

URD5-06

A Family Affair

A One-Round D&D LIVING GREYHAWK[®]

Duchy of Urnst Regional Adventure

Version 1.2

by Mike Haakstad and Mike Dezotell

Politics can make for strange bedfellows, and bedfellows can make for strange politics. When lovers from feuding families are torn apart, only you can bring them back together. And incidentally, what sort of woman could have Mikkold Finback so terrorized anyway?

This adventure, a romantic farce in the spirit of the Italian commedia dell'arte, is a loose sequel to URD2-06 A Current Affair, and is the concluding adventure in the Feudal series, for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars

paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

Mundane Animals Effect on APL		# of Animals			
CR of Animal	1/4 & 1/6	1	2	3	4
	1/3 & 1/2	0	0	0	1
	0	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

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.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

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

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

Adventure Background

The noble families Szabo and Meissel have been feuding for years. Nobody remembers how the feud began, but both sides know that it was obviously the other's fault. The exact details of previous conflicts, either in modules, interactives or "off camera", are irrelevant to this adventure.

DM Preparation

Although it appears unusual, this module does indeed follow the standard RPGA convention of sequential encounters. Each of the play-style "Acts" and "Scenes" is also assigned an encounter number.

There is a very large amount of boxed text in this adventure. It is recommended that it be read in its entirety, but in the interests of time management, the longest sections of boxed text are followed by shorter, point form lists of their important contents.

As always, make sure to study the (rather unusual) monsters and NPCs involved in this adventure. Each encounter at each APL in the appendices includes a list of important abilities and/or items possessed by the adversaries.

Note that every NPC save one (the flying octopus) uses the Tumble skill liberally. Make sure you are familiar with the skill as described on page 84 of the *Player's Handbook*.

Cast of Characters

House Meissel

Jasmica Meissel – NG Suel female, Aristocrat, in love with Ronan Szabo and willing to create a scandal to be with him. She thinks the romance is still a secret, but her whole family knows about it.

Lord Tylvic Meissel – LE Suel male, Aristocrat, older brother of Jasmica and willing to do anything to protect House Meissel from scandal, including hiring the Rhennee to seduce his sister's lover and kidnap him. He thinks that he has been discreet, but D'Ottore and Perro know of this scheme. He believes that a marriage between the two rival Houses would only be to House Meissel's detriment. However, he is blissfully unaware of the serious financial problems his House is beginning to experience, and that such an alliance with House Szabo may be all that can save it. His own gambling debts, in fact, have contributed much to the family's financial troubles.

Lord Urmen Meissel – LN Suel male, Aristocrat, grandfather of Jasmica and Tylvic. Eighty-four years

old and barely clinging to life and lucidity, he still rules his House with an iron fist – or so it seems.

D'Ottore Balfarlnam – LN Suel male, Cleric of Lendor. Court physician of House Meissel and personal advisor to Lord Meissel. In the last few years, D'Ottore has had to interpret for Lord Meissel, who can barely speak above a whisper and is almost impossible to understand. Lord Meissel's eldest son, Wefreid Meissel, has accused the cleric of substituting his words for those of his father, but nothing has been proven so far. If his father can be proven to be incompetent, the Skeptic son would take his place as the head of the House. Therefore, D'Ottore believes he is preserving the integrity of the House by "creatively interpreting" for Lord Meissel, who actually speaks only gibberish. However, he is not the merchant mastermind that Lord Meissel was, so the financial standing of the House is starting to suffer for his clumsy decisions. If the truth of this were known, the wisdom of forming a connection with House Szabo would be obvious – assuming the three sons could agree on which of them should lead. And, given the deception of the "trusted" cleric, the case for Wefreid the Skeptic would be very strong.

Captain Kamo Korvee – LN Suel male, Warrior. Head of the Meissel House Guard. Brash, swaggering, blustering buffoon.

Perro Arlecchine – CG Oeridian/half-elf male, Bard, works for House Meissel as a jester, or "fool". Actually a very accomplished spy who uses his humor and wit to distract his opponents – also a bit of a romantic swashbuckler. Perro is the only other person who knows that Lord Meissel is a vegetable, but he is looking for the right time to present proof. He has no desire to disrupt the House any more than is necessary – but he also knows that something has to be done soon before the House goes bankrupt. He is fully aware of the scheming of Tylvic, but he is unwilling to act directly against a leader in his house.

House Szabo

Ronan Szabo – N Suel male, Aristocrat, having an affair with Jasmica, but his low wisdom makes him very vulnerable to the charms of another.

Lady Sanrani Szabo – LN(E) Suel female, Aristocrat, older sister of Ronan and willing to do anything to protect her house. She has a weakness for fine art, however, which has caused her family some concern many times. She thinks her brother is an idiot, but supports his romance with Jasmica – because it seems to be what her step-mother wants.

Lady Ralia Szabo – LN Suel female, Aristocrat, head of House Szabo and the stepmother of Sanrani and Ronan, whose birth mother was killed by an unknown assassin at the time of the Greyhawk Wars. (Ralia had hired the assassin to remove the only woman who

stood between her and the leadership of the House – but, since she killed the assassin herself shortly thereafter, she believes she is the only living person who knows this.) Lady Ralia has managed to keep the House going with almost no resources for many years, but believes that a marriage between Szabo and Meissel would be beneficial to both Houses. It was through her delicate manipulations that Ronan and Jasmica met in the first place. She is a completely cold, calculating spawn of the abyss, but keeps the best interests of the House as her top priority. She is angry over her plans being thwarted, but still worried over the life of her stepson.

Dorlana Lironir – CN Suel/Oeridian female, Rogue, AKA “Columbiana” – professional spy for House Szabo, or whoever bids the highest. Also known as a very bad musician. An old flame of Perro. She is the only other person who knows that Lady Ralia had the previous head of the House assassinated, but has kept the secret as a trump card in case she needs to blackmail the Lady. If Lady Ralia were removed from power, Lady Sanrani would be the logical heir, which would be the ruin of House Szabo.

Clan Rominic

Ruffiana (Aribesta) Rominic – LE Rhennee female, Vetha, matriarch of the Rominic clan of the Renée. She has nothing but scorn for the Suel nobles and their petty squabbles, but their gold spends as readily as any. She would not hesitate to kill anyone who threatens her clan, but she is not willing to die to protect the secrets of her noble business associates.

Pulchinello Rominic – N Rhennee male, Darkhagard, eldest son of Ruffiana. A deformed hunchback with a large crooked nose, but an expert warrior.

Mikkold Finback – CN half-Rhennee/half-orc Bargemaster, great-nephew of Ruffiana. His mother married outside the clan (and species) and thus he is considered an outcast. However, he maintains contacts within the clan and keeps up with current events. He will not do anything directly against his great-aunt or the clan, but he would love to see her evil schemes thwarted. Last time they parted company, he swore an oath to dance on her grave.

Adventure Summary

Act One - Introduction

Scene One - Enter the Fool (Encounter One)

A very colorful character, who introduces himself as “Perro the fool”, approaches the party in Seltaren and requests that they meet with his mistress. Before they get a chance to seal the deal, however, he “accidentally”

provokes an attack by insulting a group of acrobatic gnomes. The attack is no accident; he is attempting to test the prowess of the PCs.

Act Two - The Feuding Families

Scene One - Young and in Love (Encounter Two)

At the meeting place, a young woman in a hooded cloak introduces herself as Jasmica Meissel. She pleads with the party for help in finding her lost love, Ronan Szabo. She cares nothing for the scandal that would ensue if his affair were made public, but is only concerned with the return of her beloved. She offers the services of her trusted servant, Perro the fool, to assist the party in their inquiries. Perro is very concerned about a scandal, and advises the party to be discreet. He recommends visiting the Szabo estate.

Scene Two - The Plot Thickens (Encounter Three)

On the way, the PCs meet up with Columbiana, an old associate of Perro. Perro and Columbiana have been lovers in the past, but will say nothing of it unless necessary. If Columbiana tries to move against House Meissel, Perro will threaten to expose her true identity. However, if Columbiana tries to do the same thing to him, Perro will simply shrug and tell her to go ahead.

If the party goes to the Estate of House Szabo, they will find that Ronan is unavailable to guests. He has in truth run off with his Rhennee lover, his whereabouts are unknown, and the entire House is up in arms over the threat of scandal. While the party is still present, a messenger arrives with a ransom demand from the Rhennee. Because the PCs have just been enquiring about Ronan, they are initially accused of being involved. That quickly is sorted out, though. Regardless of the fact that many of the PCs may have recently won her a large wager (the Great Lukala River Race), Lady Sanrani is reluctant to involve the party in her House's problems; her step-mother, however, insists that someone from outside the House be brought in to deal with this threat. Lady Sanrani is forced to ask for the party's help in rescuing Ronan, but offers the aid of her trusted servant, Columbiana the bard, to assist them. She will blame House Meissel for Ronan's kidnapping, and suggest that the party go there for their answers. Perro is strangely quiet on that issue, although it would be expected that he would leap to defend his house's honor.

Scene Three - Dissention in the Ranks (Encounter Four)

The party, accompanied by Perro, is led to meet with Tylvic Meissel, D'Ottore Balfarlnam, and Captain Kamo Korvee. The Meissels will be short to the point of rudeness to anyone with any enmity with their house, but will talk to them if they are accompanied by Perro. Tylvic insists that, although he knew of the relationship, the Meissel family had nothing to do with the disappearance of the Szabo boy. D'Ottore mentions that Lord Meissel actually approves of the match, to which Tylvic scowls and spits. Tylvic orders the PCs to leave his sister alone, and orders Captain Korvee to look into the disappearance. He then leaves with the Captain.

D'Ottore discretely approaches the PCs, and tells them that the bedridden Count wants the boy rescued. He hints that the budding romance may result in a healing of the rift between the two houses. He tells the PCs that Perro can lead them to someone who will know more about what is going on, but will refuse to elaborate on that point.

Act Three - A Journey

Scene One - A Familiar Face (Encounter Five)

Perro leads the party to the Pike and Capon, a rough and tumble tavern a couple of blocks from the lake in Lower Seltaren. From inside, they hear an old friend, Mikkold Finback, being his loud self. Hilarity ensues.

Scene Two - Secrets Overheard (Encounter Six)

While traveling down the Lukala on the Near Diver, the PC on watch one night overhears a bitter, whispered conversation between Perro and Columbiana. They learn that Perro knew about the kidnapping all along, and that Lord Tylvic might be involved. They also learn that Lady Sanrani has been buying large amounts of fine art since winning a large wager a couple of years ago; her stepmother fears that she will overspend the House finances in a very big way. In the end, Perro and Columbiana reconcile and retire together.

Scene Three - Guardians in the Deep (Encounter Seven)

As the Near Diver leaves the Lukala and heads along the shore of the Nyr Dyv, the boat is attacked by watery minions of the Vetha. She conveniently "forgot" to order them to let Finback's boat pass unmolested.

Act Four - Destination Reached

Scene One – A Plan of Attack (Encounter Eight)

At the Rominic Clan Barge, Finback suggests that he and his crew provide a diversion that will draw the attention of most of the Rhennee, while the party tries to rescue Ronan.

Scene Two - A Rescue (Encounter Nine)

The party finds the boy easily, but when they try to get away Ruffiana and Pulchinello move to block them (along with as many Rhennee warriors as the APL suggests). A mighty struggle ensues! The Rhennee do NOT fight to the death, they will surrender as soon as it looks like they are overpowered. They will also talk once captured, revealing Tylvic Meissel as the mastermind behind the kidnapping. Finback turns the Near Diver around, and the party heads back to Seltaren.

Scene Three – Success! (Encounter Ten)

Finback turns the Near Diver around, and the party heads back to Seltaren.

Act Five - Conclusion

Scene One - Lovers Reunited (Encounter Eleven)

As the heroes return triumphantly, they are met at the docks by a delegation from each family. In an unexpected turn, Ronan rudely rebuffs Jasmica, saying he was tiring of her anyway. The Meissels, shocked, threaten the Szabos. The Szabos then threaten the Meissels, and it looks as though blood will be spilt. Perro and Columbiana try to calm things down, but end up arguing as well.

Act One: Introduction

Scene One: Enter the Fool (Encounter One)

You are in the market square in Lower Seltaren. It is a clear, sunny morning. The ever-present roar from the falls seems to fade into the background of the marketplace bustle - everyone is used to shouting to be heard, which accounts for the reputation of Seltarenites for being loud.

There are street performers in the market square. Most are regulars here, such as the Lakeside Roving Quintet (5 bards playing various instruments and singing), the Bumblebug Sisters (3 gnome acrobats), and Gordo Skoal the

Firebreather (half-orc half gold dragon monk from far off places).

All are members of the Street Performers Guild, a subgroup of the Rogues of Seltaren. Perro is not a member of that group, but he has contacts among them and has worked with them many times in the past.

One colorful character, a half-elf dressed in a performer's outfit of silver and black and white face paint, bounces up to you and bows deeply.

PERRO: *"Greetings adventurers famous and infamous! Welcome to Seltaren! I am Perro the Fool. Is not this day truly glorious to behold?"*

(This is a good time to do character introductions. Each of the PCs should introduce themselves and say something of their accomplishments.)

When introductions are finished, he gathers the PCs together around him.

PERRO: *"Come closer, I have a question for you."*

When the majority of the PCs are listening, he continues.

PERRO: *"Have any of you been in love?"*

He listens intently to whatever the PCs say, but it doesn't matter whether they have been in love or not.

If they ask for clarification:

PERRO: *"True Love. You know, the feeling like you are 3-drinks drunk and 4-days sober all at once? That feeling like you are falling, but never touching the ground? That thing that happens when you care more about the life and happiness of another person than you care about your own? That kind of love."*

He continues:

PERRO: *"Nothing is greater than True Love. And the sweetest love of all is the first blush of love between two young people who have never known the taste of it before. Would that not be something worth saving? Would that not be a cause worth fighting for?"*

At that moment, the Bumblebug Sisters interrupt Perro and the PCs by tumbling through their huddle.

GALA BUMBLEBUG (the eldest and spokeswoman for the group): *"Wheee! Coming through! Watch your toes!"*

Perro is instantly indignant.

PERRO: *"Ho there! That was rude! I demand an apology from the lot of you!"*

GALA BUMBLEBUG: *"Stay out of our way, pasty-boy! We're trying to perform here, and we need room!"*

PERRO: *"This is a public place, and if you cannot be professional enough to avoid crashing into your audience, you might want to consider another line of work!"*

GALA BUMBLEBUG: *"Mind your own business, bean-pole! It's hard enough to make a living around here without stupid street-critics telling us what to do!"*

PERRO: *"A critic? Did you hear what that miniature lawn ornament called me? She called me a street-critic! How dare she!"*

Perro is very dramatically offended. He draws his wooden rapier and charges at the gnomes. The gnomes respond by drawing their saps and defending themselves. If the PCs move to help Perro, Gordo Skoal the Firebreather joins in defense of the gnomes.

