

# Home Sweet Home

A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup>  
Shield Lands Regional Adventure  
Version 0.5

by Z. R. Wendler

**Editor:** John Adams  
**Triad Reviewer:** Eric Anondson  
**Circle Reviewer:** Britt F. Frey

There's no rest for either the righteous or the wicked, it seems. General At-Ur Rehmat is up to something in his stronghold at Axeport, and a lucky chance has revealed his plans to the highest ranks of the Standing Army of the Shield Lands. Can you turn tragedy into opportunity for your country? A one-round Shield Lands regional adventure set on Walworth Isle for APLs 2–12.

Resources for this adventure include *Book of Vile Darkness*, [M. Cook], *Heroes of Battle*, [D. Noonan, W. McDermott, S. Schubert], *Miniatures Handbook* [M. Donais, S. Elias, R. Heinsoo, & J. Tweet], *Player's Handbook II*, [D. Noonan], *Spell Compendium*, [M. Sernett, J. Grubb, & M. McArtor], *Complete Warrior* [A. Collins, D. Noonan, E. Stark].

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

## TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Shield Lands. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

Walworth Island has had something of a tumultuous history in recent years. Originally the historic home for the Walworth family, Lady Katarina's kin, it was invaded by luzian pirates and used as a safe port for raids against the remains of the Shield Lands and other nearby lands. Under the rule of the wizard Waquonis, Walworth Island had been infested with abominations of all sorts in an attempt to make the island unrecoverable. During this time the spellpool in the Towers of the Shield Mages in Admundfort was destroyed by adventurers to prevent it falling into luz's possession. The aftereffect has been magical pollution on the island that twists arcane spells so badly that no mage, regardless of skill, can cast reliably.

In recent years, however, Admundfort has been retaken by combined forces of Dyvers and the Standing Army of the Shield Lands, aided in no small part by the faithful of Procan, who maintain a huge cathedral in the city—the largest temple to Procan in the Central Flanaess.

The ruins of Admundfort are under the martial law, headed by Sir Galeoth Korsen, a doughty military man in charge of systematically clearing the old city of the monsters left behind. Countess Lady Katarina has returned to Admundfort, but she has left Sir Galeoth in charge of affairs in the ruins while she has taken over affairs in the expanding Enclave. Only a small section of old Admundfort is habitable; this section is called the Enclave, and is protected by stout stone walls, enchanted to keep ethereal and gaseous beasts out.

Entry into the Enclave is carefully controlled; though members of the Standing Army may freely come and go, all others must first obtain specific permission. Rewarded with a monopoly on supplying the reclamation on Walworth Island, the Dyvers merchants have driven up prices for everyday necessities considerably.

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## ADVENTURE SUMMARY

The adventure begins when Sir Galeoth Korsen, the steward of Admundfort, summons the PCs for a mysterious task. They travel to the Enclave at Walworth Isle, and there have the opportunity to gather information, shop around, and talk to the local Procanites before they meet with Korsen.

When the PCs go to meet Korsen, he introduces them to Allar, a pseudo-angel that has been summoned to the Prime Material plane by accident. It seems that General At-Ur Rehmat has been summoning and slaying angels in an attempt to create an *Angelwing Razor* (BoVD p.120). The Seven Heavens, Allar's home plane, has been made aware of this fact.

Allar cannot be summoned home or *plane shifted* to his native plane by virtue of an Extended *dimensional lock* that had been cast on him. The PCs are asked to escort Allar to the ruins of the old Shield Mage's tower at Corell's Watch in the hopes that the intense magical chaos of the area will help the summoners in the Seven Heavens "lock on" to Allar and bring him back (A *planar ally* spell is what eventually does the trick).

On their way, monsters, then assassins bent on slaying Allar before he can escape the Prime Material plane, attack the PCs. Finally, the PCs must defeat a fanatical cleric of Iuz and her two knights, who guard the ruins of the Shield Mage's tower.

**XP Story Award Note:** The PCs receive XP for successfully escorting Allar to the Shield Mage's tower; if the adventure results in success, the PCs get the story XP award. Otherwise, they do not.

**Combat Note:** Allar is a combatant in this module, and his presence has been figured into balancing it at all APLs. He has been designed to be an aggressive healer, and should never hesitate to use his restoration spells to aid a PC or himself.

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## PREPARATION FOR PLAY

Before beginning play, determine which PC's, if any, have met any of the following conditions:

- Completed *SHL-6-03, Ghosts of Admundfort*
- Are a member of the Standing Army of the Shield Lands, the Arcanists' Society, the Incandenti, or the Watchers of the Wounded Land.
- Are of an alignment closest to Lawful Good

One PC at the table will be selected to receive a summons (as detailed in Encounter 1). The criteria to select that PC are as follows:

A PC that has completed SHL6-03 receives preference over any other PC. If no characters at the table have completed SHL6-03, then the highest-ranking member of any of the above metaorganizations will be selected. In the event of a tie, preference is given in the order that those metaorganizations are listed above (i.e., Standing Army members trump all, members of the Arcanists' Society trump members of the Incandenti and the Watchers of the Wounded Land, and so forth. Finally, if no PC meets any of these criteria, the PC with an alignment closest to Lawful Good is selected.

If a PC has completed SHL6-03 and is a member of a metaorganization, (s)he is automatically selected for preference over any other PC. If there is a tie, resolve it as instructed above.

