring was not completely destroyed, though their most prominent leaders and ship was captured. The whereabouts of the Hand and the Wizard was not discovered during this module.

👑 **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 Hieroneous 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.

👑 **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.

👑 **Count's Markham:** This town was introduced in URC1-10 *Drowning in Darkness*. Lord Malthanus Gellor, a paladin of Hieroneous, runs the town. The town is mainly made up of Hieroneans.

👑 **Trigol:** This town was introduced in URC3-03 *The Truth Lies in Trigol*. The town has an influx of refugees from the Greyhawk Wars, mainly from Tenh and Nyrond. Newtown was hastily erected to accommodate all the refugees. In the last two years, the division between the refugees and the natives has decreased. This is partially due to the refugees leaving and heading back to the home countries.

👑 **Radigast City:** This city is the capital of the County of Urnst and was first introduced in URC1-03 *Tear of Pelor*. Radigast City has been in many other modules since then. Besides being the capital, it is also the largest city in the County of Urnst and many foreign dignitaries can be found there. Many of the wealthy merchant houses have at least one home in Radigast City.

Adventure Summary

Introduction: The Contessa has made a call for all heroes. She informs everyone gathered that her son has been assassinated and an attempt was made on her daughter. She needs help finding who did this, as well as proof that they were the one. Sentence has been passed if all gathered can prove that this person is the guilty party. The sentence is death, either in capture (must bring proof), or upon turning them over to a Knight of the Swan.

Encounter 1: The party can search for clues at the death site. They should be able to find a hidden symbol belonging to the Hand. At the site where the attempt happened they can also find a hidden symbol of the Wizard. All information about the current whereabouts of the Hand and the Wizard indicate that they are in High Mardreth.

Encounter 2: A quiet journey to High Mardreth leads the party to learning that the smuggling ring is still here. Though the ship was captured, and most members were captured or killed, there are still some that remain active. All indications are that the Hand and the Wizard are holed up with the remaining smuggling ring.

Encounter 3: The party has found that there is shady business going on at the Mermaid's Tail. The party needs to figure out what is going on there and defeat the remaining smugglers. Once defeated the party learns that the Hand and the Wizard had not been here in months. Last anyone has heard they were heading towards Starkwall to stir up trouble.

Encounter 4: The party finds out that operatives of the Hand have been trying to have a war break out between the Kingdom of Nyrond, the County of Urnst, and possibly the Bandit Kingdoms. There are rumors that the Hand and/or the Wizard have come for a visit to help the operatives.

Encounter 5: Finding the hideout was easy but getting into it is hard. The party has to go through several traps before they can find the operatives. Most of those here come from Nyrond and the Bandit Kingdoms. The Knights of the Swans left thinking all was done here. After defeating the operatives, the party finds that the Hand and the Wizard are again working out of Trigol and stirring up trouble.

Encounter 6: The search for the Hand and the Wizard has led the party to Trigol. They must now figure out where they might be hiding. While on the search (gathering information), a barroom brawl breaks out between several refugees and several natives (locals). The party finds out that a way station has been set up an hour outside of Gellor's Gate and that somehow the Hand and the Wizard are involved.

Encounter 7: The party must travel to the way station and stop those that have set it up. They must defeat those impersonating County guards and find out the Hand and the Wizard were last seen heading towards Count's Markham.

Encounter 8: An uneventful journey leads the party to Count's Markham. The party must find out where the Hand and the Wizard might be hiding out and what mischief they are up to here. They find out that not all is as it seems with Lord Malthanus Gellor. They must go to his estates to find out what has been going on.

Encounter 9: The party has learned that occasionally there seems to be two Lord Malthanus Gellors walking around. They have learned which one is the imposter and is a plant from the Wizard. After defeating the imposter (doppelganger) and his assistant, the party learns that the Hand and the Wizard are based and operating out of Radigast City.

Encounter 10: The party has come full circle. The trail of the Hand and the Wizard has led them back to Radigast City. The party must now find where in Radigast City they are hiding out. Going to the different districts the party learns that the Hand and the Wizard own a house here and that they are probably staying there. The house is in Southtown as close to the Seer's District as possible.

Encounter 11: The party has finally found the hiding place of the Hand and the Wizard. They are in a house they own in Southtown. It is now time for the party to bring them to justice.

Conclusion: The Hand, the Wizard, and Blade have been brought to justice. The Contessa and Sir Whittenbock thank the party for their assistance in these matters of state.

Preparation for Play

Find out whose character:

- Is a (certed) member of one of the County's militaries
- Is a (certed) member of the Knights of the Swan
- Has the enmity of the Knights of the Swan. If anyone does, the others must vouch for that person. If it is the whole table they must convince the NPC that they are still trustworthy
- Has played the Lordmakers series (high or low)
- Has played Truth Lies in Trigol
- Has played Cold Trails

Introduction

DM's Note: If the table does not make the minimum APL, Sir Whittenbock will turn them away for not having proven themselves yet. This module was not meant for characters less than APL6.

The call has traveled fast and wide. The Contessa has called her Knights of the Swan, her military that can be spared, and her heroes. Everyone is to meet in two days time so the fastest steeds are in high demand. You have answered her call and arrive in Radigast City early this afternoon. The meeting is at dawn tomorrow.

Needing a place to stay, the party has found your way to the Highbrows Inn in Northtown. The merchants in High Market Square, as you passed through, were advertising that they would be open late tonight and early tomorrow. Merchant caravans that shared the road here with you set up shop or re-supply the tents already here. You pass a Temple of Olidammara, and can see the outlines of the Temple of Xerbo. On your way to the Highbrows Inn, you also pass the Blue Gopher Tavern, which seems to be overflowing with people.

"Welcome to my inn. Sorry about the crush, but many have come to answer the Contessa's call. What are you drinking and eating? One drink and tonight's and the morning's meal are paid for. Any additional drinks you will need to pay for. Unfortunately there are so many Knights of the Swan and ranking (Officer) military members so I have no rooms left for you but the common room has plenty of room," says a middle age human male as you enter.

If they wish to stay at any other inn, they find that there are no rooms but the benefits of the meals and a drink do not apply.

♣ **Jordan Malkiev:** Male human Com3/Exp4

Many wear the uniforms of the military or wear the badge of the Knights of the Swan. There are several like you who must be heroes of the County. The heroes have congregated into one of the corners as the others have taken over the rest of the inn. (If someone is in military garb, or a Knight of the Swan, continue) Several of the military and/or Knights of the Swan have also gathered in the corner. Have everyone introduce him or herself.

In the morning, every one is awakened before dawn and a hearty meal is placed upon the tables. Before most can even sit down, Sir Whittenbock enters into the Inn. "Good morning all. Sorry to interrupt your meal but you must be going so that we can meet the Contessa on time. I have been informed that we are to meet her in the courtyard of the palace." With instructions being given, Sir

Whittenbock turns and leaves, expecting his men to follow.

Give the party time to say that they are going to follow also.

Sir Whittenbock heads straight back towards the palace. The gates to the Administrative Circle remain open. The guards on either side remind you that most people are not allowed to enter. Sir Whittenbock waits by the guards until everyone has entered before taking the lead again. You walk through the Administrative Circle with its massive buildings, including the Museum of Arts.

Sir Whittenbock leads you to a large courtyard. This is where you sent off the valiant adventurers to their certain death to save the County during the civil war. On the balcony above stands a slender woman with dark hair that is beginning to show streaks of gray and silver. This is Contessa Elone Hofre Gellor.

"Thank you for coming to my call. A tragedy has occurred in the last few days. My son, Tristelone, was assassinated and my daughter, Cyanna, had an attempt at her life at the same time.

The penalty for assassinating a member of the royal family, or a visiting dignitary, is death.

We need to apprehend the individual or individuals responsible and I need proof that it was them. Upon receiving the proof, their sentence will be carried out by members of the Knights of the Swan as dictated by law.

I am asking for your help in finding this proof, as well as the individual or individuals responsible. If you choose"(members of the Knights of the Swans do not have a choice) *"please see Sir Whittenbock for further instructions and information. I must speak to my people and let them know what happened. I am depending on you."*

Sir Whittenbock is standing off the side with a small group of Knights of the Swan and his responses depend on the person seeking him out as listed below.

To anyone who is not a Knight of the Swan.

"I see that you have decided to assist us in this matter."

If there is anyone who is in disfavor with the Knights of the Swan

"Are you sure that he/she can be trusted with this important matter?"

Others must vouch for them or if it is an entire party, a knight will be assigned to go with them to ensure that they are upholding the law and keeping their word.

Otherwise continue

"Here are your instructions: You may not interfere with any investigation on-going for other matters. If you uncover any information, or if you are departing to any other city, you must report it to a Knight of the Swan.

All of the major cities and border towns have a Knight of the Swan on duty. To get immediate access to a Knight of the Swan, tell them you are on the Swan Mission. They will know how to get the information back to the Contessa.

Once you know who the culprits are, attempt to capture them. If they resist, use all necessary force to bring them in for judgment.

If they die in the process of being captured, you will need to report everything that happened so that we have a written report. Additionally, do not attempt to move the bodies away from the scene, my men will do that. The location will be part of the report as my men find it.

I'm sorry but no writs will be given by me. Other Knights of the Swan may do so for their area but since we want to keep who is doing the investigation as quiet as possible, it is not safe for me to give you a general writ.

So far, it appears that two individuals assassinated, and attempted to kill, the royal heirs. The assassination occurred in a small town between here and Muddich, and the attempt occurred in a small glade just south of the city. We were unable to recover anything from the scenes. Feel free to see if you can. What questions do you have for me?"

Sir Whittenbock knows the following information about the assassination and the attempts:

Lord Tristelone

- He was 16 years old.
- He was studying under the tutelage of Gattersby.
- He was studying to be a rogue and helped out greatly during the civil war.
- Tristelone's body is being prepped for burial. The ceremony will be in the morning.
- He was not raised because they could not contact his spirit. They are not sure why.
- The body shows that only one attack killed him. It was expertly placed.
- The party should not think of attending unless they have finished the job before them.
- He was killed in Farthing Thorpe, which is located on the trade route between Radigast City and Muddich.

Lady Cyanna

- She is 18 years old.
- She is highly skilled in the woods and like her brother was a great help during the civil war.
- She is a ranger of some power.
- You may speak with her if you like. She is staying in the palace to help her mother.
- She has been known to track down killers before.
- Her animal companion, a large wolf, did not survive the attack but it gave Cyanna the upper hand.
- The animal companion was already laid to rest, returning it to nature.
- We have to watch Cyanna to make sure she doesn't do anything stupid and try to track down the culprits on her own. Her mother wants her here by her side. Trying to watch a free spirited young woman who has proven herself during the civil war is not easy.
- She was attacked in a forest glade just north of Holbrook.

Attack Sites

Each site is a half-day journey from Radigast in opposite directions.

The bodies have been removed from each location

Before departing Sir Whittenbock gives you a note (choose either a Knight of the Swan, the highest ranking military member, or who you think will lead the group). **The note reads: When in or around Radigast City report all findings to me. You will find me at my residence. Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan**

DM's Note: Information about contacting the Knights of the Swan for a given city is listed after the problem is solved for a given city (so at the end of the second encounter for each location).

If the party chooses to speak with Lady Cyanna, they will gather the following information.

 **Cyanna Gellor:** Female human, 18, Rgr10

- The man that attacked her started with magic in the dead of night.
- She was lucky she had some warning from Rianna (her animal companion).
- He was no assassin, his skills were elsewhere.
- She couldn't describe him.
- He came with a friend or two – Rianna and I managed to kill at least one of his friends.

- No idea what happened to his body, when I went looking I couldn't find it.
- Wishes her mother would let her track down who did this to her brother but she wants to make sure rules are followed.
- My mother is worried that I will get hurt because I want revenge too much.

Encounter One: Hidden Symbols

The Thorpe of Farthing

The merchant caravans coming from Muddich are numerous on the road north. The port must be bustling with activity. About halfway between Radigast and Muddich is a thorpe inhabited by mostly halflings. There is an inn, a blacksmith, a general store, and a large area for pitching tents and parking wagons. The assassination happened in one of the stable stalls. The door to the stable is slightly open. Entering the stall, you find very little blood.

- Search check (DC 26) to find a hidden symbol (player's handout #1).
- Heal check (DC 18) to realize that who ever did this assassination knew exactly where to place the kill.
- Intelligence check (DC 15) (if this character played Truth Lies in Trigol) to recognize the symbol as the Hand's or (DC 18) (if this character played Cold Trails) to deduce this is the symbol of the Hand.

In the Glade

The Coast Road out of Radigast City to the South is massed with people. Rumors of the murder of the entire Royal Family make its way to your ears as the crowd searches for anyone who has answers. Seeing you leaving the city, they turn to you for the answers.

Let the party decide if they want to speak. Diplomacy check (DC 15) to calm their fears or a Diplomacy check (DC 18) to convince them that the Contessa is planning to speak to everyone in a matter of hours in Radigast City.

As you continue on, the mass of people abates as you near the forest. The woods are strangely quiet. The only sounds that can be heard are you moving through the forest. Something has scared the creatures and they have yet to return.

For any druid or ranger the lack of sounds is to the extreme. Animal Companions must make a DC 15 will save or become shaken.

In a small clearing you find red instead of green, bit of black too. Even to the deadest of noses the stench is almost unbearable

- (DC 15 Fort Save or be sickened for the next 2 minutes).
- Heal Check (DC 18) to realize there is too much blood for only 1 person and an animal companion.
- Search check (DC 15), under one of the trees most of the blood is pooled and something heavy laid here. (DC 20) There are several smaller patches where something laid for a while indicating that the druid or the attacker had assistance. (DC 23) to find a hidden symbol (player's handout #2).
- Intelligence check DC 18 (if this character played Truth Lies in Trigol or Cold Trails) to deduce the symbol is the Wizard's.
- Spot Check (DC 20) to notice someone firing an arrow towards the party.

As you search around an arrow suddenly flies into the clearing...

APL 6 (EL 8)

- 🔥 **Ranger:** Male elf Rgr6; hp 39; see Appendix One.
- 🔥 **Scout:** Male wood elf Sct6; hp 39; see Appendix One.

APL 8 (EL 10)

- 🔥 **Ranger:** Male elf Rgr8; hp 51; see Appendix One.
- 🔥 **Scout:** Male wood elf Sct8; hp 51; see Appendix One.

APL 10 (EL 12)

- 🔥 **Ranger:** Male elf Rgr10; hp 63; see Appendix One.
- 🔥 **Scout:** Male wood elf Sct8/Drv2; hp 65; see Appendix One.

APL 12 (EL 14)

- 🔥 **Ranger:** Male elf Rgr12; hp 75; see Appendix One.
- 🔥 **Scout:** Male wood elf Sct8/Drv4; hp 79; see Appendix One.

APL 14 (EL 16)

- 🔥 **Ranger:** Male elf Rgr14; hp 87; see Appendix One.
- 🔥 **Scout:** Male wood elf Sct8/Drv6; hp 93; see Appendix One.

Tactics: The Ranger's animal companion made the DC 15 will save to not be shaken. The Scout will fight to the death while the ranger will surrender when his animal companion is dead or it is at 1/3 of his hit points or at 20 or less hit points (which ever is less). The Scout will always move between attacks the minimal of 10ft. They will attack from range moving in to close combat.

DM Note: The area outside the glen is lightly forested. Movement is not hampered in the trees.

Information from the Scout and Ranger (they will never identify their employer):

- They were sent to clean up the mess left by their employer
- Last heard he was headed to High Mardreth
- Something about further from base (they aren't sure the meaning)
- No one was suppose to be here

The party must report to the Knights of the Swan.

Entering Radigast City through the Merchant's Gate brings you back to the crush of Southtown. Traveling through the streets is tough but finally you make it to a modest two-story house belonging to Sir Whittenbock. Knocking on the front door gets you rushed right in to see Sir Whittenbock. "What have you found out about who did this awful deed?" Sir Whittenbock says looking up from a mass of paperwork.

Depending on where the party is going next Sir Whittenbock gives them a point of contact.

- **High Mardreth:** Sir Geoffrey Byrne, steward of Baron Anasail Underley
- **Starkwall:** Sir Lentier is your point of contact. If he is not in town, he should be at Oxbow's End about 20 miles north of Starkwall. He visits his friend and fellow knight a lot.
- **Trigol:** You will need to travel to Knight's Hold 25 miles Southeast of Trigol. There you should speak with Dame Rachel Duncombe.
- **Count's Markham:** You will need to speak with Sir Ansil Tren who is there temporarily teaching young perspectives the ways of Knighthood.
- **Radigast City:** So long as you stay in Radigast City, I am your point of Contact.

Encounter Two: The Search Begins – High Mardreth

Read the first sentence only if the party has figured out they are after the Hand and the Wizard. Replace with the suspects if they have not.

By Land

All indications are that the Hand and the Wizard are hiding out in High Mardreth. The two-day journey to High Mardreth was quiet with only caravan wagons as the company on the road.

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

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 Hieroneous. 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.

By Sea

All indications are that the Hand and the Wizard are hiding out in High Mardreth. The Nyr Dyv was surprisingly calm as you sailed down the coast to High Mardreth. The two-day journey ended with the docking at the wharf. The dock master greets everyone as they disembark. "It is my duty to welcome you to High Mardreth. Please enter your name and occupation and state all weapons that you might be bringing into the city. I'm sorry to have to ask this of you but the city is getting concerned about those who are coming in by sea since the smuggling incident last year." He holds out a book for everyone's information.

The wharf district is riddled with large storehouses towering above the other buildings around. Despite their height, the large gold dome of the Cathedral of Xerbo can be seen in Hilltown. Hilltown is clean and carefully planned out compared to other sections of the city. To the left is the Admiralty can be seen with its great stone walls encircling the castle and Her Noble Contessa's Flotilla. Straight ahead beyond the wharf lies

Watertown. This is the home of the few refugees from the Shield Lands and Tenh that are left. The sounds from the mass of people can faintly be heard from here. Watertown is closely packed and dirty.

DM's 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 the following groups:

- The Waveweavers
- Company of Free Trade
- Merchants' Guild
- Fisherman's Guild
- Longshoremen
- Tanners and Leatherworkers
- Sinking Ship Inn
- Helvik's Teeth
- Local temples and shrines
- Captain Underley.

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

- We are back on just about every ship. We have actually had the problem of not having enough of us to be on the number of ships.
- Fishing is really good this year.

Company of Free Trade:

- We managed to keep the smaller shops open after the smuggling ring was broken up but we are still seeing some of the exotic goods coming through in shops belonging to the Merchant's Guild.
- Imports are still in high demand and before we have a chance to ask for them or pick them up, the Merchant's Guild has them.
- It's good to see the new wharf area has more patrols going through it now. I don't think even the sneakiest sort can do anything fishy there.
- Not sure about the new owners of Mermaid's Tail, they seem to be some of the scum from the Merchants' Guild.

Captain Holdir Underley:

- The number of goods flowing through the Customs House has increased and it's keeping everyone busy.
- We now patrol the new wharf and at the Growfest festival, we plan on having the official opening.
- The Navy has now increased their patrols and has not seen any suspicious activity.
- A small faction of the Merchants' Guild runs the Customs House. The head inspector is Marlit Criff and she is a stern woman.

Merchants' Guild:

- We have cracked down on what is being sold in our stores and had several of our Merchant's thrown in jail after the discovery of the smuggling guild.
- Everything is back to normal and business is booming.
- 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.
- Not sure about the new owners of Mermaid's Tail, they seem to be connected with the Company of Free Trade.
- **Marlit Criff:** The Customs House is booming. The additional help that I got recently is doing wonders. If any goods are being sold that shouldn't be they're not coming through here.

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's 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.
- There has been notice posted around the wharfs of someone looking for strong men and women to hire. Something about loading and unloading of cargo. They aren't going through us, which is the usual way.

DM's 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.

Tanners and Leatherworkers:

- We have seen some strange hides lately - they seem to be from the north based upon their thick hide. The number has reduced but they are still coming through.
- There have been many more regional pelts coming through. Trying to get them tanned quickly 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.
- Questionable work seems to be coming from the Mermaid's Tail.

Xerbo Temple:

- The Temple coffers have been a little richer lately but we have not noticed that trade has picked up.
- The Merchants' Guild have been coming in large numbers to offer prayers that their goods will make safe voyages.

Temple of Osprem:

- 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 Nyrondese 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 again this year. Last year's was a huge success and we are going to try to top it this year.

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:

- We hear that Helvik's Teeth has competition, something they must not like.
- Also hear that the Mermaid's Tail has new owners.
- 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 in the Mermaid's Tail.
- Seems like the Sinking Ship Inn might have some competition from the new owners of the Mermaid's Tail.

Shrine to Trithereon:

- It has been quiet here. We are just seeing the normal patronage.

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 those taking our business are still working but are much more discreet.
- We know of their goods but their ways are not known to us any more.
- We stay away from the Mermaid's Tail now and we suggest you do to. They give us a bad rap. There is something shady going on there.

Sinking Ship Inn:

- Someone new owns the Mermaid's Tail. Don't trust the business being done there.
- The drinks at the Mermaid's Tail seem to have some cinnamon in them. Cinnamon is allowed but not in the quantity they are using. They may also be using other exotic or illegal goods.
- The White Swan has an influx of Knights in recent months. The Knights always go see Sir Bryne.

Encounter Three: End of a Ring – High Mardreth

The Mermaid's Tail is a two story building located in Watertown. This well kept establishment near the docks has a mermaid with her tail circled as its sign. The inside is newly redone with a spacious common room. The center of the common room goes up two stories.

Over hanging the sides of the common room is a balcony, which has many doors leading away from it. On the backside behind the bar is another door. The sounds of the kitchen emanate from there.

There also seems to be several private rooms underneath the balcony along the outer walls. There are multiple empty tables and room at the bar to be seated. Everyone here seems to be enjoying their drinks.

Modify to fit what the party is doing.

As you are enjoying your drinks and figuring out what is going on that is shady, you have seen three people go to an alcove near the bar. What's so strange about this is that there only seems to room for one in that alcove.

Search check (DC 17) reveals a sliding door.

Behind the door is a fairly well lit earthen tunnel. It is roughly five feet wide, though it bulges and constricts along the way. Torches have been stuck in the earth each time it starts to get dark. The earthen smell is a relief from the smell of rotten fish.

Survival check (DC 15) to realize they are headed towards the Nyr Dyv. About 40 feet into the tunnel they come across the chain lightning trap.

⚡ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

At the end of the hallway, there is a heavy wooden door.

Listen check (DC 25) to hear movement on the other side.

With ease the door opens to reveal a large (30x20) room. There are several piles of crates, a number of which are labeled with the merchant houses of the County of Urnst. You also see three people moving around the room with extreme ease. They seem to be hiding something.

They are hiding that they are pulling their weapons (Spot Check DC 25)

DM's Note: If the party does not return the crates, they are considered stolen by the party.

APL 6 (EL 7)

👤 **Smugglers (3):** Male half-elf Sws4; hp 36; see Appendix One.

APL 8 (EL 9)

👤 **Smugglers (3):** Male half-elf Sws6; hp 52; see Appendix One.

APL 10 (EL 11)

👤 **Smugglers (3):** Male half-elf Sws8; hp 68; see Appendix One.

APL 12 (EL 13)

👤 **Smugglers (3):** Male half-elf Sws10; hp 84; see Appendix One.

APL 14 (EL 15)

👤 **Smugglers (3):** Male half-elf Sws12; hp 100; see Appendix One.

Tactics: The group attempts to work together, working their way from the weakest looking to the strongest looking. When two out of the three are unconscious (dead or otherwise) the third will surrender.

Search check (DC 15+APL) reveals three small chests without symbols of local merchant houses. Each one is trapped but unlocked.

⚡ **Poison Needle Trap:** CR 5; mechanical; touch trigger; manual reset; Atk +17 ranged (1 plus purple

worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 22; Disable Device DC 22. Market Price: 2,900 gp.

Treasure: Inside one box are various gems. Inside a second box is a carved ivory statuette. The third box is empty for APLs 10 and below. For APLs 12+ the third box holds a brass mug with jade inlays.

DM's Note: The term "Loot" refers to the gp value of resalable goods (50% of value), the term "Coin" is any money or commodities such as gems or art (100% of value), and magic items are listed individually (50% of value) in the category termed "Magic". All treasure items included in the Treasure Summary.

Information from the Smugglers:

- They haven't seen the Hand or the Wizard in a month.
- Said something about the northern border by Nyrond. The stone road is nice right now.
- Heard something about across way from base (they aren't sure the meaning)
- The Hand bought the bar several months ago. The business upstairs – minus the cinnamon was completely legal.
- The proprietor has no idea that there is anything illegal going on.

The party must report to the Knights of the Swan.

The trip to the Admiralty is uneventful as the people around you go on with your normal business. Once you enter, you are lead to a waiting area and asked to take a seat. "Who are you hear to see? My name is Eltrid Franz if you need anything."

Let the party inform them that they are here to see Sir Geoffrey Byrne about the Swan Mission.

After a short wait, Eltrid Franz leads you to a large office. Nautical charts line one wall while rows of books line two of the others. A large symbol of the Knights of the Swans sits on the floor in the center of the room. In front of a wall of bookcases sits a large desk with multiple chairs in front. Rising to greet you from behind the desk, is a man in formal attire with a badge matching the large symbol on the floor. This is Sir Geoffrey Bryne, Knight of the Swan and your point of contact in High Mardreth.

Depending on where the party is going next, Sir Bryne gives them a point of contact.

- **High Mardreth:** So long as you stay in High Mardreth, I am your point of Contact.
- **Starkwall:** Sir Lentier is your point of contact. If he is not in town, he should be at Oxbow's End about 20

miles north of Starkwall. He visits his friend and fellow knight a lot.

- **Trigol:** You will need to travel to Knight's Hold 25 miles Southeast of Trigol. There you should speak with Dame Rachel Duncombe.
- **Count's Markham:** You will need to speak with Sir Ansil Tren who is there temporarily teaching young perspectives the ways of Knighthood.
- **Radigast City:** Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan.

Encounter Four: Threat of War

The journey to Starkwall has been uneventful. The dry weather has left the roads dusty. After several days travel, you are also dust covered, which dulls even the boldest colors. Along the road have been green pastures with free roaming herds of sheep and goats. As dusk falls, you can make out the start of a large tower. Ahead is the village of Starkwall.

As you walk down the street it is obvious that a large building, the Sleeping Dog, is an Inn. You are greeted as you enter by a tiny woman behind a counter who looks up from her knitting as you enter. "Good evening folks. Name's Wynyth. Rooms are nine common. Food is next door at Gundersson's, hand pump and privy's out back. Mount's are stabled at the end of street." Once receiving your money she points out your rooms and goes back to her knitting without any further comments.

Stables

As you approach the stables, a young teen with bright blue eyes and a shock of white hair braided down his back, comes to the door. "My name is Van Darrien, the stable hand. Be five commons a night to stable your horse."

DM's 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 the following locations:

- Gundersson's
- Sleeping Dog Inn
- The Watch Tower
- The local temples and shrines

Gundersson's

The dark and narrow building has Gundersson's written in green letters outlined in gold has the smell of roasting meat and deep voices filled with laughter. The low ceilings of the building make the crowded room seem slightly smaller than it really is. The oil lamps line the wall lighting the place. The single window is slightly covered in grime and is open, letting the air move around the place. A large buxom woman with raven black hair is moving about the place bringing drinks to those who want them.

- Town has really grown lately. It used to be a tower, barracks, and farms.
- Worried that the wall will slow down trade (DM: there is no sign of this).
- Watch your step or Gundersson will have any dirt on you.

🗡️ **Skandar Gundersson:** Male human Ftr7; AL CE (see Appendix Two).

- Word has it that there is a meeting of ill repute tomorrow night.
- War has started for lesser things.
- Lots go though the Kindrek's house.
- Last reported, the sibs are across the County.

Development: If the players have insulted, angered, or fought against Skandar Gundersson, he uses his influence to warn the meeting goers of their planned attack. No one insults him without him taking his revenge. If he is attacked, the attackers are punishable under the full extent of the law and have a shift in alignment. Attacking someone just because they are evil is not a just reason especially one who is unarmed. If this shift makes the character evil, they are no longer allowed to play this character in the Living Greyhawk campaign.

Sleeping Dog Inn

- Recently I have thought of expanding this place, though I don't have the land. I am close to turning customers away.
- Gundersson knows lots of information, be sure to talk with him.
- A couple of my guests are shady but money is money.

Temple of Hieroneous

- Worried about the town and how much it is expanding so quickly. Worried that people will disobey the laws.

- Do not entirely trust the Pholtus, they are misguided.

Temple of Pholtus

- Do not entirely trust the Hieroneans, they are misguided.
- Working with the watch, we have been worried about the Kindrek's.

Watch Tower

- We have been watching several houses in town. The Kindrek's house and their two neighbors.
- So far all has been quiet across the border.
- There's talk of a war starting between us and Nyronnd or us and the Bandit Kingdoms.

Encounter Five: Tensions Eased

Kindrek's house is not hard to find, especially with the sign with they're name carved in it on the outside. The house is one of the newest structures and one of the few two story structures. Knocking on the door leads to no answer. The door is unlocked. There is also a backdoor and three windows (one on the two sides withoutdoors and one next to the front door).

The backdoor is also unlocked and windows are closed. Upon entering the house, there is a large open space encompassing the entire first level. In the back of the room (slanting above the backdoor) is a staircase. It looks like the first floor was designed for a shop with the shop owners living upstairs.

A search check (DC 15) reveals a trap door under one of the side windows.

🔪 **Burning Hands Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 2,500 gp, 200 XP.

Upstairs

At the top of the stairs are three doors along a narrow hallway. The doors are slightly open. On the right is a living area with lots of seating. Behind two of the three doors are sleeping areas. Behind the third door is a large table with chairs around it.

Trapdoor

The trapdoor is unlocked and not trapped. Opening the trapdoor there is a staircase leading down. There are two torches at the bottom of the stairs. That is all that can be

seen looking down from the top. The stairs are about 20ft long and there is a slide trap 5 feet from the bottom.

🔪 **Slide Trap:** CR 2; Mechanical; touch trigger; automatic reset; Non-Lethal(2d6); Reflex save to remain standing (DC 18); Search (DC 25); Disable Device (DC 22); Market Price 1,800gp. When the trap is triggered the stairs turns into a large slide. The slide dumps them about 30 feet down the hall about 10 ft into the room where the meeting is happening.

Anyone who fails the save will knock into anyone in front of them. The people they knock into (including three of the fighters in the room unless the party angered Skandar) have to make a DC 15 reflex save or be knocked down.