If any PCs are members of the Street Performers' Guild, the encounter will play out in much the same way, except that Gala will shout out *"Just like the practice hall, right [brother/sister]? I'll try not to leave any marks this time! Ha!"*

It is extremely obvious that none of the attackers are dealing lethal damage (the Encounter Level is reduced to account for this). Gordo Skoal will use his stunning attack, but not his breath weapon (he has already used it in performance today) or his bite attack; he and the gnomes are being very careful to only do non-lethal damage. Perro's wooden rapier is *merciful* and will only do non-lethal damage in this combat. If any of the PCs join the fight using lethal damage, all of the street performers will withdraw and disappear into the crowd, including Perro. If any of the street performers are killed, some of the Lakeside Roving Quintet will gather up the bodies and take them to the nearest Church of Lydia to be raised, giving a quick scowl at the PCs as they leave.

Also, only PCs who have at least one level of bard (or are members of the Street Performers' Guild) will notice that the Lakeside Roving Quintet are playing in support of the gnomes and Gordo Skoal, - as soon as combat starts their song changes from a simple entertaining ballad to a lively street chanty that delivers the inspire courage ability. If the PCs attack the Quintet or threaten them in any way, they will immediately stop playing and withdraw (though the effect lasts for 5 rounds thereafter).

It is also obvious that the other street performers will defeat Perro without some assistance from the party. He flails his rapier around wildly without hitting much of anything, while the gnomes tumble around him setting up flanks and battering him with their saps.

If the party does nothing to help, Perro will be dropped unconscious within a few rounds. The

gnomes will laugh at him (and the party, especially if any Street Performers are among them) and run off.

Developments: If the party members help Perro, do not use lethal force, and defeat the Bumblebug Sisters and Gordo Skoal (or at least avoid being knocked out), Perro congratulates the PCs on their skill and restraint and suggests they go somewhere private to talk. He also mentions that he might be able to convince the street performers to divulge the source of their potent magic items for future transactions. This result awards full experience for the encounter.

If the party members help Perro, do not use lethal force, and are defeated by the Bumblebug Sisters and Gordo Skoal: the PCs wake up in an alley being tended by a very concerned Perro, who congratulates them on their bravery and suggests they go somewhere more comfortable to talk. He also mentions that he might be able to convince the street performers to divulge the source of their potent magic items for future transactions. This result awards three-quarters of the experience for the encounter.

If the party members help Perro, but use lethal force - Perro looks shocked and quickly withdraws from combat. He meets up with the PCs later and explains that the fight was staged to test the strength of the party. He congratulates them for being even more powerful and fierce than he imagined. Then he suggests they go meet with his mistress to discuss business. He does NOT offer the item access granted by the street performers. This result (whether the PCs are victorious or defeated) awards three-quarters of the experience for the encounter.

If the party does nothing to help Perro - he will be dropped quickly by the gnomes, who will laugh at his seemingly-unconscious form and run away. After a moment, Perro bounces to his feet, smiles broadly at the PCs, and bows deeply. He says: **"My apologies for that bit of street-theater, my friends. But I wished to test your restraint and I am happy to say that you all passed magnificently!"** He then suggests that they go somewhere more private to talk business. He does NOT offer the item access granted by the street performers. This result awards NO experience, but at least the adventure continues.

The constables of Seltaren will show up only if there has been a death. (See NPCs in Appendix One.) A squad of six constables led by Sergeant Jerrina Mantane (a no-nonsense Suel woman with fiery red hair and a clean-cut military appearance), will arrive on horseback within a few minutes after the end of combat. All the street entertainers will blame the PCs, and Perro will fade into the crowd and not return until the authorities have left. If the PCs do not put up a struggle, the constables will take them into custody and place them in a cell of the Seltaren Jail. If the PCs fight the constables, ten more constables will show up

on horseback after four rounds, and then another ten constables arrive after four more rounds, etc... This will continue until the PCs retreat and escape from combat, or surrender. The constables will not use lethal force, using saps to subdue the PCs. Perro will show up later to pay their bail and release them from custody.

APL2

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog1: hp 6, 6, 6; see Appendix One.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk1: hp 9; see Appendix One.

APL4

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog3: hp 19, 19, 19; see Appendix Two.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk3: hp 20; see Appendix Two.

APL6

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog5: hp 32, 32, 32; see Appendix Three.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk5: hp 31; see Appendix Three.

APL8

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog5/Thief-Acrobat2: hp 45, 45, 45; see Appendix Four.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk5: hp 42; see Appendix Four.

APL10

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog5/Thief-Acrobat4: hp 58, 58, 58; see Appendix Five.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk7/Shadowdancer2: hp 53; see Appendix Five.

APL12

🧙/🐉 **Gala, Leeloo, and Cali Bumblebug**, female gnome Rog6/Thief-Acrobat5: hp 71, 71, 71; see Appendix Six.

🧙/🐉 **Gordo Skoal**, male half-orc half gold dragon Mnk7/Shadowdancer4: hp 64; see Appendix Six.

Act Two – The Feuding Families

Scene One – Young and in Love (Encounter Two)

Perro leads the PCs through the back alleys of Lower Seltaren for several blocks. They end up at the back of a relatively decent inn, where Perro presses a hidden lever and opens a secret door. He beckons the PCs to follow, and he leads them through a dark corridor to another secret door that he opens to reveal a nicely furnished room with no windows or exits other than the way they came in. The only occupant is a young woman wearing a hooded travelling cloak.

Once inside, Perro closes the door and bows deeply to the woman.

PERRO: *"My friends! Allow me the pleasure of introducing my employer - the Lady Jasmica Meissel of House Meissel."*

The young woman tosses back her hood, revealing her long blond hair and pale features. Her eye-makeup is slightly smeared, and it is obvious that she has been crying.

JASMICA: *"I know of you, each of you. You have all had dealings with my House in the past, and some of you may hold bad feelings about us, but I am not here representing my family. I have asked Perro to bring you here so that I may ask you for help, not as a Meissel but as a woman in love."*

She pauses to dab the tears from her eyes. Perro moves quickly to hand her his handkerchief. He seems to stumble and fall on his face, but quickly rolls to his feet and lightly presses the bit of cloth into her dainty hand. She smiles sadly, too heartbroken to laugh.

JASMICA: *"Thank you, my dear Perro. But even you cannot brighten this day for me."*

Then she manages to compose herself and resumes her story.

JASMICA: *"As you surely know, my family has been at odds with House Szabo for longer than any of us can remember. I first met Ronan when we were both small children, at one of those awful boring galas that the Coriners were always putting on. I knew, even at that tender age, that he and I would someday be together. But, our families kept us apart for many years, though my thoughts were always drawn back to his sweet face and charming boyish grin.*

"As we grew older, I would sometimes see him riding with his friends and entourage down the

street, or I would catch a glimpse of him at a gala, but it was a long time before I had a chance to actually speak with him.

"It was at the Coriner gala a few years ago... the one where that man was poisoned and there was a huge scandal. Poor Lady Coriner!"

"But, anyway... there was a long time to wait around and do nothing while the constables were questioning people, and Ronan just walks up to me and starts a conversation. I never thought my heart would beat so loudly, and I'm sure I was blushing as red as the wine - I could barely speak! I felt like such a fool - no offence, Perro."

Perro smiles.

PERRO: *"None taken, my lady."*

Lady Jasmica smiles back, then continues.

JASMICA: *"He was just so charming. And he said he had been thinking about me all those years, just as I had been thinking of him! I thought I would just die right there! I thought, dear Scarlet Lady, Wee Jas just take me now!"*

"He met with me in the garden later that night, as we have met many nights since. Yes, we have been lovers for years now, though we have had to keep it a secret from our families. We talked about running away - far away where no one would know who we were or care about some old feud - but we were too afraid.

"And now... Now it may be too late! He's gone! My dearest love, Ronan has been kidnapped!"

At this point Lady Jasmica bursts into tears, and Perro consoles her as best he can until she can bring herself to speak again.

JASMICA: *"I... I don't know who took him or where he is, but you must find him for me!"*

Again she is overcome with tears and cries unconsolably. Perro touches her shoulder gently, then turns to the party and speaks.

PERRO: *"Do you all understand the need for discretion here?"*

He looks at each of the PCs as he continues, trying to emphasize the importance and seriousness of the situation.

PERRO: *"If you agree to help find Lord Ronan Szabo, you must swear upon your honor never to reveal what the Lady has just told you. House Meissel and House Szabo could use this scandal as an excuse to openly attack each other. There would be blood in the streets and many innocent lives would be lost. This must not happen."*

Perro continues.

PERRO: *"Let me sum up the situation. We received word yesterday from our contacts in House Szabo that the young Lord Ronan was missing. He was last seen down at the lakefront docks the night before, so they have had a day and a half to escape with him. No ransom demands have been made yet, but everyone expects the Rhennee will ask for gold before they return him."*

Come with me, I have a good idea where to head next.

Perro leads the PCs out into a different alley through a different set of secret doors and passages.

Boxed Text Summary

- Perro is in the employ of House Meissel
- Lady Jasmica Meissel is in love with one Ronan Szabo
- Houses Meissel and Szabo are feuding
- Ronan has gone missing. He was last seen at the docks on Lake Seltaren.

Scene Two – The Plot Thickens (Encounter Three)

As Perro and the PCs exit the building and proceed down the alley, a darkly-dressed woman steps from the shadows and stops them. She holds her hands up, showing no weapons. She has short brown hair and tan complexion; there is a rapier at her side and a dagger sheathed in her right boot.

COLUMBIANA: *"Just a moment, I wish to speak with you."*

Perro recognizes her.

PERRO: *"Dorlana? What is your business here?"*

He turns to the party and explains.

PERRO: *"She is an old acquaintance of mine, though now she works for the opposition."*

COLUMBIANA: *"My name is Columbiana, you fool! I work for House Szabo, which is hardly a secret. I have come to negotiate for the release of Lord Ronan."*

Perro laughs and says sarcastically...

PERRO: *"You think we took him? Oh, you're good."*

Columbiana starts looking very nervous, but does not reach for the rapier at her side.

COLUMBIANA: *"Don't play games with me, Perro! Where are you keeping him?"*

If none of the PCs step forward to explain, Perro will:

PERRO: *"I had nothing to do with this, Dorlana... er... Columbiana. In fact I have just asked these fine adventurers to help me look for him."*

Columbiana seems to be considering the words, then nods.

COLUMBIANA: *"I find, surprisingly, that I believe you. I will accept your help, on the condition that you first speak with my mistress, Lady Sanrani Szabo. But, I warn you! Be false with me and our truce is forfeit!"*

If the PCs ask for details about her employment with House Szabo, she will say...

COLUMBIANA: *"I work specifically for Lady Sanrani Szabo. She has asked me to look into the disappearance of her younger brother, Ronan Szabo. My 'old friend' Perro here, was my first suspect, since he works for the enemies of House Szabo and is a lying, cheating, stealing, insensitive, unfaithful jerk!"*

Then she glares at Perro. She will not elaborate or explain further.

Perro just shrugs and says with a grin...

PERRO: *"I really have no idea what she's talking about. But she sure is cute when she gets mad, don't you think?"*

If anyone asks about the past relationship between Perro and Columbiana, they will both admit that they were once married, but do not wish to speak of it any further.

Columbiana then turns to the PCs and speaks seriously.

COLUMBIANA: *"If you are truly interested in finding Ronan Szabo, you should start by speaking with his family."*

PERRO: *"I agree completely. Since my presence will not be welcome there, I will remain discreetly in the rear of the group. If I know Lady Ralia, she will wish to see all of you, to be sure of the quality of the people trying to find her son."*

Columbiana leads the party up to Upper Seltaren, where they are allowed to have an audience with Lady Sanrani and her mother, Lady Ralia Szabo, at the ancient family estate of House Szabo.

The PCs must wait in the antechamber for several minutes before being allowed into the Grand Hall. The room has a high arched ceiling supported by columns of white marble. The floor is tiled in the same white marble, alternated with black marble. Upon close examination, the white marble is streaked with silver. Everburning flames illuminate the room from enormous chandeliers of clear crystal.

There are at least twenty guards standing along the outer edges of the room, each wearing fine banded mail covered by a tabard in the colors of House Szabo and bearing a halberd. Numerous servants, at least a hundred, are busy performing various tasks around the room, or waiting for a task to be given them.

Lady Ralia Szabo is seated at a large desk, which seems to be made of solid oak and is draped with the House colors. She is an elderly Suel woman with her white hair done up in an ornate arrangement involving a dozen long ebony hairpins. Her silk dress is silver with black trim, in a very old style common to the Seltaren nobility about sixty years ago. Lady Sanrani stands beside her, dressed in similar fashion though her long blond hair is less ornately styled with only three long ebony hairpins.

Before the PCs can be introduced to Lady Ralia, a messenger arrives and is allowed to pass the PCs so that the message can be delivered without delay. He hands a scroll tube to a servant, who pays the messenger a few silver pieces then passes the tube to a higher-ranking servant who removes a piece of parchment from the tube and hands the parchment to Lady Sanrani without reading it. Lady Sanrani unrolls the parchment and reads it, then scowls and reads it aloud to her mother. (DC Intelligence check to notice that Lady Ralia never touches parchment or paper of any kind unless it has been thoroughly checked first.)

Lady Sanrani is in her early thirties. She is an attractive-looking woman, but her unpleasant personality makes it obvious why she has never married. She has a high-pitched voice that becomes shrill when she is upset.

She hands the parchment to the PCs once she has read it (Player's Handout #1). It says:

To the House of Szabo,

Lord Ronan is to remain with our family for a week. At the end of that time he may return to his family, or he may be in the unknown depths. Either of these choices is completely irrelevant to the Rhenee. You, however, may wish to have a vote in deciding his future place of residence. To be relevant, your vote should be accompanied by 10,000 Gold Dukes.

You may recognize his thumb print below, for the sake of authenticity. I apologize for the use of his blood to make the impression. We are a poor people and cannot afford much ink.

With Great Sincerity,

Aribesta Rominic of the Rhenee

If any of the PCs are Rhenee, Lady Sanrani angrily turns upon them.

SANRANI: *"Did you have anything to do with this? What have you done with my brother! Guards!"*

Columbiana intervenes before the guards can respond.

COLUMBIANA: *"I beg your pardon, my lady, but these adventurers are here to help find Lord Ronan. I can assure you they know nothing of his kidnapping or this ransom."*

If none of the PCs are Rhenee, Lady Sanrani will turn to them, looking concerned.