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## INTRODUCTION

As the introductory section of the module is interactive, proceed directly to encounter 1.

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## 1: A FEW GOOD SHIELD LANDERS

Read or paraphrase the following:

***You awake with a shock to the sound of someone pounding on your front door. Snatching up the weapon you keep near at hand, you open the door cautiously to reveal a young Sueloise man, no more than fourteen.***

**He is breathing hard, and an insignia of the (Standing Army of the Shield Lands, Arcanist's Society, the Incandenti, or the Watchers, as appropriate for the selected PC) is pinned to his breast.**

**"Urgent summons for you, Sir/Madam," he says, and presses a small envelope into your hand. It is sealed with wax, and bears an elaborate crest.**

A DC 10 Knowledge (Nobility and Royalty) check reveals that the crest on the envelope is that of Sir Galeoth Korsen, the man who has been entrusted with the defense of Admundfort.

If the selected PC has completed SHL6-03, give them Player Handout 1. If they have not and they are a member of any of the listed metaorganizations, instead give them Player Handout 2. If they have been chosen by virtue of their alignment alone, give them Player Handout 3.

The young man is named Harry Lateford, and is a runner contracted by the metaorganization relevant to the PC in question. He has no idea what is going on, but remarks that it is unusual to be asked to deliver a summons at night, especially one from out of town. He does know the wax seal as Sir Galeoth's of Admundfort, and says so if a PC asks. Harry has been ordered to wait for the PC to open the missive and report whether the PC accepts or rejects it.

If the PC decides not to accept the summon, the adventure concludes for them with no gold, XP, or access rewards; if any other PCs at the table qualify to receive a summons, they are in turn presented with the opportunity to accept Sir Galeoth's summons.

When a PC accepts the summons, read the following and then proceed to Encounter 2:

Read or paraphrase the following:

**"Very well then, Sir/Madam," the young man nods. "I'll send word to Sir Galeoth that you'll be on your way then." Without waiting for any further response, he runs off into the night. You close your door and try to get a few more hours of sleep before dawn comes and you must find your companions and leave, but the effort is in vain.**

**Why would Sir Galeoth need you so badly?**

The PC has the opportunity to gather his/her companions (i.e. the table) before Encounter 2.

## TROUBLESHOOTING

If the selected PC has completed SHL6-03, remind them that Sir Galeoth is a good, reliable fellow who wouldn't make a frivolous summons. More, the Church of the Elder Wave is still indebted to the PC for the return of their figurehead; perhaps a little arm-twisting could get a further reward from them.

If the selected PC is a member of any of the listed metaorganizations, refusing the summons counts as disobeying an order, carrying all associated consequences (if any); the PC is aware of this before (s)he makes his/her decision, if they are leaning towards refusing the summons.

## 2: DESPERATE FOR HELP

Read or paraphrase the following:

**Your journey from Bright Sentry to Admundfort is blessedly brief; late fall storms cloud the skies and have turned the normally-calm Corell Strait into a churning mass of waves and eddies that has even the hardened sailors on your ship, the Blinding One, seasick. Fortunately, the storms bring with them stiff winds, and the vessel has made excellent time.**

**It is the afternoon of your second day sailing when Admundfort comes into view. The city is still mostly in ruins, but the Enclave, the only habitable area of Walworth Isle, looks well secured. A magnificent cathedral overlooks the Strait from its position situated in the middle of the docks area. It is clearly the largest building in the Enclave, and the section of the church that faces the water has been designed to look like the prow of some great ship. At its apex, a magnificent figurehead thrusts outward over the waves. The whole building seems to sail without moving on a huge stone pier that extends out into the Strait.**

**Development:** A DC 15 Knowledge (Nature) check reveals the following:

- The PCs have arrived at the worst time of year on Walworth Isle; earlier in the year, the Corell Strait is mostly calm, and truly beautiful. Further towards the winter, the storms that now plague the area become more infrequent, though no less intense.
- The weather makes navigation at this time of year is particularly difficult, and few sailors will risk the waves until winter comes.

Some things have changed in Admundfort since SHL6-03, but most things remain the same. The Enclave is still the only secured area of the island and the Procanites have been able to do little to alleviate the arcane pollution plaguing much of the city's ruins. The Dyvers Merchant Guild is still in town, and still does most of the business in the area. If the PCs would like, they can loiter around the docks area for a few hours to make a Gather Information check. **NOTE:** If at any time a PC makes a 30 or better on a Gather Information check within the Enclave, they receive as bonus information, that Countess Lady Katrina herself is in town, though that information is being very tightly controlled. Nobody knows why she's there.

**Development:** A DC 10 Gather Information check reveals the following:

- The Dyvers Merchant Guild has a monopoly of trade to and from the island, granted by Lady Katrina herself. They have now been selling goods at a substantial markup for over a year. As more and more nonmilitary personnel move back to the Enclave, complaints about the 50% markup they charge for the privilege of doing business in the Enclave have grown considerably. However, they show no willingness to let prices drop.
- Sir Galeoth Korsen is a reliable man, and has been doing his best to aggressively clear out the ruins of Admundfort, which have been infested with monsters ever since the luzians were driven out a little more than a year ago. He doesn't much care for his position; Sir Galeoth has commented himself that he is much more comfortable leading a platoon of troops into battle than he is running the reconstruction, but it is quite clear now that he is doing an excellent job of securing the ruins. [A DC 10 Knowledge (nobility and royalty) check reveals that Sir Galeoth comes from the same Korsen family as Countess Dylala Korsen, a member of the Shield Lands Council of Lords.]
- The Procanites have finished repairs to their cathedral and are now helping out the adventurers and soldiers flocking to Admundfort as much as their resources allow. They are very eager to reclaim the rest of Walworth Isle, and will go out of their way to ensure its future safety.