The Party Angered Skandar Gundersson: if the PC's slid, read only the part about the room. The stairs lead to a short hallway. The hallway leads to an archway that opens out into a large (40x40) room. In the room are six people looking towards the hallway, standing back in the room (about 15ft) expecting you.

The Party Did Not Anger Skandar Gundersson: If the PC's slid, read only the part about the room. The stairs lead to a short hallway. The hallway leads to an archway that opens out into a large (40x40) room. In the room talking are six people. There appears to be three separate groups. If the party slid, add: (number of people that fell) are on the ground with you. Those that slid will be dumped (stopped) about 10ft into the room.

APL 6 (EL 9)

🔪 **Bandit Kingdoms Rep1 - Kria:** Female human Clr4; hp 31; see Appendix One.

🔪 **Bandit Kingdoms Rep2 - Tryst:** Male human Ftr4; hp 40; see Appendix One.

🔪 **Nyronnd Rep1:** Male human Clr4; hp 31; see Appendix One.

🔪 **Nyronnd Rep2:** Female human Ftr4; hp 36; see Appendix One.

🔪 **County of Urnst Rep1 - Rega:** Female human Clr4; hp 27; see Appendix One.

🔪 **County of Urnst Rep2:** Male human Ftr4; hp 40; see Appendix One.

APL 8 (EL 11)

🔪 **Bandit Kingdoms Rep1 - Kria:** Female human Clr6; hp 45; see Appendix One.

🔪 **Bandit Kingdoms Rep2 - Tryst:** Male human Ftr6; hp 58; see Appendix One.

🔪 **Nyronnd Rep1:** Male human Clr6; hp 45; see Appendix One.

✦ **Nyrond Rep2:** Female human Ftr6; hp 52; see Appendix One.

✦ **County of Urnst Rep1 - Rega:** Female human Clr6; hp 39; see Appendix One.

✦ **County of Urnst Rep2:** Male human Ftr6; hp 58; see Appendix One.

APL 10 (EL 13)

✦ **Bandit Kingdoms Rep1 - Kria:** Female human Clr8; hp 59; see Appendix One.

✦ **Bandit Kingdoms Rep2 - Tryst:** Male human Ftr8; hp 76; see Appendix One.

✦ **Nyrond Rep1:** Male human Clr8; hp 59; see Appendix One.

✦ **Nyrond Rep2:** Female human Ftr8; hp 68; see Appendix One.

✦ **County of Urnst Rep1 - Rega:** Female human Clr8; hp 51; see Appendix One.

✦ **County of Urnst Rep2:** Male human Clr8; hp 92; see Appendix One.

APL 12 (EL 15)

✦ **Bandit Kingdoms Rep1 - Kria:** Female human Clr10; hp 73; see Appendix One.

✦ **Bandit Kingdoms Rep2 - Tryst:** Male human Ftr10; hp 104; see Appendix One.

✦ **Nyrond Rep1:** Male human Clr10; hp 73; see Appendix One.

✦ **Nyrond Rep2:** Female human Ftr10; hp 84; see Appendix One.

✦ **County of Urnst Rep1 - Rega:** Female human Clr10; hp 63; see Appendix One.

✦ **County of Urnst Rep2:** Male human Ftr10; hp 114; see Appendix One.

APL 14 (EL 17)

✦ **Bandit Kingdoms Rep1 - Kria:** Female human Clr12; hp 87; see Appendix One.

✦ **Bandit Kingdoms Rep2 - Tryst:** Male human Ftr12; hp 136; see Appendix One.

✦ **Nyrond Rep1:** Male human Clr12; hp 87; see Appendix One.

✦ **Nyrond Rep2:** Female human Ftr12; hp 100; see Appendix One.

✦ **County of Urnst Rep1 - Rega:** Female human Clr12; hp 75; see Appendix One.

✦ **County of Urnst Rep2:** Male human Ftr12; hp 148; see Appendix One.

Tactics: There is still a rift and little trust between the different countries' representatives. Each will help their own. The Bandit Kingdom's cleric and the County of Urnst's cleric will give up if they see a losing battle. The County of Urnst's cleric will also give up if she goes into single digits hit points. The Bandit Kingdom's fighter will give up if they have lost their cleric (no matter their hit points).

Information from the Plotters

- They haven't seen the Hand or the Wizard in weeks.
- Said something about finding the bigots. The Franz River is also fast moving.
- The Hand wanted war so she could rebuild her smuggling ring. There is a lot of money to make with war.
- The original owners, the Kindrek's are away visiting Ventnor, helping with the rebuild. They have no idea that we are here. They think we are helping to set up their store, which will be a general store.
- Overheard the Wizard say something about needing to rethink their main hideout. They don't know where it is or what that means exactly.

The party must report to the Knights of the Swan. Currently there are no Knights of the Swan in Starkwall.

Upon arriving at Sir Lentier's home, it is learned that he is away visiting Sir Fletcher at Oxbow's End. The two-day trek to Oxbow's End is uneventful and quick. At the entrance to the keep, two burly watchmen greet you. "What business do you have in the keep?"

Let the party inform them that they are here to see Sir Lentier about the Swan Mission.

The guardsmen quickly give directions to Sir Fletcher's office. The office is small with just a bookcase, a desk, and four chairs (one behind the desk). There is little room for anything else. Behind the desk on the wall is a motif with the symbol of the Knights of the Swans done into it. Standing at the bookcase is Sir Fletcher and Sir Lentier.

Depending on where the party is going next Sir Lentier gives them a point of contact.

- **High Mardreth:** Sir Geoffrey Byrne, steward of Baron Anasail Underley.
- **Starkwall:** So long as you stay in Starkwall, I am your point of Contact.
- **Trigol:** You will need to travel to Knight's Hold 25 miles Southeast of Trigol. There you should speak with Dame Rachel Duncombe.

- **Count's Markham:** You will need to speak with Sir Ansil Tren who is there temporarily teaching young perspectives the ways of Knighthood.
- **Radigast City:** Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan.

Encounter Six: Where's the Goods

The road between Starkwall and Trigol is well maintained. Out of no-where, Trigol can be seen ahead. The gate ahead is the Heanor Gate. Beyond the gate lies Trigol's Merchant's Ward.

After a brief stop at the gate, the Merchant Ward opens before you. The Market Square is the most dominant feature in this section of town. Surrounding the Square are numerous nicely built structures, containing shops that sell a variety of goods.

To the northeast is the Rock, which is a section of town built into a large boulder. The most impressive structure on the Rock is the Hold with its large stonewalls and towers.

To the East is Newtown, where temporary buildings have been hastily erected to house the refugees. Some of the buildings in Newtown are starting to look more permanent.

To the south is the River Ward, the poor section of town not associated with the refugees, but has the reputation of being the roughest section of town.

To the northwest is the Park Ward where the rich live comfortably.

Finally to the southwest is the Artisans Ward where the common folk live side by side with the majority of the artists and craftsmen.

Trigol's Market Square is a bustle with people this fine day. Around you, many people purchase goods from various vendors that line the Square. Moving through the crowd is difficult for others keep stopping unexpectedly at one vendor or another.

DM's 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 the following:

- The Rock of Trigol Inn
- Market Square

- The Winch and Pulley
- Merchant Guildhall
- The Hawk and the Hound.

The Rock of Trigol Inn:

- I'm glad that I make my own brew; it's getting harder to get outside brew right now.
- The split between the refugees and natives is much smaller.
- They mayor and Baron Gellor are working closer together and are united in getting the rift ended.
- Hear that the Hand and the Wizard might be back in town.
- Customers: Make sure to try the Rock Stout, Oskyl Tyll makes it himself.

Market Square:

- Prices are high, supplies are low.
- Merchants can't seem to get more goods in, making the prices rise dramatically.
- The only ones with lots of supplies are those with fruits, meats, or breads.
- Without trade restored this town will fail.
- Not sure what is stopping the goods but from what we hear, the goods make it right outside the city gates but don't get in.
- Most goods come in either Gellor's Gate (Road to Brotton) or Nethergate (Road to Stone Battle).
- Those merchants that are getting food through are saying they are being stopped before they get insight of town and inspected. Don't understand why, unless they are coming from out of the County but the border areas take care of that.

Winch and Pulley:

The small tavern has divided patronage. Most of the tavern has patrons native to the County of Urnst while a small section has refugee patrons. The two groups do not mix except to argue. (Listen check DC 10) you hear an argument in progress between a refugee and a native to the County of Urnst.

"You're the reason why the trade is not going through. You and the others like you."

"It's not our fault. Just because we haven't always lived here doesn't mean we don't want the town to prosper."

"Had you not come there would be plenty to go around, there wouldn't be a problem"

"There is no reason that you should blame us. We're not stopping anything. OUR traders are having the same problem."

The argument continues with the same information being repeated.

Information from Patrons:

- Trade has been brought to a stand still.
- All that is coming through the gates besides people is food and water.
- Each faction blames the other (Refugees blame the "natives" because they are desperate).
- Word is that either the goods are being turned around at the gate or aren't making it all the way to the gate.
- There is no word that it is going back to those that sent it.
- They wouldn't be surprised in the Hand and the Wizard had their hands in this.

County Patrons: I sometimes help out at Nethergate Gate and haven't seen any goods – food or otherwise come through that gate recently.

Refugee Patrons: Been hearing that there is a way station about an hour or so outside of town. Maybe that's where all the goods are stopping.

Hawk and Hound:

- Brew is getting hard to come by. I don't make much of my own, especially with Rock Stout so popular and now my stocks are getting low.
- The split between the refugees and natives is much smaller; I don't cater only to the refugees any more.
- I'm glad most of the refugees have gone home. Means the rest of the Flanaess is getting back to normal.
- Make sure to the Rock Stout, Oskyl Tyll makes it himself. I don't usually recommend other taverns but when you don't have the goods might as well send you to those that do.

Merchant Guildhall:

- We try to have all of our goods come through Gellor's Gate. Most that comes by sea comes through Radigast and not High Mardreth.
- We have a lot more refugee merchants in the guild now. Most that are here still are here to stay.
- The rift between Baron Gellor and Mayor Priest Virnin Dabin seems to have closed in the last couple

of years. The Baron isn't seeking to be Mayor also any more.

- We are worried that we aren't seeing any goods come through, well very little besides food and water. I would say that some of it is Nyronid but since the return of the rightful ruler trade has been flourishing.
- Many food merchants are saying they are getting stopped about an hour outside of town and are inspected to make sure they are only carrying food. I know that we didn't authorize anything like this.

Information from the Gellors:

- The problem between the refugees and the natives has almost disappeared.
- The war has caused most of the refugees to go home along with the freeing of Tenh.
- The natives still don't trust those not from here but their minds are becoming more open.
- I'm not sure what is going on but trade goods aren't making it into the town.
- They aren't arriving back at the suppliers either.
- I've heard rumors that they have shown up elsewhere in the County.
- I actually think the problem is outside our gates.
- The new Captain of the Guard seems to be a good man, the mayor chose wisely this time.
- There is rumor that the Hand and the Wizard are back in town but I haven't seen evidence of this – at least hard proof that anything is tied to them – YET.

Encounter Seven: Trade Barons

Outside of Gellor's Gate is a well-traveled path heading northeast. There is the occasion building but mainly grazing lands and fields.

Before long you lose sight of Trigol as it is hidden by the lay of the land. Just over two hours away there is a large warehouse, which appears to have been recently built next to one of the small sheds that is occasionally seen along the road. Stopped at the shed is a caravan. There appears to be three guards and their captain unloading the shipment and placing it in the warehouse.

Spot check (DC 18) to realize that the caravan driver seems to be upset at the turn of events and that the "way station" guards make it seem that this is normal for this part of Urnst.

Give the party time to decide what to do. The guards will pay them no notice until the party draws weapons or starts to interact with them. If there are any guards with goods in hand when weapons are drawn, they will drop the goods on the ground – shattering several bottles that are within.

The party can convince the guards that they are doing wrong with a Diplomacy Check (DC 26). The guards will surrender and go with the party to Trigol to be held accountable for their actions. The guards will follow their Way station Captain during the discussions since they do not have any skill there.

APL 6 (EL 7)

☛ **Way station Guards (2):** Male human Ftr4; hp 36; see Appendix One.

☛ **Way station Captain Cran:** Male human Mrs5; hp 38; see Appendix One.

APL 8 (EL 9)

☛ **Way station Guards (2):** Male human Ftr6; hp 52; see Appendix One.

☛ **Way station Captain Cran:** Male human Mrs7; hp 59; see Appendix One.

APL 10 (EL 11)

☛ **Way station Guards (2):** Male human Ftr8; hp 76; see Appendix One.

☛ **Way station Captain Cran:** Male human Mrs9; hp 75; see Appendix One.

APL 12 (EL 13)

☛ **Way station Guards (2):** Male human Ftr10; hp 94; see Appendix One.

☛ **Way station Captain Cran:** Male human Mrs11; hp 91; see Appendix One.

APL 14 (EL 15)

☛ **Way station Guards (2):** Male human Ftr12; hp 112; see Appendix One.

☛ **Way station Captain Cran:** Male human Mrs13; hp 107; see Appendix One.

Tactics: The Way station Guard Captain is more interested in keeping his men alive than fighting. He will work with his men to assist them with their abilities but will only fight defensively – and only attack when he has been attacked, but with non-lethal damage.

The other guards will attack until only one is left and that person will surrender. The Captain will surrender if he is losing the battle because it is better than losing his men. If the party attacks while the caravan is still there, then the caravan will slip into the warehouse and take all their goods back while the guards are distracted. If the

fighting is in the way of taking back their goods, they will hide until someone wins. Once they have the goods they will continue on to Trigol and spread the news of fighting at the way station.

Development: If the caravan leaves while the fighting is still ongoing, they will send back City Guard. The City Guard will interrogate the party for several hours upon arrival or when the party returns to the city to make their report to the Knights of the Swan.

If the caravan waits until after the fighting to finish grabbing their goods they will ask for escort the rest of the way to the city and will verify the parties story to the Knights of the Swan or the City Watch – who ever the PCs decide to inform. The PC's will also receive a bottle of wine from the Yarne Winery.

Information from the Way station Guards:

- They haven't seen the Hand or the Wizard since they were hired a couple of weeks ago.
- Said something about the center of the County. Something about playing games with the Hieroneans.
- The goods go to our traders. Easiest way to smuggle.
- This place was set up during the war but has been vacated for a while.
- Overheard the Hand say something about finding a new main hideout.

The party must report to the Knights of the Swan.

Skirting the Franz River was the hardest part of the trip southeast to the Knight's Hold.

Let the party inform them that they are here to see Dame Rachel Duncombe about the Swan Mission.

Asking for Dame Rachel Duncombe leads you to a large room and you are told to wait. Around the room are benches and several small tables. After a few minutes, a middle-aged female walks into the room. "Hello, I'm Dame Rachel Duncombe. I hear you are on the Swan Mission. What information do you have for me?"

Depending on where the party is going next Dame Rachel Duncombe gives them a point of contact.

- **High Mardreth:** Sir Geoffrey Byrne, steward of Baron Anasail Underley.
- **Starkwall:** Sir Lentier is your point of contact. If he is not in town, he should be at Oxbow's End about 20 miles north of Starkwall. He visits his friend and fellow knight a lot.
- **Trigol:** So long as you stay in Trigol, I am your point of Contact.

- **Count's Markham:** You will need to speak with Sir Ansil Tren who is there temporarily teaching young perspectives the ways of Knighthood.
- **Radigast City:** Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan.

Encounter Eight: Hieroneans

The green pastures abundant in the south have finally given way to buildings. The small town of Count's Markham lies ahead. Straight ahead is a very large building. This is the Temple of Valor, a temple to Hieroneous. This building dwarfs all others, including the Lord's manor. There are a few two-story buildings but mainly there are one-story homes.

Surprisingly this town has two inns. With all the Hieroneans visiting the Temple of Valor and Applebee a short distance away, this town gets a lot of visitors. All roads lead to the large courtyard of the Temple of Valor.

DM's 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 the following sources:

- The Temple of Valor
- The two inns
- Happy Bakery
- Kendril's Meats
- The Trading Post
- Valor Market
- Cress' Weapons
- Clarius Evenhand
- Lord Gellor and his squire.

Temple of Valor:

- Lord Gellor seems to have taken on a new squire recently. Don't know where he came from.
- Our Temple works heavily with Lord Gellor and was actually started when he asked for it. He is after all a Paladin of Hieroneous.

- We have a visiting Knight teaching several of our young folks.

Clarius Evenhand:

Clarius Evenhand: Male Human Clr12, High Priest of the Temple of Hieroneous

- I came here many years ago upon the request of Lord Malthanus Gellor. He wanted to bring law to the town and say Hieroneous' teachings as the way to do so.
- Lord Gellor doesn't seem to be himself lately.
- I don't trust his new squire. He wears the holy symbol of Hieroneous but something is off.
- Late one night, I thought I saw two different Lord Gellor's – he's seemed a little different since then.
- Sir Ansil Tren is being a great help to us in the temple. He is taking you paladins and teaching them along with introducing all our young people to the ways of the Knights of the Swan.

Clearwater Inn:

- We could have sworn that we saw two Lord Gellor's. It was after a night of drinking.
- Lord Gellor has down wonders with this town.
- Seems that a lot of Hieroneans from the County of Urnst make a pilgrimage to the Temple of Valor lately.

Golden Griffin Inn:

- We could have sworn that we saw two Lord Gellor's. It was after a night of drinking.
- Lord Gellor is a great mayor and baron but lately there is something different about him.
- The Temple of Valor provides us with excellent guidance.

Happy Bakery:

- We rarely see Lord Gellor any more. He doesn't seem to leave his home.
- The Mill and Granary provide superb flour for our items. They are starting to get in demand outside of Count's Markham. (The hand out a small slice of bread to everyone in the party).

- Cress deals a lot with the Temple of Valor. He might be able to tell you more.

Kendril's Meats:

- You can get almost every kind of meat that you can think of here.
- Things have been quiet in Count's Markham.
- Applebee is a great Halfling town.

Trading Post:

- We work hand in hand with Valor Market.
- We handle items that come in from out of town that are too few to have at the market. We also provide a place for the Market in bad weather.
- We're hoping to entice more Hieroneous items to make its way through here.
- Applebee has a stall at Valor Market – they have some really good honey.

Valor Market:

- I don't like how we are not seeing Lord Gellor as much any more. I hope that he isn't sick, he seemed a little off last time he was here.
- The Trading Post is basically for when we don't have nice weather or the market overflows. Occasionally we have it so specials at the Trading Post. (DM: Valor Market is a small open market with room for about 10 booths.)
- Clarius Evenhand probably knows Lord Gellor the best.
- People are always talking at the inns.

Cress' Weapons:

- My biggest job is helping to supply the Temple of Valor with weapons. Its training grounds are the finest in the land.
- Lord Gellor hasn't been there on any of my recent visits.
- Like Cleric Evenhand, he is getting along in age and isn't as active as he used to be.
- Would you believe that Cleric Evenhand used to be a fierce warpriest?
- I've heard that Cleric Evenhand used to ride alongside Lord Gellor before they freed us from the old lord.

Lord Malthanus Gellor:

Can be found in his manor – if the party is going specifically to confront him then go to next encounter

- I've been just fine but haven't felt up to wandering through town lately.

- I've been busy training my new squire.

Lord Gellor's Squire:

(With Lord Gellor in his manor – if the party is going specifically to confront Lord Gellor then go to next encounter)

- I'm so honored to be Lord Gellor's squire.
- I've only been Lord Gellor's squire for about a month.

Development: If Lord Gellor is confronted while he is in his manor house (if the party hadn't gone to confront him – which is next encounter) he will call the guards to arrest the party as traitors. He will also make sure that they are watched if they go free.

Encounter Nine: Arch Enemies

DM's Note: If the Party tried to confront Lord Gellor earlier while he was in the residence he will be pre-warned that are coming by his lookout. He and Helian will be buffed and waiting.

On the northwest side of Count's Markham is Lord Gellor's estate. Lord Gellor and his squire are in the fields. Lord Gellor is practicing his sword work from his warhorse. The closest building is the estate's stables off in the distance.

APL 6 (EL 7)

🔥 **Lord Malthanus Doppelganger:** Male Doppelganger HxB2; hp 47; see Appendix One.

🔥 **Helian:** Male human Clr4; hp 31; see Appendix One.

APL 8 (EL 8)

🔥 **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk1; hp 63; see Appendix One.

🔥 **Helian:** Male human Clr6; hp 45; see Appendix One.

APL 10 (EL 10)

🔥 **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk3; hp 79; see Appendix One.

🔥 **Helian:** Male human Clr8; hp 59; see Appendix One.

APL 12 (EL 12)

🔥 **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk5; hp 95; see Appendix One.

🔥 **Helian:** Male human Clr10; hp 73; see Appendix One.

APL 14 (EL 14)

🔪 **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk7; hp 111; see Appendix One.

🔪 **Helian:** Male human Clr12; hp 87; see Appendix One.

Tactics: For APLs 6-10 the Heavy Warhorse will not attack unless it needs to defend itself.

For APL 6-8 it will go full defensive, while for APL 10 it will attack to defend.

For APLs 12+ the Heavy Warhorse is the Fiendish Servant of Lord Malthanus Doppelganger and will attack any who attacks his master.

Helian will give up if Lord Malthanus Doppelganger is dead or if he gets below 30hps (or 1/3 his hps for APLs 6-8).

Information from Helian:

- The Hand and the Wizard recommended that they assist Lord Malthanus Doppelganger.
- They were at their hideout last he heard. In the capital.
- Wizard said that this was a good way to throw a thorn into the Contessa's side since the Contessa is a Hieronean.
- Lord Malthanus Gellor (real one) is being held in the manor house. I don't know where only the doppelganger would go to him. I would be sent on errands elsewhere (even if it were only to the stables).

Finding the real Lord Malthanus Gellor

Armed with the information from Helian, the search of the manor house for the real Lord Malthanus Gellor begins. The manor house is a large two-story building. The front door is unlocked along with all other doors on the first floor. The real Lord Gellor is tied up behind a lock door that is trapped on the second floor. The room is on the backside (away from the fields).

🔪 **Doorknob Smear with Contact Poison:** CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. Market Price: 9,650 gp.

Information from the real Lord Malthanus Gellor:

- Heard rumors that the Hand and the Wizard were going to come here to cause problems because the new Contessa is a paladin of Hieroneous.

- I think the squire can be redeemed. If he is still alive please escort him and myself to the Temple of Valor where Clarius and I can try to turn him to the correct path. Even if he does not come to see the good, he will be secured in prison and well guarded.
- Occasionally the doppelganger talked about report to the Wizard in Radigast City. He seemed to think that the Wizard has a hideout there.
- I haven't been able to figure out a master plan that the Wizard is working. I don't know why they would want to impersonate me. I'm just an old man now and I don't have much contact with the new Contessa because I don't travel much any more. I can remember when she did some training here though.

The party must report to the Knights of the Swan.

The stroll in the open fields back to the Temple of Valor is a quick one. Clarius Evenhand meets you at the entrance. "Back again I see, how may I help you this time?"

Let the party inform them that they are here to see Sir Ansil Tren about the Swan Mission.

You are lead to the library on the second floor of the temple and told to wait. "Sir Tren is currently teaching several of the new paladins on the training grounds. He should be in shortly."

After a short wait, a young man enters the library and takes a seat. He looks over all of you before he begins speaking. "I am Sir Ansil Tren and I am your point of contact in Count's Markham. What information do you have for me?"

Depending on where the party is going next, Sir Tren gives them a point of contact.

- **High Mardreth:** Sir Geoffrey Byrne, steward of Baron Anasail Underley.
- **Starkwall:** Sir Lentier is your point of contact. If he is not in town, he should be at Oxbow's End about 20 miles north of Starkwall. He visits his friend and fellow knight a lot.
- **Trigol:** You will need to travel to Knight's Hold 25 miles Southeast of Trigol. There you should speak with Dame Rachel Duncombe.
- **Count's Markham:** So long as you stay in Count's Markham, I am your point of Contact.
- **Radigast City:** Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan.

Encounter Ten: Contessa's Doorstep

After touring the County of Urnst, Radigast City is the destination. The Hand and the Wizard are hiding out in Radigast City. The trip from Count's Markham was a quick and painless one. The Merchant Gate was easy to get through and the flow of traffic is slow through Southtown.

DM's 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 the following:

- **Administrator's Circle:** City Hall, Embassy of Nyronnd, Embassy of Duchy of Urnst, and Museum of Arts.
- **Artisan's Block:** Gorbin's Stables, the Homebound Sparrow, Adler the Gemcutter, and Milandal the Clockmaker.
- **Foreign Quarter:** the Whistling Kitty, Ackroman's Stables, Kohg's Stablrly, and the Lighthouse.
- **Northtown:** High Market Square, Temple of Olidammara, Temple of Xerbo, Blue Gopher Tavern, and Highbrows Inn.
- **Seers' District:** Radigast University and its library and colleges, Temple of Boccob, Temple of Celestian, the Vial, and Shella's Pies.
- **Slum Quarter:** Residents.
- **Southtown:** Bluesky Market, Temple of Fharlanghn, Temple of Zilchus, and the Watering Hole.
- **Wayman's District:** City Watch Headquarters, The Husband's Hole, and the Taxman's Scroll.

Administrators' Circle

In the center of the city lays the Administrators Circle. It lies on a hill and has many of the city's political buildings including city hall and the embassy. A wall surrounds this part of the city. Guards stop everyone trying to walk through making sure they have the proper authority to enter. If the PC's try to enter: I'm sorry but you must have a work pass or an invitation to pass. The PC's will be able to get a pass to this section of the city from Sir Whittenbock but only to the City Hall, Museum of

Arts, and the Embassies for Nyronnd and the Duchy of Urnst.

City Hall:

- The city is packed with traders and caravans. We are getting requests for more stalls or merchant buildings all the time.
- One of the large buildings in Southtown recently changed hands – not something we were expecting.

Embassy of Nyronnd:

- The non-aggression treaty is working out well
- We are hoping that we can get trade to pick up between the two countries since there is no threat of war.
- Heard the Hand and the Wizard were seen in Starkwall.

Embassy of Duchy of Urnst:

- Even though the Contessa has been in office for a year, there are many things that we have not worked out between us.
- Heard the Wizard was seen in High Mardreth.
- Hoping that the shipping trade picks up a bit, we are the closest neighbor on the Nyr Dyv.

Museum of Arts:

- The museum is growing – there was a lot items that was saved during the war.
- We are hoping to get more shows coming through the amphitheatre here.

Artisans' Block

Near Lakeside Gate is the Artisans' Block. The district is inhabited by many artist and playwrights and is a wealthier section of the city. There are many colorful fish markets near the gate since the Lakeside Gate leads to the docks.

Gorbin's Stables:

- Had a suspicious looking character rent a horse. Said she and her brother were headed to Count's Markham. If they seemed more trust worthy I might have thought that they were going to the Temple of Valor.
- Since the war business is booming. Everyone seems to be riding horses instead of going by foot.
- I wish that I could get more horses in to rent out or that I had the room to start breeding but I am just a city stable owner.

The Homebound Sparrow:

- Laughney keeps this inn
- The art on the walls are done by many of my patrons. They tend to pay that way versus actual coin. I think some may actually be worth something.
- Those that stay here tend to be trying their hand and being a playwright or artist of some sort. That or they are visiting family. Don't see many outsiders here.

Adler the Gemcutter:

- I had heard that the Hand and the Wizard were in Trigol but I'm starting to doubt it. I saw pictures of them before and I think that they are in Southtown.
- I wish I got a look at the sword that Contessa Belissica had. I would have liked to be able duplicate the cuts of the gems in it. It would be fitting to have a replica but we can't make it.
- I like Contessa Elone Gellor; she seems to be a good Contessa.

Milandal the Clockmaker:

- Time's a wasting. (Milandal says that to everyone who walks into his store – tends to get people to buy his clocks)
- He had fitted the Wizard's Fury with a clock in High Mardreth and heard the former own was back in High Mardreth.

Foreign Quarter

Everyone is speaking a different language here. This is the foreign quarter. Many here have not given up their native tongues or their heritage. Though the numbers here have gone down with the freeing of Tenh and the civil war there are still many people here.

City Watch can be seen everywhere but this area still has the reputation of not being safe. Within this quarter it is evident where the different nationalities live.

To gather information here a diplomacy check DC 10+apl needs to be made except at the Whistling Kitty.

Whistling Kitty:

- We have been hearing something about the Wizard buying a ship in High Mardreth. Also heard that they having a smuggling problem down there.
- Like this new Contessa, though I don't care for her religion. Hope she doesn't try to push it on everyone...
- Old Ned (the owner): I heard that these hooligans have been causing trouble out in Starkwall, or was it

Trigol? I seem to be forgetting in my old age. Haven't heard anything about them causing trouble here.

Ackroman's Stables:

- Don't trust anything Kohg tells you. You can never trust half-orcs. I can't believe that they let him in the County after all that his people have done during the wars.
- Not a lot of foreigners renting steeds lately. Seems like everything has gone back to normal since the wars.

DM's Note: Ackroman is trying to steer your business away from Kohg and to his stables instead. He understands business, though his steeds are fairly poor.

Kohg's Stablrly: Kohg greets the PC's and asks how he can help them. He is very courteous.

- Heard something about them being around Starkwall.
- Don't want to buy some horses. Sorry I can't help you more. (His horses are of poor quality.)

The Lighthouse:

- Nicki (owner) says Welcome and what can I sell thee?
- Sold a couple of lamps to a couple. The female had only one arm. Said they needed to light the way in Starkwall and High Mardreth. Had the feeling they were going underground.
- Now you be hearing me – I've never heard of the Wizard or the Hand. They done something?

Northtown

The North Gate leads to the wide streets of Northtown. There are many caravans in this part of the city. High Square Market is the center of this busy district. There are many merchant buildings that have been owned by certain families for generations. These double as the family homes. Everywhere there are City Watch, usually chasing after one of the petty thieves. Most everyone here is a merchant, their suppliers, or the customers.

High Market Square:

- Something is happening in Trigol. Goods we send that way don't seem to be making it there, at least our merchants aren't getting it. Not returning here either.
- I can't wait until Kindrek's have their store open. We are going to be their main supplier of goods.

Temple of Olidammara:

- Groups of minstrels can be found playing music near the entrance
- A Tenh native recently bought a place in Southtown. She has been coming here for service on a regular basis.
- The Hand – that name sounds familiar. Maybe it is someone recruiting help? Sorry can't be more helpful.