SANRANI: *"I must ask you not to speak of this to anyone. We have many enemies and would be vulnerable if any of them discovered we were having such... difficulties."*

Columbiana then introduces the PCs, or they can introduce themselves.

The PCs may ask questions at this point. If they direct any questions at Lady Ralia, she will whisper an answer to Lady Sanrani, who will do the talking for the House.

If asked about the Rhenee, or if House Szabo has had any dealings with the Rhenee, Lady Sanrani will speak bluntly:

SANRANI: *"The Rhenee are thieves and ruffians. If they have any honor, I am unaware of it. This House has never had dealings with them that I know of, until now."*

If they ask about Ronan, or whether or not he was in any trouble, Lady Sanrani will scowl and hesitate before responding.

SANRANI: *"My little brother is an arrogant and spoiled idiot. When he bothers to think at all, he thinks of nothing but himself. He was last seen down on the docks of Lower Seltaren, without any guards or servants to protect him. It surprises me not at all that these opportunistic thieves took advantage of his stupidity and snatched him on the spot."*

If the PCs ask why House Szabo needs them to find Lord Ronan, or if they volunteer to find him for a price:

SANRANI: *"I am normally opposed to hiring mercenaries. But, in this instance, my step-mother believes that we should use outside help, rather than rely upon our own resources."*

If anyone mentions the affair that Ronan was having with Jasmica Meissel, Lady Sanrani will laugh, and then say...

SANRANI: *"That little cow thinks she risks a scandal! She would be shocked out of her senses if she knew that we were aware of Ronan's affair with her from the beginning. My step-mother is hoping to form a bond with House Meissel, by allowing Ronan to marry that little tart, so she encouraged it. In my opinion... Well, I just hope he has the chance to follow through with it without making us all look like fools."*

Lady Sanrani will then hand Columbiana a pair of scrolls. Then, she turns to the PCs.

SANRANI: *"I love my brother, but we will not pay ransom for him. Instead, House Szabo will pay you to return him to us unharmed. Deal with his kidnappers as you wish. Take from them what you wish. Just bring back Ronan to us. If you do this, you will have earned our thanks... and a fair number of Gold Dukes for your services."*

Then, Lady Ralia speaks to the PCs for the first time. Her voice is frail with age, but still carries the weight of decades of leadership. There is also coldness to her voice that reveals no emotion – as though she was capable of ordering the execution of an enemy over tea, and has done so many times.

RALIA: *"Ronan is an unmitigated fool and a burden to this House. But, he is my step-son, and this family looks after our own. Please bring him back to us."*

SANRANI: *"I would like Columbiana to accompany you, as the representative of our House to complement that Meissel lackey I see hiding in the background there. She carries a Letter of Marque, which will tell anyone who matters that you are acting in our behalf. I would appreciate it if you could bring her back in one piece, as well."*

Columbiana looks aggrieved, but nods in acquiescence. The audience clearly over, she leads the PCs out of the compound. Once outside, Perro offers to take the PCs to the Meissel house if they desire it. If they want to get on with the action, skip it and go straight to Act Three, Scene One (Encounter Five). Otherwise proceed to Act Two, Scene Three (Encounter Four).

Boxed Text Summary

- Columbiana, an old flame of Perro, is in the employ of House Szabo.
- The Rhennee have delivered a ransom note (Player's Handout #1) to the Szabos.
- Lady Ralia, and thus Lady Sanrani, supports a Jasmica/Ronan union, as it would strengthen the family's finances.
- The PCs can talk to House Meissel, or proceed directly to Act Three.

Scene Three – Dissention in the Ranks (Encounter Four)

As the party heads toward the Meissel estate, Perro once more comes to the fore while Columbiana fades to the back.

The trip is short and uneventful. The party is led straight away to a large, comfortable room stocked with couches and chairs, as well as a bed with an old man resting on it. Also present are a younger, well dressed man, a studious looking fellow tending to the sick old man, and an angry looking warrior. Perro tells the PCs that the old man is no less than Lord Urmen Meissel himself, head of House Meissel. The young man is Lord Tylvic Meissel, while the other men are Lendorian cleric D'Ottore Balfarlnam and Captain Kamo Korvee of the Meissel Guard.

The young man speaks.

TYLVIC: *"Well Perro? What is it that's so important?"*

PERRO: *"There is a matter of some delicacy, my lord. Are you aware of the... dalliance between your sister Jasmica and Ronan of the Szabo?"*

TYLVIC: *"Yes, of course I'm aware of this. I know much of what is hidden in this house. I ordered her to stay away from him, and I expect that that is the last we'll hear of it. Is there anything else?"*

A DC 20 Sense Motive check will reveal that Tylvic knows something more than he is saying.

PERRO: *"Well, it seems that young Ronan has gone missing. And Lady Sanrani wishes to point a finger at us."*

TYLVIC: *"Bah. They have no evidence to point at us. So what do I... We care?"*

At this point the old Lord murmurs something very quietly to the nearby cleric. The cleric straightens and addresses the group.

D'Ottore: *"Er, the Lord wishes for the boy to be rescued. If these adventurers are to find him, then we should wish them well. If our dear Jasmica cares for the boy, and her feelings are returned, their match will be approved."*

Tylvic scowls at this, and announces angrily:

TYLVIC: *"Nonsense. I can't order you to cease this foolish quest, but I can order you to stay away from my sister. I wish to hear nothing more of this matter. Good day. Captain Korvee, please escort our guests outside."*

Tylvic storms out of the room, slamming the door behind him. As Captain Korvee begins to steer the PCs out the door, D'Ottore asks him for just one moment.

D'Ottore: *"Please excuse Lord Tylvic. He is under a great deal of strain, what with the recent difficulties we've faced.*

"I implore you, in the name of the Lord, to rescue this boy and return him to his family. The Lord knows that the feud needs to cease before any more problems are caused. This is the best opportunity we've had since, well, since the feud began.

"Just listen to Perro. He knows his way around Seltaren. He tells me that he knows where to check next, something about an old friend."

CAPTAN KORVEE: *"All right, that's long enough. There's no need for you to worry about this, I'll look into it. You just return to your homes like nice commoners. Thank you."*

With that, the Captain leads the party out of the estate.

Boxed Text Summary

- Tylvic does not wish for the boy to be rescued, but the Lord does.
- D'Ottore and Tylvic are at loggerheads over the running of the house.

Act Three – A Journey

Scene One – A Familiar Face (Encounter Five)

Perro and Columbiana lead the party to the Pike and Capon, a rough and tumble pub in the Docks District of Lower Seltaren. From inside they hear an old friend, Mikkold Finback, being his loud self.

The Wreck of the Fair-weather Sailer (to the tune of "The Irish Rover"):

In the Fireseek month of five ninety-two

We set sail from the city of mists

We were sailing downstream, just as sweet as a dream

For the grand city port of Leukish.

'Twas an elegant craft, rigged fore and aft

And how the currents assailed her

She had twenty-three poles and patched fifty holes

And we called her the Fair-weather Sailer.

We had one million bags of the best Nellix rags

We had two million barrels of stones

We had three million sides of old unicorn hides

We had four million packets of bone

We had five million hogs, six million frogs

Seven Burlondin hay-balers

We had eight million bales of old green dragons' tails

In the hold of the Fair-weather Sailer

There was Bagnio Messer from the banks of the Nesser

There was Hollam from the County of Urnst.

There was Jary M'Gurk who was scared stiff of work

And a half-elf from Nyronnd called Burnst

There was Slugger Ottule who was drunk as rule

And fighting Big Jaik from the Rakers

And yours truly, of course, just as strong as a horse

The proud skipper of the Fair-weather Sailer.

We were on our way back when the goblins attacked,

And our ship lost her way in the fog

And the whole of the crew was reduced to just two

Twas myself and my faithful old dog.

The ship struck a rock; Kord! What a shock!

It caused all of her patches to fail her.

She turned nine times around and my poor dog was drowned.

I'm the last of the Fair-weather Sailer!

Perro is standing with Finback at the bar, lending his voice to the song. Perro winks at the PCs when they enter and beckons them over.

PERRO: *"I would like to introduce my friends, Mikkold: (name each of the PCs). And this, my friends, is the legendary Mikkold Finback!"*

FINBACK: *"Aye, we've met, to be sure!"*

PCs can make comments and greetings here. Finback responds in a jovial manner, though he is currently too drunk to remember most of the details of the CY592 Great Lukala River Race (in which he was soundly defeated by a band of land-lubber adventurers).

FINBACK: *"My old shipmate Perro tells me ye need to find some Rhenee barge-folk. I know the particular ones ye seek and I know where they anchor. My great-aunt's clan has a barge on the Nyr Dyv. I can take ye there, if ye have a boat. My*

last good keelboat was stolen by river pirates, for sure."

Columbiana produces one of the scrolls given to her earlier. The scroll contains the title to a keelboat registered in Seltaren as the "Near Diver". Columbiana hands the scroll to Finback.

COLUMBIANA: *"This is a gift from a friend. Use it wisely."*

If asked about what really happened to the Fair-weather Sailer:

FINBACK: *"Aye, it was just after the river race in 592. We were carrying a cargo of bricks from Seltaren to Leukish when we struck a deadhead. It punched a hole in the hull you could drive a team of horses through and she went down in a score of seconds. The crew all made it to the riverbank just fine, but they all signed up with another skipper before I could find another boat. I tell you true, there ain't no loyalty no more..."*

The PCs are invited to continue to spend the evening with Finback, or to return in the morning (not TOO early, mind) to set off for the Nyr Dyv.

Boxed Text Summary

- Mikkold Finback will take the PCs to the barge of his clan, where Ronan is being held.

Scene Two – Secrets Overheard (Encounter Six)

While traveling down the Lower Lukala river on the Near Diver, have one of the PCs on watch make a DC 20 Listen check. If successful, they hear the following whispered conversation between Perro and Columbiana:

PERRO: *"So, Dorlana, when did you decide to change your name?"*

COLUMBIANA: *"Dorlana has a past that I am trying to escape, as you well know, and when one is working for a Noble House, one should not have such a past. Columbiana is beyond reproach, which is more than I can say for you, Perro."*

PERRO: *"At least I have never had to change my name. I have stolen nothing but a few hearts..."*

COLUMBIANA: *"You stole mine only to break it! I died for you! Twice!"*

PERRO: *"And yet... Here we are again. Working together just like old times..."*

COLUMBIANA: *"Only until we find Ronan and bring him back. After that the truce is off and I will gut you like a trout!"*

PERRO: *"Dear lady, I have always enjoyed our sparring. I look forward to another bout."*

COLUMBIANA: *"You know I could never beat you in a fair fight, but you have to sleep sometime..."*

PERRO: *"Is that a proposition, my lady? I am blushing..."*

COLUMBIANA: *"Grrr... You are an infuriating little man. Tell me how you first knew Lord Ronan was kidnapped."*

PERRO: *"Changing the subject already? It was just getting interesting... Very well - I overheard Lord Tylvic talking about it with the captain of the guard. Apparently Lord Tylvic was afraid House Meissel would get the blame for Lord Ronan's disappearance. So I made a few inquiries with my contacts to get the details, and then discussed the matter with Lady Jasmica, who ordered me to bring the boy back, but not to let the other members of her House know about it. Apparently she is afraid of a scandal, as is everyone else."*

COLUMBIANA: *"Lady Sanrani certainly is, and Lady Ralia as well."*

PERRO: *"Then why did they not want to pay the ransom? That would seem to be the most expeditious means."*

COLUMBIANA: *"They can not pay it! Lady Sanrani has been buying fine art since winning that large wager on the river race a few years ago. Her step-mother, Lady Ralia, has been struggling to pay off her debts discreetly, but it has taken much of the House resources. They simply do not have that much gold left!"*

PERRO: *"I believe Lord Tylvic has been gambling too much, as well, but so far his losses have been small. I am also worried that Lady Jasmica may have gotten too involved with Lord Ronan without knowing enough about him. But, now that she is in love, she is blind to any of his faults."*

COLUMBIANA: *"Love makes one blind, deaf and dumb. You taught me that."*

PERRO: *"I taught you more than that. When one is blind, deaf and dumb, the only way to know the world is through smell... and touch..."*

At that point, they stop whispering.

If the PCs interrupt their conversation for any reason, Perro and Columbiana stop whispering and do not continue, nor will they explain what they were talking about. If asked about any of the things they discussed, they will deny having said it. If the PCs press the issue, they will become offended that the PCs had been eavesdropping on a private conversation and demand that the PCs mind their own business.

Boxed Text Summary

- Apparently, since winning a wager on the Great Lukala River Race, Lady Sanrani has been buying so much art that her house is nearly bankrupt.
- Tylvic has been gambling quite a bit, but since he lost that large wager to Sanrani several years ago he has been more conservative and has not lost nearly as much.
- Jasmica may be blind to some of Ronan's (unspecified) faults.

Scene Three – Guardians in the Deep (Encounter Seven)

As the Near Diver leaves the Lower Lukala River and heads northwest along the shore of the Nyr Dyv, the boat is attacked by the watery minion(s) of the Vetha. She is half expecting someone to come to rescue Ronan, so she has ordered her favorite guard(s) to stop any armed parties that approach.

Clench (and Squeeze, if present) is a simple octopus. He has been ordered to attack any armed rescue parties, but to allow a boat carrying a ransom through. He has been warned that some might try trickery, so he is on the lookout for armed groups with silver tongues.

Clench will begin the encounter by quaffing (underwater) one potion each of fly and *air breathing*. He will then fly up to the surface.

You see, rising up out of the water, something you probably did not expect. Although it couldn't be so, you see a hulking octopus floating through the air, skimming the waves. The reddish creature is dragging something behind it in its arms. Can it be a greataxe? The octopus rises up level with the front of your boat, and demands:

CLENCH: *"Who approaches the barge of the Rominic clan? Do you bear a ransom, or do you bear arms?"*

At the mention of "arms" he waves his arms about in what he imagines is a threatening manner. In fact, he is making an Intimidate check (see *Player's Handbook* page 76) against each PC. Any PC who is successfully intimidated receives a –1 penalty to Initiative (should combat occur) and a –2 penalty to any Charisma-based skills relating to the octopus.

The PCs can attempt to Bluff the creature. Because he is expecting it, he gets a bonus to his Sense Motive of +4, for a total check of +5 (if there are two octopi present the bonus doubles to +8 for a check of +9).

They can also try Diplomacy. Clench starts Hostile, but if he can be influenced to Indifferent he

will merely demand to count the ransom money, and if Friendly or better he will not count the money, but will simply show them the way.