**Development:** A DC 20 Gather Information check reveals the following:

- Something weird has been going on around town lately. Security has been stepped up by almost half for the whole past week, and this trend shows no signs of reversing itself. More,

the Procanites have holed up in their cathedral; they still provide general support to the Enclave, but something has kept them very busy for about the same length of time.

- Given how difficult it is to sail the Corell Strait this time of year, the number of ships coming into and leaving port is truly unusual. Last year, the Enclave made it through the fall with only two or three ships a month, and only those for supplies. This year, there have been that many ships coming and going each week, and sailors are being paid almost triple their normal rate to ferry the truly prodigious levels of supplies that the Enclave seems to demand of late.
- It turns out that the Dyvers Merchant guild aren't, in fact, the only traders in the Enclave. A small group of Shield Lands merchants have taken to smuggling common essentials onto Walworth Isle. If the PCs can successfully seek out one of the smugglers, they can purchase any item listed on tables 7-5, 7-6, & 7-8 from the PHB (at a 25% markup), though this trade is, by black-letter law, illegal. The Dyvers Merchant Guild is aware of the presence of smugglers in the Enclave, but they have yet to actually catch anyone. Someone should probably notify the authorities.
- Only the Dyvers Merchant Guild currently sells magical items, and they take advantage of the fact. PCs are able to purchase any potion, scroll, or wand from tables 7-17, 7-23, or 7-26 that they have access to, but it comes at a price; the Dyvers Merchant Guild charges 50% more than the listed price for the privilege of doing business on Walworth Isle.
- The Cathedral of the Elder Wave is very concerned with securing Admundfort. They are willing to sell any non-closed divine scroll of up to 4<sup>th</sup> level to a PC if they are in the service of Sir Galeoth, though any unused scrolls must be returned to the Cathedral (for a full reimbursement), and the Cathedral will only sell up to two scrolls to a single adventuring group; their resources do not allow them to provide any greater support, normally. They charge the normal rate for scrolls according to level. (The primary function of this is to give PCs access to be able to prepare the spells Close Wounds and Delay Death if they do not have access to those spells normally; alternately, it gives PC's the option of actually using one of those scrolls in an absolute emergency).

**Development:** If the PCs wish to seek out a Shield Lands smuggler, they may attempt to do so. If a non-Shield Lander leads the effort,

however, it automatically fails; the smugglers are very paranoid, and simply won't even meet anyone except with Shield Landers.

If a Shield Lander heads up the effort to meet with the smugglers, a DC 15 Gather Information check, made expressly for this purpose, will identify the ship they sailed in on as a smuggler. As long as the Captain Turalyon is approached by a Shield Lander, he does business from his ship anchored near the Temple of Procan. As noted above, he sells the PCs any item from tables 7-5, 7-6, and any Adventuring Gear, Special Substances, and Tools and Skill Kits worth 100gp or less on table 7-8 from the PHB. Due to the danger of discovery he faces, however, he charges 25% above market value for these items. If confronted on the price, he notes that PCs are getting a much better deal than the Dyvers Merchant Guild would give.

If the PCs wish to obtain evidence of the smuggling and provide it to Sir Galeoth, they may do so, but it is not easy. First, a PC must make opposed Hide & Move Silently checks against the ship's on-duty officer; attempting this at night grants the PC a +5 circumstance bonus but renders him fatigued the next day. If the PC is discovered, the on-duty officer alerts the rest of the ship, the ship's eight sailors, and the captain ejects the PC from the docks area; if the PC resists, the city watch is called. If the PC attempted this check during the day, he may try once more in the evening, though the captain himself is keeping watch that night.

If the PC successfully makes his checks, he manages to infiltrate his way into the cargo hold of the *Blinding One*. Inside, a DC 15 Search check will reveal that three of the crates in the hold are emblazoned with the insignia of the Shield Lands Merchant Guild. They are arranged in a straight line along the outer hold of the ship. The PC may choose to open each of the three, though doing so will entitle the on-duty officer to a DC 20 Listen check to hear the crates creaking as they are opened. On a success, the PC has enough time to open one more crate and search it before the crew is roused and the PC ejected. If the PC opens the crate on the far left, he will find a shipping manifest for the items; give the PC Player's Handout 5. The PC may then attempt to sneak out; if he is discovered, he will be thrown off the ship and the captain of the *Blinding One* will refuse to do business with him ever again. However, they will not frisk the PC, and as such will not find the shipping manifest if the PC has obtained it.