Cleric Medrik:

- There is something funny about the new owner of one of the houses in Southtown. She only has one arm but is a regular here at worship.

Temple of Xerbo: Priest Wave Singer

- I've heard some reports of activity in High Mardreth from my brothers there.
- The water is a great way to travel and make a living.

Blue Gopher Tavern:

- Leslie operates this tavern
- Heard several things lately. Heard that the Hand was having fun again in Trigol.
- Also heard that the Hand and the Wizard were in Starkwall.
- Lastly I heard that they are here in Radigast City and that they are in Southtown.
- The Mermaid Tail in High Mardreth is under new ownership. I hear that the people who own it are rich – they have cinnamon.

Highbrows Inn:

- This business that the Contessa has brought in is great.
- Heard that the Wizard has been seen in Count's Markham – least I think it was the Wizard, he seemed to be trying to disguise himself.
- Actually heard that the Hand was somewhere else – believe it was Starkwall.

Seers' District

The white marble buildings of Radigast University tower about the tall spiral houses that are abundant in this district. This is the Seer's District.

Besides the spiral houses of the various wizards and mages there are large brick buildings cluttered around the university. These are the dorm buildings for the students of the university. The temples of

Boccob and Celestian also are a contrast to their surroundings.

There are several shops for supplies such as magic items or blank spellbooks. A few fortunetellers also have shops here. There is a large burnt area that has not been built on. If PCs try detecting evil around the burnt area it will show as a faint lingering evil.

Radigast University (also called Gellor College):

- We are offering two new courses. Can I interest you in them? One course is Local Dungeons, and the other is Geography of the County of Urnst.
- Might want to check out Trigol. They may be using their old place there. We are teaching about it in our Local Dungeon Course.

DM's Note: Each course is 10 extra time units and gives the PC a +4 on knowledge checks concerning dungeons or geography while in the County – to learn more see the AR. PC's can take both courses for 20 extra TUs.

Royal Library of Radigast City:

The largest of the seven buildings on the Radigast University campus and the Master Librarian is Turthin.

- Best I can do is to help you research the different areas within the County of Urnst or the history of the Flanaess. But if you need to know anything about the County, I'm sure I know or will know which section of books has the information.
- We are waiting for The Book of Elone Hofre Gellor. That will be a nice edition to our collection. If only someone would write a biography on Countess Belissica

College of Wizardry:

- Lately we have seen a tall young man attending classes. If he wasn't so gifted I would be worried, there is something shady about him. He loves to play tricks too and usually ones that aren't nice. He invented a new spell, or so he claims.
- Several of the students say he can be found hanging around a woman with one hand, his sister perhaps.
- They have also seen him around a young man. They claim the young man shows some resemblance to the one that is attending classes.

Temple of Boccob:

Numerous colorful designs of an eye within a centigram are painted on the exterior walls. Bookshelves filled with books cover every inch of wall space. The center of the room is an open circular area ringed by rows of chairs. Abbot Mykil is the layman in charge of the temple. His standard

greeting is: "Seek balance above good, evil, law, or chaos. I am Abbot Mykil, how can I be of service to you?" It is the standard practice of clerics of Boccob to request a donation for each resource produced at the temple (including information).

- The Wizard or the Hand you say? I've seen someone called the Wizard around. He's always here researching information. He claims to be working on a new spell. He also claims that he already invented one that is extremely useful for his sister.
- He does not actually seem to pay homage to Boccob but gives a donation each time that he comes in. He says that his family is living in Southtown in a place they just bought.
- Heard that the Hand and the Wizard have been using magic throughout the County of Urnst to make things unbalanced and bring things towards how they want them instead of how they should be.

Temple of Celestian:

The temple is open from dusk until dawn. As all answers may be found in the stars,

Denalla (Clr5) asks PCs who do not have a cleric of Celestian in the party to answer several questions (see Appendix 8) before she will answer their questions.

- The stars show that the road to the Hand and the Wizard is a long winding one. There is many stops, many places that one must go. The road starts to the south.

The Vial:

- The middle-aged proprietor Tymmaie
- Tymmaie has sold some magic supplies to a man matching the description of the Wizard. Last time was earlier in the week.
- He headed towards Southtown when he left.

Shella's Pies:

- This bakery is owned by Shella a member of the Bakers' Guild
- You must try one of my pies. People are raving about them. They are an old family recipe that my family brought from the Pale. My ancestor's fled when the Theocracy formed since we do not worship Pholtus.
- The Hand and the Wizard you say. Well I had heard that there is a third person with them. That person seems to be related somehow. Those two I'm told are actually twins and the third might be a younger brother. They've been seen around town. I've heard that they have actually been model citizens since coming here; they even bought a place somewhere south of here.

- Shella will keep talking with the party for as long as they are there. She will do most of the talking. She does not have any additional information however except locations within the city.

Slum Quarter

This quarter is better known as Darkden and is technically part of Southtown but both Darkden and Southtown see this area as its own quarter. The streets are lined with gambling houses and brothels but not streetlights. City Watch is rarely seen and rumor says not at all at night. There is a partly built temple of St. Cuthbert and supposedly several well-known guilds but only the members know knowledge of where they are.

Residents:

- Watch out for Tylekar – stay here to long he'll be out to get you. Bardic Knowledge Check DC 20 – Tylekar is a legendary creature that said to steal the children of beggar women and devour the hearts of honest men.
- Business is business around here – now butt out.

Southtown

This district is comprised on many two-story buildings. There is also a large market place in the center of the district. This is Southtown. The streets are crowded with merchants, suppliers, and customers. The narrow streets keep the traffic to mostly foot traffic. As you entered this district there was a sign posted to keep an eye on your money pouch. The crowded streets are home to many pickpockets despite the large number of City Watch.

Bluesky Market:

This open market is in a square in the middle of Southtown, and is renowned for the exotic and rare goods shipped in from the southern parts of the Flanaess. Everyone is shoulder to shoulder with several hundred other people. The easiest way to travel in the Market is to get carried along with the current of the crowd. Doing so moves one slowly past several dozen different displays before turning a corner to experience another row of displays. There are over two hundred booths and displays in the Bluesky Market. The conversation at the booths is a constant barter over prices of rare and exotic items as well as the constant bicker over the prices of mundane items.

- There is a new player on the market. For all that we have exotic and rare goods here, she seems to have them in abundance.
- One of the wealthy families recently moved to a bigger place and a young family – all brothers and sisters moved into it. Not someone that is known.

Seems to have money but not sure where it came from.

- The new player might be the same who bought the place – the description of the sister sounds the same.
- The house is in Southtown, one block south and two blocks east of the Seer's District.
- One of the brothers seems well educated and possibly has the arcane touch about him. He can always been seen coming and going from the Wizard's College. He always is wearing black or dark clothing.
- One of the brothers always has daggers in his hands and on his belt. He is very handsome and very sure of himself. He is always wearing black or dark clothing.
- The sister seems to lead the other two. She appears to have something wrong with her. Only one hand has ever been seen, the other arm she always tries to hide. She is always wearing black or dark clothing.

Temple of Fharlanghn:

A daily shoe sale occurs outside this temple. The Wanderer Longstride, an old man dressed in brown robes. Shoes are generally 2 sp a pair.

- The way to find the Hand and the Wizard and the brother is to go on a long journey. The path leads southward then eastward. It is always wise to start a long journey with a sturdy pair of shoes or boots.
- You should also find yourself every place in the County of Urnst except on the border to the Bandit Kingdoms.
- You're current journey is either just beginning or is coming to a close, but remember the path you took to get there.

Temple of Zilchus:

This temple is a grand four-story tower capped in silver. Cordissa Langham is a lesser cleric in the temple, and will provide information concerning Southtown for a donation.

- Property is changing hands here. Something that we don't usually see. I wish I could get the new owners here to tithe but I don't even know who they are or what they look like.
- Bluesky Market has been abuzz with rumors lately. I would highly recommend heading there to find out information or for a good bargain.
- If you are looking for ale the Watering Hole is the place to go while in Southtown. Tons of people pass through there each day. I think Badicus Ordef only closes his doors when he comes here.

The Watering Hole:

- This tavern's tapkeeper is Badicus Ordef
- Word is that one of the old family homes here in Southtown passed hands to a sister and two brothers. Can't imagine who would be having the money to by such an established family home. This one didn't even have a store on the first floor like most of the others.
- Heard that they were causing trouble in High Mardreth and Trigol again.
- The younger of the two brothers likes to spend a lot of time in here. He boasts that he can best anyone with swords just using his knives. I think he is a bit of a braggart and too naive and young to know better.

Wayman's District

This small district is made of middle and upper class homes and apartments. There are several professional offices owned by scribes. There are many bars and bizarre strips located throughout this district.

City Watch Headquarters:

Commonly called "The Dungeon" it is a cluster of large grey stone buildings, ringed by stonewalls, that house the many offices and detention centers. Set into the wall is a single gated entrance. Just outside the gate are the gallows.

- Heard that the Hand and the Wizard have been causing trouble again. We haven't anything about them being in the city though. Last we heard they – well actually we have heard they were in several places
- They have been spotted in Starkwall meeting with a bunch of foreigners.
- There is word that they haven't given up on Trigol even though the Thieves Guilds there make sure that they don't come back, or at least associate with them again.
- Lastly we have heard that they are still operating their smuggling ring though we're not sure if it is in High Mardreth or Dominion.
- We haven't been able to confirm the last place though the others have been confirmed. The local city watches and militia have been notified but haven't had any results.
- If you are interested in helping us out, we are willing to give you a writ saying so but you would still need to check in with the other city's guards and militia to learn their rules.

The Husband's Home:

- The tap keeper is Morren
- Rumor that the Hand and the Wizard have hired help throughout the County of Urnst. Something about the smuggling ring still thriving.
- Heard something about the County declaring war on the Bandit Kingdoms and on Nyronnd. The Contessa hasn't said anything but I would be wary along our borders.

The Taxman's Scroll:

- The owner is Cloe the Scribe, a member of the Penmans' Guild.
- Need me to scribe anything down? That is what I am best at. Last thing I scribed down was a map of the roads around Trigol for these nice brothers.
- The party can find maps of the County of Urnst along with different cities within the County of Urnst. They can also find scrolls with a value of 50gp or less. They can purchase up to two scrolls each.

The Hill

This walled in community belongs to the nobles and politicians that work in Administrator's Circle. One house stands out amongst the others and is more grand and elaborate than the others.

The PC's can easily be considered bothering a noble house, which will get them in jail for a night. There is no information that the PC's can gain here.

Encounter Eleven: Case Closed?

Southtown's traffic is unusually heavy as you travel towards the newly bought house thought to be the hiding place of the Hand and the Wizard. The house is two-stories tall with most windows covered with heavy cloth. Unlike the houses around it, this one does not have a store on the first floor.

All doors and windows are locked on the first floor. Open Lock Check (DC 30) to unlock either the front or back door. Open Lock Check (DC 40) to unlock any of the windows. On the second floor there are two windows that are unlocked. See appendix eleven for layout of the house. The Hand, the Wizard, and Blade are in a large room on the second floor.

🔒 **Front or Back Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 22.

First Floor

The doors open into a large room. In the center of the room is a large woodstove. On the backside of

the stove is a large table with eight chairs, several floor-to-ceiling cabinets, and a door. On the front side of the stove is a large living area set up with an area rug, several rocking chairs, two small tables, and a low bench. There are also small cupboards on the wall, displaying several dishes and other small items. On the tables are several books about the layout of the County of Urnst and also about researching spells. On the wall without windows there is also a small staircase.

The door in the rear of the room leads to a large pantry that covers the entire left side of the building. Search Check (DC 15) reveals a cellar door. The cellar door is trapped.

🔪 **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 12,000 gp, 960 XP.

Cellar

The cellar door leads to a ladder descending into the cellar. The cellar is as large as the house. There are many crates and barrels.

Search Check (DC 20) to find two barrels of poison (one of Carrion Crawler Brains and one of Black Lotus) and a crate of assassin daggers. The rest of the barrels and crates hold staples that one would normally find in a root cellar.

Second Floor

The stairs leads to a long hallway that goes from one end of the building to the other. At the far end of the hallway is a large window. Along the hallway are five doors. Three doors on one side of the hall and two on the other.

All doors are locked (Open Lock DC 30 to open). Three of the doors are trapped.

Blade's Door: Search Check (DC 16) to find a symbol etched into the door (see players handout #5)

🔪 **Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. Market Price: 12,090 gp.

The Wizard's Door: Search Check (DC 21) to find a symbol etched into the door (see players handout #4)

🔪 **Doorknob Smeared with Contact Poison:** CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. Market Price: 9,650 gp.

The Hand's Door: Search Check (DC 26) to find a symbol etched into the door (see players handout #3)

✦ **Whirling Poison Blades:** CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three pre-selected 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 30,200 gp.

All three doors lead to 10ft by 10ft room with a bed and a small chest. The chest is unlocked and not trapped. Inside the chest are black leather armor, a rapier, alchemist fire, and a bloodstone.

DM's Note: The term "Loot" refers to the gp value of resalable goods (50% of value), the term "Coin" is any money or commodities such as gems or art (100% of value), and magic items are listed individually (50% of value) in the category termed "Magic". All treasure items included in the Treasure Summary.

The other two doors lead to a large room (30x15). Inside the room is two males (the Wizard and Blade) dressed all in black and with their left hand behind their backs. The Hand is invisible since they were getting ready to have a night's adventure. (Listen Check DC 12) to hear three people talking in the room.

APL 6 (EL 10)

✦ **Blade:** Male human Rog5/Inv1; hp 32; see Appendix One.

✦ **The Wizard:** Male human Rog3/Wiz4; hp 33; see Appendix One.

✦ **The Hand:** Female human Rog5/Asn2; hp 37; see Appendix One.

APL 8 (EL 12)

✦ **Blade:** Male human Rog5/Inv3; hp 42; see Appendix One.

✦ **The Wizard:** Male human Rog3/Wiz5/ArT1; hp 41; see Appendix One.

✦ **The Hand:** Female human Rog5/Asn4; hp 47; see Appendix One.

APL 10 (EL 14)

✦ **Blade:** Male human Rog5/Inv5; hp 52; see Appendix One.

✦ **The Wizard:** Male human Rog3/Wiz5/ArT3; hp 60; see Appendix One.

✦ **The Hand:** Female human Rog5/Asn6; hp 68; see Appendix One.

APL 12 (EL 16)

✦ **Blade:** Male human Rog7/Inv5; hp 74; see Appendix One.

✦ **The Wizard:** Male human Rog3/Wiz5/ArT5; hp 70; see Appendix One.

✦ **The Hand:** Female human Rog5/Asn8; hp 95; see Appendix One.

APL 14 (EL 18)

✦ **Blade:** Male human Rog9/Inv5; hp 86; see Appendix One.

✦ **The Wizard:** Male human Rog3/Wiz5/ArT7; hp 95; see Appendix One.

✦ **The Hand:** Female human Rog5/Asn10; hp 124; see Appendix One.

Tactics: All three will try to have a flank on whomever they are fighting. The Hand and the Wizard work the best together. Blade can hold his own without a flank. The Hand and the Wizard will fight to the death while Blade will fight until he is in single digit hit points or does not think he will survive another hit. He will then attempt to feign death (bluff) (slashing out at an opponent before falling over). It is a heal check to determine that he is not bleeding out. If the party had been using non-lethal damage at all, it is a sense motive check against his bluff to determine he is not unconscious.

If the Hand goes down and stops fighting (from unconsciousness or death) he will attempt to feign death.

If the Wizard has gone down and it looks like it's a losing battle (the Hand will go down) Blade will feign death.

Conclusion

Conclusion A: The Hand and Wizard killed during "capture"

The Hand and the Wizard, the guilty parties died while you attempted to capture them. You arrive at Sir Whittenbock's residence to give your report. After waiting a few minutes while he makes sure he will not be disturbed until after you leave, he receives your report. He quickly sends for one of his men to go secure the house. He proceeds to grill you on what happened for the next several hours to make sure his report is complete.

If Blade successfully feigned death:

About an hour after Sir Whittenbock begins grilling you on what happened, one of his men comes rushing into the room. "I'm sorry to disturb you but I must report, there were no bodies in the house. It looks like someone dragged them away."

Sir Whittenbock nods and turns to you. "This will continue in the house, I must see this for myself." He escorts you back to the Hand's house

and it is very apparent that something happened after you left and that someone did indeed drag the bodies away. Sir Whittenbock continues to grill you while in the house well into the night. "Thank you for your assistance. This matter of the bodies being moved will be investigated by the Knights."

If Blade died:

After grilling you for several hours, Sir Whittenbock looks each of you over before saying, "It is most tragic that the young man was killed. Thank you for your assistance. The crown and the Knights are pleased with the outcome. Your results are just what we hoped for. Thank you."

If Blade was captured alive:

After grilling you for several hours, Sir Whittenbock looks each of you over before saying, "The young man that you brought back with you will be spending some time in jail. I think that he was badly influenced by his older siblings. There is still some hope that he has a good heart so after he spends his time in jail, he will spend sometime working for the Knights to show him right from wrong. Thank you for your assistance. The crown and the Knights are pleased with the outcome. Your results are just what we hoped for. Thank you."

Conclusion B: The Hand and the Wizard brought to the Knights of the Swan

Despite the Hand and the Wizard's best attempt to evade capture you have done it. The Wizard and the Hand have been brought in alive. Upon reaching Sir Whittenbock's residence several men are called to escort the prisoners to the dungeons. Sir Whittenbock then escorts you to his room where he can get a report. Upon hearing where you captured the Hand and the Wizard he will send some of his men to secure the place.

If Blade successfully feigned death:

About a half hour after the men leave to secure the Hand's residence they return. "I'm sorry to report but there was no body found. There is no trace of this third person." Sir Whittenbock turns to you, "It does not matter, please give me his description and we will keep an eye out for him. What does matter is that the culprits were captured and will be punished for their crimes against the crown. Thank you for your assistance. The crown and the Knights are pleased with the outcome."

If Blade died:

After about an hour of taking your report, Sir Whittenbock looks each of you over before saying, "It is most tragic that the young man was killed. Thank you for your assistance. The crown and the

Knights are pleased with the outcome. Your results are just what we hoped for. Thank you."

If Blade was captured alive:

After about an hour of taking your report, Sir Whittenbock looks each of you over before saying, "The young man that you brought back with you will be spending some time in jail. I think that he was badly influenced by his older siblings. There is still some hope that he has a good heart so after he spends his time in jail, he will spend sometime working for the Knights to show him right from wrong. Thank you for your assistance. The crown and the Knights are pleased with the outcome. Your results are just what we hoped for. Thank you."

All cases (Conclusion B):

"You are welcome to come to the execution of the Hand and the Wizard tomorrow at dawn," Sir Whittenbock says before dismissing you.

At dawn, you are escorted into the Administrators' Circle and brought to the palace courtyard. "While normally we hold public execution, for these crimes against the royal family, the execution will be private to ensure that nothing happens," the Contessa says before ordering the execution to proceed. Within seconds the Hand and the Wizard have met their demise.

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

APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp

Encounter Three

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp

Encounter Five

APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp
APL14	510 xp

Encounter Seven

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp

Encounter Nine

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp

Encounter Eleven

APL6	300 xp
APL8	360 xp
APL10	420 xp
APL12	480xp
APL14	540 xp

Discretionary Roleplay experience

APL6	360 xp
APL8	450 xp
APL10	540 xp
APL12	630 xp
APL14	720 xp

Total possible experience:

APL6	1800 xp
APL8	2250 xp
APL10	2700 xp
APL12	3150 xp
APL14	3600 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.

DM Note: You can use gold above the cap for many things:

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. Nothing you purchase with excess gold in this way can 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.

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

Encounter One:

APL 6: L: 38 gp; C: 0 gp; M: Longsword +1 (193 gp), 2 Short sword +1 (385 gp); Total: 616 gp

APL 8: L: 34 gp; C: 0 gp; M: Longsword +1 (193 gp), Short sword +1 [2] (770 gp), Studded Leather Armor +1 (392 gp); Total: 1,389 gp

APL 10: L: 0 gp; C: 0 gp; M: Longsword +2 (693 gp), Short sword +2 [2] (2770 gp), Studded Leather Armor +1 [2] (392 gp), Shortbow +1 (194 gp), Composite Shortbow +1 (198 gp), Ring of Protection +1 (167 gp) – Total: 4,414 gp

APL 12: L: 0 gp; C: 0 gp; M: Longsword +2 (693 gp), Short sword +2 [2] (2770 gp), Studded Leather Armor +2 [2] (1392 gp), Shortbow +1 (194 gp), Composite Shortbow +1 (198 gp), Ring of Protection +1 (167 gp); Total: 5,414 gp

APL 14: L: 0 gp; C: 0 gp; M: Longsword +3 (1526 gp), Short sword +3 [2] (6103 gp), Studded Leather Armor +2 [2] (695.83 gp), Shortbow +1 (194 gp), Composite Shortbow +1 (198 gp), Ring of Protection +2 (667 gp); Total: 6,103 gp

Encounter Three:

APL 6: L: 86 gp; C: 0 gp; M: 0 gp; Total: 86 gp

APL 8: L: 6 gp; C: 21 gp; M: Rapier +1 [3] (1740 gp); Total: 1,767 gp

APL 10: L: 0 gp; C: 26 gp; M: Rapier +1 [3] (1740 gp), Studded Leather Armor +1 [3] (881 gp); Total: 2,647

APL 12: L: 0 gp; C: 76 gp; M: Rapier +2 [3] (6240 gp), Studded Leather Armor +1 [3] (881 gp), Belt of Giant Strength +2 [3] (3000 gp); Total: 10,197

APL 14: L: 0 gp; C: 84 gp; M: Rapier +2 [3] (6240 gp), Studded Leather Armor +2 [3] (3131 gp), Belt of Giant Strength +2 [3] (3000 gp), Gloves of Dexterity +2 [3] (3000 gp); Total: 15,455

Encounter Five:

APL 6: L: 163 gp; C: 0 gp; M: Chainmail +1 (217 gp), Greatsword +1 (192 gp), Spiked Chain +1 (194 gp); Total: 766 gp

APL 8: L: 187 gp; C: 0 gp; M: Chainmail +1 [2] (483 gp), Greatsword +1 (196 gp), Morning Star +1 (192 gp), Heavy Crossbow +1 (196 gp), Full Plate +1 (221 gp), Spiked Chain +1 (194 gp), Half-plate +1 (146 gp); Total: 1,628

APL 10: L: 49 gp; C: 0 gp; M: Chainmail +1 [2] (483 gp), Greatsword +1 (196 gp), Morning Star +1 (192 gp), Heavy Crossbow +1 (196 gp), Bastard Sword +1 (195 gp), Full Plate +1 (221 gp), Spiked Chain +2 (694 gp), Half-plate +1 [2] (583 gp), Light Crossbow +1 [3] (1751 gp), Ring of Protection +1 (167 gp), Cloak of Resistance +1 (83 gp), Heavy Mace +1 (193 gp), Flail +1 (192 gp), Amulet of Health +2 (333 gp); Total: 5,528 gp

APL 12: L: 28 gp; C: 0 gp; M: Chainmail +1 (121 gp), Chainmail +2 (371 gp), Greatsword +2 (696 gp), Morning Star +1 (192 gp), Heavy Crossbow +1 (196 gp), Bastard Sword +2 (695 gp), Full Plate +2 (471 gp), Spiked Chain +3 (1527 gp), Half-plate +1 [2] (583 gp), Light Crossbow +1 [3] (1751 gp), Ring of Protection +1 (167 gp), Cloak of Resistance +1 [2] (333 gp), Cloak of Resistance +2 (666 gp), Heavy Mace +1 (193 gp), Belt of Giant Strength +2 (333 gp), Flail +1 (192 gp), Amulet of Health +2 [2] (1333 gp), Periapt of Wisdom +2 [2] (1333 gp), Periapt of Wisdom +4 (1333 gp), Banded Mail +1 (117 gp); Total: 10,130 gp

APL 14: L: 0.25 gp; C: 0 gp; M: 12141.81 gp – 2 Chainmail +2 (741.67 gp), Greatsword +3 (1527.92 gp), Morning Star +1 (192.33 gp), Heavy Crossbow +1 (195.83 gp), Bastard Sword +2 (389.16 gp), Full Plate +2 (662.49 gp), Spiked Chain +3 (693.75 gp), 2 Half-plate +2 (291.67 gp), 4 Light Crossbow +1 (778.33 gp), 2 Ring of Protection +1 (167 gp), Ring of Protection +2 (666.67 gp), Cloak of Resistance +1 (83.33 gp), 3 Cloak of Resistance +2 (1000 gp), Heavy Mace +1 (192.67 gp), Belt of Giant Strength +2 (333.33 gp), Flail +1 (192.33 gp), Amulet of Health +2 (333.33 gp), Amulet of Health +4 (1333.33 gp), 2 Periapt of Wisdom +2 (666.67 gp), Periapt of Wisdom +4 (1333.33 gp), Banded Mail +2 (366.67 gp)

Encounter Seven:

APL 6: L: 113 gp; C: 0 gp; M: Ring of Protection +1 (167 gp); Total: 280

APL 8: L: 82 gp; C: 0 gp; M: 1246 gp – Ring of Protection +1 (167 gp), 2 Spiked Chain +1 (386 gp), 3 Amulet of Natural Armor +1 (500 gp), Longsword +1 (193 gp); Total: 1,328 gp

APL 10: L: 0 gp; C: 0 gp; M: Ring of Protection +1 [3] (1500 gp), Spiked Chain +1 [2] (775 gp), Heavy Crossbow +1 [2] (783 gp), Amulet of Natural Armor +1 [3] (1500 gp), Longsword +1 (193 gp), Chainmail +1 (108 gp), 2 Breastplate +1 (225 gp), Belt of Giant Strength +2 [3] (3000 gp), Cloak of Charisma +2 (333 gp), Light Crossbow +1 (195 gp); Total: 3833 gp

APL 12: L: 0 gp; C: 0 gp; M: Ring of Protection +1 [2] (666 gp), Spiked Chain +2 [2] (2775 gp), Heavy Crossbow +2 [2] (2784 gp), Amulet of Natural Armor +2 [2] (4000 gp), Longsword +2 (693 gp), Chainmail +1 (108 gp), Ring of Protection +2 (666 gp), Breastplate +1 [2] (450 gp), Belt of Giant Strength +2 [3] (3000 gp), Cloak of Charisma +2 (333 gp), Light Crossbow +1 (195 gp); Total: 8333 gp

APL 14: L: 0 gp; C: 0 gp; M: Spiked Chain +2 [2] (2775 gp), Heavy Crossbow +2 [2] (1391.67 gp), Amulet of Natural Armor +2 [3] (6000 gp), Longsword +2 (693 gp), Chainmail +2 (358 gp), Ring of Protection +2 [3] (6000 gp), Breastplate +1 [2] (450 gp), Belt of Giant Strength +2 [3] (3000 gp), Cloak of Charisma +4 (1333 gp), Light Crossbow +2 (695 gp), Heavy Steel Shield +1 [2] (390 gp); Total: 11,278 gp

Encounter Nine:

APL 6: L: 18 gp; C: 0 gp; M: 0 gp; Total: 18 gp

APL 8: L: 43 gp; C: 0 gp; M: 0 gp; Total: 43 gp

APL 10: L: 26 gp; C: 0 gp; M: Breastplate +1 (113 gp), Light Steel Shield +1 (97 gp), Periapt of Wisdom +2 [2] (1333 gp); Total 902 gp

APL 12: L: 0 gp; C: 0 gp; M: Breastplate +1 (113 gp), Light Steel Shield +1 (97 gp), Periapt of Wisdom +2 [2] (1333 gp), Belt of Giant Strength +2 (333 gp), Flail +1 (192 gp); Total: 1,401

APL 14: L: 0 gp; C: 0 gp; M: Breastplate +2 (363 gp), Light Steel Shield +2 (347 gp), Periapt of Wisdom +2 (333 gp), Periapt of Wisdom +4 (1333 gp), Flail +1 (192 gp), Belt of Giant Strength +2 (333 gp); Total: 2,901

Encounter Eleven:

APL 6: L: 53 gp; C: 25 gp; M: Rapier +1 [2] (773 gp), Studded Leather Armor +1 (99 gp), Amulet of Natural Armor +1 [2] (666 gp), Gloves of Dexterity +2 (333 gp), Headband of Intellect +2 (333 gp); Total: 1,563

APL 8: L: 95 gp; C: 25 gp; M: Rapier +1 [2] (773 gp), Studded Leather Armor +1 (98 gp), Amulet of Natural Armor +2 [2] (2666 gp), Gloves of Dexterity +2 [2] (1334 gp), Headband of Intellect +2 [2] (1334 gp), Chainshirt +1 (104 gp); Total: 3,378

APL 10: L: 16 gp; C: 25 gp; M: Rapier +2 (693 gp), Rapier +1 (193 gp), Studded Leather Armor +2 (348 gp), Amulet of Health +2 [2] (1333 gp), Gloves of Dexterity +2 [2] (1333 gp), Headband of Intellect +2 (1333 gp), Chainshirt +1 (104 gp), Cloak of Resistance +1 [2] (333 gp), Ring of Protection +2 [2] (2666 gp), Light Crossbow +1 (195 gp), Dagger +1 [2] (767 gp), Cloak of Charisma +2 (333 gp), Scroll of Silent Step (104 gp); Total: 5,596

APL 12: L: 16 gp; C: 25 gp; M: Rapier +2 [2] (2773 gp), Studded Leather Armor +2 (348 gp), Amulet of Health +2 [3] (3000 gp), Gloves of Dexterity +4 [2] (5333 gp), Gloves of Dexterity +2 (333 gp), Headband of Intellect +4 [2] (5333 gp), Chainshirt +2 (354 gp), Cloak of Resistance +2 [2] (1333 gp), Ring of Protection +3 [2] (6000 gp), Light

Crossbow +2 (695 gp), Scroll of Silent Step (104 gp), Dagger +1 [2] (767 gp), Cloak of Charisma +2 (333 gp); Total 13,979

APL 14: L: 16 gp; C: 25 gp; M: Rapier +2 (693 gp), Rapier +3 (1360 gp), Studded Leather Armor +2 (348 gp), Amulet of Health +4 [2] (5333 gp), Amulet of Health +2 (333 gp), Gloves of Dexterity +4 [2] (5333 gp), Gloves of Dexterity +2 (333 gp), Headband of Intellect +4 [2] (5333 gp), Chainshirt +2 (344 gp), Cloak of Resistance +3 [2] (1500 gp), Cloak of Resistance +2 (333 gp), Ring of Protection +3 [2] (6000 gp), Ring of Protection +1 (167 gp), Light Crossbow +2 (695 gp), Scroll of Silent Step (104 gp), Dagger +2 [2] (2766 gp), Cloak of Charisma +2 (333 gp), Vest of Resistance +2 (333 gp); Total 19,202 gp

Total Possible Treasure

APL 6:	1,800 gp
APL 8:	2,600 gp
APL 10:	4,600 gp
APL 12:	6,600 gp
APL 14:	13,200 gp

Special

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

[] **Known as "Friend" of 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]

If the Hand and the Wizard are alive

[] **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]

Or if the Hand and the Wizard are dead

For getting critical information on the assassination and for the capture or elimination of the Hand and the Wizard:

[] **The Gratitude of Knights of the Swan for helping stop the Hand and the Wizard.** This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing Knights of the Swan [Type: Permanent Influence]. Current members of the Knights of the Swan metaorgs treat items with this symbol (☿) as access Regional.