If the PCs refuse to show him the money, or are rude or belligerent, Clench (and Squeeze) will turn bright white, fly into a rage (at APL 6 and above), and begin attacking immediately.

APL2

➤ **Clench**, male advanced awakened octopus 6HD: hp 39; see Appendix One.

APL4

➤ **Clench and Squeeze**, male advanced awakened octopus 6HD: hp 39, 39; see Appendix Two.

APL6

➤ **Clench and Squeeze**, male advanced awakened octopus Bbn4: hp 68, 68; see Appendix Three.

APL8

➤ **Clench and Squeeze**, male advanced awakened octopus Bbn6: hp 85, 85; see Appendix Four.

APL10

➤ **Clench and Squeeze**, male advanced awakened octopus Bbn8: hp 100, 100; see Appendix Five.

APL12

➤ **Clench and Squeeze**, male advanced awakened octopus Bbn10: hp 132, 132; see Appendix Six.

Act Four – Destination Reached

Scene One – Plan of Attack (Encounter Ten)

As the keelboat approaches the Rominic Clan Barge, Finback suggests that he and his crew (along with Perro and Columbiana) provide a diversion that will draw the attention of most of the Rhennee, while the PCs try to rescue Ronan from the rear in a rowboat. His plan (unless the PCs have a better idea that will not involve actual danger to the diversionary team) is to cruise up to the barge and start shouting for his aunt to come talk to him.

As Finback starts bellowing in the distance, the PCs can clearly see over a dozen burly Rhennee warriors rushing to the front of the barge. Obviously, there won't be a better time for a rescue than now.

Scene Two – A Rescue (Encounter 11)

At the stern of the barge is a large building of slightly better construction than the rest of the shacks. It has no doors, only a 3-layered colorful bead curtain over a wide doorway.

Inside the mostly empty 30 foot by 30 foot room there are three armed Rhenee, as well as one well-dressed old woman sitting in a padded armchair on a raised platform, a black shawl draped across her shoulders. To her right is another armed and armored hunchbacked Rhenee leaning on a wickedly barbed harpoon, while at her left is a large barrel with a young blond haired man inside it, completely wrapped in heavy ropes except for his head. Hi mouth is gagged and another rag covers his eyes.

A DC 30 Spot check may reveal some unusual movement on the old woman's left shoulder, covered by the shawl. A DC 20 Listen check may reveal the muffled whispering of her fiendish familiar, though no words can be discerned most of the time. Detect evil will reveal an aura of evil that seems to be centered on the old woman's left shoulder. The fiendish familiar is a demonic face growing out of the old woman's shoulder, and its origin is not relevant to the module (but is linked to the nature of the three spellwarped Rhenee at higher APLs). It speaks to her and tries to offer what it feels are completely reasonable suggestions, which are as completely evil as it. Since the old Vetha is not evil (at least not yet) she resists the whisperings and argues with the creature, but has not told anyone else about it.

As Clan Rominic is currently at odds with Clan Veldeen (the Rhenee clan involved in several previous Duchy of Urnst modules), Ruffiana will order her men to attack immediately any party that possesses a total of eight or more favors from the Veldeen clan or the Vetha Karedaiva. Otherwise, if the PCs do not attack right away, the Rhenee will not either. The old woman beckons them forward with a crooked finger.

RUFFIANA: *"Welcome to our humble barge. I am the Vetha Ruffiana Aribesta Rominic. This is my son, Pulchinello, and I'm sure you are familiar with our other guest, Lord Szabo. My greetings to you. I fear that we can offer little in the way of hospitality, as we are merely poor fisher-folk..."*

FAMILIAR (in Abyssal, DC 20 Listen check to hear): *"Kill them!"*

RUFFIANA (also in Abyssal): *"Silence!"*

PULCHINELLO (in Rhopan): *"Mama? Did you want something?"*

RUFFIANA (also in Rhopan): *"No. It is nothing."*

FAMILIAR (in Abyssal, DC 20 Listen check to hear): *"Kill them all!"*

PULCHINELLO (in Rhopan): *"What?"*

RUFFIANA: (in Abyssal) *"Silence, I said!"* (Then in Rhopan to Pulchinello) *"It is nothing! Please fetch refreshments for our guests!"* (Then in common to the PCs) *"Would you like some tea?"*

The tea will be served whether the PCs want any or not. If any of the PCs request anything besides tea they will be told that nothing else is available.

After Pulchinello has brought out a silver tray with a tea set and filled enough cups for all the guests, Ruffiana's sense of hospitality will be satisfied and will allow business to be discussed.

She directs a crooked finger at Ronan, still tied up in the barrel to her left.

RUFFIANA: (in common) *"I must admit that I am at a loss to decide what to do with this one. He really does not go with the rest of my furnishings. I would ask for your opinion on this matter, but first my son must count the Gold Dukes you have brought me..."*

FAMILIAR: (in Abyssal) *"Kill them now!"*

RUFFIANA: (also in Abyssal) *"Silence!"* (Then in common to the PCs) *"My apologies, but I am an old woman."*

If the PCs offer to pay the 10,000 Gold Dukes for Ronan's freedom, Ruffiana will accept the money graciously and allow them to take him away. The fiendish familiar will continue to quietly but persistently suggest that she simply kill the PCs, but Ruffiana will slap herself on the shoulder to shut it up.

If the PCs do not offer to pay the 10,000 Gold Dukes, regardless of what other incentives they use, Ruffiana will be very disappointed. If the PCs can successfully use a DC 25 Diplomacy check to convince her to just let them go without a fight, she will grudgingly allow them to leave, but will not release Ronan. The only way the PCs can free Ronan without payment is by fighting the Rhenee. Pointing out that she has a voice coming out of her shoulder or bringing attention to it in any way will simply cause the fight to start sooner.

RUFFIANA: (in common) *"This is not a good way to do business, I am thinking. Also, it does nothing to help me solve my little problem with my furnishings."*

FAMILIAR: (in Abyssal) *"Kill them!"*

RUFFIANA: (also in Abyssal) *"Fine, have it your way then..."* (Then in Rhopan to Pulchinello) *"Please clean up when you are finished with them."*

Perhaps their weapons will be worth something..."

Pulchinello grins, and hefts his darkha. Unless the PCs started the fight earlier, this is when it starts. During the battle, if any in the party possess even a single favor with Clan Veldeen, Ruffiana will call them "Veldeen hirelings" and "Karedaiva's puppets."

The Rhennee do NOT fight to the death, they will surrender as soon as it looks like they are overpowered. They will also talk once captured, revealing Tylvic Meissel as the mastermind behind the kidnapping. The Vetha takes no part in the combat, hiding behind the platform her chair was on.

Development: If the PCs defeat the Rhennee without killing Pulchinello outright, the Vetha offers them Ronan without further fighting. She also offers them Pulchinello's equipment as thanks for not killing her son. Even if they do kill Pulchinello, her familiar convinces her to offer them the prisoner and Pulchinello's gear as enticement not to kill her as well.

If the PCs are defeated by the Rhennee, their bodies are recovered by Perro and Finback, but for a price. Each PC must pay 200 gp per character level as ransom once they are revived. If they cannot afford it, they must repay it in a similar manner to a raise dead (see LGCS).

APL2

☛ **Pulchinello**, male Rhennee Rog1/Ftr1: hp 16; see Appendix One.

☛ **Ratpick, Dasny, and Pobog Sneb**, male Rhennee War1: hp 7; see Appendix One.

APL4

☛ **Pulchinello**, male Rhennee Rog1/Ftr1/Bbn2/Rgr1: hp 41; see Appendix Two.

Ratpick, Dasny, and Pobog Sneb, male Rhennee Ftr1: hp 12; see Appendix Two.

APL6

☛ **Pulchinello**, male Rhennee Rog1/Ftr2/Bbn2/Rgr1: hp 49; see Appendix Three.

☛ **Ratpick, Dasny, and Pobog Sneb**, male Rhennee Ftr1/Rog1: hp 18; see Appendix Three.

APL8

☛ **Pulchinello**, male Rhennee Rog1/Ftr2/Bbn2/Rgr1/Darkhagard2: hp 65; see Appendix Four.

☛ **Ratpick, Dasny, and Pobog Sneb**, male spellwarped Rhennee Ftr2/Rog1: hp 32; see Appendix Four.

APL10

☛ **Pulchinello**, male Rhennee Rog1/Ftr2/Bbn2/Rgr1/Darkhagard4: hp 81; see Appendix Five.

☛ **Ratpick, Dasny, and Pobog Sneb**, male spellwarped Rhennee Ftr2/Rog2: hp 40; see Appendix Five.

APL12

☛ **Pulchinello**, male Rhennee Rog1/Ftr2/Bbn2/Rgr1/Darkhagard6: hp 81; see Appendix Six.

☛ **Ratpick, Dasny, and Pobog Sneb**, male spellwarped Rhennee Ftr2/Rog4: hp 56; see Appendix Six.

Scene Three – Success! (Encounter Twelve)

With the Vetha Ruffiana weeping over the body of her favorite son, the PCs head back to Finback's boat. Ronan is very quiet, refusing to talk about his time in captivity or his relationship with Jasmica. As the boat approaches Seltaren, Perro and Columbiana disembark in Spull to ride on ahead to let the families know the party is approaching. The trip back is uneventful, so head straight to the conclusion.

Act Five – Conclusion

Scene One – Lovers Reunited (Encounter Thirteen)

Read or paraphrase the following to the players as the characters return triumphantly to the Seltaren docks. It is quite long, but not particularly suitable for summarizing.

As you cruise up to the docks, you see that there are two large parties waiting for you.

On the left side is the Szabo delegation, including Sanrani, Columbiana, 30 armed retainers, and the Lady Ralia herself.

On the right is the Meissel contingent. Led by a fuming Tylvic, the group also includes D'Ottore and a company of 25 soldiers led by Captain Korvee. In the fore stands a red-eyed but smiling Jasmica.

The two groups eye each other with obvious suspicion, but clearly an uneasy truce has been called.

As you dock, Ronan comes up from the hold and steps onto the planks. Jasmica runs into his arms. The two opposed parties, including the sour

Tylvic, begin to smile. But then Ronan pushes Jasmica aside roughly.

RONAN: *"What are you doing here? I grew tired of you ages ago. Looking to his sister Sanrani) Thanks for arranging my rescue, sister. Let's get out of here, I find the company depressing."*

There is a stunned silence among the assembled crowd as Ronan walks away from a slack jawed Jasmica without a single backward glance. Then the shouting begins, with several people yelling over top of each other.

SANRANI (shrieking): *"You turd-brain! Do you have any idea how much gold you just threw away? We're ruined, and it's all your fault!"*

TYLVIC: *"I knew it! You are nothing but a base-born trollop, you Szabo brat. I'll have your blood this day, Ronan!"*

PERRO and COLUMBIANA (in unison): *"Oh no."*

JASMICA (wailing): *"No. You're joking. Come back, Ronan! Come back!"*

As Jasmica falls, weeping, to her knees, soldiers from both sides unsheathe their weapons. Tylvic is almost frothing at the mouth as he clumsily pulls out his stylish but ineffectual rapier. The groups close, and begin to clash. Perro and Columbiana look at each other, and start running.

Allow the PCs to attempt to do something, but they're outnumbered. A DC 50 Diplomacy check will get the guards to stop fighting, but Tylvic and Sanrani will not.

Scene Two – The Duke (Encounter Thirteen)

As blood begins to flow on the docks, a horn is heard blaring in the distance. The pounding of hooves on wood fills your ears as a lance of heavily armored riders plows into the middle of the melee. Combatants are scattered in every direction, several spilling into the lake. As the lead rider removes his helm, you realize that you recognize his livery. These riders are the famed Bar Rampant, Duke Karll's personal troops. And the man removing his helmet is none other than the Duke himself!

KARLL (shouting): *"ENOUGH!"*

For the second time in minutes, the crowd falls into a stunned silence. Only the maddened Tylvic continues to struggle, until Karll brings his lance down on top of the Meissel's unprotected head, at which point the young man collapses in a crumpled heap.

KARLL: *"This ends now. If you are going to act like children, I'm going to act like a*

parent. Though I've been tolerant, your feuding over the past few years has grown more and more noticeable and disrupting. When it comes to endangering the citizens of an entire town, brawling in the streets, and assassination attempts on even my own family, you force my hand to act.

"Sanrani, Ralia, your advocacy of the gnomes has not gone unnoticed. In reward, they are now granted the right to own land, and shall be given deed to Storaven, in the Cairn Hills."

RALIA: *"But... but... that's our most profitable trading outpost"*

Ralia swoons slightly, and is caught by one of the soldiers. Sanrani just stands there, shaking her head, opening and closing her mouth wordlessly.

Duke Karll appears not to hear her, his attention focused on Tylvic who has begun to stir. Tylvic holds a hand to his head and shakily rises to his feet.

KARLL: *"Tylvic. I see you've joined us again. The Meissels have always been noted for helping those less fortunate than themselves and I've heard that you like working with the Rhennee. I'm sure your charitable contribution of half of your river boats will ease the strain that we've been feeling lately with the blockade."*

TYLVIC: *"You can't be serious. Those dirty thieves? They have no honor."*

KARLL: *"Oh, so you're concerned with honor now? Perhaps a prayer or two at Saint Cuthbert's new cathedral in Meisselburg will redeem it. I'm sure House Meissel will generously fund its construction, and donate the land. Would you care to keep arguing?"*

The silence that follows is deafening. Karll once more addresses the assembled nobles.

KARLL: *"I hope that this will entice you to behave like adults. Good day."*

Karll and his escort wheel their horses around, and leave the docks.

The two contingents regroup, and begin to make their way back into town. As they depart, helpful adventurers long forgotten, you see the Ladies Ralia and Sanrani, Lord Tylvic, and D'Ottore walk together, and you hear Lady Ralia say

RALIA: *"Well, Tylvic, it looks like we have something more important than our pride to deal with now."*

TYLVIC: *"Yes indeed, my lady. Yes indeed. Shall we walk together for a time?"*

The four former adversaries walk off together into town, at peace with each other at last.