**On-Duty Officer:** male human rogue 2 (Listen +5, Spot +5)

**Captain Turalyon:** male human rogue 3/ fighter 3 (Listen +10, Spot +10)

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### 3: TEMPLE OF THE STORM LORD

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Read or paraphrase the following:

*The great Cathedral of the Elder Wave is the second largest temple to Procan on Oerth, and is the center of worship for that small faith in the Shield Lands. The temple itself is open to the public, and novice clergy bustle about inside busily, tending to the needs of parishioners. As you enter the great building, you notice two soldiers leaving. The splint mail of one of them seems to have been split right through by an axe, and the skin underneath shows the signs of a recently-healed wound. The soldier rubs it self-consciously as he leaves.*

*An older woman dressed in blue robes notices you as you enter. Her hair is long and grey, and a silver holy symbol of her faith dangles from her neck.*

*"May the Elder Wave bless your travels, adventurers," she greets you. "How can the faithful of the Storm Lord help you?"*

The woman's name is Marta Hanney, and she is the high priestess at the Cathedral. Her attitude starts at Friendly; if any PC has completed *SHL6-03 Ghosts of Admundfort*, she recognizes them after a moment, and her attitude automatically increase to Helpful. Alternately, if the PCs visit her after accepting Sir Galeoth's mission in Encounter 4, her attitude also automatically increase to Helpful.

Marta has a wealth of information on the history of her church and of Walworth Isle. She reveals any of the following information to any PC that asks a question appropriate:

- Procan is a god of chaos, storms, and the sea. This is one of the holiest times of the year for members of her temple, who take care to offer praise at each storm.
- The Procanites have played a major role in securing the Enclave, but they are simply unable to extend their protection over the whole of old Admundfort. They have been asking for help from other religions in the Shield Lands, but none have come to their aid.

- The first thing that Waquonis did upon arriving in Admundfort was to release a huge number and variety of monsters onto the rest of the island. After the Dyvers and Shield Lands forces reclaimed Admundfort, monsters from the rest of the island moved in to the ruins in numbers larger than was imagined possible. There is also a great deal of arcane pollution permeating the whole isle left over from the destruction of the spellpool in the Towers of the Shield Mages in the northeast corner of Admundfort.
- The arcane pollution released by the destruction of the spellpool affects any arcane spell cast on the island, even those cast from wands or scrolls. Through a great deal of work, her church has managed to tame the pollution that once raged within the Enclave, but they have no way of dealing with the wider arcane chaos that has gripped the island.
- Sir Galeoth has been instrumental in the clearing of Old Admundfort. In the last year, the number of monster sightings in Admundfort has dropped nearly by half, though many have paid the ultimate price for this pacification. As such, the Church of Procan is offering aid and support to any member of the Standing Army assigned to the Enclave or to any adventurer in the service of Sir Galeoth.

**Development:** After the PCs agree to help Sir Galeoth and Allar in Encounter 4, Marta will offer several other pieces of information, if asked:

- The Church of Procan feels indebted for the help provided by the Standing Army of the Shield Lands in reclaiming and securing their Cathedral. As such, they seek to discharge that debt of gratitude by helping to return Allar to the Seven Heavens.
- The church has confirmed that Allar has been affected by *dimensional lock*, but it should have worn off by now. They're not sure why it's still functioning, but as long as it is active, they cannot *plane shift* Allar home. More, the *dimensional lock* is interfering with attempts by spellcasters in the Seven Heavens to summon Allar home.
- Marta suggested the old Watch as a possible solution to the problem; the arcane chaos of the area is much less intense that far away from Admundfort. Further, Eórdsidh, an old Shield Mage of the area, was known to keep a well-stocked laboratory in the lighthouse at Correl's Watch. With a little luck, this might allow Allar's friends to find and summon him.

- It is of critical importance that Allar be returned to his native plane; luz will certainly return to the Prime Material plane one day, and war will follow swiftly in his wake when it does. This situation gives the Shield Lands the unique opportunity to recruit extraplanar help for that day.
- As an absolute last resort, Marta has found a scroll of a little-known and exotic spell (*revive outsider*, SpC 175). In the event of Allar's death, she might be able to return him to life. However, the spell requires a very expensive material component, a 5,000 gp diamond. There is no known diamond left on Walworth Isle, but the PCs might be able to obtain one in Bright Sentry or Critwall if all else fails. **NOTE:** If any of the PCs have completed SHL6-03, Marta will offer to cover 1,000 gp of the cost of the diamond in the event of Allar's death, to discharge the debt her church owes for the restoration of their figurehead. She will not offer this unless presented with Allar's corpse, however.
- In the event that Allar dies and is *resurrected*, refer to "If Allar Dies", in Appendix 3.
- If Allar dies and is resurrected, Marta cannot resurrect him if he dies again. There was only one scroll of *revive outsider* in her possession, and she had to burn a *candle of invocation* of even do it in the first place.

**Marta Hanney**, venerable female human Cleric 9.

#### 4: SIR GALEOTH'S MISSION

Read or paraphrase the following:

***Sir Galeoth Korsen's base is a two-story warehouse that has serves as the Enclave's keep since the island was retaken from luz over a year ago. It is much more run-down than the buildings around it; merchants and residents have rebuilt many of the buildings around it, but the warehouse has had only the most basic repairs to its structure. Uniformed soldiers bustle in and out of the building frequently, but each is stopped and inspected by a guard of four grim-looking men, an unusually heavy guard, even for a headquarters.***

**Development:** a DC 20 Spot check (all PCs are entitled) will reveal the following:

- There are two more armed men loitering inconspicuously on either side of the warehouse. They glance at the doorway guards whenever it

seems like the guards are denying someone entry, or whenever someone's been there for a while. [A DC 20 Sense Motive check will reveal that the men seem to be un-uniformed backup for the guards at the front door.]