And

[] **The Gratitude of Contessa Elone Hofre Gellor and Cyanna Gellor for helping capture the murderer of Tristelone.** This grants the named PC a +2 Circumstance bonus to Charisma-based skills when dealing with the Gellors [Type: Permanent Influence].

If Blade is alive

[] **The Enmity of Blade for meddling in the affairs of the family.** The named PC receives a -2 Circumstance penalty to all dealings with any person associated with Blade. [Type: Permanent Enmity]

All

[] **Scroll of *Silent Step*.** For APLs 10-14: PCs are able to purchase a maximum of one scroll of this spell. (Special: Members of the Wizards' Guild, who play in the above APLs may scribe this spell into their spell books for free.)

Courses from Radigst College:

[] **Local Dungeons:** Cost is 10 TUs and gives the PC a +4 circumstance bonus on Knowledge (Dungeoneering) while in the County of Urnst.

[] **Geography of the County of Urnst:** Cost is 10 TUs and gives the PC a +4 circumstance bonus on Knowledge (geography) while in the County of Urnst.

- *Periapt of Wisdom* +4 (Adventure; DMG; 16000 gp)
- *Gloves of Dexterity* +4 (Adventure; DMG; 16000 gp)
- *Headband of Intellect* +4 (Adventure; DMG; 16000 gp)
- *Ring of Protection* +3 (Adventure; DMG; 18000 gp)

APL 14 (all of APLs 6-12 plus the following):

- *Longsword* +3 (Adventure; DMG; 18315 gp)
- *Short Sword* +3 (Adventure; DMG; 18310gp)
- *Greatsword* +3 (Adventure; DMG; 18350 gp)
- *Amulet of Health* +4 (Adventure; DMG; 16000 gp)
- *Cloak of Charisma* +4 (Adventure; DMG; 16000 gp)
- *Rapier* +3 (Adventure; DMG; 18320 gp)
- *Cloak of Resistance* +3 (Adventure; DMG; 16000 gp)
- *Vest of Resistance* +2 (Adventure; DMG; 4000 gp)

Items for the Adventure Record

Item Access

APL 6:

Items listed in the LGCS

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

- *Amulet of Natural Armor* +2 (Adventure; DMG; 8000 gp)

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

- *Longsword* +2 (Adventure; DMG; 8315 gp)
- *Short Sword* +2 (Adventure; DMG; 8310 gp)
- *Spiked Chain* +2 (Adventure; DMG; 8325 gp)
- *Ring of Protection* +2 (Adventure; DMG; 8000 gp)
- *Rapier* +2 (Regional; DMG; 8320 gp)
- *Studded Leather Armor* +2 (Adventure; DMG; 4175 gp)

APL 12 (all of APLs 6-10 plus the following):

- *Armor Upgrade* to +2 (Adventure; DMG; 4000 gp)
- *Weapon Upgrade* to +2 (Adventure; DMG; 8000 gp)
- *Spiked Chain* +3 (Adventure; DMG; 18325 gp)
- *Cloak of Resistance* +2 (Adventure; DMG; 4000 gp)

Appendix One – APL 6

Encounter One

🐾 **Ranger:** Male Elf Rgr6; CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; Base Atk/Grp: +6/+9; Atk +10 melee (1d8+4, longsword) or +8 range (1d6, shortbow); Full Atk +8/+3 melee (1d8+4, longsword) and +8/+3 (1d6+2, short sword) or +8/+3 range (1d6, shortbow); Space/Reach: 5ft./5ft.; SA —; SQ animal companion, favored enemy humans +4, favored enemy dwarves +2, improved combat style (two-weapon combat), wild empathy; AL CN; SV Fort +6, Ref +7, Will +4; Str 17, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +8, Hide +12, Knowledge (nature) +12, Move Silently +12, Spot +13, Survival +11; Dodge, Endurance, Improved Favored Enemy, Improved Two-Weapon Fighting (improved combat style), Stealthy, Track, Two-Weapon Fighting (combat style).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Cha bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Ranger Spells Prepared (2; base DC = 12 + spell level): 1st—[Entangle, Magic Fang].

Possessions: Shortbow, Longsword+1, Short sword +1, Studded Leather Armor.

🐾 **Wolf Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +3, Spd 50 ft.; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA trip; SQ bonus trick, 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 +3, Moves Silently +4, Spot +3, Survival +1 (+5 using scent); Track, Weapon Focus (bite).

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

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an

attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

🐾 **Scout:** Male Wood elf Sct6; CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +4; Spd 40ft.; AC 17 (+3 armor, +3 dex, +1 skirmish), touch 13, flat-footed 14; Base Atk/Grp: +4/+7; Atk +9 melee (1d6+4, short sword) or +8 range (1d6, composite shortbow); Full Atk +9 melee (1d6+4, short sword) or +8 range (1d6, composite shortbow); Space/Reach: 5ft./5ft.; SA Skirmish +2d6 & +1 AC, Trackless Step; SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Fast Movement +10ft, Evasion, Flawless Stride; AL CN; SV Fort +3, Ref +8, Will +2; Str 16, Dex 17, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +10, Hide +11, Knowledge (Nature) +5, Listen +11, Move Silently +11, Perform (Dance) +3, Search +12, Spot +11, Survival +9, Tumble +11; Combat Expertise, Dodge, Mobility, Weapon Focus (Short sword).

Skirmish (Ex): A Scout gains an extra 2d6 of damage when they move at least 10ft for that round. The damage only applies to attacks taken during the scout's turn. This only applies against leaving creatures with discernable anatomy (creatures immune to critical hits are not vulnerable to the extra damage). The scout also gains a +1 AC bonus when they move at least 10ft in a round and lasts until their next turn.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on fortitude saves and initiative checks.

Flawless Stride (Ex): A scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any of impairment. This does not apply if a climb or swim check are required or if the terrain or undergrowth is magically manipulated.

Possessions: MW Composite Shortbow, Short sword +1, Studded Leather Armor.

Encounter Three

🐾 **Smugglers (3):** Male Half-elf Sws4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +3; Spd 30ft.; AC 15 (+3 armor, +3 dex), touch 13, flat-footed 13; Base Atk/Grp: +4/+4; Atk +8 melee (1d6+2, rapier); Full Atk +8 melee (1d6+2, rapier); Space/Reach: 5ft./5ft.; SA Insightful Strike; SQ Grace; AL NE; SV Fort +6, Ref +5, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +11, Bluff +7, Diplomacy +11, Escape Artist +9, Swim +5, Tumble +9; Combat Reflexes, Dodge, Weapon Finesse.

Grace (Ex): When where light or no armor and carrying a light load the swashbuckler gains a +1 competence bonus on reflex saves

Insightful Strike (Ex): When where light or no armor and carrying a light load the swashbuckler gains a +2 as bonus on damage rolls with any light or finesseable weapon. They do not gain this bonus against creatures immune to critical hits.

Possessions: MW Rapier, Studded Leather Armor.

Encounter Five

🗡️ **Bandit Kingdoms Rep1 - Kria:** Female Human Clr 4; CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 16 (+6 Armor), touch 10, flat-footed 16; Base Atk/Grp: +3/+4; Atk +4 melee (1d8+1, morning star) or +3 range (1d8, light crossbow); Full Atk +4 melee (1d8+1, morning star) or +3 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL CE; SV Fort +6, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9 (+13 defensive), Diplomacy +7, Heal +10, Knowledge (Planes) +8; Combat Casting, Spell Penetration, Greater Spell Penetration.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[Create Water, Guidance, Purify Food and Drink, Read Magic, Resistance]; 1st—[Bless, Cure Light Wounds (2), Protection from Good*, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Summon Swarm*].

*Domain spell. Domains: [Evil (cast evil spells at +1 caster level); Pestilence (immunity to the effects of all diseases)].

Possessions: Light Crossbow, Morning Star, Chainmail +1, Holy Symbol of Iuz.

🗡️ **Bandit Kingdoms Rep2 - Tryst:** Human male Ftr4; CR 4; Medium Humanoid; HD 4d10+12; hp 40; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 17(+7 armor), touch 10, flat-footed 17; Base Atk/Grp: +4/+7; Atk +9 melee (2d6+7, greatsword); Full Atk +9 melee (2d6+7, greatsword); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +7, Ref +2, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (arms and armor) +7, Intimidate +7, Ride +8; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword +1, Half-plate.

🗡️ **Nyrond Rep1:** Human male Clr4; CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grp: +3/+4; Atk +5 melee (1d8+1, heavy mace) or +4 range (1d8, light crossbow); Full Atk +5 melee (1d8+1, heavy mace) or +4 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke

undead; SQ —; AL NE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9 (+13 defensive), Disguise +7, Knowledge (Religion) +5, Spellcraft +2; Combat Casting, Improved Initiative, Profane Boost.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Bane, Cure Light Wounds, Divine Favor, Magic Weapon*]; 2nd—[Cure Moderate Wounds, Hold Person, Invisibility*, Sound Burst].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Heavy Mace); Trickery (Bluff, Disguise and Hide are not class skills)].

Possessions: Heavy Mace, Light Crossbow, Banded Mail, Holy Symbol of Erythnul.

🗡️ **Nyrond Rep2:** Human female Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grp: +4/+7; Atk +8 melee (1d10+3, bastard sword) or +5 range (1d8, light crossbow); Full Atk +8 melee (1d10+3, bastard sword) or +5 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +6, Ref +2, Will +4; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Intimidate +7, Jump -2; Blind-fight, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword).

Possessions: Bastard Sword, Light Crossbow, Chainmail +1.

🗡️ **County of Urnst Rep1 - Rega:** Female human Clr4; CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +0; Spd 20ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +3/+3; Atk +4 melee (1d8, flail) or +3 range (1d8, light crossbow); Full Atk +4 melee (1d8, flail) or +3 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LE; SV Fort +5, Ref +1, Will +8; Str 10, Dex 10, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +8 (+12 defensive), Diplomacy +7, Knowledge (Religion) +7; Combat Casting, Extra Turning, Maximize Spell.

Cleric Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Cure Light Wounds (2), Inflict Light Wounds*, Sanctuary]; 2nd—[Cure Moderate Wounds, Hold Person, Shatter*, Sounds Burst].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Flail); Destruction (Smite Evil 1/day granting a +4 to attack and damage)].

Possessions: Flail, Light Crossbow, Full Plate, Holy Symbol of Hextor.

☛ **County of Urnst Rep2:** Male human Ftr4; CR 4; Magic Humanoid; HD 4d8+12; hp 40; Init +4 (+4 improved init); Spd 20ft.; AC 17 (+7 armor), touch 10, flat-footed 17; Base Atk/Grp: +4/+7; Atk +9 melee (2d4+6, spiked chain); Full Atk +9 melee (2d4+6, spiked chain); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +7, Ref +1, Will +3; Str 16, Dex 10, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Ride +9; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Hold the Line, Iron Will, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +1, Half-plate.

Encounter Seven

☛ **Way station Guards (2):** Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +4; Spd 20ft.; AC 15 (+5 armor), touch 10, flat-footed 15; Base Atk/Grp: +4/+7; Atk +9 melee (2d4+4, spiked chain) or +4 range (1d10, heavy crossbow); Full Atk +9 melee (2d4+4, spiked chain) or +4 range (1d10, heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL N; SV Fort +6, Ref +1, Will +1; Str 16, Dex 10, Con 15, Int 14, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Ride +8, Search +5, Spot +3; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Disarm, Improved Initiative, Weapon Focus (Spiked Chain).

Possessions: MW Spiked Chain, Heavy Crossbow, Breastplate.

☛ **Way station Captain Cran:** Male Human Mns5; CR 5; Medium Humanoid; HD 5d8+10; hp 38; Init +1; Spd 20ft.; AC 17 (+5 armor, +1 dex, +1 deflection), touch 12, flat-footed 16; Base Atk/Grp: +3/+4; Atk +5 melee (1d8+1, longsword) or +4 range (1d8, light crossbow); Full Atk +5 melee (1d8+1, longsword) or +4 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA Grant Move Action 1/Day; SQ Minor Aura, Major Aura +1; AL CN; SV Fort +7, Ref +3, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Diplomacy +17, Intimidate +15, Knowledge (local) +8, Sense Motive +10; Negotiator, Persuasive, Skill Focus (Diplomacy), Weapon Focus (Longsword).

Grant Move Action (Ex): A marshal may direct and motivate his allies to act immediately. Once per day, he may grant an extra move action to any or all of his allies within 30ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

Aura (Ex): The Marshal may project one minor and one major aura at a time. Projecting an aura is a swift

action. The aura remains in effect until the Marshal uses a swift action to dismiss it or activated another aura of the same kind (minor or major). A Marshal may have an aura run continuously thus a Marshal may have an aura up prior to his action. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A Marshal's aura affects all allies within 60 ft (including himself) who can hear the Marshal. A Marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura let allies add the Marshal's Charisma bonus to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Charisma: Bonus on Charisma checks and charisma-based skills.

Master of Tactics: Bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

Resilient Troops: Bonus on all saves.

Motivate Ardor: Bonus on damage rolls.

Possessions: Longsword, Light Crossbow, Chainmail, Ring of Protection +1.

Physical Description: A commanding looking man with blond hair and blue eyes. He is dressed in the officer uniform of the County Militia.

Encounter Nine

☛ **Lord Malthanus Doppelganger:** Male Doppelganger HxB2; CR 6; Monstrous Humanoid; HD 4d8+8 + 2d10+4; hp 47; Init +2; Spd 30ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +6/+9; Atk +12 melee (1d8+6, longsword); Full Atk +12/+7 melee (1d8+6, longsword); Space/Reach: 5ft./5ft.; SA Detect Thoughts, Change Shape, Hexblade Curse 1/day; SQ Arcane Resistance, Immune to Sleep and charm effects; AL LE; SV Fort +3, Ref +6, Will +10/+13; Str 17, Dex 14, Con 14, Int 14, Wis 16, Cha 16.

Skills and Feats: Bluff +16, Diplomacy +9, Disguise +14, Hide +7, Intimidate +5, Knowledge: Religion +4, Ride +4; Cleave, Improved Sunder, Power Attack.

Detect Thoughts (Ex): Doppelgangers can continuously use detect thoughts as the spell (caster level 18, will save DC 15 negates). They can suppress or resume the activity as a free action.

Change Shape (Ex): Doppelgangers can assume any small or medium humanoid form. In humanoid form they lose all their natural attacks.

Hexblade Curse (Ex): As a free action, the hexblade can curse one foe that is visible to him and is within 60 feet. This curse inflicts a -2 on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful save (DC 10 + 1/2 the Hexblade class level + the hexblade's CHA modifier) negates the effect

Arcane Resistance (Ex): A Hexblade gets his Charisma bonus to all saves versus spells and spell like effects

Possessions: None.

Physical Description: Tall and broad and has a gaze that disarms most people he meets. His dark brown hair is now flecked with grey at the temples, and it is worn long, and clasped with a golden ring at the back. He has a flowing moustache, which is also starting to show a bit of grey. He wears a pair of doeskin breeches along with a soft shirt of cotton and a white with blue surcoat emblazoned with the symbol of Hieroneous. He is always seen with his signet ring and the medallion of Hieroneous upon his neck. Lately, he has taken to wearing a bracelet of electrum with a rose carved on it.

☛ **Heavy Warhorse:** CR 2; Large animal; HD 4d8+12; hp 30; Init +1, Spd 50ft.; AC 14 (-1 Size, +1 Dex, +4 Natural Armor), touch 10, flat-footed 13; Base Atk/Grp +3/+11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10ft./5ft.; SA —; SQ low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

☛ **Helian:** Male Human Clr 4; CR 4; Male Humanoid; HD 4d8+8; hp 31; Init +0; Spd 20ft.; AC 16 (+5 armor, +1 shield), touch 10, flat-footed 16; Base Atk/Grp: +3/+5; Atk +6 melee (1d8+2, flail); Full Atk +6 melee (1d8+2, flail); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LN; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +5, Concentration +9 (+13 when defensive), Diplomacy +4, Knowledge: Religion +4; Combat Casting, Persuasive, Spontaneous Healing.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[Detect Magic, Detect Poison, Guidance, Read Magic, Resistance]; 1st—[Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Sanctuary]; 2nd—[Hold Person (x2), Spiritual Weapon*, Undetectable Alignment].

*Domain spell. **Domains:** [Destruction (Smite Evil 1/day granting a +4 to attack and damage); War (Free Martial Weapon Proficiency and Weapon Focus with flail)].

Possessions: Breastplate, Light Steel Shield, Flail, Holy Symbol of Hieroneous, Holy Symbol of Hextor.

Physical Description: Dark haired young man in his early twenties. He stands straight and proud. There is a small scar running down his face that is gray in color.

Encounter Eleven

☛ **The Hand:** Female Human Rog5/Asn2; CR 7; Medium Humanoid; HD 5d6+5 + 2d6+2; hp 37; Init +5; Spd 30ft.; AC 20 (+4 Armor, +5 Dex, +1 Natural Armor), touch 15, flat-footed 20; Base Atk/Grp: +4/+4; Atk +9 melee (1d6+1, rapier); Full Atk +9 melee (1d6+1, rapier); Space/Reach: 5ft./5ft.; SA Sneak Attack 4d6, Death Attack, Poison Use; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Poison Resistance; AL NE; SV Fort +3, Ref +14, Will +2; Str 10, Dex 19, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Bluff +3, Decipher Script +9, Disable Device +9, Disguise +5, Escape Artist +13, Hide +14, Listen +10, Move Silently +14, Open Lock +13, Search +12, Spot +10, Tumble +16; Acrobatic, Dodge, Lightning Reflexes, Weapon Finesse.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 15) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+3 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison Resistance: The assassin gains a +1 natural saving throw bonus to all.

Uncanny Dodge (Ex): An assassin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The assassin can be flanked by a 12th level rogue or higher.

Possessions: Rapier +1, Studded Leather Armor +1, Amulet of Natural Armor +1, Gloves of Dexterity +2.

Assassin Spells (2; base DC = 12 + spell level): 1st—[Disguise Self, Obscuring Mist, True Strike].

Physical Description: A middle-sized Oeridian female with boyish cut hair. One arm is behind her back (she is missing the hand from it). She is dressed completely in black. From a distance it is impossible to tell her apart from her twin brother (the Wizard).

☛ **The Wizard:** Male Human Rog3/Wiz4; CR 7; Medium Humanoid; HD 3d6+3 + 4d4+4; hp 33; Init +2; Spd 30ft.; AC 23 (+2 Dex, +4 Mage Armor, +4 Shield, +2 Protection from Good, +1 Natural Armor), touch 14, flat-footed 21; Base Atk/Grp: +4/+4; Atk +7 melee (1d6+1, rapier); Full Atk +7 melee (1d6+1, rapier) or +7 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA Sneak Attack 2d6; SQ Trap Sense, Evasion, Trapfinding; AL CE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 14, Con 12, Int 21, Wis 8, Cha 8.

Skills and Feats: Concentration +11 (+15 defensive), Craft (Alchemy) +10, Decipher Script +12, Disable Device +12, Disguise +6, Escape Artist +9, Forgery +13, Hide +12, Knowledge (Arcana) +11, Listen +3, Move Silently +6, Open Lock +6, Search +9, Spellcraft +17, Tumble +11; Acrobatic, Combat Casting, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse.

Possessions: Rapier +1, MW Light Crossbow, Amulet of Natural Armor +1, Headband of Intellect +2, Spell Component Pouch.

Wizard Spells Prepared (4/5/3); base DC = 15 + spell level): 0—[Acid Splash (2), Ray of Frost, Touch of Fatigue]; 1st—[Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, True Strike]; 2nd—[Blindness/Deafness, Scorching Ray (2)].

Spellbook: 0—[all]; 1st—[Burning Hands, Feather Fall, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, False Life, Invisibility, Melf's Acid Arrow, Scorching Ray].

Physical Description: A middle-sized Oeridian male with short cut hair. One arm is behind his back (except while needed for casting). He is dressed completely in black. From a distance it is impossible to tell him apart from her twin sister (the Hand).

☛ **Blade:** Male Human Rog5/Inv1; CR 6; Medium Humanoid; HD 5d6+5 + 1d6+1; hp 32; Init +8; Spd 30ft.; AC 18 (+4 Armor, +4 Dex), touch 14, flat-footed 18; Base Atk/Grp: +4/+5; Atk +6 melee (1d4+1, dagger); Full Atk +6 melee (1d4+1, dagger); Space/Reach: 5ft./5ft.; SA Uncanny Dodge, Evasion, Sneak Attack/Dagger Sneak Attack 3d6/4d6; SQ Trap Sense, Trapfinding; AL NE; SV Fort +2, Ref +10, Will +1; Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Disguise +7, Escape Artist +10, Hide +11, Move Silently +11, Sense Motive +9, Slight of Hand +13, Tumble +11, Use Magic Device +7; Far Shot, Improved Initiative, Point Blank Shot, Weapon Focus (Dagger).

Possessions: Dagger (x2), Chainshirt.

Physical Description: A tall Oeridian male dressed completely in black. On his clothing in a light grey is the symbol of the Hand and he keeps one hand behind his back at all times.

Appendix One – APL 8

Encounter One

🐾 **Ranger:** Male Elf Rgr8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; Base Atk/Grp: +8/+12; Atk +14 melee (1d8+6, longsword) or +10 range (1d6, shortbow); Full Atk +12/+7 melee (1d8+6, longsword) and +12/+7 melee (1d6+4, short sword) or +10/+5 range (1d6, shortbow); Space/Reach: 5ft./5ft.; SA —; SQ animal companion, favored enemy humans +4, favored enemy dwarves +2, improved combat style (two-weapon combat), swift tracker, wild empathy, woodland stride; AL CN; SV Fort +7, Ref +8, Will +4; Str 18, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +10, Hide +15, Knowledge (nature) +14, Move Silently +15, Spot +15, Survival +13; Dodge, Endurance, Improved Favored Enemy, Improved Two-Weapon Fighting (improved combat style), Stealthy, Track, Two-Weapon Fighting (combat style).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Cha bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Ranger Spells Prepared (2/1; base DC = 12 + spell level): 1st—[Entangle, Magic Fang]; 2nd—[Barkskin].

Possessions: Shortbow, Longsword+1, Short sword +1, Studded Leather Armor +1.

🐾 **Wolf Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +3, Spd 50 ft.; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA trip; SQ bonus trick, 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 +3, Moves Silently +4, Spot +3, Survival +1 (+5 using scent); Track, Weapon Focus (bite).

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

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

🐾 **Scout:** Male Wood Elf Sct8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +4; Spd 40ft.; AC 19 (+4 armor, +3 dex, +2 skirmish), touch 13, flat-footed 16; Base Atk/Grp: +6/+9; Atk +11 melee (1d6+4, short sword) or +11 range (1d6, composite shortbow); Full Atk +11/+6 melee (1d6+4, short sword) or +11/+6 range (1d6, composite shortbow); Space/Reach: 5ft./5ft.; SA Skirmish +2d6 & +2 AC, Trackless Step, Camouflage; SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Fast Movement +10ft, Evasion, Flawless Stride; AL CN; SV Fort +3, Ref +10, Will +2; Str 16, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +14, Hide +15, Knowledge (Nature) +5, Listen +13, Move Silently +15, Perform (Dance) +4, Search +14, Spot +13, Survival +11, Tumble +15; Combat Expertise, Dodge, Endurance, Mobility, Weapon Focus (Short sword).

Skirmish (Ex): A Scout gains an extra 2d6 of damage when they move at least 10ft for that round. The damage only applies to attacks taken during the scout's turn. This only applies against leaving creatures with discernable anatomy (creatures immune to critical hits are not vulnerable to the extra damage). The scout also gains a +2 AC bonus when they move at least 10ft in a round and lasts until their next turn.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on fortitude saves and initiative checks.

Flawless Stride (Ex): A scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any of impairment. This does not apply if a climb or swim check are required or if the terrain or undergrowth is magically manipulated.

Camouflage (Ex): A scout can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Possessions: MW Composite Shortbow, Short sword +1, Studded Leather Armor +1.

Encounter Three

🐾 **Smugglers (3):** Male Half-elf Sws6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +7 (+3 dex, +4 improved init); Spd 30ft.; AC 15 (+3 armor, +3 dex), touch

13, flat-footed 13; Base Atk/Grp: +6/+6; Atk +10 melee (1d6+3, rapier); Full Atk +10/+5 melee (1d6+3, rapier); Space/Reach: 5ft./5ft.; SA Insightful Strike; SQ Dodge Bonus, Grace; AL NE; SV Fort +7, Ref +6, Will +2; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +13, Bluff +9, Diplomacy +13, Escape Artist +11, Swim +7, Tumble +11; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.

Grace (Ex): When where light or no armor and carrying a light load the swashbuckler gains a +1 competence bonus on reflex saves

Insightful Strike (Ex): When where light or no armor and carrying a light load the swashbuckler gains a +2 as bonus on damage rolls with any light or finesseable weapon. They do not gain this bonus against creatures immune to critical hits.

Dodge Bonus (Ex): When where light or no armor and carrying a light load the swashbuckler gains a +1 dodge bonus to AC against a given foe

Possessions: Rapier +1, Studded Leather Armor.

Encounter Five

🐉 **Bandit Kingdoms Rep1 - Kria:** Female Human Clr 6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 16 (+6 Armor), touch 10, flat-footed 16; Base Atk/Grp: +4/+5; Atk +6 melee (1d8+2, morning star) or +4 range (1d8, light crossbow); Full Atk +6 melee (1d8+2, morning star) or +4 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL CE; SV Fort +7, Ref +2, Will +8; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +11 (+15 defensive), Diplomacy +9, Heal +12, Knowledge (Planes) +10; Combat Casting, Spell Penetration, Greater Spell Penetration, Maximize Spell.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—[Create Water, Guidance, Purify Food and Drink, Read Magic, Resistance]; 1st—[Bless, Cure Light Wounds (2), Doom*, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Silence, Summon Swarm*]; 3rd—[Blindness/Deafness, Cure Serious Wounds, Magic Circle against Good*, Searing Light].

*Domain spell. *Domains:* [Evil (cast evil spells at +1 caster level); Pestilence (immunity to the effects of all diseases)].

Possessions: Light Crossbow, Morning Star +1, Chainmail +1, Holy Symbol of Iuz.

🐉 **Bandit Kingdoms Rep2 - Tryst:** Human male Ftr6; CR 6; Medium Humanoid; HD 6d10+18; hp 58; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 17(+7 armor), touch 10, flat-footed 17; Base Atk/Grp: +6/+9; Atk +11 melee (2d6+7, greatsword) or +8 range (1d10+1 heavy crossbow); Full Atk +11/+6 melee (2d6+7, greatsword) or

+8 range (1d10+1 heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (arms and armor) +9, Intimidate +9, Ride +10; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword +1, Half-plate, Heavy Crossbow +1.

🐉 **Nyron Rep1:** Human male Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grp: +4/+5; Atk +7 melee (1d8+1, heavy mace) or +6 range (1d8, light crossbow); Full Atk +5 melee (1d8+1, heavy mace) or +6 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL NE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +11 (+15 defensive), Disguise +9, Knowledge (Religion) +7, Spellcraft +2; Combat Casting, Improved Initiative, Maximize Spell, Profane Boost.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Bane, Cure Light Wounds, Divine Favor, Magic Weapon*]; 2nd—[Cure Moderate Wounds, Hold Person, Invisibility*, Sound Burst, Spiritual Weapon]; 3rd—[Cure Serious Wounds, Dispel Magic, Magic Vestment*, Searing Light].

*Domain spell. *Domains:* [War (Free Martial Weapon Proficiency and Weapon Focus with the Heavy Mace); Trickery (Bluff, Disguise and Hide are not class skills)].

Possessions: MW Heavy Mace, MW Light Crossbow, Banded Mail, Holy Symbol of Erythnul.

🐉 **Nyron Rep2:** Human female Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grp: +6/+9; Atk +11 melee (1d10+5, bastard sword) or +8 range (1d8, light crossbow); Full Atk +11/+6 melee (1d10+3, bastard sword) or +8 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +7, Ref +3, Will +5; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +9, Jump +1; Blind-fight, Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: MW Bastard Sword, MW Light Crossbow, Chainmail +1.

🐉 **County of Urnst Rep1 - Rega:** Female human Clr6; CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +0; Spd 20ft.; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 18;

Base Atk/Grp: +4/+4; Atk +5 melee (1d8, flail) or +4 range (1d8, light crossbow); Full Atk +5 melee (1d8, flail) or +4 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LE; SV Fort +6, Ref +2, Will +9; Str 10, Dex 10, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +10 (+14 defensive), Diplomacy +9, Knowledge (Religion) +9; Combat Casting, Divine Metamagic (Maximize Spell), Extra Turning, Maximize Spell.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Cure Light Wounds (2), Inflict Light Wounds*, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Shatter*, Sounds Burst]; 3rd—[Contagion*, Cure Serious Wounds (2), Prayer].

*Domain spell. *Domains:* [War (Free Martial Weapon Proficiency and Weapon Focus with the Flail); Destruction (Smite Evil 1/day granting a +4 to attack and damage)].

Possessions: Flail, Light Crossbow, Full Plate +1, Holy Symbol of Hextor.

☛ **County of Urnst Rep2:** Male human Ftr6; CR 6; Magic Humanoid; HD 6d8+18; hp 58; Init +4 (+4 improved init); Spd 20ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +6/+9; Atk +11 melee (2d4+6, spiked chain); Full Atk +11/+6 melee (2d4+6, spiked chain); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +8, Ref +2, Will +4; Str 16, Dex 10, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Ride +11; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Hold the Line, Iron Will, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +1, Half-plate +1.