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

Defeat the Bumblebugs and Gordo Skoal

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

Bonus award

Dealt NO lethal damage to the Bumblebugs or Gordo Skoal (awarded individually per PC, not collectively as a group [unlike the other rewards])

APL2 90 xp
APL4 135 xp
APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp

Encounter Seven

Defeat Clench the Octopus

APL2 120 xp

Defeat Clench and Squeeze the Octopi

APL4 180 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Bypass Clench the Octopus with guile or Diplomacy, avoiding a fight

APL2 60 XP

Bypass Clench and Squeeze the Octopi with guile or Diplomacy, avoiding a fight

APL4 90 XP

APL6 105 XP

APL8 135 XP

APL10 165 XP

APL12 195 XP

Encounter Six

Defeat the Rhennee

APL2 120 xp
APL4 180 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Paying the ransom (or finding another way of avoiding combat and rescuing Ronan)

APL2 60 xp
APL4 90 xp
APL6 105 xp
APL8 135 xp
APL10 165 xp
APL12 195 xp

Total possible experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those

bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Seven:

APL 2: L: 1 gp; C: 50 gp; M: 375 gp – 3 *potions of fly* (62.5 gp each per potion) and 3 *potions of air breathing* (62.5 gp each per potion)

APL 4: L: 2 gp; C: 100 gp; M: 500 gp – 4 *potions of fly* (62.5 gp each per potion) and 4 *potions of air breathing* (62.5 gp each per potion)

APL 6: L: 27 gp; C: 150 gp; M: 775 gp – 6 *potions of fly* (62.5 gp each per potion), 6 *potions of air breathing* (62.5 gp each per potion), *potion of cure moderate wounds* (25 gp each)

APL 8: L: 0 gp; C: 200 gp; M: 968 gp – 6 *potions of fly* (62.5 gp each per potion), 6 *potions of air breathing* (62.5 gp each per potion), *potion of cure moderate wounds* (25 gp each), +1 *greataxe* (193 gp each)

APL 10: L: 0 gp; C: 250 gp; M: 1968 gp – 6 *potions of fly* (62.5 gp each per potion), 6 *potions of air breathing* (62.5 gp each per potion), *potion of cure moderate wounds* (25 gp each), +1 *greataxe* (193 gp each), *bracers of armor* +2 (333 gp each), *pale blue rhomboid ioun stone* (667 gp each).

APL 12: L: 0 gp; C: 300 gp; M: 2802 gp – 6 *potions of fly* (62.5 gp each per potion), 6 *potions of air breathing* (62.5 gp each per potion), *potion of cure moderate wounds* (25 gp each), +1 *humanbane greataxe* (693 gp each), *bracers of armor* +2 (333 gp each), *pale blue rhomboid ioun stone* (667 gp each), *pink rhomboid ioun stone* (667 gp each).

Encounter Nine:

APL 2: L: 85 gp; C: 0 gp; M: 0 gp

APL 4: L: 160 gp; C: 0 gp; M: 167 gp – *ring of protection* +1 (167 gp each)

APL 6: L: 134 gp; C: 0 gp; M: 359 gp – *ring of protection* +1 (167 gp each), +1 *darkkha* (192 gp each)

APL 8: L: 120 gp; C: 0 gp; M: 790 gp – *ring of protection* +1 (167 gp each), +1 *darkkha* (192 gp each), +1 *studded leather armor* (98 gp each), *gauntlets of ogre power* (333 gp)

APL 10: L: 120 gp; C: 0 gp; M: 1290 gp – *ring of protection* +1 (167 gp each), +2 *darkkha* (592 gp each), +1 *studded leather armor* (98 gp each), *gauntlets of ogre power* (333 gp)

APL 12: L: 120 gp; C: 0 gp; M: 1290 gp – *ring of protection* +1 (167 gp each), +2 *darkkha* (592 gp each), +1 *studded leather armor* (98 gp each), *gauntlets of ogre power* (333 gp)

Total Possible Treasure

APL 2: 450 gp (511 available)

APL 4: 650 gp (929 available)

APL 6: 900 gp (1445 available)

APL 8: 1,300 gp (2178 available)

APL 10: 2,300 gp (3628 available)

APL 12: 3,300 gp (4512 available)

Items for the Adventure Record

Favor of the Street Performers Guild, Rogues of Seltaren: For dealing NO lethal damage (as an individual) during your tussle with the Bumblebug sisters and Gordo Skoal, you receive one influence point with the Street Performers Guild, a sub-group of the Rogues of Seltaren. If and only if the ENTIRE PARTY gains this favor, you gain access to the items below marked with a *.

Favor of House Szabo: For returning Ronan Szabo safely home, you have earned one influence point with House Szabo. Because of the new political scene, this favor can be used to negate TWO minor enmities of either House Szabo OR House Meissel.

Favor of Mikkold Finback: For playing a part in getting Mikkold Finback a new boat, the Near Diver, Finback has graciously offered to ferry you up and down the Lower Lukala river any time you need it. This can be as big or small an advantage as the DM will allow. Finback also can provide you with regular or masterwork versions of a new exotic weapon, the keel boat pole. This weapon is treated in every way as if it were a longstaff (*Complete Adventurer*).

Defeated the Rominic Bargewright: You have defeated Pulchinello, bargewright of the Rominic Rhenee clan. You receive a +4 circumstance bonus to Intimidate checks against Rhenee until the first time you are defeated in combat by Rhenee forces. You also have access to purchase regular or masterwork versions of the exotic weapon the darkha. Cost: 4 gp; Damage: Small 1d6, Medium 1d8; Size: Two handed; Range: 30 ft.; Type: Piercing; Weight: 4 lb.; Special: Can have rope affixed to hook on haft, move action to retrieve if thrown.

Item Access

APL 2:

- *potion of air breathing* (Adventure, DMG)
- *wand of phantom threat* (Regional, *Complete Warrior*)*
- *wand of hold portal* (Regional, DMG)*

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

- *wand of divine sacrifice*, caster level 4 (Regional, *Complete Divine*, 3000 gp)*
- *glamered armor upgrade* (Regional, DMG)*

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

- *wand of nature's favor* (Regional, *Complete Adventurer*)*
- *wand of knock* (Regional, DMG)*

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

- *merciful weapon upgrade* (Regional, DMG)*
- *bracers of armor +2* (Adventure, DMG)

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

- *pale blue rhomboid ioun stone* (Adventure, DMG)
- *wand of resonating bolt*, caster level 5 (Regional, *Complete Arcane*)*
- *+2 darkha* (Adventure, Special, see above)

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

- *+1 humanbane greataxe* (Adventure, DMG)
- *pink rhomboid ioun stone* (Adventure, DMG)

Appendix One: APL2 Encounters and Tactics

Encounter One (EL4)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quintet's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages.

Key Abilities

Bumblebugs

- sneak attack +1d6
- Tumble skill +7

Gordo Skoal

- Stunning Fist 1/day (DC 13)
- Tumble skill +6
- Dodge feat

Gala, Leeloo, or Cali, female gnome Rogr: CR 1; Small Humanoid (Gnome); HD 1d6+3; hp 6; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+1 size, +3 Dex]; BAB/Grp: +0/-4; Atk +6 melee (1d4+1, sap); SA: Sneak attack +1d6; SQ Trapfinding; AL CN; SV Fort +3, Ref +5, Will -1; Str 10, Dex 16, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +7, Bluff +4, Climb +4, Escape Artist +7, Hide +11, Jump +4, Move Silently +7,

Perform (acrobat) +4, Sleight of Hand +7, Tumble +7; Weapon Finesse.

Equipment: Masterwork sap.

Gordo Skoal, male half-orc half gold dragon Mnkr: CR 3; Medium Dragon (Augmented Humanoid [Orc]); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 Wis]; BAB/Grp: +0/+5; Atk +6 melee (1d6+6, unarmed strike); Full Atk: +4/+4 melee (1d6+6, unarmed strike); SA: Breath weapon, flurry of blows, unarmed strike; SQ Darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, orc blood; AL LG; SV Fort +3, Ref +4, Will +5; Str 20, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +9, Move Silently +6, Perform (dance) +4, Tumble +6; Dodge, Improved Unarmed Strike, Stunning Fist.

Equipment: Potion of cure light wounds.

~~**Breath Weapon (Su):** 30 foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.~~

Encounter Seven (EL4)

A sahuagin druid awakened Clench the Octopus several years ago. The druid fueled his anger, and he was trained in the use of weapons. He has parted ways with his benefactor, and is now in the employ of the Rominic Rhennee clan as a guardian.

Tactics

Clench has been provided with several potions of fly and *air breathing* in order to deal with shipborne attackers.

He will attack whoever seems to be doing the most effective job of fighting back. He enjoys Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of his arms to properly grasp his greatclub, so he cannot use his grapple abilities unless he drops his greatclub.

Because of his unique grip, Clench receives a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

Power Attack (max -4/+8)

- fly

+8 to resist being disarmed

Clench the Octopus, advanced, awakened octopus:

CR 4; Medium Magical Beast (Aquatic, Augmented Animal); HD 6d8+12; hp 39; Init +2; Spd 20 ft., swim 30 ft. [fly 60 ft., (good)]; AC 14 (touch 12, flat-footed 14) [+2 Dex, +2 natural]; BAB/Grp: +4/+7; Atk +7 melee (1d10+4, greatclub) or +7 melee (0, arms); Full Atk: +7 melee (1d10+4, greatclub) or +7 melee (0, arms) and +2 melee (1d4+1, bite); SA: Improved grab; SQ Fast movement, illiteracy, ink cloud, jet, low-light vision; AL CE; SV Fort +7, Ref +7, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +14, Hide +6, Intimidate +6, Listen +5, Spot +5, Swim +11; Iron Will, Power Attack, Weapon Proficiency (greatclub).

Equipment: Greatclub, 3 x *potion of fly*, 3 x *potion of air breathing*.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Encounter Nine (EL4)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he would be if he weren't bent over in a permanent hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb will attempt to reach and attack any enemy spellcasters.

They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing.

Key Abilities

Pulchinello

- sneak attack +1d6
- Tumble skill +6
- Power Attack (max -1/+2)
- retrieve hurled darkha as move action

Ratpick, Dasny, and Pobog Sneb

- retrieve hurled darkha as move action

Pulchinello, male human (Rhennee) Rog1/Ftr1:

CR 2; Medium Humanoid (Human); HD 1d6+2+1d10+2; hp 16; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BAB/Grp: +1/+4; Atk +5 melee (1d8+4, x3, darkha) or +4 ranged (1d8+3, x3, 30 ft., darkha); SA: Sneak attack +1d6; AL NE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +6, Jump +8, Knowledge (geography) +2, Listen +5, Profession (boater) +5, Spot +5, Survival +5, Swim +8, Tumble +6, Use Rope +6; Exotic Weapon Proficiency (darkha), Improved Initiative, Power Attack.

Equipment: Masterwork darkha, masterwork studded leather armor.

Ratpick, Dasny, or Pobog Sneb, male human (Rhennee) War1:

CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 7; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BAB/Grp: +1/+3; Atk +4 melee (1d8+3, x3, darkha) or +4 ranged (1d8+2, x3, 30 ft., darkha); AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Profession (boater) +3, Swim +6; Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Equipment: Darkha, masterwork studded leather armor.

Appendix Two: APL4 Encounters and Tactics

Encounter One (EL6)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quintet's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages.

Key Abilities

Bumblebugs

- sneak attack +2d6
- Tumble skill +13

Gordo Skoal

- Stunning Fist 3/day (DC 14)
- Tumble skill +10
- Dodge feat
- Combat Reflexes feat
- speed 40 ft.

Gala, Leeloo, or Cali, female gnome Rog3: CR 3; Small Humanoid (Gnome); HD 3d6+9; hp 19; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+1 size, +3 Dex]; BAB/Grp: +2/-2; Atk +8 melee (1d4+1, sap); SA: Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +4, Ref +6, Will +0; Str 10, Dex 16, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +11, Bluff +6, Climb +6, Escape Artist +9, Hide +13, Jump +10, Move Silently +9, Perform (acrobat) +6, Sleight of Hand +11, Tumble +13; Acrobatic, Weapon Finesse.

Equipment: Masterwork sap, *potion of cure light wounds*.

Gordo Skoal, male half-orc half gold dragon Mnk3: CR 5; Medium Dragon (Augmented Humanoid [Orc]); HD 3d8+3; hp 20; Init +2; Spd 40 ft.; AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 Wis]; BAB/Grp: +2/+7; Atk +8 melee (1d6+6, unarmed strike); Full Atk: +6/+6 melee (1d6+6, unarmed strike); SA: Breath weapon, flurry of blows, unarmed strike; SQ Darkvision 60 ft., evasion, immunity to fire, *sleep*, and paralysis, low-light vision, orc blood still mind; AL LG; SV Fort +4, Ref +5, Will +6; Str 20, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +10, Climb +6, Hide +8, Jump +17, Move Silently +8, Perform (dance) +5, Tumble +10; Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist.

Equipment: *Potion of cure light wounds*.

Breath Weapon (Su): 30 foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.

Encounter Seven (EL6)

A sahuagin druid awakened the Octopus brothers Clench and Squeeze several years ago. The druid fueled their anger, and they were trained in the use of weapons. They have parted ways with their benefactor, and are now in the employ of the Rominic Rhennee clan as guardians.

Tactics

Clench and Squeeze have been provided with several potions of *fly* and *air breathing* in order to deal with shipborne attackers.

They will attack whoever seems to be doing the most effective job of fighting back, double-teaming whenever possible. They enjoy Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of their arms to properly grasp their greatclubs, so they cannot use their grapple abilities unless they drop their greatclubs.

Because of their unique grip, Clench and Squeeze receive a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

Power Attack (max -4/+8)

- fly

+8 to resist being disarmed

Clench or Squeeze the Octopus, advanced, awakened octopus: CR 4; Medium Magical Beast (Aquatic, Augmented Animal); HD 6d8+12; hp 39; Init +2; Spd 20 ft., swim 30 ft. [fly 60 ft., (good)]; AC 14 (touch 12, flat-footed 14) [+2 Dex, +2 natural]; BAB/Grp: +4/+7; Atk +7 melee (1d10+4, greatclub) or +7 melee (0, arms); Full Atk: +7 melee (1d10+4, greatclub) or +7 melee (0, arms) and +2 melee (1d4+1, bite); SA: Improved grab; SQ Fast movement, illiteracy, ink cloud, jet, low-light vision; AL CE; SV Fort +7, Ref +7, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +14, Hide +6, Intimidate +6, Listen +5, Spot +5, Swim +11; Iron Will, Power Attack, Weapon Proficiency (greatclub).

Equipment: Greatclub, 2 x *potion of fly*, 2 x *potion of air breathing*.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Encounter Nine (EL6)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he would be if he weren't bent over in a permanent hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello activates his rage at the first opportunity, and gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb will attempt to reach and attack any enemy spellcasters. They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing.