When the PCs continue toward the warehouse, read or paraphrase the following:

***The guards eye you suspiciously when you ask to see Sir Galeoth, but after consulting a small sheet of paper, one, a Sergeant, waves you in. The interior of the warehouse is as busy as it seemed from the outside; you're almost run into twice by young men running around with orders. Most, however, give the stairs that lead to Sir Galeoth's second-floor office a wide berth. You head up, and Sir Galeoth looks up at your intrusion.***

***"Good to see you made it," he says, and stands. "You're here over my summons then, and I appreciate you coming here on such short notice. I think you'll understand why shortly, but first I need each of you to swear on whatever it is you each consider most holy that you will never discuss what happens in this room and over the next few days to anyone, even to each other."***

Sir Galeoth will not under any circumstances continue until he has exacted an oath from each PC at the table. If a PC wishes to Bluff, refer to Sir Galeoth's abbreviated stat block, below.

Sir Galeoth is a gruff fellow and a career soldier. He was pressed into the leadership corps at a young age, due primarily to his noble family affiliations. Even now, well into his middle age and with decades of leadership under his belt, Sir Galeoth is still somewhat uncomfortable as a significant military leader, though his concern for his troops make him one of the very best the Shield Lands has to offer.

When Sir Galeoth has received the appropriate oaths, read or paraphrase the following:

***"Good," he says. "I knew I could count on you." He seems to hesitate for a moment, then shakes his head. "Let's do this the easy way. Allar, why don't you come out here."***

***A door on your left opens and a dark-skinned man steps out. He is outfitted as a warrior, and the secondhand Standing Army splint mail that he wears has been polished so that it gleams. His head is shaven, and his eyes are dark, but the most remarkable things***

***about him are the two magnificent white feathered wings that sprout from his back. He carries them high as he steps into Sir Galeoth's office, so they don't bump into the doorjamb, then relaxes a bit as he edges away from the door.***

***"Greetings, travelers," he says, and offers you a bow. "I understand that you will be escorting me home."***

Allar does his best to be friendly and helpful to the PCs, but after weeks of incarceration, running, and hiding, his patience has worn very thin. He very desperately wants to return to the Seven Heavens, and will not tolerate any delays once the PCs set out from Admundfort. He is, by nature and by inclination, a healer at heart, and will not hesitate to use his spell-like abilities and (at higher APLs) his magic to support and heal his allies.

**Development:** Allar and Sir Galeoth will answer any questions the PCs ask them about Allar's situation. Most are outlined below. Any PC is entitled a DC 17 Knowledge (Religion) check to identify Allar as a protectar (MH 66), and his appearance, except for weapons and armor, match the picture presented there.

Below are the answers to several questions that the PCs might ask of Allar and Sir Galeoth, many of which are important to the plot. Encourage the PCs to ask anything they might be wondering to these two, as this encounter is the primary source of information in the module. Text in **"Read Aloud"** style should be read or paraphrased to PCs, while italics denote additional information that can be conveyed to the PCs with either a skill check or a player supplement.

**Allar:**

- "Are you an angel?"
  - ***"No, though my resemblance seems to be the source of my predicament. I am a protectar, a lesser spirit of healing and protection native to the Seven Heavens.***
- "Why are you here?"
  - Allar: ***I was summoned to the Prime Material plane by a cleric of luz; I can still feel the tendrils of her foul magic on me.***
- "Why would an luzian cleric summon you?"
  - Allar: ***I fear that that is the crux of matters, for I am certain that I was not the first divine being to be summoned to their grasp. When I appeared on this plane, there was a summoning circle laid out in the blood of true angels around***



**me. A second cast an enchantment upon me, which is why you have been called. I was then incarcerated at a city north of here for a little over a week. They were very upset that I was not a true angel.**

- Sir Galeoth: steps forward and adds, **We think he came from Axeport, General At-Ur Remaht's stronghold. Allar has never been to the Prime Material before, so he doesn't know the geography at all. We found him passed out on the roof of the Cathedral.**
- "An enchantment?"
  - Allar: **The high priestess of the Storm Lord has identified the sorcery as a dimensional lock spell, and one that is lasting unusually long. It has kept the local clerics from plane shifting me home, and it has also kept my friends from summoning me. They were kind enough to contact my brethren, however.**
- "Why were they upset that you're not a true angel?"
  - Allar: **"I'm not sure, but..." He trails off and looks very worried. When they brought me outside to execute me, I saw a great pile of bodies. They were all of angels, my brethren, and their wings had been stripped bare of even the smallest pinfeathers. There was a great, black sword there as well, set upon a bloody stone altar. A tall man with brown hair and black armor picked it up and ran a feather along the edge, and a sliver of metal came off. He beckoned me with the foul thing. It..." Allar trails off again and shivers. "It radiated the blackest magic I have ever encountered, and I could feel its desire for my death. I was fortunate, though. My jailor was stupid and failed to bind my wings. I was able to burst free and escape into the skies. I flew blindly, and didn't stop until I passed out."** [PCs are allowed several skill checks at this point: a DC 20 Knowledge (Nobility) check will reveal the man's identity as that of General At-Ur Remaht himself. His personal banner is that of a large black mountain being cracked in half by a silver spike. A DC 20 Knowledge (Religion) check will reveal the sword Allar references as a copy of the legendary sword *Angelwing Razor* (BoVD 120), a weapon that was crated by honing its blade on the pinion feathers of thousands of angels (General Remhat's version is a greatsword variant on that weapon). If the

PCs exceed the check by at least 5, they also learn that if General Remaht is still honing the blade on the wings of angels, it is not yet complete.