Encounter Seven

☛ **Way station Guards (2):** Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 52; Init +4; Spd 20ft.; AC 16 (+5 armor, +1 natural armor), touch 10, flat-footed 16; Base Atk/Grp: +6/+9; Atk +11 melee (2d4+6, spiked chain) or +6 range (1d10, heavy crossbow); Full Atk +11/+6 melee (2d4+6, spiked chain) or +6 range (1d10, heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL N; SV Fort +7, Ref +2, Will +2; Str 16, Dex 10, Con 15, Int 14, Wis 10, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Ride +10, Search +6, Spot +4; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +1, Heavy Crossbow, Breastplate, Amulet of Natural Armor +1.

☛ **Way station Captain Cran:** Male Human Mrs7; CR 7; Medium Humanoid; HD 7d8+21; hp 59; Init +1; Spd 20ft.; AC 18 (+5 armor, +1 dex, +1 deflection, +1 natural armor), touch 12, flat-footed 17; Base Atk/Grp: +5/+6; Atk +8 melee (1d8+2, longsword) or +6 range (1d8, light crossbow); Full Atk +8 melee (1d8+2, longsword) or +6 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA Grant Move Action 1/Day; SQ Minor Aura, Major Aura +2; AL CN; SV Fort +9, Ref +3, Will +6; Str 12, Dex 12, Con 16, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +17, Diplomacy +21, Intimidate +19, Knowledge (local) +11, Sense Motive +13; Combat Reflexes, Negotiator, Persuasive, Skill Focus (Diplomacy), Weapon Focus (Longsword).

Grant Move Action (Ex): A marshal may direct and motivate his allies to act immediately. Twice per day, he may grant an extra move action to any or all of his allies within 30ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

Aura (Ex): The Marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the Marshal uses a swift action to dismiss it or activated another aura of the same kind (minor or major). A Marshal may have an aura run continuously thus a Marshal may have an aura up prior to his action. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A Marshal's aura affects all allies within 60 ft (including himself) who can hear the Marshal. A Marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura let allies add the Marshal's Charisma bonus to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Charisma: Bonus on Charisma checks and charisma-based skills.

Master of Tactics: Bonus on damage rolls when flanking.

Force of Will: Bonus on Will saves.

Major Aura: A major aura lets allies add +2 to certain rolls.

Resilient Troops: Bonus on all saves.

Motivate Ardor: Bonus on damage rolls.

Possessions: Longsword +1, MW Light Crossbow, Chainmail, Ring of Protection +1, Amulet of Natural Armor +1.

Physical Description: A commanding looking man with blond hair and blue eyes. He is dressed in the officer uniform of the County Militia.

Encounter Nine

☛ **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk1; CR 8; Monstrous Humanoid; HD 4d8+8 + 3d10+6 + 1d10+2; hp 63; Init +2; Spd 30ft.; AC 20, touch 12, flat-footed 18; Base Atk/Grp: +8/+12; Atk +15 melee (1d8+7, longsword); Full Atk +15/+10 melee (1d8+7, longsword); Space/Reach: 5ft./5ft.; SA Detect Thoughts, Change Shape, Hexblade Curse 1/day, Detect Good, Poison Use; SQ Arcane Resistance, Immune to Sleep and charm effects, darkvision 60ft.; AL LE; SV Fort +6, Ref +7, Will +10/+13; Str 17, Dex 14, Con 14, Int 14, Wis 16, Cha 16.

Skills and Feats: Bluff +18, Concentration +5, Diplomacy +9, Disguise +14, Hide +6, Intimidate +5, Knowledge: Religion +4, Ride +6; Cleave, Improved Sunder, Mettle, Power Attack.

Detect Thoughts (Ex): Doppelgangers can continuously use detect thoughts as the spell (caster level 18, will save DC 15 negates). They can suppress or resume the activity as a free action.

Change Shape (Ex): Doppelgangers can assume any small or medium humanoid form. In humanoid form, they lose all their natural attacks.

Hexblade Curse (Ex): As a free action, the hexblade can curse one foe that is visible to him and is within 60 feet. This curse inflicts a -2 on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful save (DC 10 + 1/2 the Hexblade class level + the hexblade's CHA modifier) negates the effect.

Arcane Resistance (Ex): A Hexblade gets his Charisma bonus to all saves versus spells and spell like effects.

Detect Good (Ex): At will, as the spell.

Poison Use (Ex): A Darkguard is skilled in the use of poison and never risks poisoning themselves when applying to a blade.

Spells Prepared (1; base DC = 13 + spell level): 1st—[Doom].

Possessions: Lord Malthanus Gellor's Large Steel Shield +2.

Physical Description: Tall and broad and has a gaze that disarms most people he meets. His dark brown hair is now flecked with grey at the temples, and it is worn long, and clasped with a golden ring at the back. He has a flowing moustache, which is also starting to show a bit of

grey. He wears a pair of doeskin breeches along with a soft shirt of cotton and a white with blue surcoat emblazed with the symbol of Hieroneous. He is always seen with his signet ring and the medallion of Hieroneous upon his neck. Lately, he has taken to wearing a bracelet of electrum with a rose carved on it.

☛ **Heavy Warhorse:** CR 2; Large animal; HD 4d8+12; hp 30; Init +1, Spd 50ft.; AC 14 (-1 Size, +1 Dex, +4 Natural Armor), touch 10, flat-footed 13; Base Atk/Grp +3/+11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10ft./5ft.; SA —; SQ low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

☛ **Helian:** Male Human Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +0; Spd 20ft.; AC 16 (+5 armor, +1 shield), touch 10, flat-footed 16; Base Atk/Grp: +4/+6; Atk +8 melee (1d8+2, flail); Full Atk +8 melee (1d8+2, flail); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LN; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +6, Concentration +11 (+15 when defensive), Diplomacy +5, Knowledge: Religion +4, Spellcraft +1; Combat Casting, Persuasive, Profane Boost, Spontaneous Healing.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—[Detect Magic, Detect Poison, Guidance, Read Magic, Resistance]; 1st—[Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Sanctuary]; 2nd—[Hold Person (x2), Shield Other, Spiritual Weapon*, Undetectable Alignment]; 3rd—[Contagion*, Dispel Magic, Prayer, Searing Light].

*Domain spell. **Domains:** [Destruction (Smite Evil 1/day granting a +4 to attack and damage); War (Free Martial Weapon Proficiency and Weapon Focus with flail)].

Possessions: Breastplate, Light Steel Shield, MW Flail, Holy Symbol of Hieroneous, Holy Symbol of Hextor.

Physical Description: Dark haired young man in his early twenties. He stands straight and proud. There is a small scar running down his face that is gray in color.

Encounter Eleven

☛ **The Hand:** Female Human Rog5/Asn4; CR 9; Medium Humanoid; HD 5d6+5 + 4d6+4; hp 47; Init +5; Spd 30ft.; AC 21 (+4 Armor, +5 Dex, +2 Natural Armor), touch 15, flat-footed 21; Base Atk/Grp: +6/+6; Atk +12 melee (1d6+1, rapier); Full Atk +12/+7 melee (1d6+1, rapier); Space/Reach: 5ft./5ft.; SA Sneak Attack 5d6, Death Attack, Poison Use; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Poison Resistance; AL NE; SV Fort +3, Ref

+13, Will +2; Str 10, Dex 20, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +9, Bluff +3, Decipher Script +11, Disable Device +10, Disguise +5, Escape Artist +16, Hide +17, Listen +11, Move Silently +17, Open Lock +15, Search +15, Slight of Hand +6, Spot +10, Tumble +19; Acrobatic, Dodge, leadership, Lightning Reflexes, Weapon Finesse.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 18) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+3 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison Resistance: The assassin gains a +2 natural saving throw bonus to all.

Uncanny Dodge (Ex): An assassin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The assassin can be flanked by a 14th level rogue or higher.

Possessions: Rapier +1, Studded Leather Armor +1, Amulet of Natural Armor +2, Gloves of Dexterity +2, Headband of Intellect +2.

Assassin Spells (4/2; base DC = 13 + spell level): 1st—[Disguise Self, Feather Fall, Obscuring Mist, True Strike]; 2nd—[Darkness, Invisibility, Spider Climb].

Physical Description: A middle-sized Oeridian female with boyish cut hair. One arm is behind her back (she is missing the hand from it). She is dressed completely in black. From a distance, it is impossible to tell her apart from her twin brother (the Wizard).

☛ **The Wizard:** Male Human Rog3/Wiz5/Ar11; CR 9; Medium Humanoid; HD 3d6+3 + 5d4+5 + 1d4+1; hp 41; Init +3; Spd 30ft.; AC 25 (+3 Dex, +4 Mage Armor, +4 Shield, +2 Protection from Good, +2 Natural Armor), touch 15, flat-footed 22; Base Atk/Grp: +4/+4; Atk +8

melee (1d6+1, rapier); Full Atk +8 melee (1d6+1, rapier) or +8 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA Sneak Attack 2d6, Ranged Legerdemain 1/day; SQ Trap Sense, Evasion, Trapfinding; AL CE; SV Fort +3, Ref +11, Will +6; Str 10, Dex 16, Con 12, Int 22, Wis 8, Cha 8.

Skills and Feats: Concentration +13 (+17 defensive), Craft (Alchemy) +11, Decipher Script +13, Disable Device +13, Disguise +7, Escape Artist +10, Forgery +14, Hide +14, Knowledge (Arcana) +12, Listen +3, Move Silently +11, Open Lock +7, Search +10, Spellcraft +20, Tumble +17; Acrobatic, Combat Casting, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Possessions: Rapier +1, MW Light Crossbow, Amulet of Natural Armor +2, Headband of Intellect +2, Spell Component Pouch, Gloves of Dexterity +2.

Wizard Spells Prepared (4/5/5/3; base DC = 16 + spell level): 0—[Acid Splash (2), Ray of Frost, Touch of Fatigue]; 1st—[Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, True Strike]; 2nd—[Blindness/Deafness, Invisibility, Melf's Acid Arrow, Scorching Ray (2)]; 3rd—[Fireball, Lightning Bolt, Vampiric Touch].

Spellbook: 0—[all]; 1st—[Burning Hands, Feather Fall, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, False Life, Invisibility, Melf's Acid Arrow, Scorching Ray]; 3rd—[Blink, Fireball, Lightning Bolt, Sleet Storm, Vampiric Touch].

Physical Description: A middle-sized Oeridian male with short cut hair. One arm is behind his back (except while needed for casting). He is dressed completely in black. From a distance, it is impossible to tell him apart from her twin sister (the Hand).

☛ **Blade:** Male Human Rog5/Inv3; CR 8; Medium Humanoid; HD 5d6+5 + 3d6+3; hp 42; Init +9; Spd 30ft.; AC 19 (+5 Armor, +4 Dex), touch 14, flat-footed 19; Base Atk/Grp: +6/+7; Atk +8 melee (1d4+1, dagger); Full Atk +8/+3 melee (1d4+1, dagger); Space/Reach: 5ft./5ft.; SA Uncanny Dodge, Evasion, Sneak Attack/Dagger Sneak Attack 3d6/5d6, Bleeding Wound, Uncanny Feint; SQ Trap Sense, Trapfinding; AL NE; SV Fort +3, Ref +12, Will +2; Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +10, Disguise +7, Escape Artist +12, Hide +15, Move Silently +15, Sense Motive +11, Slight of Hand +14, Tumble +15, Use Magic Device +7; Far Shot, Improved Initiative, Point Blank Shot, Weapon Focus (Dagger).

Bleeding Wound (Ex): Upon a successful dagger sneak attack, an Invisible Blade may sacrifice 1d6 of dagger sneak attack to deal a bleeding wound. This attack deals normal damage the upon the attack but each round there after the wound bleeds dealing 1 point of damage (per wound) until a DC 15 heal check is performed or they are cured/healed via a healing spell. Creatures immune to critical hits are immune to bleeding wounds as well.

Uncanny Feint (Ex): An Invisible Blade gains the ability to Feint in combat starting at 3rd level. The feint is a move action instead of a standard action. An Invisible Blade may only feint while armed with a dagger, kukri, or punching dagger.

Possessions: MW Dagger (x2), Chainshirt +1.

Physical Description: A tall Oeridian male dressed completely in black. On his clothing in a light grey is the symbol of the Hand and he keeps one hand behind his back at all times.

Appendix One – APL 10

Encounter One

☛ **Ranger:** Male Elf Rgr10; CR 10; Medium Humanoid; HD 10d8+10; hp 63; Init +2; Spd 30 ft.; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; Base Atk/Grp: +10/+14; Atk +16 melee (1d8+6, longsword) or +13 range (1d6+1, shortbow); Full Atk +14/+9 melee (1d8+6, longsword) and +14/+9 melee (1d6+4, short sword) or +13/+8 range (1d6+1, shortbow); Space/Reach: 5ft./5ft.; SA —; SQ animal companion, evasion, favored enemy humans +6, favored enemy dwarves +4, favored enemy orcs +2, improved combat style (two-weapon combat), swift tracker, wild empathy, woodland stride; AL CN; SV Fort +8, Ref +9, Will +5; Str 18, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +12, Hide +17, Knowledge (nature) +16, Move Silently +17, Spot +17, Survival +15; Dodge, Endurance, Improved Critical (longsword), Improved Favored Enemy, Improved Two-Weapon Fighting (improved combat style), Stealthy, Track, Two-Weapon Fighting (combat style).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Cha bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Ranger Spells Prepared (2/2; base DC = 12 + spell level): 1st—[Entangle, Magic Fang]; 2nd—[Barkskin, Spike Growth].

Possessions: Shortbow +1, Longsword+2, Short sword +2, Studded Leather Armor +1.

☛ **Wolf Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +3, Spd 50 ft.; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA trip; SQ bonus trick, 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 +3, Moves Silently +4, Spot +3, Survival +1 (+5 using scent); Track, Weapon Focus (bite).

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

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

☛ **Scout:** Male Wood Elf Sct8/Drv2; CR 10; Medium Humanoid; HD 8d8+8 + 2d10+2; hp 65; Init +5; Spd 45ft.; AC 22 (+4 armor, +4 dex, +2 skirmish, +1 Deflection, +1 Bonus), touch 16, flat-footed 18; Base Atk/Grp: +8/+11; Atk +14 melee (1d6+5, short sword) or +13 range (1d6+1, composite shortbow); Full Atk +14/+9 melee (1d6+5, short sword) or +13/+8 range (1d6+1, composite shortbow); Space/Reach: 5ft./5ft.; SA Skirmish +2d6 & +2 AC, Trackless Step, Camouflage, Dervish Dance 1/day, Movement Mastery; SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Fast Movement +15ft, Evasion, Flawless Stride, Slashing Blades; AL CN; SV Fort +3, Ref +13, Will +5; Str 16, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +16, Hide +15, Knowledge (Nature) +5, Listen +13, Move Silently +15, Perform (Dance) +10, Search +14, Spot +13, Survival +11, Tumble +17; Combat Expertise, Dodge, Elusive Target, Endurance, Mobility, Weapon Focus (Short sword).

Skirmish (Ex): A Scout gains an extra 2d6 of damage when they move at least 10ft for that round. The damage only applies to attacks taken during the scout's turn. This only applies against leaving creatures with discernable anatomy (creatures immune to critical hits are not vulnerable to the extra damage). The scout also gains a +2 AC bonus when they move at least 10ft in a round and lasts until their next turn.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on fortitude saves and initiative checks.

Flawless Stride (Ex): A scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any of impairment. This does not apply if a climb or swim check are required or if the terrain or undergrowth is magically manipulated.

Camouflage (Ex): A scout can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Dervish Dance (Ex): A Dervish may make a full attack action and still move up to her movement 1/day. She must move at least 5ft between attacks and cannot enter a square she just exited. The dervish is subject to normal attacks of opportunity during the dance and may tumble as part of the move. The dance can only be done using slashing weapons and the dervish gains a bonus to attack and damage rolls (+1). The dervish must be wearing light armor and not using a shield or in rage or a frenzy. The dervish can dance only once per encounter and it lasts for 5 rounds. The Dervish is fatigued after she finishes her dance for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades (Ex): A Dervish considers a scimitar a light weapon for all purposes including two-weapon fighting.

Possessions: Composite Shortbow +1, Short sword +2, Studded Leather Armor +1, Ring of Protection +1.

Encounter Three

☛ **Smugglers (3):** Male Half-elf SWS8; CR 8; Medium Humanoid; HD 8d10+16; hp 68; Init +8 (+4 dex, +4 improve init); Spd 30ft.; AC 16 (+3 armor, +3 dex), touch 13, flat-footed 13; Base Atk/Grp: +8/+8; Atk +13 melee (1d6+3, rapier); Full Atk +13/+8 melee (1d6+3, rapier); Space/Reach: 5ft./5ft.; SA Insightful Strike, Acrobatic Charge; SQ Dodge Bonus, Grace, Improved Flanking; AL NE; SV Fort +7, Ref +6, Will +2; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +17, Bluff +11, Diplomacy +15, Escape Artist +15, Swim +11, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.

Grace (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +1 competence bonus on reflex saves

Insightful Strike (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 as bonus on damage rolls with any light or finesseable weapon. They do not gain this bonus against creatures immune to critical hits.

Dodge Bonus (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +1 dodge bonus to AC against a given foe.

Acrobatic Charge (Ex): A Swashbuckler can charge where others cannot. They can charge or difficult terrain that usually slows movement or though allies blocking

their path. They can also run down steep stairs, leap down from balconies, or tumble over tables to get to their target.

Improved Flanking (Ex): Gain an additional +2 bonus on attacks when flanking an opponent

Possessions: Rapier +1, Studded Leather Armor +1.

Encounter Five

☛ **Bandit Kingdoms Rep1 - Kria:** Female Human Clr 8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +0; Spd 20 ft.; AC 17 (+6 Armor, +1 Deflection), touch 11, flat-footed 17; Base Atk/Grp: +6/+7; Atk +8 melee (1d8+2, morning star) or +7 range (1d8+1, light crossbow); Full Atk +8/+3 melee (1d8+2, morning star) or +7 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL CE; SV Fort +8, Ref +2, Will +11; Str 12, Dex 10, Con 14, Int 12, Wis 20, Cha 10.

Skills and Feats: Concentration +13 (+17 defensive), Diplomacy +11, Heal +16, Knowledge (Planes) +12; Combat Casting, Spell Penetration, Greater Spell Penetration, Maximize Spell.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—[Create Water, Guidance, Purify Food and Drink, Read Magic, Resistance (2)]; 1st—[Bane, Bless, Cure Light Wounds (2), Divine Favor, Doom*, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Silence, Summon Swarm*]; 3rd—[Blindness/Deafness, Cure Serious Wounds, Dispel Magic, Magic Circle against Good*, Searing Light]; 4th—[Cure Critical Wounds (2), Poison, Unholy Blight*].

*Domain spell. **Domains:** [Evil (cast evil spells at +1 caster level); Pestilence (immunity to the effects of all diseases)].

Possessions: Light Crossbow +1, Morning Star +1, Chainmail +1, Holy Symbol of Iuz, Ring of Protection +1.

☛ **Bandit Kingdoms Rep2 - Tryst:** Human male Ftr8; CR 8; Medium Humanoid; HD 8d10+24; hp 76; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 18(+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +8/+11; Atk +13 melee (2d6+7, greatsword) or +10 range (1d10+1 heavy crossbow); Full Atk +13/+8 melee (2d6+7, greatsword) or +10 range (1d10+1 heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +10, Ref +4, Will +5; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (arms and armor) +11, Intimidate +11, Ride +12; Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword +1, Half-plate +1, Heavy Crossbow +1, Cloak of Resistance +1.

☛ **Nyronde Rep1:** Human male Clr8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +5 (+1 dex, +4

improved init); Spd 20 ft.; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grp: +6/+7; Atk +9 melee (1d8+2, heavy mace) or +8 range (1d8+1, light crossbow); Full Atk +9/+4 melee (1d8+2, heavy mace) or +8 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL NE; SV Fort +8, Ref +3, Will +10; Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13 (+17 defensive), Disguise +11, Knowledge (Religion) +9, Spellcraft +2; Combat Casting, Improved Initiative, Maximize Spell, Profane Boost.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—[Cure Minor Wounds (2), Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Bane, Cure Light Wounds, Divine Favor, Magic Weapon*, Sanctuary]; 2nd—[Cure Moderate Wounds, Hold Person, Invisibility*, Sound Burst, Spiritual Weapon]; 3rd—[Cure Serious Wounds, Dispel Magic, Magic Vestment*, Prayer, Searing Light]; 4th—[Confusion*, Cure Critical Wounds, Freedom of Movement, Poison].

*Domain spell. **Domains:** [War (Free Martial Weapon Proficiency and Weapon Focus with the Heavy Mace); Trickery (Bluff, Disguise and Hide are not class skills)].

Possessions: Heavy Mace +1, Light Crossbow +1, Banded Mail, Holy Symbol of Erythnul.

☛ **Nyrond Rep2:** Human female Ftr8; CR 8; Medium Humanoid; HD 8d10+16; hp 68; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grp: +8/+12; Atk +14 melee (1d10+7, bastard sword) or +10 range (1d8+1, light crossbow); Full Atk +14/+9 melee (1d10+7, bastard sword) or +10 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +8, Ref +3, Will +5; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +10, Intimidate +11, Jump +4; Blind-fight, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard Sword +1, Light Crossbow +1, Chainmail +1.

☛ **County of Urnst Rep1 - Rega:** Female human Clr8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +0; Spd 20ft.; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 18; Base Atk/Grp: +6/+6; Atk +8 melee (1d8+1, flail) or +7 range (1d8, light crossbow); Full Atk +8/+3 melee (1d8+1, flail) or +7 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LE; SV Fort +7, Ref +2, Will +11; Str 10, Dex 10, Con 12, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +12 (+16 defensive), Diplomacy +11, Knowledge (Religion) +11; Combat

Casting, Divine Metamagic (Maximize Spell), Extra Turning, Maximize Spell.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance, Virtue]; 1st—[Bane, Bless, Cure Light Wounds (2), Inflict Light Wounds*, Protection from Good, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Shatter*, Sound Burst]; 3rd—[Contagion*, Cure Serious Wounds (2), Prayer, Searing Light]; 4th—[Cure Critical Wounds, Inflict Critical Wounds*, Poison, Summon Monster IV].

*Domain spell. **Domains:** [War (Free Martial Weapon Proficiency and Weapon Focus with the Flail); Destruction (Smite Evil 1/day granting a +4 to attack and damage)].

Possessions: Flail +1, MW Light Crossbow, Full Plate +1, Holy Symbol of Hextor.

☛ **County of Urnst Rep2:** Male human Ftr8; CR 8; Magic Humanoid; HD 8d8+40; hp 92; Init +4 (+4 improved init); Spd 20ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +8/+11; Atk +15 melee (2d4+7, spiked chain); Full Atk +15/+10 melee (2d4+7, spiked chain); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +11, Ref +2, Will +4; Str 16, Dex 10, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Ride +13; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Greater Weapon Focus (Spiked Chain), Hold the Line, Iron Will, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: +2 Spiked Chain, Half-plate +1, Amulet of Health +2.

Encounter Seven

☛ **Way station Guards (2):** Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+24; hp 76; Init +4; Spd 20ft.; AC 18 (+6 armor, +1 deflection, +1 natural armor), touch 11, flat-footed 18; Base Atk/Grp: +8/+12; Atk +15 melee (2d4+7, spiked chain) or +8 range (1d10+1, heavy crossbow); Full Atk +15/+10 melee (2d4+7, spiked chain) or +8 range (1d10, heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL N; SV Fort +9, Ref +2, Will +2; Str 18, Dex 10, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Ride +13, Search +7, Spot +5; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Greater Weapon Focus (Spiked Chain), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +1, Heavy Crossbow +1, Breastplate +1, Amulet of Natural Armor +1, Ring of Protection +1, Belt of Giant Strength +2.

☛ **Way station Captain Cran:** Male Human Mrs9; CR 9; Medium Humanoid; HD 9d8+27; hp 75; Init +5; Spd 20ft.; AC 19 (+6 armor, +1 dex, +1 deflection, +1 natural armor), touch 13, flat-footed 19; Base Atk/Grp: +6/+8; Atk +10 melee (1d8+3, longsword) or +7 range (1d8+1, light crossbow); Full Atk +10/+5 melee (1d8+3, longsword) or +7/+1 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA Grant Move Action 2/Day; SQ Minor Aura, Major Aura +2; AL CN; SV Fort +10, Ref +4, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +18, Diplomacy +22, Intimidate +20, Knowledge (local) +12, Sense Motive +14; Combat Reflexes, Improved Initiative, Negotiator, Persuasive, Skill Focus (Diplomacy), Weapon Focus (Longsword).

Grant Move Action (Ex): A marshal may direct and motivate his allies to act immediately. Twice per day, he may grant an extra move action to any or all of his allies within 30ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

Aura (Ex): The Marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the Marshal uses a swift action to dismiss it or activated another aura of the same kind (minor or major). A Marshal may have an aura run continuously thus a Marshal may have an aura up prior to his action. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A Marshal's aura affects all allies within 60 ft (including himself) who can hear the Marshal. A Marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura let allies add the Marshal's Charisma bonus to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Charisma: Bonus on Charisma checks and charisma-based skills.

Master of Tactics: Bonus on damage rolls when flanking.

Force of Will: Bonus on Will saves.

Motivate Strength: Bonus on Strength checks and strength-based skills.

Major Aura: A major aura lets allies add +2 to certain rolls.

Resilient Troops: Bonus on all saves.

Motivate Ardor: Bonus on damage rolls.

Motivate Care: Bonus to Armor Class.

Possessions: Longsword +1, Light Crossbow +1, Chainmail +1, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Charisma +2, Belt of Giant Strength +2.

Physical Description: A commanding looking man with blond hair and blue eyes. He is dressed in the officer uniform of the County Militia.

Encounter Nine

☛ **Lord Malthanus Doppelganger:** Male Doppelganger Hxb3/Blk3; CR 10; Monstrous Humanoid; HD 4d8+8 + 3d10+6 + 3d10+6; hp 79; Init +2; Spd 20ft.; AC 30, touch 11, flat-footed 29; Base Atk/Grp: +10/+14; Atk +17 melee (1d8+7, longsword); Full Atk +17/+12 melee (1d8+7, longsword); Space/Reach: 5ft./5ft.; SA Detect Thoughts, Change Shape, Hexblade Curse 1/day, Detect Good, Poison Use, Smite Good 1/day, Command Undead; SQ Arcane Resistance, Immune to Sleep and charm effects, darkvision 60ft., Dark Blessing, Aura of Despair; AL LE; SV Fort +10, Ref +11, Will +15/+18; Str 18, Dex 14, Con 14, Int 14, Wis 18, Cha 16.

Skills and Feats: Bluff +20, Concentration +7, Diplomacy +9, Disguise +14, Hide +1, Intimidate +5, Knowledge: Religion +4, Ride +8; Cleave, Combat Reflexes, Improved Sunder, Mettle, Power Attack.

Detect Thoughts (Ex): Doppelgangers can continuously use detect thoughts as the spell (caster level 18, will save DC 15 negates). They can suppress or resume the activity as a free action.

Change Shape (Ex): Doppelgangers can assume any small or medium humanoid form. In humanoid form, they lose all their natural attacks.

Hexblade Curse (Ex): As a free action, the hexblade can curse one foe that is visible to him and is within 60 feet. This curse inflicts a -2 on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful save (DC 10 + 1/2 the Hexblade class level + the hexblade's CHA modifier) negates the effect

Arcane Resistance (Ex): A Hexblade gets his Charisma bonus to all saves versus spells and spell like effects

Detect Good (Ex): At will, as the spell

Poison Use (Ex): A Darkguard is skilled in the use of poison and never risks poisoning themselves when applying to a blade

Dark Blessing (Ex): A Darkguard gets his Charisma bonus to all saves

Aura of Despair (Ex): A Darkguard radiates a malign aura that causes enemies within 10ft. to take a -2 penalty on all saving throws

Spells Prepared (2/1; base DC = 14 + spell level): 1st—[Corrupt Weapon, Doom]; 2nd—[Inflict Moderate Wounds].

Possessions: Lord Malthanus Gellor's Large Steel Shield +2, Lord Malthanus Gellor's Full Plate +3, Periapt of Wisdom +2.

Physical Description: Tall and broad and has a gaze that disarms most people he meets. His dark brown hair is now flecked with grey at the temples, and it is worn long, and clasped with a golden ring at the back. He has a flowing moustache, which is also starting to show a bit of grey. He wears a pair of doeskin breeches along with a soft shirt of cotton and a white with blue surcoat emblazoned with the symbol of Hieroneous. He is always seen with his signet ring and the medallion of Hieroneous upon his neck. Lately, he has taken to wearing a bracelet of electrum with a rose carved on it.

🐾 **Heavy Warhorse:** CR 2; Large animal; HD 4d8+12; hp 30; Init +1, Spd 50ft.; AC 14 (-1 Size, +1 Dex, +4 Natural Armor), touch 10, flat-footed 13; Base Atk/Grp +3/+11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10ft./5ft.; SA —; SQ low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

🦋 **Helian:** Male Human Clr8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +0; Spd 20ft.; AC 18 (+6 armor, +2 shield), touch 10, flat-footed 18; Base Atk/Grp: +6/+8; Atk +10 melee (1d8+2, flail); Full Atk +10/+5 melee (1d8+2, flail); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LN; SV Fort +8, Ref +2, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Bluff +7, Concentration +13 (+17 when defensive), Diplomacy +8, Knowledge: Religion +4, Spellcraft +2; Combat Casting, Persuasive, Profane Boost, Spontaneous Healing.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—[Create Water, Detect Magic, Detect Poison, Guidance, Read Magic, Resistance]; 1st—[Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Protection from Good, Sanctuary, Shield of Faith]; 2nd—[Hold Person (x2), Shield Other, Spiritual Weapon*, Undetectable Alignment]; 3rd—[Contagion*, Dispel Magic, Prayer, Searing Light, Summon Monster III]; 4th—[Death Ward, Inflict Critical Wounds*, Poison (x2)].

*Domain spell. Domains: [Destruction (Smite Evil 1/day granting a +4 to attack and damage); War (Free Martial Weapon Proficiency and Weapon Focus with flail)].

Possessions: Breastplate +1, Light Steel Shield +1, MW Flail, Periapt of Wisdom +2, Holy Symbol of Hieroneous, Holy Symbol of Hextor.

Physical Description: Dark haired young man in his early twenties. He stands straight and proud. There is a small scar running down his face that is gray in color.