Key Abilities

Pulchinello

- sneak attack +1d6
- rage
- favored enemy (human) +2
- Tumble skill +12
- Power Attack (max -4/+8)
- retrieve hurled darkha as move action

Ratpick, Dasny, and Pobog Sneb

- retrieve hurled darkha as move action

Pulchinello, male human (Rhennee)
Rog1/Ftr1/Bbn2/Rgr1: CR 5; Medium Humanoid (Human); HD 1d6+2+1d10+2+2d12+ 4+1d8+2; hp 41; Init +6; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +3 armor, +1 deflection]; BAB/Grp: +4/+7; Atk +9 melee (1d8+4, x3, darkha) or +8 ranged (1d8+3, x3, 30 ft., darkha); SA: Sneak attack +1d6; SQ: Favored enemy (human +2), rage 1/day, uncanny dodge, wild empathy -1; AL NE; SV Fort +9, Ref +6, Will +1; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +8, Jump +13, Knowledge (geography) +4, Listen +5, Profession (boater) +7, Spot +5, Survival +9, Swim +11, Tumble +12, Use Rope +6; Exotic Weapon Proficiency (darkha), Improved Initiative, Power Attack, Track, Weapon Focus (darkha).

Equipment: Masterwork darkha, masterwork studded leather armor, *ring of protection* +1.

Rage: hp 51; AC 14 (touch 11, flat-footed 12); Grp +9; Atk +11 melee (1d8+7, x3, darkha); SV Fort +11, Will +3; Str 21, Con 18; Jump +15, Swim +13.

Ratpick, Dasny, or Pobog Sneb, male human (Rhennee)
Ftr1: CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BAB/Grp: +1/+3; Atk +5 melee (1d8+3, x3, darkha) or +5 ranged (1d8+2, x3, 30 ft., darkha); AL NE; SV Fort +4, Ref +2, Will +3; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Profession (boater) +3, Swim +6;
Exotic Weapon Proficiency (darkha), Iron Will,
Weapon Focus (darkha).

Equipment: Masterwork darkha, masterwork
studded leather armor.

Appendix Three: APL6 Encounters and Tactics

Encounter One (EL8)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quintet's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages.

Key Abilities

Bumblebugs

- sneak attack +3d6
- Tumble skill +15

Gordo Skoal

- Stunning Fist 5/day (DC 15)
- Tumble skill +12
- Dodge feat
- Combat Reflexes feat
- Mobility feat
- speed 40 ft.

Gala, Leeloo, or Cali, female gnome Rog5: CR 5; Small Humanoid (Gnome); HD 5d6+15; hp 32; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 14) [+1 size, +3 Dex]; BAB/Grp: +3/-1; Atk +9 melee (1d4+2, sap); SA: Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +7, Will +0; Str 10, Dex 17, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +13, Bluff +8, Climb +8, Escape Artist +11, Hide +15, Jump +12, Move Silently +11, Perform (acrobat) +8, Sleight of Hand +13, Tumble +15; Acrobatic, Weapon Finesse.

Equipment: +1 sap, potion of cure light wounds.

Gordo Skoal, male half-orc half gold dragon Mnk5: CR 7; Medium Dragon (Augmented Humanoid [Orc]); HD 5d8+5; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 16, flat-footed 14) [+2 Dex, +3 Wis, +1 class bonus; BAB/Grp: +3/+8; Atk +9 melee (1d8+6, unarmed strike); Full Atk: +8/+8 melee (1d8+6, unarmed strike); SA: Breath weapon, flurry of blows, ki strike (magic), unarmed strike; SQ Darkvision 60 ft., evasion, immunity to fire, sleep, and paralysis, low-light vision, orc blood, purity of body, slow fall 20 ft., still mind; AL LG; SV Fort +5, Ref +6, Will +7; Str 20, Dex 14, Con 12, Int 14, Wis 17, Cha 10.

Skills and Feats: Balance +12, Climb +8, Hide +10, Jump +19, Move Silently +10, Perform (dance) +5, Tumble +12; Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist.

Equipment: potion of cure moderate wounds.

~~**Breath Weapon (Su):** 30-foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.~~

Encounter Seven (EL9)

A sahuagin druid awakened the Octopus brothers Clench and Squeeze several years ago. The druid fueled their anger, and they were trained in the use of weapons. They have parted ways with their benefactor, and are now in the employ of the Rominic Rhennee clan as guardians.

Tactics

Clench and Squeeze have been provided with several potions of fly and air breathing in order to deal with shipborne attackers.

They will attack whoever seems to be doing the most effective job of fighting back, double-teaming whenever possible. They enjoy Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of their arms to properly grasp their axes, so they cannot use their grapple abilities unless they drop their axes.

Because of their unique grip, Clench and Squeeze receive a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

rage

Power Attack (max -7/+14)

- fly

uncanny dodge

Intimidating Rage (see Appendix Seven)

+8 to resist being disarmed

Clench or Squeeze the Octopus, advanced, awakened octopus Bbn4: CR 7; Medium Magical Beast (Aquatic, Augmented Animal); HD 5d8+4d12+18; hp 68; Init +3; Spd 30 ft., swim 30 ft. [fly 60 ft., (good)]; AC 15 (touch 13, flat-footed 15) [+3 Dex, +2 natural]; BAB/Grp: +7/+10; Atk +11 melee (1d12+4, x3, greataxe) or +10 melee (0, arms); Full Atk: +11/+6 melee (1d12+4, x3, greataxe) or +10 melee (0, arms) and +5 melee (1d4+1, bite); SA: Improved grab, rage 2/day; SQ Fast movement, illiteracy, ink cloud, jet, low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +9, Will +5; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +22, Hide +6, Intimidate +10, Listen +5, Spot +5, Swim +11; Intimidating Rage, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: Greataxe, 3 x *potion of fly*, 3 x *potion of air breathing*.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rage: hp 86; AC 13 (touch 11, flat-footed 13); Grp +12; Atk +13 melee (1d12+7, x3, greataxe); Full Atk: +13/+8 melee (1d12+7, x3, greataxe) or +12 melee (0, arms) and +7 melee (1d6+2, bite); SV Fort +12, Will +7; Str 20, Con 18; Swim +13.

Encounter Nine (EL7)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he

would be if he weren't bent over in a permanent hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello activates his rage at the first opportunity, and gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb will attempt to reach and attack any enemy spellcasters. They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing.

Key Abilities

Pulchinello

- sneak attack +1d6
- rage
- favored enemy (human) +2
- Tumble skill +13
- Power Attack (max -5/+10)
- retrieve hurled darkha as move action
- Cleave feat

Ratpick, Dasny, and Pobog Sneb

- sneak attack +1d6
- retrieve hurled darkha as move action
- Tumble skill +7

Pulchinello, male human (Rhennee)
Rog1/Ftr2/Bbn2/Rgr1: CR 6; Medium Humanoid (Human); HD 1d6+2+2d10+4+2d12+ 4+1d8+2; hp 49; Init +6; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +3 armor, +1 deflection]; BAB/Grp: +5/+8; Atk +10 melee (1d8+5, x3, darkha) or +9 ranged (1d8+4, x3, 30 ft., darkha); SA: Sneak attack +1d6; SQ: Favored enemy (human +2), rage 1/day, uncanny dodge, wild empathy -1; AL NE; SV Fort +10, Ref +6, Will +3; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +8, Jump +14, Knowledge (geography) +4, Listen +5, Profession (boater) +7, Spot +5, Survival +9, Swim +12, Tumble +13, Use Rope +6; Cleave, Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (darkha).

Equipment: +1 *darkha*, masterwork studded leather armor, *ring of protection* +1.

Rage: hp 61; AC 14 (touch 11, flat-footed 12); Grp +10; Atk +12 melee (1d8+8, x3, *darkha*); SV Fort +12, Will +5; Str 21, Con 18; Jump +16, Swim +14.

Ratpick, Dasny, or Pobog Sneb, male human (Rhennee) Ftr1/Rogr: CR 2; Medium Humanoid (Human); HD 1d10+2+1d6+2; hp 18; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BAB/Grp: +1/+3; Atk +5 melee (1d8+3, x3, *darkha*) or +5 ranged (1d8+2, x3, 30 ft., *darkha*); SA Sneak Attack +1d6; AL NE; SV Fort +4, Ref +4, Will +3; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Profession (boater) +6, Swim +7, Tumble +7; Exotic Weapon Proficiency (*darkha*), Iron Will, Weapon Focus (*darkha*).

Equipment: Masterwork *darkha*, masterwork studded leather armor.

Appendix Four: APL8 Encounters and Tactics

Encounter One (E10)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quintet's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages.

Key Abilities

Bumblebugs

- sneak attack +3d6
- Tumble skill +20
- kip up (free action)
- from Tumble and agile fighting, when fighting defensively -4 to attack, +4 to AC; total defense +7 to AC
- fast acrobatics (Tumble at full speed with no penalty)

Gordo Skoal

- Stunning Fist 7/day (DC 16)
- Tumble skill +14
- Spring Attack feat
- Dodge feat
- Combat Reflexes feat
- Mobility feat

- speed 50 ft.
- wholeness of body (14 hp of healing)

Gala, Leeloo, or Cali, female gnome Rog5/Thief-Acrobat2: CR 7; Small Humanoid (Gnome); HD 7d6+21; hp 45; Init +3; Spd 20 ft.; AC 15 (touch 15, flat-footed 15) [+1 size, +3 Dex, +1 dodge]; BAB/Grp: +4/+0; Atk +10 melee (1d4+2+1d6, short sword); SA: Sneak attack +3d6; SQ Agile fighting +1/+2, evasion, fast acrobatics, kip up, steady stance, slow fall 20 ft., trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +9, Will +0; Str 10, Dex 17, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +15, Bluff +8, Climb +10, Escape Artist +13, Hide +17, Jump +14, Move Silently +13, Perform (acrobat) +10, Sleight of Hand +13, Tumble +20; Acrobatic, Skill Focus (Tumble), Weapon Finesse.

Equipment: +1 merciful short sword, potion of cure light wounds.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb at half her speed as a move action without taking a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat remains stable on her feet when others have difficulty standing. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armor Class. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3 respectively). In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attack rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance by 30 feet. See the monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Gordo Skoal, male half-orc half gold dragon Mnk7: CR 9; Medium Dragon (Augmented Humanoid [Orc]); HD 7d8+7; hp 42; Init +2; Spd 50 ft.; AC 16 (touch 16, flat-footed 14) [+2 Dex, +3 Wis, +1 class bonus; BAB/Grp: +5/+10; Atk +11 melee (1d8+6, unarmed strike); Full Atk: +10/+10 melee (1d8+6, unarmed strike); SA: Breath weapon, flurry of blows, ki strike (magic), unarmed strike; SQ Darkvision 60 ft., evasion, immunity to fire, sleep, and paralysis, low-light vision, orc blood, purity of body, slow fall 30 ft., still mind, wholeness of body; AL LG; SV Fort +6, Ref +7, Will +8; Str 20, Dex 14, Con 12, Int 14, Wis 17, Cha 10.

Skills and Feats: Balance +14, Climb +10, Hide +12, Jump +25, Move Silently +12, Perform (dance) +5, Tumble +14; Combat Reflexes, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Equipment: Potion of cure moderate wounds.

~~**Breath Weapon (Su):** 30 foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.~~

Encounter Seven (E11)

A sahuagin druid awakened the Octopus brothers Clench and Squeeze several years ago. The druid fueled their anger, and they were trained in the use of weapons. They have parted ways with their benefactor, and are now in the employ of the Rominic Rhennee clan as guardians.

Tactics

Clench and Squeeze have been provided with several potions of *fly* and *air breathing* in order to deal with shipborne attackers.

They will attack whoever seems to be doing the most effective job of fighting back, double-teaming whenever possible. They enjoy Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of their arms to properly grasp their axes, so they cannot use their grapple abilities unless they drop their axes.

Because of their unique grip, Clench and Squeeze receive a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

rage

Power Attack (max -9/+18)

- fly

improved uncanny dodge

Intimidating Rage (see Appendix Seven)

+8 to resist being disarmed

Clench or Squeeze the Octopus, advanced, awakened octopus Bbn6: CR 9; Medium Magical Beast (Aquatic, Augmented Animal); HD 5d8+6d12+24; hp 85; Init +3; Spd 30 ft., swim 30 ft. [fly 60 ft., (good)]; AC 15 (touch 13, flat-footed 15) [+3 Dex, +2 natural]; BAB/Grp: +9/+12; Atk +14 melee (1d12+5, x3, greataxe) or +12 melee (0, arms); Full Atk: +14/+9 melee (1d12+5, x3, greataxe) or +12 melee (0, arms) and +7 melee (1d4+1, bite); SA: Improved grab, rage 2/day; SQ Fast movement, illiteracy, improved uncanny dodge, ink cloud, jet, low-light vision, trap sense +2; AL CE; SV Fort +11, Ref +11, Will +6 Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +25, Hide +6, Intimidate +12, Listen +6, Spot +6, Swim +11; Intimidating Rage, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: +1 greataxe, 3 x potion of fly, 3 x potion of air breathing, potion of cure moderate wounds.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rage: hp 107; AC 13 (touch 11, flat-footed 13); Grp +14; Atk +16 melee (1d12+8, x3, greataxe); Full Atk: +16/+11 melee (1d12+8, x3, greataxe) or +14 melee (0, arms) and +9 melee (1d6+2, bite); SV Fort +13, Will +8; Str 21, Con 18; Swim +13.

Encounter Nine (EL9)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he

would be if he weren't bent over in a permanent hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello activates his rage at the first opportunity, and gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb also look twisted and ugly, but in a clearly supernatural way. They have been altered by the experiments of the veth Ruffiana, under the influence of her fiendish familiar. They will attempt to reach and attack any enemy spellcasters. They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing. The first benefit they will claim from their spell absorption ability is *might*, followed by *life*.

Key Abilities

Pulchinello

- sneak attack +1d6
- rage
- favored enemy (human) +2
- Tumble skill +15
- Power Attack (max -7/+14)
- retrieve hurled darkha as move action
- Cleave feat

Ratpick, Dasny, and Pobog Sneb

- spell resistance 14 combined with spell absorption
- sneak attack +1d6
- retrieve hurled darkha as move action
- Tumble skill +8
- Point Blank Shot feat (because the rope limits the range to 30 feet, this is active for all ranged attacks and IS included in the stat block)

Pulchinello, male human (Rhennee)
Rog1/Ftr2/Bbn2/Rgr1/Darkhagard2: CR 8; Medium Humanoid (Human); HD 1d6+2+2d10+4+2d12+4+1d8+2+2d10+4; hp 65; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+2 Dex, +4 armor, +1 deflection]; BAB/Grp: +7/+12; Atk +14 melee (1d8+10, x3, darkha) or +11 ranged (1d8+7, x3, 30 ft., darkha);

Full Atk +14/+9 melee (1d8+10, x3, darkha) or +11 ranged (1d8+7, x3, 30 ft., darkha); SA: Sneak attack +1d6; SQ: Favored enemy (human +2), prone fighting, rage 1/day, uncanny dodge, wild empathy -1; AL NE; SV Fort +13, Ref +6, Will +3; Str 20, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +8, Jump +16, Knowledge (geography) +4, Listen +5, Profession (boater) +9, Spot +5, Survival +9, Swim +16, Tumble +15, Use Rope +6; Cleave, Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (darkha), Weapon Specialization (darkha).