- "If you're *dimensional locked*, how can we return you to the Seven Heavens?"
  - **Sir Galeoth sighs, walks to his desk, and withdraws a huge tome. It is bound in red leather, and when he sets it down on his desktop, a choking cloud of dust engulfs the room for a few moments. He says, "This is the tome of the Shield Mage Eórdsidh, last guardian of the Shield Tower and matron of the lighthouse at Correl's Watch. It's as much personal journal as spellbook, and almost entirely undecipherable. We do know, however, that she maintained a laboratory in that lighthouse, one that was filled with hundreds of magically prepared candles. Lady Marta across the street says that it's a sure bet that Eórdsidh will have had at least one candle prepared that would nullify curses, like the one Allar has. Take this book, and when you get to the lighthouse, maybe it'll help you identify which of the candles is the one that'll suppress the spell on him. Once that's done, and with a little luck, they'll be able to yank him back to the Seven Heavens."**
- "What do you mean by 'magical chaos?'"
  - Sir Galeoth: **"When the Empire was in control of the island here, they tried to capture the spellpool at the Tower of the Shield Mage. Eórdsidh, the tower's Shield Mage, wouldn't let them have the power it contained, so she blew it up. The resulting arcane explosion has twisted the fabric of magic itself on this island, and is responsible for the devastation you see in Old Admundfort.. . If you cast arcane spells, there's a fair to decent chance that they won't work quite right."**
- NOTE: See Appendix 2 for a complete arcane mishap chance table. It is abbreviated here:
  - APL 2- 10% chance of a miscast
  - APL 4- 15% chance of a miscast
  - APL 6- 20% chance of a miscast
  - APL 8- 25% chance of a miscast
  - APL 10-30% chance of a miscast
  - APL 12-35% chance of a miscast
- "Why don't you just wait for the spell to wear off?"
  - Sir Galeoth: **"We tried that, but when it had been about two weeks since he was**

*summoned and the spell was still intact, we decided it was time to get him home by whatever means we have. I do my best, but security at the Enclave isn't perfect, and it only takes one really good assassin to get to Allar."*

- "Why are the Procanites are helping?"
  - Sir Galeoth: *"They feel indebted to the good guys in general for helping reclaim their cathedral. By their estimation, helping to Allar home through all the nonsense that's been going on should help even the scales, so to speak."*
- "How far is it to the mage tower?"
  - Sir Galeoth: *"About three days hike to the Northeast, if you keep a good pace."*
- "How will we know the mage tower when we see it?"
  - *"It's a hundred feet tall, made of stone, and has a glass dome at the top that used to warn off ships at sea. It's the most distinctive building on the whole bloody island, aside from the cathedral. You can't mistake it"*
- "Why all the secrecy?"
  - Sir Galeoth: *"If one of luz's minions is slaughtering angels one by one, you'd better believe that the Seven Heavens are concerned. Now, depending on what the sword he's making is, we could actually be talking about a significant security threat for any angels on the Prime Material plane. They want to talk to Allar in much more detail about what's going on, but I've been told that if that sword is what they think it might be, the Seven Heavens might be willing to offer direct assistance to the Shield Lands the next time luz makes a major invasion. The thing is, though aid from the Seven Heavens represents great power, luz can prepare for and counter it if he thinks there will be angels present. As long as Allar gets home and nobody, and I mean nobody, knows, it'll be impossible for anyone to prepare a counter for the aid Allar's allies are offering."*
- "What kind of weapon do you think the sword is?"
  - Sir Galeoth (looks somewhat peeved at this question, and glares at Allar) *"We don't know. Our friend here won't say, and neither would the angels when we contacted them, and the Procanites don't have enough experience with angelic legends to say. If you can get Allar to tell*

*you what the Hell they're so worried about, I'd appreciate it."*

- "When do we leave?"
  - Sir Galeoth: *"At dawn, when the main gate shifts change. Allar will accompany you out of town wearing a heavy cloak. It's still kind of suspicious, but it's better than people seeing his wings."*
- "Will we be paid?"
  - Sir Galeoth: *"What, aiding in the defense of your homeland isn't enough?" He sighs. "Of course you'll be paid, you're risking your lives."*
- "I've heard that there are some Shield Land merchants on the island."
  - Sir Galeoth admits: *I've heard the same, and it's been bothering me. I've found how much they've been charging nonmilitary personnel for their goods, and I'm of the personal opinion that they're taking advantage of the situation. However, Lady Katrina arranged for their presence herself, and if they find out that Shield Landers are doing business in town, it'll be a major loss of face for her. Come back to me if you get any proof."*  
**NOTE:** If the PCs later return to Sir Galeoth with proof that certain Shield Landers are doing business on the isle and also successfully escort Allar to Correl's Watch, they receive the "Sir Galeoth's Patronage" favor on their AR.
- "I heard that Lady Katarina is in town."
  - Sir Galeoth: *You keep that quiet or I'll throw you in jail. Our winged friend here needs a hand, but my first responsibility is not to him.* **NOTE:** If pressed on information about Lady Katrina, Sir Galeoth will become cross and throw the PCs out of his office. *The adventure continues as normal; however, the PCs lose the opportunity to ask more questions, as well as the "Sir Galeoth's Patronage" favor on their AR.*

Sir Galeoth and Allar will do their best to answer any other questions the PCs ask about the operation. If asked about pretty much anything else, Sir Galeoth will shrug dismissively and try to redirect the conversation to the operation. If he feels that the PCs are wasting his time with irrelevant questions (i.e. several questions not related to the list presented above), he'll "suggest" that the PCs go get some shuteye so they can start early.