Encounter Eleven

🦋 **The Hand:** Female Human Rog5/Asn6; CR 11; Medium Humanoid; HD 5d6+5 + 6d6+6; hp 68; Init +6; Spd 30ft.; AC 22 (+5 Armor, +5 Dex, +2 Deflection), touch 17, flat-footed 22; Base Atk/Grp: +8/+8; Atk +16 melee (1d6+2, rapier); Full Atk +16/+11 melee (1d6+2, rapier); Space/Reach: 5ft./5ft.; SA Sneak Attack 6d6, Death Attack, Poison Use; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Poison Resistance; AL NE; SV Fort +6, Ref +18, Will +4; Str 10, Dex 22, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +3, Decipher Script +11, Disable Device +10, Disguise +5, Escape Artist +19, Hide +20, Listen +13, Move Silently +20, Open Lock +16, Search +17, Slight of Hand +8, Spot +11, Tumble +22; Acrobatic, Dodge, Leadership, Lightning Reflexes, Weapon Finesse.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 20) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+3 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison Resistance: The assassin gains a +3 natural saving throw bonus to all.

Uncanny Dodge (Ex): An assassin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The assassin can be flanked by a 16th level rogue or higher.

Possessions: Rapier +2, Studded Leather Armor +2, Gloves of Dexterity +2, Headband of Intellect +2, Cloak of Resistance +1, Ring of Protection +2, Amulet of Health +2.

Assassin Spells (4/4/2; base DC = 13 + spell level): 1st—[Disguise Self, Feather Fall, Obscuring Mist, True Strike];

2nd—[Alter Self, Darkness, Invisibility, Spider Climb]; 3rd—[Deeper Slumber, Magic Circle Against Good, Misdirection].

Physical Description: A middle-sized Oeridian female with boyish cut hair. One arm is behind her back (she is missing the hand from it). She is dressed completely in black. From a distance, it is impossible to tell her apart from her twin brother (the Wizard).

☛ **The Wizard:** Male Human Rog3/Wiz5/ArT3; CR 11; Medium Humanoid; HD 3d6+3 + 5d4+5 + 3d4+3; hp 60; Init +3; Spd 30ft.; AC 25 (+3 Dex, +4 Mage Armor, +4 Shield, +2 Protection from Good, +2 Deflection), touch 17, flat-footed 22; Base Atk/Grp: +5/+5; Atk +10 melee (1d6+2, rapier); Full Atk +10 melee (1d6+2, rapier) or +9 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA Sneak Attack 3d6, Ranged Legerdemain 1/day, Impromptu Sneak Attack 1/day; SQ Trap Sense, Evasion, Trapfinding; AL CE; SV Fort +6, Ref +13, Will +8; Str 10, Dex 16, Con 14, Int 24, Wis 8, Cha 8.

Skills and Feats: Concentration +16 (+20 defensive), Craft (Alchemy) +12, Decipher Script +14, Disable Device +14, Disguise +9, Escape Artist +10, Forgery +15, Hide +16, Knowledge (Arcana) +14, Listen +5, Move Silently +17, Open Lock +8, Search +11, Spellcraft +23, Tumble +19; Acrobatic, Combat Casting, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Impromptu Sneak Attack: An arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Possessions: Rapier +1, Light Crossbow +1, Headband of Intellect +2, Spell Component Pouch, Gloves of Dexterity +2, Cloak of Resistance +1, Ring of Protection +2, Amulet of Health +2, Scroll of Silent Step.

Wizard Spells Prepared (4/6/5/5/3); base DC = 17 + spell level): 0—[Acid Splash (2), Ray of Frost, Touch of Fatigue]; 1st—[Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, Invisibility, Melf's Acid Arrow, Scorching Ray (2)]; 3rd—[Blink, Fireball (2), Lightning Bolt, Vampiric Touch]; 4th—[Confusion, Phantasmal Killer, Silent Step].

Spellbook: 0—[all]; 1st—[Burning Hands, Feather Fall, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, False Life, Invisibility, Melf's Acid Arrow, Scorching Ray]; 3rd—[Blink, Fireball, Lightning Bolt, Sleet Storm, Vampiric Touch]; 4th—[Confusion, Fire Shield, Greater Invisibility, Phantasmal Killer, Silent Step].

Physical Description: A middle-sized Oeridian male with short cut hair. One arm is behind his back (except while needed for casting). He is dressed completely in black. From a distance, it is impossible to tell him apart from her twin sister (the Hand).

☛ **Blade:** Male Human Rog5/Inv5; CR 10; Medium Humanoid; HD 5d6+5 + 5d6+5; hp 52; Init +9; Spd 30ft.; AC 19 (+5 Armor, +4 Dex), touch 14, flat-footed 19; Base Atk/Grp: +8/+9; Atk +15 melee (1d4+2, dagger); Full Atk +15/+10 melee (1d4+2, dagger); Space/Reach: 5ft./5ft.; SA Uncanny Dodge, Evasion, Sneak Attack/Dagger Sneak Attack 3d6/6d6, Bleeding Wound, Uncanny Feint, Feint Mastery; SQ Trap Sense, Trapfinding; AL NE; SV Fort +3, Ref +13, Will +2; Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +13, Disguise +8, Escape Artist +12, Hide +17, Move Silently +17, Sense Motive +13, Sleight of Hand +14, Tumble +17, Use Magic Device +8; Far Shot, Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (Dagger).

Bleeding Wound (Ex): Upon a successful dagger sneak attack, an Invisible Blade may sacrifice 1d6 of dagger sneak attack to deal a bleeding wound. This attack deals normal damage the upon the attack but each round there after the wound bleeds dealing 1 point of damage (per wound) until a DC 15 heal check is performed or they are cured/healed via a healing spell. Creatures immune to critical hits are immune to bleeding wounds as well.

Uncanny Feint (Ex): An Invisible Blade gains the ability to Feint in combat starting at 3rd level. The feint is a free action instead of a standard action. An Invisible Blade may only feint while armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex): At 4th level an Invisible Blade is so sure of himself when armed with a dagger, kukri, or punching dagger that he can take 10 on all bluff checks when feinting in combat even if stress and distractions normally would prevent him from doing so.

Possessions: Dagger +1 (x2), Chainshirt +1, Cloak of Charisma +2.

Physical Description: A tall Oeridian male dressed completely in black. On his clothing in a light grey is the symbol of the Hand and he keeps one hand behind his back at all times.

Appendix One – APL 12

Encounter One

☛ **Ranger:** Male Elf Rgr12; CR 12; Medium Humanoid; HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; Base Atk/Grp: +12/+16; Atk +19 melee (1d8+7, longsword) or +15 range (1d6+1, shortbow); Full Atk +17/+12/+7 melee (1d8+7, rapier) and +17/+12/+7 melee (1d6+5, short sword) or +15/+10/+5 range (1d6+1, shortbow); Space/Reach: 5ft./5ft.; SA —; SQ animal companion, evasion, favored enemy humans +6, favored enemy dwarves +4, favored enemy orcs +2, combat style mastery (two-weapon combat), swift tracker, wild empathy, woodland stride; AL CN; SV Fort +9, Ref +10, Will +6; Str 19, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +14, Hide +19, Knowledge (nature) +18, Move Silently +19, Spot +19, Survival +17; Dodge, Endurance, Eyes in the Back of Your Head, Greater Two-Weapon Fighting (combat style mastery), Improved Critical (longsword), Improved Favored Enemy, Improved Two-Weapon Fighting (improved combat style), Stealthy, Track, Two-Weapon Fighting (combat style).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Cha bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Ranger Spells Prepared (2/2/1; base DC = 12 + spell level): 1st—[Entangle, Magic Fang]; 2nd—[Barkskin, Spike Growth]; 3rd—[Summon Nature's Ally III].

Possessions: Shortbow +1, Longsword+2, Short sword +2, Studded Leather Armor +2.

☛ **Wolf Animal Companion:** CR —; Medium magical beast; HD 6d8+12; hp 41; Init +3, Spd 50 ft.; AC 19 (+3 Dex, +6 Natural Armor), touch 13, flat-footed 16; Base Atk/Grp +5/+7; Atk +8 melee (1d6+2, bite); Full Atk +8 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Moves Silently +4, Spot +3, Survival +1 (+5 using scent); Track, Weapon Focus (bite).

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

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

☛ **Scout:** Male Wood Elf Sct8/Drv4; CR 12; Medium Humanoid; HD 8d8+8 + 4d10+4; hp 79; Init +5; Spd 45ft.; AC 23 (+5 armor, +4 dex, +2 skirmish, +1 Deflection, +1 Bonus), touch 16, flat-footed 19; Base Atk/Grp: +10/+13; Atk +16 melee (1d6+5, short sword) or +15 range (1d6+1, composite shortbow); Full Atk +16/+11 melee (1d6+5, short sword) or +15/+10 range (1d6+1, composite shortbow); Space/Reach: 5ft./5ft.; SA Skirmish +2d6 & +2 AC, Trackless Step, Camouflage, Dervish Dance 2/day, Movement Mastery, Dance of Death; SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Fast Movement +15ft, Evasion, Flawless Stride, Slashing Blades; AL CN; SV Fort +4, Ref +14, Will +6; Str 16, Dex 19, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +18, Hide +15, Knowledge (Nature) +5, Listen +13, Move Silently +15, Perform (Dance) +14, Search +14, Spot +13, Survival +12, Tumble +19; Combat Expertise, Dodge, Elusive Target, Endurance, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Short sword).

Skirmish (Ex): A Scout gains an extra 2d6 of damage when they move at least 10ft for that round. The damage only applies to attacks taken during the scout's turn. This only applies against leaving creatures with discernable anatomy (creatures immune to critical hits are not vulnerable to the extra damage). The scout also gains a +2 AC bonus when they move at least 10ft in a round and lasts until their next turn.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on fortitude saves and initiative checks.

Flawless Stride (Ex): A scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any of impairment. This does not apply if a climb or swim check are required or if the terrain or undergrowth is magically manipulated.

Camouflage (Ex): A scout can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Dervish Dance (Ex): A Dervish may make a full attack action and still move up to her movement 2/day. She must move at least 5ft between attacks and cannot enter a square she just exited. The dervish is subject to normal attacks of opportunity during the dance and may tumble as part of the move. The dance can only be done using slashing weapons and the dervish gains a bonus to attack and damage rolls (+2). The dervish must be wearing light armor and not using a shield or in rage or a frenzy. The dervish can dance only once per encounter and it lasts for 7 rounds. The Dervish is fatigued after she finishes her dance for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades (Ex): A Dervish considers a scimitar a light weapon for all purposes including two-weapon fighting.

Dance of Death (Ex): A Dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5ft before making the extra attack granted by this ability.

Possessions: Composite Shortbow +1, Short sword +2, Studded Leather Armor +2, Ring of Protection +1.

Encounter Three

☛ **Smugglers (3):** Male Half-elf SWS10; CR 10; Medium Humanoid; HD 10d10+20; hp 84; Init +8 (+4 dex, +4 improve init); Spd 30ft.; AC 18 (+4 armor, +4 dex), touch 14, flat-footed 14; Base Atk/Grp: +10/+11; Atk +16 melee (1d6+5, rapier); Full Atk +16/+11 melee (1d6+5, rapier); Space/Reach: 5ft./5ft.; SA Insightful Strike, Acrobatic Charge; SQ Dodge Bonus, Grace, Improved Flanking; AL NE; SV Fort +9, Ref +8, Will +3; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +19, Bluff +13, Diplomacy +17, Escape Artist +17, Swim +14, Tumble +17; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse.

Grace (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +1 competence bonus on reflex saves

Insightful Strike (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 as bonus on damage rolls with any light or finesseable weapon. They do not gain this bonus against creatures immune to critical hits.

Dodge Bonus (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 dodge bonus to AC against a given foe

Acrobatic Charge (Ex): A Swashbuckler can charge where others cannot. They can charge or difficult terrain that usually slows movement or though allies blocking their path. They can also run down steep stairs, leap down from balconies, or tumble over tables to get to their target

Improved Flanking (Ex): Gain an additional +2 bonus on attacks when flanking an opponent

Possessions: Rapier +2, Studded Leather Armor +1, Belt of Giant Strength +2.

Encounter Five

☛ **Bandit Kingdoms Rep1 - Kria:** Female Human Clr 10; CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +0; Spd 20 ft.; AC 18 (+7 Armor, +1 Deflection), touch 11, flat-footed 18; Base Atk/Grp: +7/+8; Atk +9 melee (1d8+2, morning star) or +8 range (1d8+1, light crossbow); Full Atk +9/+4 melee (1d8+2, morning star) or +8 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL CE; SV Fort +10, Ref +4, Will +13; Str 12, Dex 10, Con 14, Int 12, Wis 20, Cha 10.

Skills and Feats: Concentration +15 (+19 defensive), Diplomacy +14, Heal +18, Knowledge (Planes) +14; Combat Casting, Divine Metamagic (Maximize Spell), Spell Penetration, Greater Spell Penetration, Maximize Spell.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+ 1/3+1; base DC = 15 + spell level): 0—[Create Water, Guidance, Purify Food and Drink, Read Magic, Resistance (2)]; 1st—[Bane, Bless, Cure Light Wounds (2), Divine Favor, Doom*, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Silence, Sound Burst, Summon Swarm*]; 3rd—[Blindness/Deafness, Cure Serious Wounds, Dispel Magic, Magic Circle against Good*, Searing Light]; 4th—[Cure Critical Wounds (2), Freedom of Movement, Poison, Unholy Blight*]; 5th—[Dispel Good*, Flame Strike(2), Slay Living].

*Domain spell. **Domains:** [Evil (cast evil spells at +1 caster level); Pestilence (immunity to the effects of all diseases)].

Possessions: Light Crossbow +1, Morning Star +1, Chainmail +2, Holy Symbol of Iuz, Ring of Protection +1, Cloak of Resistance +1, Periapt of Wisdom +2.

☛ **Bandit Kingdoms Rep2 - Tryst:** Human male Ftr 10; CR 10; Medium Humanoid; HD 10d10+40; hp 104; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 18(+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +10/+13; Atk +17

melee (2d6+8, greatsword) or +12 range (1d10+1 heavy crossbow); Full Atk +17/+12 melee (2d6+8, greatsword) or +12 range (1d10+1 heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +12, Ref +5, Will +6; Str 16, Dex 12, Con 19, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (arms and armor) +13, Intimidate +13, Ride +14; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greatsword), Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Power Critical (greatsword), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword +2, Half-plate +1, Heavy Crossbow +1, Cloak of Resistance +1, Amulet of Health +2.

☛ **Nyronnd Rep1:** Human male Clr10; CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 18 (+7 armor, +1 dex), touch 11, flat-footed 17; Base Atk/Grp: +7/+8; Atk +10 melee (1d8+2, heavy mace) or +9 range (1d8+1, light crossbow); Full Atk +10/+5 melee (1d8+2, heavy mace) or +9 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL NE; SV Fort +9, Ref +4, Will +12; Str 12, Dex 12, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +15 (+19 defensive), Disguise +13, Knowledge (Religion) +11, Spellcraft +2; Combat Casting, Divine Spell Power, Improved Initiative, Maximize Spell, Profane Boost.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+ 1/3+1; base DC = 15 + spell level): 0—[Cure Minor Wounds (2), Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Bane, Cure Light Wounds (2), Divine Favor, Magic Weapon*, Sanctuary]; 2nd—[Cure Moderate Wounds (2), Hold Person, Invisibility*, Sound Burst, Spiritual Weapon]; 3rd—[Cure Serious Wounds, Dispel Magic, Magic Vestment*, Prayer, Searing Light]; 4th—[Confusion*, Cure Critical Wounds (2), Freedom of Movement, Poison]; 5th—[Mass Cure Light Wounds, Flame Strike*, Slay Living, Spell Resistance].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Heavy Mace); Trickery (Bluff, Disguise and Hide are not class skills)].

Possessions: Heavy Mace +1, Light Crossbow +1, Banded Mail +1, Holy Symbol of Erythnul, Periapt of Wisdom +2.

☛ **Nyronnd Rep2:** Human female Ftr10; CR 10; Medium Humanoid; HD 10d10+20; hp 84; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 20 (+6 armor, +3 shield, +1 dex), touch 11, flat-footed 19; Base Atk/Grp: +10/+15; Atk +19 melee (1d10+9, bastard sword) or +12 range (1d8+1, light crossbow); Full Atk +19/+14 melee (1d10+9, bastard sword) or +12 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +11, Ref +6, Will +8; Str 20, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +13, Jump +7; Blind-fight, Cleave, Great Cleave, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard Sword +2, Light Crossbow +1, Chainmail +1, Cloak of Resistance +2, Belt of Giant Strength +2.

☛ **County of Urnst Rep1 - Rega:** Female human Clr10; CR 10; Medium Humanoid; HD 10d8+10; hp 63; Init +0; Spd 20ft.; AC 22 (+10 armor, +2 shield), touch 10, flat-footed 22; Base Atk/Grp: +7/+7; Atk +9 melee (1d8+1, flail) or +8 range (1d8, light crossbow); Full Atk +9/+4 melee (1d8+1, flail) or +8 range (1d8, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LE; SV Fort +10, Ref +5, Will +16; Str 10, Dex 10, Con 12, Int 10, Wis 24, Cha 10.

Skills and Feats: Concentration +14 (+18 defensive), Diplomacy +13, Knowledge (Religion) +13; Combat Casting, Divine Metamagic (Maximize Spell), Extra Turning, Maximize Spell, Spell Penetration.

Cleric Spells Prepared (6/6+1/6+1/5+1/4+ 1/3+1; base DC = 17 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance, Virtue]; 1st—[Bane, Bless, Cure Light Wounds (2), Inflict Light Wounds*, Protection from Good, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds (2), Hold Person, Shatter*, Sounds Burst, Spiritual Weapon]; 3rd—[Contagion*, Cure Serious Wounds (2), Invisibility Purge, Prayer, Searing Light]; 4th—[Cure Critical Wounds (2), Inflict Critical Wounds*, Poison, Summon Monster IV]; 5th—[Mass Cure Light Wounds, Flame Strike*, Mass Inflict Light Wounds, Slay Living].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Flail); Destruction (Smite Evil 1/day granting a +4 to attack and damage)].

Possessions: Flail +1, MW Light Crossbow, Full Plate +2, Holy Symbol of Hextor, Cloak of Resistance +2, Periapt of Wisdom +4.

☛ **County of Urnst Rep2:** Male human Ftr10; CR 10; Magic Humanoid; HD 10d8+50; hp 114; Init +4 (+4 improved init); Spd 20ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grp: +10/+13; Atk +18 melee (2d4+8, spiked chain); Full Atk +18/+13 melee (2d4+8, spiked chain); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +12, Ref +3, Will +5; Str 16, Dex 10, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +13, Intimidate +13, Ride +15; Blind-Fight, Cleave, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Greater Weapon Focus (Spiked Chain), Hold the Line, Iron Will, Power Attack, Power Critical (Spiked Chain), Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +3, Half-plate +1, Amulet of Health +2.

Encounter Seven

☛ **Way station Guards (2):** Male Human Ftr10; CR 10; Medium Humanoid; HD 10d10+30; hp 94; Init +4; Spd 20ft.; AC 19 (+6 armor, +2 natural armor, +1 deflection), touch 11, flat-footed 19; Base Atk/Grp: +10/+14; Atk +18 melee (2d4+8, spiked chain) or +10 range (1d10+2, heavy crossbow); Full Atk +18/+13 melee (2d4+8, spiked chain) or +10 range (1d10+2, heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL N; SV Fort +10, Ref +3, Will +3; Str 18, Dex 10, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Handle Animal +13, Intimidate +13, Ride +15, Search +8, Spot +6; Cleave, Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Great Cleave, Greater Weapon Focus (Spiked Chain), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +2, Heavy Crossbow +2, Breastplate +1, Amulet of Natural Armor +2, Ring of Protection +1, Belt of Giant Strength +2.

☛ **Way station Captain Cran:** Male Human Msr11; CR 11; Medium Humanoid; HD 11d8+33; hp 91; Init +5; Spd 20ft.; AC 21 (+6 armor, +1 dex, +2 deflection, +2 natural armor), touch 13, flat-footed 20; Base Atk/Grp: +8/+10; Atk +13 melee (1d8+4, longsword) or +10 range (1d8+1, light crossbow); Full Atk +13/+8 melee (1d8+4, longsword) or +10/+5 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA Grant Move Action 3/Day; SQ Minor Aura, Major Aura +2; AL CN; SV Fort +10, Ref +4, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +21, Diplomacy +24, Intimidate +22, Knowledge (local) +14, Sense Motive +16; Combat Reflexes, Improved Initiative, Negotiator, Persuasive, Skill Focus (Diplomacy), Weapon Focus (Longsword).

Grant Move Action (Ex): A marshal may direct and motivate his allies to act immediately. Three times per day, he may grant an extra move action to any or all of his allies within 30ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

Aura (Ex): The Marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the Marshal uses a swift action to dismiss it or activated another aura of the same kind (minor or major). A Marshal may have an aura run continuously thus a Marshal may have an aura up prior to his action. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A Marshal's aura affects all allies within 60 ft (including himself) who can hear the Marshal. A

Marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura let allies add the Marshal's Charisma bonus to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Charisma: Bonus on Charisma checks and charisma-based skills.

Master of Tactics: Bonus on damage rolls when flanking.

Force of Will: Bonus on Will saves.

Motivate Strength: Bonus on Strength checks and strength-based skills.

Watchful Eye: Bonus on Reflex Saves.

Major Aura: A major aura lets allies add +2 to certain rolls.

Resilient Troops: Bonus on all saves.

Motivate Ardor: Bonus on damage rolls.

Motivate Care: Bonus to Armor Class.

Possessions: Longsword +2, Light Crossbow +1, Chainmail +1, Ring of Protection +2, Amulet of Natural Armor +2, Cloak of Charisma +2, Belt of Giant Strength +2.

Physical Description: A commanding looking man with blond hair and blue eyes. He is dressed in the officer uniform of the County Militia.

Encounter Nine

☛ **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk5; CR 12; Monstrous Humanoid; HD 4d8+8 + 3d10+6 + 5d10+10; hp 95; Init +2; Spd 20ft.; AC 30, touch 11, flat-footed 29; Base Atk/Grp: +12/+17; Atk +20 melee (1d8+8, longsword); Full Atk +20/+15/+10 melee (1d8+8, longsword); Space/Reach: 5ft./5ft.; SA Detect Thoughts, Change Shape, Hexblade Curse 1/day, Detect Good, Poison Use, Smite Good 2/day, Command Undead, Sneak Attack +1d6; SQ Arcane Resistance, Immune to Sleep and charm effects, darkvision 60ft., Dark Blessing, Aura of Despair; AL LE; SV Fort +11, Ref +11, Will +15/+18; Str 20, Dex 14, Con 14, Int 14, Wis 19, Cha 16.

Skills and Feats: Bluff +23, Concentration +8, Diplomacy +9, Disguise +14, Hide +1, Intimidate +5, Knowledge: Religion +4, Ride +10; Cleave, Combat Reflexes, Extra Smiting, Improved Sunder, Mettle, Power Attack.

Detect Thoughts (Ex): Doppelgangers can continuously use detect thoughts as the spell (caster level 18, will save DC 15 negates). They can suppress or resume the activity as a free action.

Change Shape (Ex): Doppelgangers can assume any small or medium humanoid form. In humanoid form, they lose all their natural attacks.

Hexblade Curse (Ex): As a free action, the hexblade can curse one foe that is visible to him and is within 60 feet. This curse inflicts a -2 on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful save (DC 10 + 1/2 the Hexblade class level + the hexblade's CHA modifier) negates the effect

Arcane Resistance (Ex): A Hexblade gets his Charisma bonus to all saves versus spells and spell like effects

Detect Good (Ex): At will, as the spell

Poison Use (Ex): A Darkguard is skilled in the use of poison and never risk poisoning themselves when applying to a blade

Dark Blessing (Ex): A Darkguard gets his Charisma bonus to all saves

Aura of Despair (Ex): A Darkguard radiates a malign aura that causes enemies within 10ft. to take a -2 penalty on all saving throws

Spells Prepared (2/2/1; base DC = 14 + spell level): 1st—[Corrupt Weapon, Doom]; 2nd—[Inflict Moderate Wounds, Shatter]; 3rd—[Inflict Serious Wounds].

Possessions: Lord Malthanus Gellor's Large Steel Shield +2, Lord Malthanus Gellor's Full Plate +3, Periapt of Wisdom +2, Belt of Giant Strength +2.

Physical Description: Tall and broad and has a gaze that disarms most people he meets. His dark brown hair is now flecked with grey at the temples, and it is worn long, and clasped with a golden ring at the back. He has a flowing moustache, which is also starting to show a bit of grey. He wears a pair of doeskin breeches along with a soft shirt of cotton and a white with blue surcoat emblazed with the symbol of Hieroneous. He is always seen with his signet ring and the medallion of Hieroneous upon his neck. Lately, he has taken to wearing a bracelet of electrum with a rose carved on it.

🐉 **Heavy Warhorse Fiendish Servant:** CR —; Large magical beast; HD 6d8+18; hp 46; Init +1, Spd 50ft.; AC 15 (-1 Size, +1 Dex, +5 Natural Armor), touch 10, flat-footed 14; Base Atk/Grp +5/+13; Atk +8 melee (1d6+4, hoof); Full Atk +8 melee (1d6+4, 2 hooves) and +3 melee (1d4+2, bite); Space/Reach 10ft./5ft.; SA improved evasion; SQ low-light vision, scent, empathic link share saving throws, share spell; AL NE; SV Fort +9, Ref +7, Will +2; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the

empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

☼ **Helian:** Male Human Clr10; CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +0; Spd 20ft.; AC 18 (+6 armor, +2 shield), touch 10, flat-footed 18; Base Atk/Grp: +7/+9; Atk +11 melee (1d8+3, flail); Full Atk +11/+6 melee (1d8+3, flail); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LN; SV Fort +9, Ref +3, Will +12; Str 14, Dex 10, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Bluff +8, Concentration +15 (+19 when defensive), Diplomacy +10, Knowledge: Religion +4, Spellcraft +2; Combat Casting, Maximize Spell, Persuasive, Profane Boost, Spontaneous Healing.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+ 1/3+1; base DC = 13 + spell level): 0—[Create Water, Detect Magic, Detect Poison, Guidance, Read Magic, Resistance]; 1st—[Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Protection from Good, Sanctuary, Shield of Faith]; 2nd—[Hold Person (x2), Shield Other, Sound Burst, Spiritual Weapon*, Undetectable Alignment]; 3rd—[Contagion*, Dispel Magic, Prayer, Searing Light, Summon Monster III]; 4th—[Death Ward, Freedom of Movement, Inflict Critical Wounds*, Poison (x2)]; 5th—[Flame Strike, Flame Strike*, Inflict Light Wounds Mass, Slay Living].

*Domain spell. **Domains:** [Destruction (Smite Evil 1/day granting a +4 to attack and damage); War (Free Martial Weapon Proficiency and Weapon Focus with flail)].

Possessions: Breastplate +1, Light Steel Shield +1, Flail +1, Periapt of Wisdom +2, Holy Symbol of Hieroneous, Holy Symbol of Hextor.

Physical Description: Dark haired young man in his early twenties. He stands straight and proud. There is a small scar running down his face that is gray in color.

Encounter Eleven

☛ **The Hand:** Female Human Rog5/Asn8; CR 13; Medium Humanoid; HD 5d6+10 + 8d6+16; hp 95; Init +6; Spd 30ft.; AC 23 (+5 Armor, +5 Dex, +3 Deflection), touch 18, flat-footed 23; Base Atk/Grp: +9/+9; Atk +17 melee (1d6+2, rapier); Full Atk +17/+12 melee (1d6+2, rapier); Space/Reach: 5ft./5ft.; SA Sneak Attack 7d6, Death Attack, Poison Use, Hide in Plain Sight; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Poison Resistance; AL NE; SV Fort +7, Ref +20, Will +5; Str 10, Dex 23, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +3, Decipher Script +12, Disable Device +11, Disguise +5, Escape Artist +22, Hide +22, Listen +16, Move Silently +22, Open Lock +16, Search +20, Slight of Hand +8, Spot +11, Tumble +24; Acrobatic, Dodge, Improved Critical (Rapier), Leadership, Lightning Reflexes, Weapon Finesse.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 20) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+9 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison Resistance: The assassin gains a +4 natural saving throw bonus to all.

Uncanny Dodge (Ex): An assassin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The assassin can be flanked by a 18th level rogue or higher.

Hide in Plain Sight (Su): An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without actually having anything to hide behind. He cannot, however, hide in his own shadow.

Possessions: Rapier +2, Studded Leather Armor +2, Gloves of Dexterity +4, Headband of Intellect +4, Cloak of Resistance +2, Ring of Protection +3, Amulet of Health +2.

Assassin Spells (4/4/4/2; base DC = 14 + spell level): 1st—[Disguise Self, Feather Fall, Obscuring Mist, True Strike]; 2nd—[Alter Self, Darkness, Invisibility, Spider Climb]; 3rd—[Deeper Slumber, False Life, Magic Circle Against Good, Misdirection]; 4th—[Freedom of Movement, Greater Invisibility, Poison].

Physical Description: A middle-sized Oeridian female with boyish cut hair. One arm is behind her back (she is missing the hand from it). She is dressed completely in black. From a distance, it is impossible to tell her apart from her twin brother (the Wizard).

☛ **The Wizard:** Male Human Rog3/Wiz5/ArT5; CR 13; Medium Humanoid; HD 3d6+6 + 5d4+10 + 5d4+10; hp 70; Init +4; Spd 30ft.; AC 26 (+4 Dex, +4 Mage Armor, +4 Shield, +2 Protection from Good, +2 Deflection), touch 18, flat-footed 22; Base Atk/Grp: +6/+6; Atk +12 melee (1d6+2, rapier); Full Atk +12/+7 melee (1d6+2, rapier) or +12 range (1d8+2, light crossbow); Space/Reach: 5ft./5ft.; SA Sneak Attack 4d6, Ranged Legerdemain 2/day, Impromptu Sneak Attack 1/day; SQ Trap Sense, Evasion, Trapfinding; AL CE; SV Fort +7, Ref +16, Will +10; Str 10, Dex 18, Con 14, Int 25, Wis 8, Cha 8.