Equipment: +1 darkha, +1 studded leather armor, gauntlets of ogre power, ring of protection +1.

Rage: hp 81; AC 15 (touch 11, flat-footed 13); Grp +14; Atk +16 melee (1d8+13, x3, darkha), Full Atk +16/+11 melee (1d8+13, x3, darkha); SV Fort +15, Will +5; Str 24, Con 18; Jump +18, Swim +18.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Ratpick, Dasny, or Pobog Sneb, male spellwarped human (Rhennee) **Ftr2/Rog1:** CR 3; Medium Aberration (Augmented Humanoid [Human]); HD 2d10+8+1d6+4; hp 32; Init +7; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 natural, +3 armor]; BAB/Grp: +2/+6; Atk +8 melee (1d8+6, x3, darkha) or +8 ranged (1d8+5, x3, 30 ft., darkha); SA Sneak Attack +1d6; SQ Spell resistance 14, spell absorption; AL NE; SV Fort +7, Ref +5, Will +3; Str 18, Dex 16, Con 18, Int 12, Wis 12, Cha 8.

Skills and Feats: Jump +5, Profession (boater) +7, Spot +6, Swim +10, Tumble +8; Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (darkha).

Equipment: Masterwork darkha, masterwork studded leather armor.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Appendix Five: APL10 Encounters and Tactics

Encounter One (EL12)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quinter's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages. He will attempt to disarm any PC using weapons.

Key Abilities

Bumblebugs

- sneak attack +3d6
- Tumble skill +23
- kip up (free action)
- from Tumble and agile fighting, when fighting defensively -4 to attack, +5 to AC; total defense +8 to AC
- acrobatic charge
- defensive roll 1/day
- fast acrobatics (Tumble at full speed with no penalty)

Gordo Skoal

- Stunning Fist 7/day (DC 18)
- Tumble skill +16
- Spring Attack feat
- Dodge feat

- Combat Reflexes feat
- Mobility feat
- Improved disarm feat
- speed 50 ft.
- wholeness of body (14 hp of healing)
- hide in plain sight (Hide +14)

Gala, Leeloo, or Cali, female gnome Rog5/Thief-Acrobat4: CR 9; Small Humanoid (Gnome); HD 9d6+27; hp 58; Init +4; Spd 20 ft.; AC 17 (touch 17, flat-footed 17) [+1 size, +4 Dex, +2 dodge]; BAB/Grp: +6/+2; Atk +13 melee (1d4+2+1d6, short sword); Full Atk: +13/+8 melee (1d4+2+1d6, short sword); SA: Sneak attack +3d6; SQ Acrobatic charge, agile fighting +2/+3, defensive roll 1/day, evasion, fast acrobatics, kip up, skill mastery, steady stance, slow fall 30 ft., trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +5, Ref +11, Will +1; Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +20, Bluff +8, Climb +12, Escape Artist +17, Hide +20, Jump +16, Move Silently +16, Perform (acrobat) +12, Sleight of Hand +14, Tumble +23; Acrobatic, Agile, Skill Focus (Tumble), Weapon Finesse.

Equipment: +1 merciful short sword, potion of cure moderate wounds.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb at half her speed as a move action without taking a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat remains stable on her feet when others have difficulty standing. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armor Class. When fighting defensively or using total

defense, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3 respectively). In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attack rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance by 30 feet. See the monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): Starting at 3rd level, a thief-acrobat can charge in situations where others cannot. She can charge over difficult terrain that normally slows movement or through allies blocking her path. This ability enables her to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to her target. Depending on the circumstance, she may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, once per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it that she otherwise would. See the rogue class feature, page 51 of the *Player's Handbook*.

At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery (Ex): At 4th level, a thief-acrobat has become so confident in the use of certain skills that she can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, she can take 10 even if stress and distractions would normally prevent her from doing so.

Gordo Skoal, male half-orc half gold dragon Mnk7/Shadow Dancer2: CR 11; Medium Dragon (Augmented Humanoid [Orc]); HD 9d8+9; hp 53; Init +2; Spd 55 ft.; AC 17 (touch 17, flat-footed 17) [+2 Dex, +4 Wis, +1 class bonus; BAB/Grp: +6/+11; Atk +12 melee (1d8+6, unarmed strike); Full Atk: +11/+11/+6 melee (1d8+6, unarmed strike); SA: Breath weapon, flurry of blows, *ki* strike (magic), unarmed strike; SQ Darkvision 60 ft., hide in plain sight, immunity to fire, sleep, and paralysis, improved evasion, low-light vision, orc blood, purity of body, slow fall 30 ft., still mind, uncanny dodge, wholeness of body; AL LG; SV Fort +6, Ref +9, Will +8; Str 20, Dex 14, Con 12, Int 14, Wis 18, Cha 10.

Skills and Feats: Balance +16, Climb +16, Hide +14, Jump +29, Move Silently +14, Perform (dance) +5, Tumble +16; Combat Reflexes, Dash, Dodge, Improved

Disarm, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Equipment: Potion of cure serious wounds.

~~**Breath Weapon (Su):** 30 foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.~~

Encounter Seven (EL13)

A sahuagin druid awakened the Octopus brothers Clench and Squeeze several years ago. The druid fueled their anger, and they were trained in the use of weapons. They have parted ways with their benefactor, and are now in the employ of the Rominic Rhennee clan as guardians.

Tactics

Clench and Squeeze have been provided with several potions of fly and *air breathing* in order to deal with shipborne attackers.

They will attack whoever seems to be doing the most effective job of fighting back, double-teaming whenever possible. They enjoy Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of their arms to properly grasp their axes, so they cannot use their grapple abilities unless they drop their axes.

Because of their unique grip, Clench and Squeeze receive a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

rage

damage reduction 1/-

Power Attack (max -11/+22)

- fly

improved uncanny dodge

Intimidating Rage (see Appendix Seven)

Instantaneous Rage (see Appendix Seven)

+8 to resist being disarmed

Clench or Squeeze the Octopus, advanced, awakened octopus Bbn8: CR 11; Medium Magical Beast (Aquatic, Augmented Animal); HD 5d8+8d12+26; hp 100; Init +3; Spd 30 ft., swim 30 ft. [fly 60 ft., (good)]; AC 17 (touch 13, flat-footed 17) [+3 Dex, +2 armor, +2 natural]; BAB/Grp: +11/+15; Atk +17 melee (1d12+7, x3, greataxe) or +15 melee (0, arms); Full Atk: +17/+12/+7 melee (1d12+7, x3, greataxe) or +15 melee (0, arms) and +10 melee (1d4+2, bite); SA: Improved grab, rage 3/day; SQ Damage reduction 1/-, fast

movement, illiteracy, improved uncanny dodge, ink cloud, jet, low-light vision, trap sense +2; AL CE; SV Fort +12, Ref +10, Will +6; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +27, Hide +6, Intimidate +14, Listen +6, Spot +6, Swim +12; Intimidating Rage, Instantaneous Rage, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: +1 greataxe, bracers of armor +2, 3 x potion of fly, 3 x potion of air breathing, potion of cure moderate wounds, pale blue rhomboid ioun stone.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rage: hp 126; AC 15 (touch 11, flat-footed 15); Grp +17; Atk +19 melee (1d12+10, x3, greataxe); Full Atk: +19/+14/+9 melee (1d12+10, x3, greataxe) or +17 melee (0, arms) and +12 melee (1d6+2, bite); SV Fort +14, Will +8; Str 23, Con 18; Swim +14.

Encounter Nine (EL11)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he would be if he weren't bent over in a permanent hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello activates his rage at the first opportunity, and gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb also look twisted and ugly, but in a clearly supernatural way. They have been altered by the experiments of the

veth Ruffiana, under the influence of her fiendish familiar. They will attempt to reach and attack any enemy spellcasters. They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing. The first benefit they will claim from their spell absorption ability is *might*, followed by *life*.

Key Abilities

Pulchinello

- sneak attack +1d6
- rage
- favored enemy (human) +2
- Tumble skill +17
- Power Attack (max -9/+18)
- retrieve hurled darkha as move action
- Cleave feat
- prone fighting

Ratpick, Dasny, and Pobog Sneb

- spell resistance 15 combined with spell absorption
- sneak attack +1d6
- retrieve hurled darkha as move action
- Tumble skill +12
- Point Blank Shot feat (because the rope limits the range to 30 feet, this is active for all ranged attacks and IS included in the stat block)

Pulchinello, male human (Rhennee)
Rog1/Ftr2/Bbn2/Rgr1/Darkhagard4: CR 10; Medium Humanoid (Human); HD 1d6+2+2d10+4+2d12+4+1d8+2+4d10+8; hp 81; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BAB/Grp: +9/+14; Atk +18 melee (1d8+11, 19-20/x3, darkha) or +15 ranged (1d8+9, 19-20/x3, 33 ft., darkha); Full Atk +18/+13 melee (1d8+11, 19-20/x3, darkha) or +15 ranged (1d8+9, 19-20/x3, 33 ft., darkha); SA: Increased range (33 ft.), sneak attack +1d6; SQ: Favored enemy (human +2), improved weapon focus, prone fighting, rage 1/day, uncanny dodge, uncanny swim, wild empathy -1; AL NE; SV Fort +14, Ref +7, Will +4; Str 20, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +8, Jump +16, Knowledge (geography) +4, Listen +5, Profession (boater) +11, Spot +5, Survival +9, Swim +18, Tumble +17, Use Rope +6; Cleave, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (darkha), Weapon Specialization (darkha).

Equipment: +2 darkha, +1 studded leather armor, gauntlets of ogre power, ring of protection +1.

Rage: hp 101; AC 13 (touch 10, flat-footed 11); Grp +16; Atk +20 melee (1d8+14, 19-20/x3, darkha), Full Atk +20/+15 melee (1d8+14, 19-20/x3, darkha); SV Fort +16, Will +6; Str 24, Con 18; Jump +18, Swim +20.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim his full speed (as a full round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face.

Superior Weapon Focus (Ex): Stacking on top of any other existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Ratpick, Dasny, or Pobog Sneb, male spellwarped human (Rhennee) Ftr2/Rog2: CR 5; Medium Aberration (Augmented Humanoid [Human]); HD 2d10+8+2d6+8; hp 40; Init +7; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 natural, +3 armor]; BAB/Grp: +2/+6; Atk +9 melee (1d8+6, x3, darkha) or +8 ranged (1d8+4, x3, 30 ft., darkha); SA Sneak Attack +1d6; SQ Evasion, spell resistance 15, spell absorption; AL NE; SV Fort +7, Ref +6, Will +3; Str 18, Dex 17, Con 18, Int 12, Wis 12, Cha 8.

Skills and Feats: Jump +11, Profession (boater) +8, Spot +8, Swim +11, Tumble +12; Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (darkha).

Equipment: Masterwork darkha, masterwork studded leather armor.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Appendix Six: APL12 Encounters and Tactics

Encounter One (EL14)

The Bumblebug Sisters and Gordo Skoal

The effects of the Lakeside Roving Quinter's inspire courage ability is included in the statistics below.

Note that none of these combatants will use lethal damage under ANY circumstances. They will retreat immediately if lethal damage is dealt to any one of them for a second time (they will take one hit without leaving, but not a second). Gordo Skoal has already used his breath weapon attack as part of his show today, so it is not available to use in this combat. His shadow companion is not present today either.

All four of the combatants will try to be daring and dramatic, and will make clever or humorous comments as they become appropriate.

Tactics

The Bumblebugs will move such that they make at least one Tumble check each every round, if possible. They will move into flanks with each other and with Gordo Skoal in order to apply their sneak attack damage.

Gordo Skoal will use his stunning attack at the first opportunity, and will work with the Bumblebugs for flanks and other advantages. He will attempt to disarm any PC using weapons.

Key Abilities

Bumblebugs

- sneak attack +3d6
- Tumble skill +25
- kip up (free action)
- from Tumble and agile fighting, when fighting defensively -4 to attack, +5 to AC; total defense +8 to AC
- acrobatic charge
- defensive roll 2/day
- fast acrobatics (Tumble at full speed with no penalty)

Gordo Skoal

- Stunning Fist 7/day (DC 18)
- Tumble skill +18
- Spring Attack feat

- Dodge feat
- Combat Reflexes feat
- Mobility feat
- Improved Disarm feat
- speed 55 ft.
- wholeness of body (14 hp of healing)
- hide in plain sight (Hide +16)

Gala, Leeloo, or Cali, female gnome Rog6/Thief-Acrobat5: CR 11; Small Humanoid (Gnome); HD 11d6+33; hp 71; Init +4; Spd 20 ft.; AC 17 (touch 17, flat-footed 17) [+1 size, +4 Dex, +2 dodge]; BAB/Grp: +7/+3; Atk +14 melee (1d4+2+1d6, short sword); Full Atk: +14/+9 melee (1d4+2+1d6, short sword); SA: Sneak attack +3d6; SQ Acrobatic charge, agile fighting +2/+3, defensive roll 2/day, fast acrobatics, improved evasion, kip up, skill mastery, steady stance, slow fall 30 ft., trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +6, Ref +12, Will +2; Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +22, Bluff +9, Climb +14, Escape Artist +19, Hide +22, Jump +18, Move Silently +18, Perform (acrobat) +14, Sleight of Hand +15, Tumble +25; Acrobatic, Agile, Skill Focus (Tumble), Weapon Finesse.

Equipment: +1 merciful short sword, potion of cure serious wounds.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb at half her speed as a move action without taking a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat remains stable on her feet when others have difficulty standing. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd

level, a thief-acrobat gains a +1 dodge bonus to Armor Class. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3 respectively). In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attack rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance by 30 feet. See the monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): Starting at 3rd level, a thief-acrobat can charge in situations where others cannot. She can charge over difficult terrain that normally slows movement or through allies blocking her path. This ability enables her to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to her target. Depending on the circumstance, she may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, once per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. See the rogue class feature, page 51 of the *Player's Handbook*.

At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery (Ex): At 4th level, a thief-acrobat has become so confident in the use of certain skills that she can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, she can take 10 even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): A 5th level thief-acrobat can avoid damage from certain attacks with a successful Reflex save and takes only half damage on a failed save. See the monk class feature, page 42 of the *Player's Handbook*.