Once the PCs are satisfied with the information they have received from Allar and Sir Galeoth, they have the opportunity to visit the local merchants and the Cathedral (whether or not they have already done so) before they turn in. Once they go to sleep, there will be no time in the morning before they have to leave with Allar; make sure the PCs know this before they turn in for the night. After the PC's turn in, go to Encounter 5.

**Development:** If the PCs return to Sir Galeoth with the shipping manifest from Encounter 2, read or paraphrase the following:

***Sir Galeoth seems excited when you present him with the thin sheaf of papers that you found on the docks. "Outstanding!" he shouts as he leafs through them. "I hire you on to keep a secret and you manage to defend Lady Katrina's name while you're at it. Well done!" He pauses for a moment, then grins at you.***

***"Tell you what. Get our feathered friend to Correl's Watch and I'll have a little surprise for you when you get back."***

For gathering proof against the Shield Lands Merchant Guild, the PCs receive the "Sir Galeoth's Patronage" favor on their AR.

**Sir Galeoth Korsen:** Middle-aged Human Paladin 6/Knight of Holy Shielding 6 (Sense Motive +14)

#### TROUBLESHOOTING

If for some reason the PCs are not inclined to help Allar and Sir Galeoth, Sir Galeoth does his best to try and convince them to help. If they refuse, he grows angry saying he has no use for the PCs if they won't help. If the PCs are still unwilling, the adventure ends, and each PC receives an AR with no access, XP, or gold.

## 5: A SLIGHT ABERRATION

Read or paraphrase the following:

***The early-morning skies are still grey and overcast, and barely visible in the predawn gloom as you make your way to the Enclave's gates. Your companions are already there, as is a heavily cloaked and hooded figure, which must be Allar.***

***A few minutes later, a small contingent of five young soldiers arrive and relieve the night watch. You present them with the papers Sir***

***Galeoth gave you to certify your permission to leave, and they let you pass.***

***The ruins of old Admundfort are still pretty desolate. The Enclave has grown substantially over the course of the last year; larger barracks and more civilians have required more space. Still, the difference between the neat, repaired orderliness of the Enclave and the total desolation of Admundfort at large is remarkable. Bodies left over from the reclamation still litter the rubble-strewn streets, and their stench is overpowering, now that you are outside the airtight walls of the Enclave.***

This is the first combat encounter of the module, and it technically begins the moment that the gates of the Enclave close behind the PCs. An (or at some APLs, two) aberration lurks near the gates, and stalks the PCs until they are well away from the Enclave and then attacks. This entitles each PC and Allar two separate (due to the length of time required for the PCs to move far enough away from the Enclave for the aberration(s) to feel safe) opposed Spot and Listen checks to beat their opponents' Hide and Move Silently (except at APL 8, where the spirit naga has cast *invisibility* on itself; in that case, the PCs are only entitled to Listen checks).

When combat begins, it begins on the outskirts of city ruins. The buildings there are all collapsed, leaving only patches of difficult terrain. Aside from that, the field for this encounter is open; the ambush begins when the aberration(s) run out of things to hide behind.

**NOTE:** Do not forget to include Allar as a combatant in each encounter; his presence has been accounted for in the balancing of all ELs, and his absence may turn a difficult encounter (Encounter 7, for example) into an unbeatable one.

#### CREATURES

**APL 2:** The creatures you see leaping towards you are vaguely humanoid, resembling a halfling or a gnome in size. Their arms and legs are impossibly long, however, and little teeth or spines line the undersides of their hands.

**APL 4:** A man-sized, misshapen sphere floats toward you. It has one huge, central eye and a mouth filled with long, spiky teeth. Several smaller eyes on short stalks sprout from its body.

**APL 6:** Two man-sized, misshapen spheres float toward you. They each have one huge, central eye and a mouth filled with long, spiky teeth. Several

smaller eyes on short stalks sprout from their bodies.

**APL 8:** The creature cackles madly, and weaves back and forth. Its serpentine body is long and mostly black, with deep red rings. Instead of a snake's head, however, a more-or-less humanoid face grins at you, its hair matted and black.

#### **APL2 (EL4)**

(Knowledge (Dungeoneering) DC 12 to ID)

**Choker (2):** hp16 (each), Hide +10, Move Silently +6; MM p. 34.

#### **APL 4 (EL 6)**

(Knowledge (Dungeoneering) DC 16 to ID)

**Gauth (1):** hp 45, Hide +11, Move Silently +10 (Circumstance; these creatures do not disturb the rubble they pass over and as such cannot be heard); MM 26. **NOTE:** Remember, a gauth can only aim two of its eye rays in a particular arc each turn, and those rays are unaffected by the magical pollution on Walworth Isle.