Skills and Feats: Concentration +18 (+22 defensive), Craft (Alchemy) +12, Decipher Script +14, Disable Device +14, Disguise +11, Escape Artist +11, Forgery +15, Hide +19, Knowledge (Arcana) +15, Listen +11, Move Silently +20, Open Lock +10, Search +11, Spellcraft +25, Tumble +22; Acrobatic, Combat Casting, Practiced Spellcaster, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Impromptu Sneak Attack: An arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Possessions: Rapier +2, Light Crossbow +2, Headband of Intellect +4, Spell Component Pouch, Gloves of Dexterity +4, Cloak of Resistance +2, Ring of Protection +3, Amulet of Health +2, Scroll of Silent Step.

Wizard Spells Prepared (4/6/6/5/4/3); base DC = 17 + spell level): 0—[Acid Splash (2), Ray of Frost, Touch of Fatigue]; 1st—[Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, Invisibility, Melf's Acid Arrow, Scorching Ray (3)]; 3rd—[Blink, Fireball (2), Lightning Bolt, Vampiric Touch]; 4th—[Confusion, Fire Shield, Phantasmal Killer, Silent Step]; 5th—[Cone of Cold, Waves of Fatigue].

Spellbook: 0—[all]; 1st—[Burning Hands, Feather Fall, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, False Life, Invisibility, Melf's Acid Arrow, Scorching Ray]; 3rd—[Blink, Fireball, Lightning Bolt, Sleet Storm, Vampiric Touch]; 4th—[Confusion, Fire Shield, Greater Invisibility, Phantasmal Killer, Silent Step]; 5th—[Cone of Cold, Rary's Telepathic Bond, Wall of Force, Waves of Fatigue].

Physical Description: A middle-sized Oeridian male with short cut hair. One arm is behind his back (except while needed for casting). He is dressed completely in black. From a distance, it is impossible to tell him apart from her twin sister (the Hand).

 **Blade:** Male Human Rog7/Inv5; CR 12; Medium Humanoid; HD 7d6+14 + 5d6+10; hp 74; Init +10; Spd 30ft.; AC 21 (+6 Armor, +4 Dex, +1 Deflection), touch 15, flat-footed 21; Base Atk/Grp: +10/+11; Atk +18 melee (1d4+2, dagger); Full Atk +18/+13 melee (1d4+2, dagger); Space/Reach: 5ft./5ft.; SA Uncanny Dodge, Evasion, Sneak Attack/Dagger Sneak Attack 4d6/7d6, Bleeding Wound, Uncanny Feint, Feint Mastery; SQ Trap Sense, Trapfinding; AL NE; SV Fort +5, Ref +15, Will +3; Str 12, Dex 23, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +15, Disguise +10, Escape Artist +15, Hide +20, Move Silently +20, Sense Motive +15, Slight of Hand +17, Tumble +20, Use Magic Device +10; Combat Reflexes, Far Shot, Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (Dagger).

Bleeding Wound (Ex): Upon a successful dagger sneak attack, an Invisible Blade may sacrifice 1d6 of dagger sneak attack to deal a bleeding wound. This attack deals normal damage the upon the attack but each round there after the wound bleeds dealing 1 point of damage (per wound) until a DC 15 heal check is performed or they are cured/healed via a healing spell. Creatures immune to critical hits are immune to bleeding wounds as well.

Uncanny Feint (Ex): An Invisible Blade gains the ability to Feint in combat starting at 3rd level. The feint is a free action instead of a standard action. An Invisible Blade may only feint while armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex): At 4th level an Invisible Blade is so sure of himself when armed with a dagger, kukri, or punching dagger that he can take 10 on all bluff checks when feinting in combat even if stress and distractions normally would prevent him from doing so.

Possessions: Dagger +1 (x2), Chainshirt +2, Cloak of Charisma +2, Gloves of Dexterity +2, Amulet of Health +2.

Physical Description: A tall Oeridian male dressed completely in black. On his clothing in a light grey is the symbol of the Hand and he keeps one hand behind his back at all times.

Appendix One – APL 14

Encounter One

☛ **Ranger:** Male Elf Rgr14; CR 14; Medium Humanoid; HD 14d8+14; hp 87; Init +2; Spd 30 ft.; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; Base Atk/Grp: +14/+18; Atk +21 melee (1d8+7, longsword) or +17 range (1d6+1, shortbow); Full Atk +19/+14/+9 melee (1d8+7, longsword) and +19/+14/+9 melee (1d6+5, short sword) or +17/+12/+7 range (1d6+1, shortbow); Space/Reach: 5ft./5ft.; SA —; SQ animal companion, camouflage, evasion, favored enemy humans +6, favored enemy dwarves +4, favored enemy orcs +2, combat style mastery (two-weapon combat), swift tracker, wild empathy, woodland stride; AL CN; SV Fort +10, Ref +11, Will +6; Str 19, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +16, Hide +21, Knowledge (nature) +20, Move Silently +21, Spot +21, Survival +19; Dodge, Endurance, Eyes in the Back of Your Head, Greater Two-Weapon Fighting (combat style mastery), Improved Critical (longsword), Improved Favored Enemy, Improved Two-Weapon Fighting (improved combat style), Stealthy, Track, Two-Weapon Fighting (combat style).

Favored Enemy (Ex): The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Cha bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Camouflage (Ex): A ranger can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Ranger Spells Prepared (3/2/1; base DC = 12 + spell level): 1st—[Entangle, Magic Fang, Longstrider]; 2nd—[Barkskin, Spike Growth]; 3rd—[Summon Nature's Ally III].

Possessions: Shortbow +1, Longsword+3, Short sword +3, Studded Leather Armor +2.

☛ **Wolf Animal Companion:** CR —; Medium magical beast; HD 6d8+12; hp 41; Init +3, Spd 50 ft.; AC 19 (+3 Dex, +6 Natural Armor), touch 13, flat-footed 16; Base Atk/Grp +5/+7; Atk +8 melee (1d6+2, bite); Full Atk +8 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Moves Silently +4, Spot +3, Survival +1 (+5 using scent); Track, Weapon Focus (bite).

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

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

☛ **Scout:** Male Wood elf Sct8/Drv6; CR 14; Medium Humanoid; HD 8d8+8 + 6d10+6; hp 93; Init +7; Spd 50ft.; AC 25 (+5 armor, +4 dex, +2 skirmish, +2 Deflection, +2 Bonus), touch 18, flat-footed 21; Base Atk/Grp: +12/+15; Atk +19 melee (1d6+6, short sword) or +17 range (1d6+1, composite shortbow); Full Atk +19/+14/+9 melee (1d6+6, short sword) or +17/+12/+7 range (1d6+1, composite shortbow); Space/Reach: 5ft./5ft.; SA Skirmish +2d6 & +2 AC, Trackless Step, Camouflage, Dervish Dance 3/day, Movement Mastery, Dance of Death; SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Fast Movement +20ft, Evasion, Flawless Stride, Slashing Blades, Improved Reaction; AL CN; SV Fort +5, Ref +15, Will +7; Str 16, Dex 19, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +20, Hide +16, Knowledge (Nature) +5, Listen +13, Move Silently +15, Perform (Dance) +16, Search +14, Spot +13, Survival +13, Tumble +21; Combat Expertise, Dodge, Elusive Target, Endurance, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Short sword).

Skirmish (Ex): A Scout gains an extra 2d6 of damage when they move at least 10ft for that round. The damage only applies to attacks taken during the scout's turn. This only applies against leaving creatures with discernable anatomy (creatures immune to critical hits are not vulnerable to the extra damage). The scout also gains a +2 AC bonus when they move at least 10ft in a round and lasts until their next turn.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on fortitude saves and initiative checks.

Flawless Stride (Ex): A scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any of impairment. This does not apply if a climb or swim check are required or if the terrain or undergrowth is magically manipulated.

Camouflage (Ex): A scout can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Dervish Dance (Ex): A Dervish may make a full attack action and still move up to her movement 3/day. She must move at least 5ft between attacks and cannot enter a square she just exited. The dervish is subject to normal attacks of opportunity during the dance and may tumble as part of the move. The dance can only be done using slashing weapons and the dervish gains a bonus to attack and damage rolls (+3). The dervish must be wearing light armor and not using a shield, or be in rage or a frenzied state. The dervish can dance only once per encounter and it lasts for 8 rounds. The Dervish is fatigued after she finishes her dance for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades (Ex): A Dervish considers a scimitar a light weapon for all purposes including two-weapon fighting.

Dance of Death (Ex): A Dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5ft before making the extra attack granted by this ability.

Improved Reaction (Ex): Dervishes gain a +2 bonus to initiative rolls.

Possessions: Composite Shortbow +1, Short sword +3, Studded Leather Armor +2, Ring of Protection +2.

Encounter Three

☛ **Smugglers (3):** Male Half-elf SWS12; CR 12; Medium Humanoid; HD 12d10+24; hp 100; Init +9 (+5 dex, +4 improve init); Spd 30ft.; AC 20 (+5 armor, +5 dex), touch 15, flat-footed 15; Base Atk/Grp: +12/+13; Atk +19 melee (1d6+5, rapier); Full Atk +19/+14/+9 melee (1d6+5, rapier); Space/Reach: 5ft./5ft.; SA Insightful Strike, Acrobatic Charge; SQ Dodge Bonus, Grace, Improved Flanking, Lucky; AL NE; SV Fort +10, Ref +11, Will +4; Str 12, Dex 21, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +22, Bluff +15, Diplomacy +19, Escape Artist +20, Swim +16, Tumble +20; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Grace (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 competence bonus on reflex saves

Insightful Strike (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 as bonus on damage rolls with any light or finesseable weapon. They do not gain this bonus against creatures immune to critical hits.

Dodge Bonus (Ex): When wearing light or no armor and carrying a light load, the swashbuckler gains a +2 dodge bonus to AC against a given foe

Acrobatic Charge (Ex): A Swashbuckler can charge where others cannot. They can charge or difficult terrain that usually slows movement or though allies blocking their path. They can also run down steep stairs, leap down from balconies, or tumble over tables to get to their target

Improved Flanking (Ex): Gain an additional +2 bonus on attacks when flanking an opponent

Lucky (Ex): Once per day a Swashbuckler may reroll any fail attack roll, skill check, ability check, or saving throw

Possessions: Rapier +2, Studded Leather Armor +2, Belt of Giant Strength +2, Gloves of Dexterity +2.

Encounter Five

☛ **Bandit Kingdoms Rep1 - Kria:** Female Human Clr 12; CR 12; Medium Humanoid; HD 12d8+24; hp 87; Init +0; Spd 20 ft.; AC 19 (+7 Armor, +2 Deflection), touch 12, flat-footed 19; Base Atk/Grp: +9/+10; Atk +11 melee (1d8+2, morning star) or +10 range (1d8+1, light crossbow); Full Atk +11/+6 melee (1d8+2, morning star) or +10 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL CE; SV Fort +11, Ref +5, Will +14; Str 12, Dex 10, Con 14, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +17 (+21 defensive), Diplomacy +15, Heal +20, Knowledge (Planes) +16; Combat Casting, Divine Metamagic (Maximize Spell), Profane Boost, Spell Penetration, Greater Spell Penetration, Maximize Spell.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+ 1/4+1/2+1; base DC = 15 + spell level): 0—[Create Water, Guidance, Purify Food and Drink, Read Magic, Resistance (2)]; 1st—[Bane, Bless, Cure Light Wounds (2), Divine Favor, Doom*, Sanctuary, Shield of Faith]; 2nd—[Calm Emotions, Cure Moderate Wounds, Hold Person, Silence, Sound Burst, Summon Swarm*]; 3rd—[Blindness/Deafness, Cure Serious Wounds, Dispel Magic, Magic Circle against Good*, Searing Light (2)]; 4th—[Cure Critical Wounds (2), Freedom of Movement,

Poison, Unholy Blight*]; 5th—[Dispel Good*, Flame Strike(2), Slay Living, Spell Resistance]; 6th—[Blade Barrier, Curse of Lycanthropy*, Heal].

*Domain spell. Domains: [Evil (cast evil spells at +1 caster level); Pestilence (immunity to the effects of all diseases)].

Possessions: Light Crossbow +1, Morning Star +1, Chainmail +2, Holy Symbol of Iuz, Ring of Protection +2, Cloak of Resistance +1, Periapt of Wisdom +2.

♣ **Bandit Kingdoms Rep2 - Tryst:** Human male Ftr12; CR 12; Medium Humanoid; HD 12d10+60; hp 136; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 19(+9 armor), touch 10, flat-footed 19; Base Atk/Grp: +12/+15; Atk +20 melee (2d6+11, greatsword) or +14 range (1d10+1 heavy crossbow); Full Atk +20/+15/+10 melee (2d6+11, greatsword) or +14 range (1d10+1 heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +15, Ref +7, Will +8; Str 16, Dex 12, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (arms and armor) +15, Intimidate +15, Ride +16; Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Power Critical (greatsword), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword +3, Half-plate +2, Heavy Crossbow +1, Cloak of Resistance +2, Amulet of Health +2.

♣ **Nyrond Rep1:** Human male Clr12; CR 12; Medium Humanoid; HD 12d8+24; hp 87; Init +5 (+1 dex, +4 improved init); Spd 20 ft.; AC 20 (+8 armor, +1 dex, +1 deflection), touch 12, flat-footed 19; Base Atk/Grp: +9/+10; Atk +12 melee (1d8+2, heavy mace) or +11 range (1d8+1, light crossbow); Full Atk +12/+7 melee (1d8+2, heavy mace) or +11 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL NE; SV Fort +10, Ref +5, Will +13; Str 12, Dex 12, Con 14, Int 10, Wis 21, Cha 10.

Skills and Feats: Concentration +17 (+21 defensive), Disguise +15, Knowledge (Religion) +13, Spellcraft +2; Combat Casting, Divine Metamagic (Maximize Spell), Divine Spell Power, Improved Initiative, Maximize Spell, Profane Boost.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/4+ 1/2+1; base DC = 15 + spell level): 0—[Cure Minor Wounds (2), Detect Magic, Guidance, Read Magic, Resistance]; 1st—[Bless, Bane, Cure Light Wounds (2), Divine Favor, Doom, Magic Weapon*, Sanctuary]; 2nd—[Cure Moderate Wounds (2), Hold Person, Invisibility*, Sound Burst, Spiritual Weapon]; 3rd—[Cure Serious Wounds (2), Dispel Magic, Magic Vestment*, Prayer, Searing Light]; 4th—[Confusion*, Cure Critical Wounds (2), Freedom of Movement, Poison]; 5th—[Mass Cure Light Wounds (2), Flame Strike*, Slay Living, Spell Resistance]; 6th—[Harm, Heal, Mislead*].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Heavy Mace); Trickery (Bluff, Disguise and Hide are not class skills)].

Possessions: Heavy Mace +1, Light Crossbow +1, Banded Mail +2, Holy Symbol of Erythnul, Periapt of Wisdom +2, Ring of Protection +1.

♣ **Nyrond Rep2:** Human female Ftr12; CR 12; Medium Humanoid; HD 12d10+24; hp 100; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 21 (+7 armor, +3 shield, +1 dex), touch 11, flat-footed 20; Base Atk/Grp: +12/+17; Atk +21 melee (1d10+11, bastard sword) or +14 range (1d8+1, light crossbow); Full Atk +21/+16/+11 melee (1d10+11, bastard sword) or +14 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +12, Ref +7, Will +9; Str 21, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +15, Intimidate +15, Jump +9; Blind-fight, Cleave, Close-quarters Fighting, Great Cleave, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard Sword +2, Light Crossbow +1, Chainmail +2, Cloak of Resistance +2, Belt of Giant Strength +2.

♣ **County of Urnst Rep1 - Rega:** Female human Clr12; CR 12; Medium Humanoid; HD 12d8+12; hp 75; Init +0; Spd 20ft.; AC 23 (+10 armor, +2 shield, +1 deflection), touch 11, flat-footed 23; Base Atk/Grp: +9/+9; Atk +11 melee (1d8+1, flail) or +10 range (1d8+1, light crossbow); Full Atk +11/+6 melee (1d8+1, flail) or +10 range (1d8+1, light crossbow); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LE; SV Fort +11, Ref +6, Will +17; Str 10, Dex 10, Con 12, Int 10, Wis 25, Cha 10.

Skills and Feats: Concentration +16 (+20 defensive), Diplomacy +15, Knowledge (Religion) +15; Combat Casting, Divine Metamagic (Maximize Spell), Extra Turning (x2), Maximize Spell, Spell Penetration.

Cleric Spells Prepared (6/7+1/6+1/6+1/4+1/4+ 1/3+1; base DC = 17 + spell level): 0—[Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance, Virtue]; 1st—[Bane, Bless, Cure Light Wounds (2), Inflict Light Wounds*, Inflict Light Wounds, Protection from Good, Sanctuary]; 2nd—[Calm Emotions, Cure Moderate Wounds (2), Hold Person, Shatter*, Sounds Burst, Spiritual Weapon]; 3rd—[Contagion*, Cure Serious Wounds (2), Invisibility Purge, Prayer, Searing Light (2)]; 4th—[Cure Critical Wounds (2), Inflict Critical Wounds*, Poison, Summon Monster IV]; 5th—[Mass Cure Light Wounds, Flame Strike*, Flame Strike, Mass Inflict Light Wounds, Slay Living]; 6th—[Blade Barrier, Harm*, Heal (2)].

*Domain spell. Domains: [War (Free Martial Weapon Proficiency and Weapon Focus with the Flail); Destruction (Smite Evil 1/day granting a +4 to attack and damage)].

Possessions: Flail +1, Light Crossbow +1, Full Plate +2, Holy Symbol of Hextor, Cloak of Resistance +2, Periapt of Wisdom +4, Ring of Protection +1.

♣ **County of Urnst Rep2:** Male human Ftr12; CR 12; Magic Humanoid; HD 12d8+72; hp 148; Init +4 (+4 improved init); Spd 20ft.; AC 19 (+9 armor), touch 10, flat-footed 19; Base Atk/Grp: +12/+15; Atk +20 melee (2d4+10, spiked chain); Full Atk +20/+15/+10 melee (2d4+10, spiked chain); Space/Reach: 5ft./5ft.; SA —; SQ —; AL NE; SV Fort +14, Ref +4, Will +6; Str 16, Dex 10, Con 23, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +15, Intimidate +15, Ride +17; Blind-Fight, Cleave, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Greater Weapon Focus (Spiked Chain), Greater Weapon Specialization (Spiked Chain), Hold the Line, Improved Critical (Spiked Chain), Iron Will, Power Attack, Power Critical (Spiked Chain), Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +3, Half-plate +2, Amulet of Health +4.

Encounter Seven

♣ **Way station Guards (2):** Male Human Ftr12; CR 12; Medium Humanoid; HD 12d10+36; hp 112; Init +4; Spd 20ft.; AC 23 (+6 armor, +2 deflection, +2 natural armor, +3 shield), touch 12, flat-footed 23; Base Atk/Grp: +12/+16; Atk +20 melee (2d4+10, spiked chain) or +14 range (1d10+2, heavy crossbow); Full Atk +20/+15/+10 melee (2d4+10, spiked chain) or +14 range (1d10+2, heavy crossbow); Space/Reach: 5ft./5ft.; SA —; SQ —; AL N; SV Fort +11, Ref +4, Will +4; Str 18, Dex 10, Con 17, Int 14, Wis 10, Cha 10.

Skills and Feats: Handle Animal +15, Intimidate +15, Ride +17, Search +9, Spot +7; Cleave, Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Great Cleave, Greater Weapon Focus (Spiked Chain), Greater Weapon Specialization (Spiked Chain), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Spiked Chain +2, Heavy Crossbow +2, Breastplate +1, Amulet of Natural Armor +2, Ring of Protection +2, Belt of Giant Strength +2, Heavy Steel Shield +1.

♣ **Way station Captain Cran:** Male Human Mns13; CR 13; Medium Humanoid; HD 13d8+39; hp 107; Init +5; Spd 20ft.; AC 22 (+7 armor, +1 dex, +2 deflection, +2 natural armor), touch 13, flat-footed 21; Base Atk/Grp: +9/+11; Atk +14 melee (1d8+4, longsword) or +12 range (1d8+2, light crossbow); Full Atk +14/+9 melee (1d8+4, longsword) or +12/+7 range (1d8+2, light crossbow); Space/Reach: 5ft./5ft.; SA Grant Move Action 3/Day; SQ Minor Aura, Major Aura +2; AL CN; SV Fort +11, Ref +5, Will +8; Str 14, Dex 12, Con 17, Int 10, Wis 10, Cha 20.

Skills and Feats: Bluff +26, Diplomacy +27, Intimidate +25, Knowledge (local) +16, Sense Motive +18; Combat Reflexes, Improved Initiative, Negotiator, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Weapon Focus (Longsword).

Grant Move Action (Ex): A marshal may direct and motivate his allies to act immediately. Three times per day, he may grant an extra move action to any or all of his allies within 30ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

Aura (Ex): The Marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the Marshal uses a swift action to dismiss it or activated another aura of the same kind (minor or major). A Marshal may have an aura run continuously thus a Marshal may have an aura up prior to his action. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A Marshal's aura affects all allies within 60 ft (including himself) who can hear the Marshal. A Marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura let allies add the Marshal's Charisma bonus to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Charisma: Bonus on Charisma checks and charisma-based skills.

Master of Tactics: Bonus on damage rolls when flanking.

Force of Will: Bonus on Will saves.

Motivate Strength: Bonus on Strength checks and strength-based skills.

Watchful Eye: Bonus on Reflex Saves.

Major Aura: A major aura lets allies add +2 to certain rolls.

Resilient Troops: Bonus on all saves.

Motivate Ardor: Bonus on damage rolls.

Motivate Care: Bonus to Armor Class.

Possessions: Longsword +2, Light Crossbow +2, Chainmail +2, Ring of Protection +2, Amulet of Natural Armor +2, Cloak of Charisma +4, Belt of Giant Strength +2.

Physical Description: A commanding looking man with blond hair and blue eyes. He is dressed in the officer uniform of the County Militia.

Encounter Nine

♣ **Lord Malthanus Doppelganger:** Male Doppelganger HxB3/Blk7; CR 14; Monstrous Humanoid; HD 4d8+8 + 3d10+6 + 7d10+10; hp 111; Init +2; Spd 20ft.; AC 30, touch 11, flat-footed 29; Base Atk/Grp: +14/+19; Atk +22 melee (1d8+8, longsword); Full Atk +22/+17/+12 melee (1d8+8, longsword); Space/Reach: 5ft./5ft.; SA Detect Thoughts, Change Shape, Hexblade Curse 1/day, Detect Good, Poison Use, Smite Good 2/day, Command Undead, Sneak Attack +2d6; SQ Arcane Resistance, Immune to Sleep and charm effects, darkvision 60ft., Dark Blessing, Aura of Despair; AL LE; SV Fort +12, Ref +12, Will +17/+20; Str 20, Dex 14, Con 14, Int 14, Wis 21, Cha 16.

Skills and Feats: Bluff +25, Concentration +10, Diplomacy +11, Disguise +14, Hide +1, Intimidate +5, Knowledge: Religion +4, Ride +10; Cleave, Combat Reflexes, Extra Smiting, Improved Sunder, Mettle, Power Attack.

Detect Thoughts (Ex): Doppelgangers can continuously use detect thoughts as the spell (caster level 18, will save DC 15 negates). They can suppress or resume the activity as a free action.

Change Shape (Ex): Doppelgangers can assume any small or medium humanoid form. In humanoid form, they lose all their natural attacks.

Hexblade Curse (Ex): As a free action, the hexblade can curse one foe that is visible to him and is within 60 feet. This curse inflicts a -2 on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful save (DC 10 + 1/2 the Hexblade class level + the hexblade's CHA modifier) negates the effect.

Arcane Resistance (Ex): A Hexblade gets his Charisma bonus to all saves versus spells and spell like effects.

Detect Good (Ex): At will, as the spell.

Poison Use (Ex): A Darkguard is skilled in the use of poison and never risk poisoning themselves when applying to a blade.

Dark Blessing (Ex): A Darkguard gets his Charisma bonus to all saves.

Aura of Despair (Ex): A Darkguard radiates a malign aura that causes enemies within 10ft. to take a -2 penalty on all saving throws.

Spells Prepared (4/2/2/1; base DC = 15 + spell level): 1st—[Corrupt Weapon, Doom x2, Cure Light Wounds]; 2nd—[Inflict Moderate Wounds, Shatter]; 3rd—[Contagion, Inflict Serious Wounds]; 4th—[Freedom of Movement].

Possessions: Lord Malthanus Gellor's Large Steel Shield +2, Lord Malthanus Gellor's Full Plate +3, Periapt of Wisdom +4, Belt of Giant Strength +2.

Physical Description: Tall and broad and has a gaze that disarms most people he meets. His dark brown hair is now flecked with grey at the temples, and it is worn long, and clasped with a golden ring at the back. He has a flowing moustache, which is also starting to show a bit of grey. He wears a pair of doeskin breeches along with a soft shirt of cotton and a white with blue surcoat emblazoned with the symbol of Hieroneous. He is always seen with his signet ring and the medallion of Hieroneous upon his neck. Lately, he has taken to wearing a bracelet of electrum with a rose carved on it.

♣ **Heavy Warhorse Fiendish Servant:** CR —; Large magical beast; HD 8d8+24; hp 62; Init +1, Spd 50ft.; AC 17 (-1 Size, +1 Dex, +7 Natural Armor), touch 10, flat-footed 16; Base Atk/Grp +7/+16; Atk +11 melee (1d6+5, hoof); Full Atk +11 melee (1d6+5, 2 hooves) and +6 melee (1d4+3, bite); Space/Reach 10ft./5ft.; SA improved evasion, speak with Blackguard; SQ low-light vision, scent, empathic link share saving throws, share spell; AL NE; SV Fort +10, Ref +8, Will +3; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): The blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

♣ **Helian:** Male Human Clr12; CR 12; Medium Humanoid; HD 12d8+24; hp 87; Init +0; Spd 20ft.; AC 20

(+7 armor, +3 shield), touch 10, flat-footed 20; Base Atk/Grp: +9/+11; Atk +13 melee (1d8+3, flail); Full Atk +13/+8 melee (1d8+3, flail); Space/Reach: 5ft./5ft.; SA rebuke undead; SQ —; AL LN; SV Fort +10, Ref +4, Will +13; Str 14, Dex 10, Con 14, Int 10, Wis 21, Cha 10.

Skills and Feats: Bluff +9, Concentration +17 (+21 when defensive), Diplomacy +12, Knowledge: Religion +4, Spellcraft +2; Combat Casting, Extra Turning, Maximize Spell, Persuasive, Profane Boost, Spontaneous Healing.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/4+ 1/2+1; base DC = 13 + spell level): 0—[Create Water, Detect Magic, Detect Poison, Guidance, Read Magic, Resistance]; 1st—[Bane, Bless, Cure Light Wounds, Deathwatch, Inflict Light Wounds*, Protection from Good, Sanctuary, Shield of Faith]; 2nd—[Hold Person (x2), Shield Other, Sound Burst, Spiritual Weapon*, Undetectable Alignment]; 3rd—[Contagion*, Dispel Magic, Prayer, Searing Light (x2), Summon Monster III]; 4th—[Death Ward, Freedom of Movement, Inflict Critical Wounds*, Poison (x2)]; 5th—[Flame Strike, Flame Strike*, Inflict Light Wounds Mass, Slay Living (x2)]; 6th—[Blade Barrier*, Harm, Heal, Slay Living].

*Domain spell. **Domains:** [Destruction (Smite Evil 1/day granting a +4 to attack and damage); War (Free Martial Weapon Proficiency and Weapon Focus with flail)].

Possessions: Breastplate +2, Light Steel Shield +2, Flail +1, Periapt of Wisdom +2, Holy Symbol of Hieroneous, Holy Symbol of Hextor.

Physical Description: Dark haired young man in his early twenties. He stands straight and proud. There is a small scar running down his face that is gray in color.

Encounter Eleven

☛ **The Hand:** Female Human Rog5/Asn10; CR 15; Medium Humanoid; HD 5d6+15 + 10d6+30; hp 124; Init +7; Spd 30ft.; AC 23 (+5 Armor, +5 Dex, +3 Deflection), touch 18, flat-footed 23; Base Atk/Grp: +10/+10; Atk +19 melee (1d6+3, rapier); Full Atk +19/+14 melee (1d6+3, rapier); Space/Reach: 5ft./5ft.; SA Sneak Attack 8d6, Death Attack, Poison Use, Hide in Plain Sight; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Poison Resistance; AL NE; SV Fort +10, Ref +22, Will +7; Str 10, Dex 23, Con 16, Int 18, Wis 10, Cha 10.

Skills and Feats: Balance +11, Bluff +3, Decipher Script +12, Disable Device +11, Disguise +5, Escape Artist +24, Hide +24, Listen +18, Move Silently +24, Open Lock +16, Search +22, Slight of Hand +8, Spot +12, Tumble +26; Acrobatic, Dodge, Improved Critical (Rapier), Leadership, Lightning Reflexes, Weapon Finesse.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee

weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 24) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+10 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison Resistance: The assassin gains a +5 natural saving throw bonus to all.

Uncanny Dodge (Ex): An assassin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The assassin can be flanked by a 20th level rogue or higher.

Hide in Plain Sight (Su): An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without actually having anything to hide behind. He cannot, however, hide in his own shadow.

Possessions: Rapier +3, Studded Leather Armor +2, Gloves of Dexterity +4, Headband of Intellect +4, Cloak of Resistance +3, Ring of Protection +3, Amulet of Health +4.

Assassin Spells (4/4/4/4; base DC = 14 + spell level): 1st—[Disguise Self, Feather Fall, Obscuring Mist, True Strike]; 2nd—[Alter Self, Darkness, Invisibility, Spider Climb]; 3rd—[Deeper Slumber, False Life, Magic Circle Against Good, Misdirection]; 4th—[Dimension Door, Freedom of Movement, Greater Invisibility, Poison].

Physical Description: A middle-sized Oeridian female with boyish cut hair. One arm is behind her back (she is missing the hand from it). She is dressed completely in black. From a distance, it is impossible to tell her apart from her twin brother (the Wizard).

☛ **The Wizard:** Male Human Rog3/Wiz5/ArT7; CR 15; Medium Humanoid; HD 3d6+9 + 5d4+15 + 7d4+21; hp 95; Init +4; Spd 30ft.; AC 27 (+4 Dex, +4 Mage Armor, +4 Shield, +2 Protection from Good, +3 Deflection), touch 19, flat-footed 23; Base Atk/Grp: +7/+7; Atk +14 melee

(1d6+2, rapier); Full Atk +14/+9 melee (1d6+3, rapier) or +13 range (1d8+2, light crossbow); Space/Reach: 5ft./5ft.; SA Sneak Attack 5d6, Ranged Legerdemain 2/day, Impromptu Sneak Attack 2/day; SQ Trap Sense, Evasion, Trapfinding; AL CE; SV Fort +10, Ref +18, Will +12; Str 10, Dex 18, Con 16, Int 25, Wis 8, Cha 8.