Gordo Skoal, male half-orc half gold dragon Mnk7/Shadow Dancer4: CR 13; Medium Dragon (Augmented Humanoid [Orc]); HD 11d8+11; hp 64; Init +2; Spd 55 ft.; AC 17 (touch 17, flat-footed 17) [+2 Dex, +4 Wis, +1 class bonus; BAB/Grp: +8/+13; Atk +14 melee (1d8+6, unarmed strike); Full Atk: +13/+13/+8 melee (1d8+6, unarmed strike); SA: Breath weapon, flurry of blows, *ki* strike (magic), unarmed strike; SQ Darkvision 60 ft., hide in plain sight, immunity to fire, sleep, and paralysis, improved evasion, low-light vision, orc blood, purity of body, *shadow illusion*, shadow jump

20 ft., *slow fall* 30 ft., still mind, summon shadow, uncanny dodge, wholeness of body; AL LG; SV Fort +7, Ref +10, Will +10; Str 20, Dex 14, Con 12, Int 14, Wis 18, Cha 10.

Skills and Feats: Balance +18, Climb +19, Hide +16, Jump +31, Move Silently +16, Perform (dance) +8, Tumble +18; Combat Reflexes, Dash, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Equipment: *Potion of cure serious wounds*.

~~**Breath Weapon (Su):** 30-foot cone, once per day, damage 6d8 fire. Reflex DC 11 half. The save DC is Con based.~~

Encounter Seven (EL15)

A sahuagin druid awakened the Octopus brothers Clench and Squeeze several years ago. The druid fueled their anger, and they were trained in the use of weapons. They have parted ways with their benefactor, and are now in the employ of the Rominic Rhennee clan as guardians.

Tactics

Clench and Squeeze have been provided with several potions of *fly* and *air breathing* in order to deal with shipborne attackers.

They will attack whoever seems to be doing the most effective job of fighting back, double-teaming whenever possible. They enjoy Power Attacking lightly armored opponents, but will not ignore threats to do so. It takes all of their arms to properly grasp their axes, so they cannot use their grapple abilities unless they drop their axes.

Because of their unique grip, Clench and Squeeze receive a +8 circumstance bonus to resist being disarmed.

The CR has been adjusted to reflect the benefits of awakening.

Key Abilities

rage

damage reduction 2/-

Power Attack (max -13/+26)

- *fly*

improved uncanny dodge

Intimidating Rage (see Appendix Seven)

Instantaneous Rage (see Appendix Seven)

humanbane weapon

Improved Critical (19-20/x3)

+8 to resist being disarmed

Clench or Squeeze the Octopus, advanced, awakened octopus Bbn10: CR 12; Medium Magical Beast (Aquatic, Augmented Animal); HD 5d8+10d12+45; hp 132; Init +3; Spd 30 ft., swim 30 ft. [fly 60 ft., (good)]; AC 17 (touch 13, flat-footed 17) [+3 Dex, +2 armor, +2 natural]; BAB/Grp: +13/+17; Atk +19 (+21 vs. humans) melee (1d12+7 (1d12+9+2d6 vs. humans), 19-20/x3, greataxe) or +16 melee (0, arms); Full Atk: +19/+14/+9 (+21/+16/+11 vs. humans) melee (1d12+7 (1d12+9+2d6 vs. humans), 19-20/x3, greataxe) or +17 melee (0, arms) and +12 melee (1d4+2, bite); SA: Rage 3/day, improved grab; SQ Damage reduction 2/-, fast movement, illiteracy, improved uncanny dodge, ink cloud, jet, low-light vision, trap sense +3; AL CE; SV Fort +14, Ref +11, Will +7; Str 19, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Escape Artist +28, Hide +6, Intimidate +16, Listen +6, Spot +8, Swim +13; Improved Critical (greataxe), Intimidating Rage, Instantaneous Rage, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: +1 humanbane greataxe, bracers of armor +4, 3 x potion of fly, 3 x potion of air breathing, pale blue rhomboid ioun stone, pink rhomboid ioun stone.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rage: hp 162; AC 15 (touch 11, flat-footed 15); Grp +20; Atk +22 (+24 vs. humans) melee (1d12+7 (1d12+9+2d6 vs. humans), 19-20/x3, greataxe); Full Atk: +22/+17/+12 (+24/+19/+14 vs. humans) melee (1d12+7 (1d12+9+2d6 vs. humans), 19-20/x3, greataxe) or +20 melee (0, arms) and +15 melee (1d6+2, bite); SV Fort +17, Will +9; Str 23, Con 20; Swim +14.

Encounter Nine (EL13)

Pulchinello is the eldest son of Ruffiana, and the bargewright of this vessel. He is about 7 feet tall, or he would be if he weren't bent over in a permanent

hunch. His face is twisted and deformed, crowned by an enormous hooked nose.

Although normally bargewrights maintain some degree of authority over the veth on their barge, Pulchinello is a mama's boy who leaps to do his mother's every bidding.

In combat Pulchinello activates his rage at the first opportunity, and gleefully pursues the strongest looking opponents, leaving weaker spellcasting types for his crew to mop up. He will utilize the rope on his darkha, hurling it as a standard action and then retrieving it as a move action. This rope limits the range of the hurled darkha to 30 feet.

The trio of Ratpick, Dasny, and Pobog Sneb also look twisted and ugly, but in a clearly supernatural way. They have been altered by the experiments of the veth Ruffiana, under the influence of her fiendish familiar. They will attempt to reach and attack any enemy spellcasters. They, like Pulchinello, have ropes attached to their darkhas to retrieve them after throwing. The first benefit they will claim from their spell absorption ability is *might*, followed by *life*.

Key Abilities

Pulchinello

- 10 ft. reach with darkha (can still attack at 5 ft. as well)
 - sneak attack +1d6
 - rage
 - favored enemy (human) +2
 - Tumble skill +19
 - Power Attack (max -11/+22)
 - retrieve hurled darkha as move action
 - Cleave feat
 - Improved Critical feat (19-20/x3)
 - Combat Reflexes feat
 - prone fighting and instant stand
- Ratpick, Dasny, and Pobog Sneb
- spell resistance 15 combined with spell absorption
 - sneak attack +2d6
 - retrieve hurled darkha as move action
 - Tumble skill +14
 - Point Blank Shot feat (because the rope limits the range to 30 feet, this is active for all ranged attacks and IS included in the stat block)

- Combat Reflexes feat

Pulchinello, male human (Rhennee)
Rog1/Ftr2/Bbn2/Rgr1/Darkhagard6: CR 12; Medium Humanoid (Human); HD 1d6+2+2d10+4+2d12+4+1d8+2+6d10+12; hp 97; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+2 Dex, +4 armor, +1 deflection]; BAB/Grp: +11/+16; Face/Reach 5 ft./10 ft.; Atk +20 melee (1d8+11, 19-20/x3, darkha) or +17 ranged (1d8+9, 19-20/x3, 33 ft., darkha); Full Atk +20/+15/+10 melee (1d8+11, 19-20/x3, darkha) or +17 ranged (1d8+9, 19-20/x3, 33 ft., darkha); SA: Increased range (33 ft.), sneak attack +1d6; SQ: Darkha mastery I, favored enemy (human +2), improved weapon focus, instant stand, prone fighting, rage 1/day, uncanny dodge, uncanny swim, wild empathy -1; AL NE; SV Fort +15, Ref +8, Will +5; Str 21, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Balance +8, Jump +16, Knowledge (geography) +4, Listen +5, Profession (boater) +13, Spot +5, Survival +9, Swim +20, Tumble +19, Use Rope +6; Cleave, Combat Reflexes, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (darkha), Weapon Specialization (darkha).

Equipment: +2 darkha, +1 studded leather armor, gauntlets of ogre power, ring of protection +1.

Rage: hp 121; AC 13 (touch 10, flat-footed 11); Grp +18; Atk +22 melee (1d8+14, 19-20/x3, darkha), Full Atk +22/+17/+12 melee (1d8+14, 19-20/x3, darkha); SV Fort +17, Will +7; Str 25, Con 18; Jump +18, Swim +22.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim his full speed (as a full round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face.

Superior Weapon Focus (Ex): Stacking on top of any other existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has

mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting non-lethal damage at a to hit penalty of only -2.

Ratpick, Dasny, or Pobog Sneb, male spellwarped human (Rhennee) Ftr2/Rog4: CR 7; Medium Aberration (Augmented Humanoid [Human]); HD 2d10+8+4d6+16; hp 56; Init +7; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [+2 Dex, +2 natural, +3 armor]; BAB/Grp: +2/+6; Atk +11 melee (1d8+6, x3, darkha) or +10 ranged (1d8+4, x3, 30 ft., darkha); SA Sneak Attack +2d6; SQ Evasion, spell resistance 17, spell absorption, trap sense +1, uncanny dodge; AL NE; SV Fort +8, Ref +7, Will +4; Str 18, Dex 17, Con 18, Int 12, Wis 12, Cha 8.

Skills and Feats: Balance +13, Jump +15, Profession (boater) +10, Spot +10, Swim +13, Tumble +14; Combat Reflexes, Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (darkha).

Equipment: Masterwork darkha, masterwork studded leather armor.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Appendix Seven: Additional Sources

Feats

Dash [General]

From *Complete Warrior*.

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Instantaneous Rage [General]

From *Complete Warrior*.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

Intimidating Rage [General]

From *Complete Warrior*.

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any given encounter.

Templates

SPELLWARPED CREATURE

From *Monster Manual III*.

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3.

Prestige Classes

Darkhagard

From *LIVING GREYHAWK Journal Number 2*.

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all land folk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria.

Race and Sex: Rhennee male.

Base Attack Bonus: +5.

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Skills: Profession (boater) 4 ranks.

Special: Sneak attack +1d6, must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.).

Class Skills

The invisible blade's class skills (and the key ability for each skill) are Balance (Dex), Knowledge (geography), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the invisible blade prestige class.

Weapon and Armor Proficiency: A Darkhagard is proficient with all simple and martial weapons, with all types of armor, and with shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech.

This gives the Darkhagard an edge in dealing with trading partners and potential enemies. Each time the Darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the Darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim his full speed (as a full round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face.

Superior Weapon Focus (Ex): Stacking on top of any other existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting non-lethal damage at a to hit penalty of only -2.

Darkha Mastery 2 (Ex): The Darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three

times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to track creatures on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the Darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply.

The Darkha

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a two-handed exotic melee weapon with the following characteristics: Cost 4 gp; Damage Small 1d6, Medium 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs; Type Piercing. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a move action, and assumes the darkha is free to be pulled back). Certain Darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+0	+0	Prone fighting
2nd	+2		+3	+0	+0	Bonus Language, darkha specialization
3rd	+3		+3	+1	+1	Increased range (33 ft.)
4th	+4		+4	+1	+1	Uncanny swim, improved weapon focus
5th	+5		+4	+1	+2	Instant stand
6th	+6		+5	+2	+2	Bonus language, darkha mastery 1
7th	+7		+5	+2	+2	Increased range (36 ft.)
8th	+8		+6	+2	+3	Bonus language, darkha mastery 2
9th	+9		+6	+3	+3	Hold breath
10th	+10		+7	+3	+3	Water tracking

Thief-Acrobat

From *Complete Adventurer*.

A thief-acrobat excels in getting in and getting out. If every street-level entrance to the Jewelers' Guildhouse is locked and well guarded, a thief-acrobat simply jumps atop the building from the roof of a nearby inn, throws a grappling hook to the highest window, and quickly picks the lock. Should a thief-acrobat's escape go awry once she has the goods, her gymnastic combat style keeps her out of harm's way.

Most thief-acrobats are rogues who worked their way up through the ranks of the local thieves guild before learning the second-story trade from more experienced burglars. Characters of other classes – particularly barbarians and illusionists – often find that the acrobatics and climbing skills of the thief-acrobat prestige class complement their abilities nicely.

Adventuring parties often encounter an NPC thief-acrobat in the middle of committing a crime. Sometimes, however, thief-acrobats hire adventurers to help them with particularly dangerous capers, or even to create diversions while they work.

Adaptation: Guilds of thieves large and small could have an elite cadre of cat burglars and second-story people. Changing the class's name slightly can have a great impact on how the prestige class is perceived in your game. Despite its name, members of the thief-acrobat class might have nothing to do with thievery. Labeling the class "adventuring acrobat" or something similar gives the class a reason to exist that has little to do with high-level burglaries.

Hit Die: d6

Requirements

To qualify to become a thief-acrobat, a character must fulfill all the following criteria.

Skills: Balance 8 ranks, Climb 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Special: Evasion class feature

Class Skills

The invisible blade's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int Modifier

Class Features

All of the following are class features of the invisible blade prestige class.

Weapon and Armor Proficiency: Thief-acrobats are proficient with all simple weapons.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal –5 penalty when making a Balance check while moving at her full normal speed. She can climb at half her speed as a move action without taking a –5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal –10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat remains stable on her feet when others have difficulty standing. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armor Class. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3 respectively). In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attack rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance by 30 feet. See the monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): Starting at 3rd level, a thief-acrobat can charge in situations where others cannot. She can charge over difficult terrain that normally slows movement or through allies blocking her path. This ability enables her to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to her target. Depending on the circumstance, she may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, once per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. See the rogue class feature, page 51 of the *Player's Handbook*.

At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery (Ex): At 4th level, a thief-acrobat has become so confident in the use of certain skills that she can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, she can take 10 even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): A 5th level thief-acrobat can avoid damage from certain attacks with a successful Reflex save and takes only half damage on a failed save. See the monk class feature, page 42 of the *Player's Handbook*.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Fast acrobatics, kip up, steady stance
2nd	+1	+0	+3	+0	Agile fighting +1/+2, slow fall 20 ft.
3rd	+2	+1	+3	+1	Acrobatic charge, defensive roll 1/day
4th	+3	+1	+4	+1	Agile fighting +2/+3, skill mastery, slow fall 30 ft.
5th	+3	+1	+4	+1	Defensive roll 2/day, improved evasion

Player Handout #1

To the House of Szabo,

Lord Ronan is to remain with our family for a week. At the end of that time he may return to his family, or he may be in the unknown depths. Either of these choices is completely irrelevant to the Rhennee. You, however, may wish to have a vote in deciding his future place of residence. To be relevant, your vote should be accompanied by 10,000 Gold Dukēs.

You may recognize his thumb print below, for the sake of authenticity. I apologize for the use of his blood to make the impression. We are a poor people and cannot afford much ink.

With Great Sincerity,

Aribesta Rominic

Aribesta Rominic of the Rhennee



Map #1: Keelboat Layout