Skills and Feats: Concentration +21 (+25 defensive), Craft (Alchemy) +12, Decipher Script +14, Disable Device +14, Disguise +13, Escape Artist +11, Forgery +16, Hide +21, Knowledge (Arcana) +15, Listen +17, Move Silently +22, Open Lock +10, Search +11, Spellcraft +27, Tumble +24; Acrobatic, Combat Casting, Practiced Spellcaster, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Impromptu Sneak Attack: An arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Possessions: Rapier +2, Light Crossbow +2, Headband of Intellect +4, Spell Component Pouch, Gloves of Dexterity +4, Cloak of Resistance +2, Ring of Protection +3, Amulet of Health +2, Scroll of Silent Step.

Wizard Spells Prepared (4/6/6/6/4/4/3); base DC = 17 + spell level): 0—[Acid Splash (2), Ray of Frost, Touch of Fatigue]; 1st—[Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, Melf's Acid Arrow, Scorching Ray (3), Wraithstrike]; 3rd—[Blink, Fireball (2), Lightning Bolt, Vampiric Touch (2)]; 4th—[Confusion, Fire Shield, Phantasmal Killer, Silent Step]; 5th—[Cone of Cold (2), Rary's Telepathic Bond, Waves of Fatigue]; 6th—[Chain Lightning, Disintegrate, Greater Dispel Magic].

Spellbook: 0—[all]; 1st—[Burning Hands, Feather Fall, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike]; 2nd—[Blindness/Deafness, False Life, Invisibility, Invisibility, Melf's Acid Arrow, Scorching Ray, Wraithstrike]; 3rd—[Blink, Fireball, Lightning Bolt, Sleet Storm, Vampiric Touch]; 4th—[Confusion, Fire Shield, Greater Invisibility, Phantasmal Killer, Silent Step]; 5th—[Cone of Cold, Rary's Telepathic Bond, Wall of Force, Waves of Fatigue]; 6th—[Chain Lightning, Disintegrate, Great Dispel Magic, Flesh to Stone].

Physical Description: A middle-sized Oeridian male with short cut hair. One arm is behind his back (except while needed for casting). He is dressed completely in black. From a distance, it is impossible to tell him apart from her twin sister (the Hand).

Blade: Male Human Rog9/Inv5; CR 14; Medium Humanoid; HD 9d6+18 + 5d6+10; hp 86; Init +10; Spd 30ft.; AC 21 (+6 Armor, +4 Dex, +1 Deflection), touch 15, flat-footed 21; Base Atk/Grp: +11/+12; Atk +20 melee (1d4+3, dagger); Full Atk +20/+15/+10 melee (1d4+3, dagger); Space/Reach: 5ft./5ft.; SA Uncanny Dodge, Evasion, Sneak Attack/Dagger Sneak Attack 5d6/8d6, Bleeding Wound, Uncanny Feint, Feint Mastery; SQ Trap Sense, Trapfinding; AL NE; SV Fort +8, Ref +18, Will +6; Str 12, Dex 23, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +17, Disguise +12, Escape Artist +17, Hide +22, Move Silently +22, Sense Motive +17, Sleight of Hand +19, Tumble +22, Use Magic Device +12; Combat Reflexes, Far Shot, Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (Dagger).

Bleeding Wound (Ex): Upon a successful dagger sneak attack, an Invisible Blade may sacrifice 1d6 of dagger sneak attack to deal a bleeding wound. This attack deals normal damage the upon the attack but each round there after the wound bleeds dealing 1 point of damage (per wound) until a DC 15 heal check is performed or they are cured/healed via a healing spell. Creatures immune to critical hits are immune to bleeding wounds as well.

Uncanny Feint (Ex): An Invisible Blade gains the ability to Feint in combat starting at 3rd level. The feint is a free action instead of a standard action. An Invisible Blade may only feint while armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex): At 4th level an Invisible Blade is so sure of himself when armed with a dagger, kukri, or punching dagger that he can take 10 on all bluff checks when feinting in combat even if stress and distractions normally would prevent him from doing so.

Possessions: Dagger +2 (x2), Chainshirt +2, Cloak of Charisma +2, Gloves of Dexterity +2, Amulet of Health +2, Ring of Protection +1, Vest of Resistance +2.

Physical Description: A tall Oeridian male dressed completely in black. On his clothing in a light grey is the symbol of the Hand and he keeps one hand behind his back at all times.

Appendix Two: Notable NPCs

♣ **Skandar Gundersson:** 7th-level fighter (Str 18/08, Dex 15, Con 15), AC 2 (chain mail +2), hp 61, AL CE.

Skandar owns a two-handed sword +1, a crossbow of distance and accuracy (+3) and a ring of invisibility. Aged 41, 6' tall, with wavy blond hair and blue eyes, this limping bandit hails from the Rift crag area. He has a murky past, with a price on his head in Greyhawk for blackmailing the Captain-General of the Watch there. Fleeing home, he soon had to flee again, this time from Iuz. Skandar is an unscrupulous man with an unpleasantly depraved nature, but he knows his bandit kin well and advises Nyronese on their patterns of attacks, feints, and skirmishes. His advice has helped Nyronese militia round up some fifty marauding bandits, so he is tolerated as a useful adviser. Cruel, dishonest and twisted, Skandar is a vile individual who has his value to the County of Urnst nonetheless.

Tactics: If the PCs attack Skandar, he will defend himself without pulling any weapons. Someone in the bar will run and get the law. Each of the PCs will be noted and be required to spend extra TUs in jail. Evil is not a legal reason to attack someone, especially when they are unarmed. Skandar will attempt to use his Ring of Invisibility to get away until the law arrives.

Appendix Three: New Class

Invisible Blade

Invisible Blade

Hit Die: d6

Requirements

To qualify to become an invisible blade, a character must fulfill all the following criteria.

Skills: Bluff 8 ranks, Sense Motive 6 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (dagger, kukri, or punching dagger).

Special: The candidate must defeat a worthy opponent in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons.

Class Skills

The invisible blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape artist (Dex), Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the invisible blade prestige class.

Weapon and Armor Proficiency: Invisible blades gain no proficiency with any weapon or armor.

Dagger Sneak Attack (Ex): An invisible blade gains the sneak attack ability if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger (the DM may allow other similar weapons). When making a sneak attack with one of these weapons, he deals an extra 1d6 points of damage at 1st level, and this increases to 2d6 at 3rd level and to 3d6 at 5th level. If he already has the sneak attack ability from a previous class, the applicable bonuses on damage rolls stack.

Unfettered Defense (Ex): An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds 1 point of intelligence bonus (if any) per invisible blade class level to his Armor Class in addition to any other modifiers he would normally receive. If the invisible blade is caught flat-footed or is otherwise denied his Dexterity modifier to Armor Class, he also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

Bleeding Wound (Ex): An invisible blade of 2nd level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any cure spell or other healing spell (heal, healing circle, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

Uncanny Feint (Ex): At 3rd level, an invisible blade gains the ability to feint in combat (see page 68 of the Player's Handbook) as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex): At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the Player's Handbook), even if stress and distractions would normally prevent him from doing so.

Table 2-16: The Invisible Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Dagger sneak attack +1d6, unfettered defense
2nd	+2	+0	+3	+0	Bleeding wound
3rd	+3	+1	+3	+1	Dagger sneak attack +2d6, uncanny feint (move action)
4th	+4	+1	+4	+1	Feint Mastery
5th	+5	+1	+4	+1	Dagger sneak attack +3d6, uncanny feint (free action)

Appendix Four: New Class

Dervish

Dervish

Hit Die: d10.

Requirements

To qualify to become a dervish, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

Class Skills

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dervish prestige class.

Weapon and Armor Proficiency: Dervishes gain no proficiency with any weapon or armor.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the haste spell, but the bonuses provided by the spell do not stack with the bonuses provided by the class.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1		+0	+2	+2	+0	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2		+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3		+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4		+1	+4	+4	+1	Dance of death
5th	+5		+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6		+2	+5	+5	+2	Improved reaction
7th	+7		+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8		+2	+6	+6	+2	Fast movement +15 ft.
9th	+9		+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10		+3	+7	+7	+3	A thousand cuts

Appendix Five: New Class

Swashbuckler

Swashbuckler

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Hit Die: d10.

Class Skills:

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +1 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

Level	BAB	Fort	Ref	Will	Special
1					
1	+1	+2	+0	+0	Weapon Finesse
2	+2	+3	+0	+0	Grace +1
3	+3	+3	+1	+1	Insightful strike
4	+4	+4	+1	+1	—
5	+5	+4	+1	+1	Dodge bonus +1
6	+6	+5	+2	+2	—
7	+7	+5	+2	+2	Acrobatic charge
8	+8	+6	+2	+2	Improved flanking
9	+9	+6	+3	+3	—
10	+10	+7	+3	+3	Dodge bonus +2
11	+11	+7	+3	+3	Grace +2, lucky
12	+12	+8	+4	+4	—
13	+13	+8	+4	+4	Acrobatic skill mastery
14	+14	+9	+4	+4	Weakening critical
15	+15	+9	+5	+5	Dodge bonus +3
16	+16	+10	+5	+5	—
17	+17	+10	+5	+5	Slippery mind
18	+18	+11	+6	+6	—
19	+19	+11	+6	+6	Wounding critical
20	+20	+12	+6	+6	Dodge bonus +4, grace +3

Reference: *Complete Warrior*, page 11-13.

Appendix Six: New Class

Scout

Scout

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4X10 gp.

Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation[†], Combat Expertise, Danger Sense[†], Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen[†], Improved Initiative,

Improved Swimming[†], Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter[†], Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

[†]New feat described in Chapter 3.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor hen carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blind-sight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2 nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish (÷1d6, +1 AC), trackless step
3 rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4 th	+3	+1	+4	+1	Bonus feat
5 th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6 th	+4	+2	+5	+2	Flawless stride
7 th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8 th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9 th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10 th	+7/+2	+3	+7	+3	Blindsense 30 ft.
11 th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12 th	+9/+4	+4	+8	+4	Bonus feat
13 th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14 th	+10/+5	+4	+9	+4	Hide in plain sight
15 th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16 th	+12/+7/+1	+5	+10	+5	Bonus feat
17 th	+12/+7/+1	+5	+10	+5	Skirmish (+5d6, +4 AC)
18 th	+13/+8/+3	+6	+11	+6	Free movement
19 th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20 th	+15/+10/+	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

Appendix Seven: New Class

Hexblade

Hexblade

Combining the dynamic powers of martial prowess and arcane might, the hexblade presents a deadly challenge to opponents unused to such foe.

Alignment: Any nongood.

Hit Die: d10.

Class Skills:

The hexblade's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcane) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features:

All of the following are class features of the hexblade.

Weapon and Armor Proficiency: Hexblades are proficient with all simple and martial weapons, and with light armor but not with shields. Because the somatic components required for hexblade spells are simple, a hexblade can cast hexblade spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a hexblade wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (and most do). A multiclass hexblade still incurs the normal arcane spell failure chance for arcane spells derived from other classes.

Hexblade Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on the table: The Hexblade. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Familiar: Beginning at 4th level, a hexblade can obtain a familiar. Doing so takes 24 hours and uses no magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is usually tough and intelligent. The creature serves as a companion and servant.

The hexblade chooses the kind of familiar he gets. As the hexblade advances in level, his familiar also increases in power. Treat the hexblade as a sorcerer of three levels lower for determining the familiar's powers and abilities (see the Familiars sidebar on page 52 of the *Player's Handbook*).

If the familiar dies or is dismissed by the hexblade, the latter must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per hexblade level; success reduces the loss to one-half that amount. However, a hexblade's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and a day. A slain familiar can be raised from the dead just as a character can be, but it does not lose a level or a point of Constitution when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Spells: Beginning at 4th level, a hexblade gains the ability to cast a small number of arcane spells, which are drawn from the hexblade spell list. He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can (see page 54 of the *Player's Handbook*).

To learn or cast a spell, a hexblade must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The difficulty Class for a saving throw against a hexblade's spell is 10 + the spell level + the hexblade's Cha modifier.

Like other spellcasters, a hexblade can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given in the table: The Hexblade. In addition, he receives bonus spells per day if he has a high Charisma score (see table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*). When table: The Hexblade indicates that the hexblade gets 0 spells per day of a given level (for instance, 1st-level spells for a 4th-level hexblade), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The hexblade's selection of spells is extremely limited. A hexblade begins play knowing no spells, but gains one or more new spells at certain levels (shown below). (Unlike spells per day, his Charisma score does not affect the number of spells a hexblade knows; the numbers shown below are fixed.)

Upon reaching 12th level, and at every third hexblade level after that (15th and 18th), a hexblade can choose to learn a new spell in place of one he already knows. In effect, the hexblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level hexblade spell the hexblade can cast. For instance, upon reaching 12th level, a hexblade could trade in a single 1st-level spell (two spell levels below the highest-level hexblade spell he can cast, which is 3rd) for a different 1st-level spell. At 15th level, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level hexblade spells) for a different spell of the same level. A hexblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Through 3rd level, a hexblade has no caster level. At 4th level and higher, his caster level is one-half his hexblade level.

Spells Known

Level	1st	2nd	3rd	4th
1	--	--	--	--
2	--	--	--	--
3	--	--	--	--
4	2 ¹	--	--	--
5	2	--	--	--
6	3	--	--	--
7	3	--	--	--
8	4	2 ¹	--	--
9	4	2	--	--
10	4	3	--	--
11	4	3	2 ¹	--
12	4	4	3	--
13	4	4	3	--
14	4	4	4	2 ¹
15	4	4	4	3
16	4	4	4	3
17	5	4	4	4
18	5	5	4	4
19	5	5	5	4

1 Provided the Hexblade has sufficient Charisma to have a bonus spell of this level.

Bonus Feat: At 5th level, and every five levels thereafter (10th, 15th, and 20th), a hexblade gains a bonus feat, which must be selected from the following list: Combat Casting, Greater Spell Focus (enchantment, necromancy, or transmutation only), Greater Spell Penetration, Spell Focus (enchantment, necromancy, or transmutation only), Spell Penetration.

Greater Hexblade's Curse (Su): When a hexblade attains 7th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -4 instead of -2.

Aura of Unluck (Su): Once per day, a hexblade of 12th level or higher can create a baleful aura of misfortune. Any melee or ranged attack made against the hexblade while this aura of unluck is active has a 20% miss chance (similar to the effect of concealment). Activating the aura is a free action, and the aura lasts for a number of rounds equal to 3 + the hexblade's Charisma bonus (if any).

Dire Hexblade's Curse (Su): When a hexblade attains 19th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -6 instead of -4.

Level	BAB	Fort	Ref	Will	Special	Spells per Day			
						1st	2nd	3rd	4th
1	+1	+0	+0	+2	Hexblade's curse 1/day	--	--	--	--
2	+2	+0	+0	+3	Arcane Resistance	--	--	--	--
3	+3	+1	+1	+3	Mettle	--	--	--	--
4	+4	+1	+1	+4	Summon Familiar	0	--	--	--
5	+5	+1	+1	+4	Bonus feat, hexblade's curse 2/day	0	--	--	--
6	+6/+1	+2	+2	+5	—	1	--	--	--
7	+7/+2	+2	+2	+5	Greater hexblade's curse	1	0	--	--
8	+8/+3	+2	+2	+6	—	1	0	--	--
9	+9/+4	+3	+3	+6	Hexblade's curse 3/day	1	1	--	--
10	+10/+5	+3	+3	+7	Bonus feat	1	1	--	--
11	+11/+6/+1	+3	+3	+7	—	1	1	0	--
12	+1/+7/+22	+4	+4	+8	Aura of unluck 1/day	1	1	1	--
13	+13/+8/+3	+4	+4	+8	Hexblade's curse 4/day	1	1	1	--
14	+14/+9/+4	+4	+4	+9	—	2	1	1	0
15	+15/+10/+5	+5	+5	+9	Bonus feat	2	1	1	1
16	+16/+11/+6/+1	+5	+5	+10	Aura of unluck 2/day	2	2	1	1
17	+17/+12/+7/+2	+5	+5	+10	Hexblade's curse 5/day	2	2	2	1
18	+18/+13/+8/+3	+6	+6	+11	—	3	2	2	1
19	+19/+14/+9/+4	+6	+6	+11	Dire hexblade's curse	3	3	3	2
20	+20/+15/+10/+5	+6	+6	+12	Aura of unluck 3/day, bonus feat	3	3	3	3

Reference: *Complete Warrior*, page 5-8.

Appendix Eight: New Class Marshal

Marshal

Alignment: Any.

Hit Die: d8.

Starting Gold: 2d4X10 gp.

Class Skills

A marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim. (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shield).

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

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

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

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

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on the table below: The Marshal.

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

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm criticals.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude Saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivated Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivated Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivated Dexterity: Bonus on Dexterity checks and Dexterity-based skill checks.

Motivated Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivated Strength: Bonus on Strength checks and Strength-based skill checks.

Motivated Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex Saves.

Major Aura: Beginning at 2nd level, a Marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Hardy Soliders: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR2/-.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th level marshal (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hands: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Auras Known Minor	Auras Known Major
1 st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2 nd	+1	+3	+0	+3	Major aura +1	1	1
3 rd	+2	+3	+1	+3	—	2	1
4 th	+3	+4	+1	+4	Grant move action 1/day	2	1
5 th	+3	+4	+1	+4	—	3	2
6 th	+4	+5	+2	+5	—	3	2
7 th	+5	+5	+2	+5	Major aura +2	4	2
8 th	+6/+1	+6	+2	+6	Grand move action 2/day	4	2
9 th	+6/+1	+6	+3	+6	—	5	3
10 th	+7/+2	+7	+3	+7	—	5	3
11 th	+8/+3	+7	+3	+7	—	5	3
12 th	+9/+4	+8	+4	+8	Grand move action 3/day	6	3

13 th	+9/+4	+8	+4	+8	--	6	3
14 th	+10/+5	+9	+4	+9	Major aura +3	6	4
15 th	+11/+6/+1	+9	+5	+9	--	7	4
16 th	+12/+7/+1	+10	+5	+10	Grant move action 4/day	7	4
17 th	+12/+7/+1	+01	+5	+10	--	7	4
18 th	+13/+8/+3	+11	+6	+11	--	7	4
19 th	+14/+9/+4	+11	+6	+11	--	8	4
20 th	+15/+10/+5	+12	+6	+12	Grant move action 5/day, major aura +4	8	5

Reference: *Mintures Handbook*, page 11-13.

Appendix Nine: New Spell

Silent Step

This spell was originally from COU3-03 The Truth Lies in Trigol by Michelle Lutz.

Illusion (Glamer)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing Creature Touched

Area: 5-ft.diameter emanation centered on a creature touched

Duration: 1 min/level (D)

Saving Throw: None

Spell Resistance: No

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell is centered on a creature, and the effect then radiates from the creature and moves as it moves. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Material Component: Bootlace and small piece of cotton

Appendix Ten: Temple of Celestial Questions

The Test of the Heavens

1: Although many Flan call it "the Sun", what is our star's proper name?

Liga.

2: Arrange the following planets in their order from Liga: the Moth, Edill, Oerth, Greela, Gnibile, Conata, Borks, the Specter, and Ginsel.

The Moth, Oerth, Edill, Gnibile, Conatha, Ginsel, Borka, Greela, and the Specter.

3: Which two planets in this system are "Sister Planets"?

Edill and Gnibile.

4: Which planet is completely crescent-shaped?

Ginsel.

5: Which two planets are spherical air worlds?

Edill and Gnibile.

6: Which planet is the water planet?

Conatha.

7: What is the name of the dense asteroid field in our star system?

The Grinder.

8: Which planets are made up of clusters of several thousand rocks?

Borka and Greela.

9: Which planet is commonly called "The Wink"?

The Specter.

10: What is the name of the nine star constellations that form a perfect octagon with the ninth star in the exact center?

The Sisters.

11: What is the proper name of Luna?

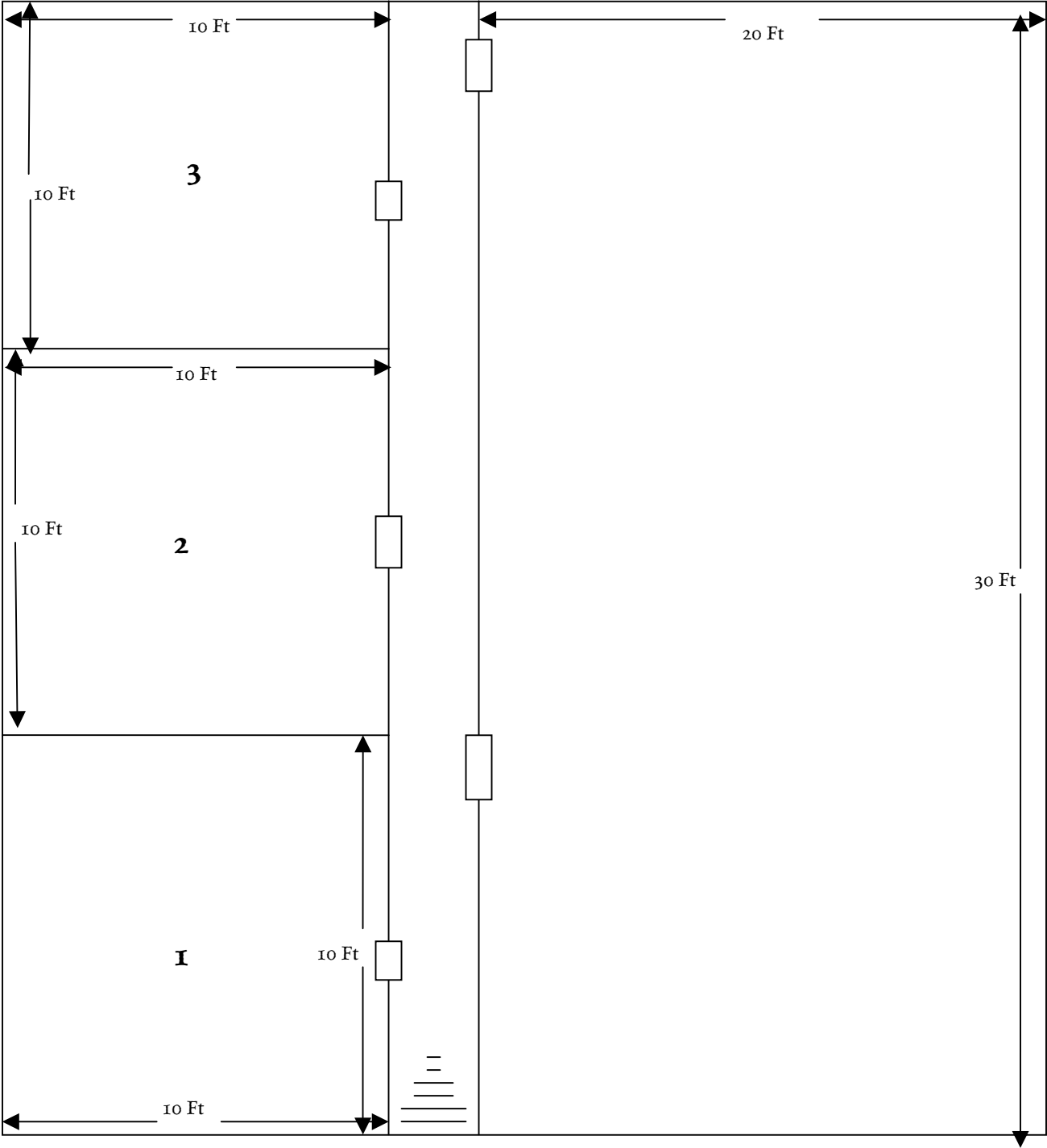
Raenei.

12: What is the proper name of Celene?

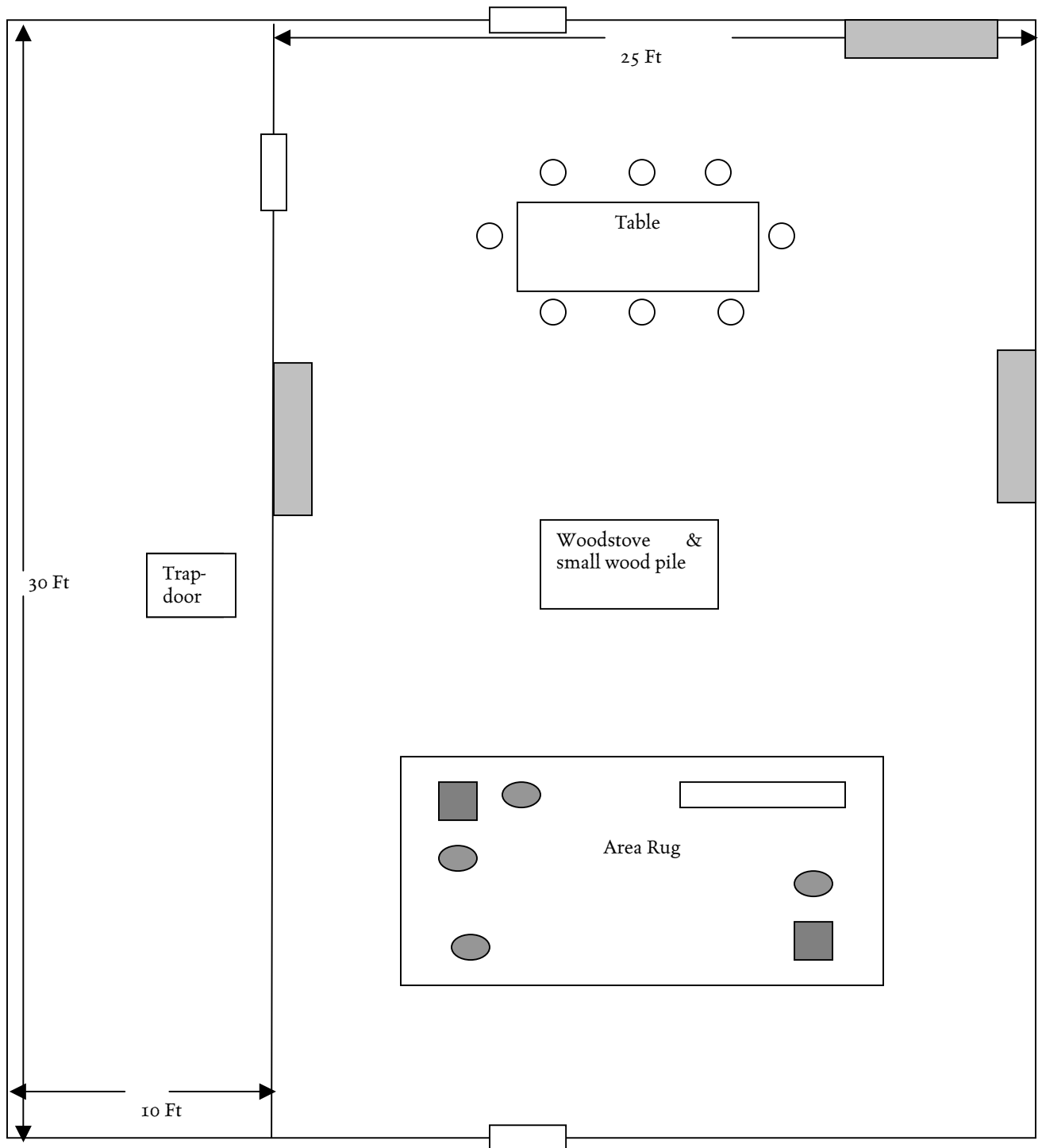
Kule.

This test was originally written by Timmy Creese for COU1-07 Exposing Kyuss.

Appendix Eleven: Map of the Hand's Hideout– 2nd Floor

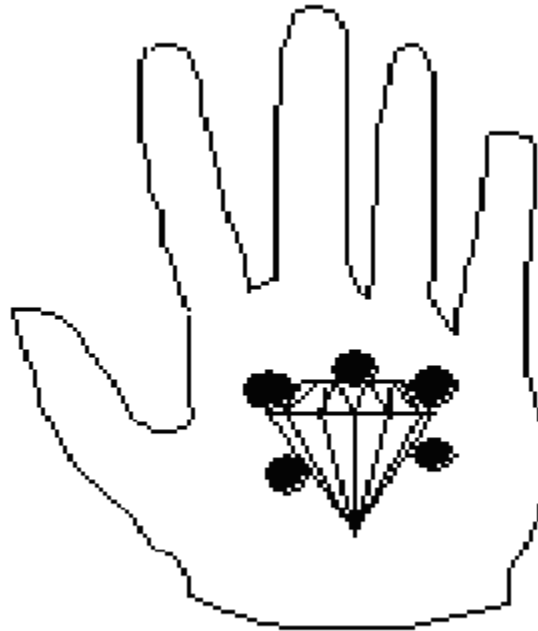


Appendix Eleven: Map of the Hand's Hideout – 1st Floor



Player Handout #1

Symbol found at the assassination.



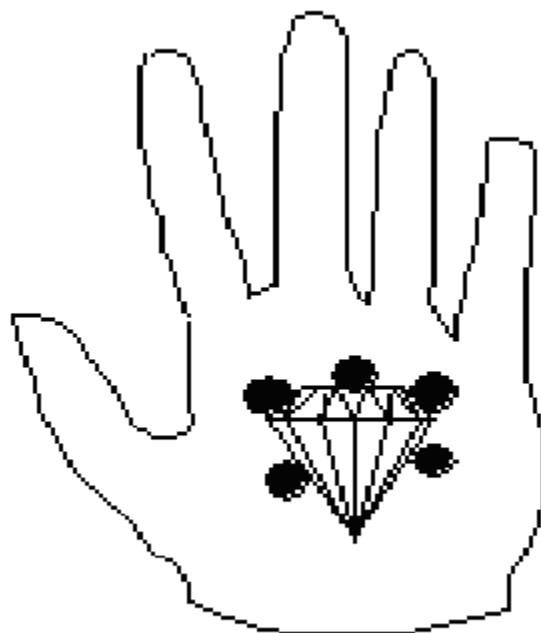
Player Handout #2

Symbol found at the attempted assassination.



Player Handout #3

Symbol found on door #3.



Player Handout #4

Symbol found on door #2.



Player Handout #5

Symbol found on door #1.