#### **APL 6 (EL8)**

(Knowledge (Dungeoneering) DC 16 to ID)

**Gauth (2):** hp 45 (each), Hide +11, Move Silently +10 (Circumstance; these creatures do not disturb the rubble they pass over and as such cannot be heard); MM 26. **NOTE:** Remember, a gauth can only aim two of its eye rays in a particular arc each turn, and those rays are unaffected by the magical pollution on Walworth Isle.

#### **APL 8 (EL10)**

(Knowledge (Dungeoneering) DC 19 to ID)

**Spirit Naga (1):** HP 76, Move Silently +2; MM 192.

#### **APL 10 (EL12)**

(Knowledge (Dungeoneering) DC 19 to ID)

**Spirit Naga (2):** HP 76, Move Silently +2; MM 192.

#### **APL 12 (EL14)**

(Knowledge (Dungeoneering) DC 21 to ID)

**Beholder (1):** HP 93, Hide +12, Move Silently +17 (+15 circumstance; this Beholder is canny and floats above the gravel silently); MM 26.

#### **Tactics:**

**APL 2:** The chokers will get as close to the PCs as they can before breaking cover and attacking. Once they do attack, they grapple one target each to unconsciousness, then move on to the next. Their targets should be chosen at random from the most available targets (i.e. closest).

**APL 4:** This gauth is alone, hungry, and cautious. He tries to keep the PCs at maximum range (100 ft) and use his eye rays to kill the PCs one by one. He attacks the closest target to him or the most badly wounded.

**APL 6:** The two gauths attack the party in a pincer attack; with an ally, each is much more daring. Again, they try to keep the PCs at range and kill them with their eye rays, but if either of the gauth can maneuver to bring two arcs of their eye rays to bear, they do so, even if it means putting themselves in a dangerous position.

**APL 8:** This spirit naga has gone insane, even by the low standards of spirit naga sanity. He is a mad pyromaniac, completely obsessed with the *fireball* spell. As such, he attacks the PCs while *invisible* with a *fireball* at 150 ft. range, and moves each turn to try to keep the PCs at as great a range as possible while pelting them repeatedly with more *fireballs*. Any time that the naga can hit at least 2 PCs with a *fireball*, he casts it; failing that, he relies on *magic missile*, cast at the most badly injured party member. Whenever he casts his favorite spell, he cackles madly. **NOTE:** Remember, the arcane miscast chance applies to the naga's spells as well. Don't forget to roll for your random stream of butterflies!

**APL 10:** At this APL, the spirit nagas are both pyromaniacs, but not quite as reckless as they were at APL 8. If possible, they move to flank the party at range before opening their *fireball* assault. If advanced upon, each retreat at the same rate that they are advanced upon, in an effort to split the party. Otherwise, follow the tactics presented at APL 8 for this encounter.

**APL 12:** This Beholder is old, canny, and very hungry. He is the veteran of many attacks, both by luzians and Shield Landers, and has learned how to best use his abilities.

If it can advance upon the party unseen, the beholder begins its assault by targeting the members of the party that seem to wear light armor (leather, chain shirt, etc) with its most powerful attacks that leave a body intact (e.g., *finger of death* and *inflict moderate wounds*). It targets heavily armored types with *sleep* and *charm person/monster* and *fear*. Further, it knows very well the danger posed to it by spellcasters and actively positions itself so that its antimagic eye covers as many PCs that seem to be primary spellcasters as possible. Any time it cannot include casters, the casters become immediate targets for *disintegrate* and *finger of death*.

### Treasure:

**APL 2:** Loot 5.5 gp; Coin 7 gp; Magic 0 gp; Total 12 gp.

**APL 4:** Loot 7 gp; Coin 78 gp; Magic 12.5 gp (1 divine scroll of *close wounds*); Total 107.5 gp

**APL 6:** Loot 10 gp; Coin 90 gp; Magic 325 gp (1 *bead of force* (250 gp), 1 *bag of tricks, gray* (75 gp)); Total 425 gp.

**APL 8:** Loot 92 gp; Coin 200gp; Magic 937.5 gp (1 *wand of fireball* (CL 5<sup>th</sup>)); Total 1,229.5

**APL 10:** Loot 184 gp; Coin 400gp; Magic 1874 gp (2 *wand of fireball* (CL 5<sup>th</sup>)); Total 1,229.5

**APL 12:** Loot 0 gp; Coin 200gp; Magic 3000 gp (1 *vibrant purple loun stone*); Total 3200 gp.

**Detect Magic Results:** Scroll of *close wounds* (faint conjuration)

*Bead of force* (moderate evocation)

*Bag of tricks, gray* (faint conjuration)

*Wand of fireball* (moderate evocation)

*Vibrant purple loun stone* (moderate abjuration).

After combat resolves, the PCs will likely continue on their way. The road to Correll's Watch is forested and somewhat overgrown, but quite easy to follow. Nothing else of note happens on the first day, and the PCs are able to rest and regain any spells before the next encounter.

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## 6: ASSASSINS!

*It started raining about an hour after you began the second day of your journey, and hasn't let up in the least. Occasionally, lightning streaks across the sky, and the rumble of thunder reverberates in your chest as it overcomes you.*

*When the rain started, you tried to find some shelter to wait the storm out, but Allar would have none of it. You argued, and when he threatened to leave without any of the party and continue on his own, you had to give in. Now, you're soaked to the bone as you follow the wayward celestial down the overgrown road that leads to the ruins at Corell's Watch.*

The weather is bad today, but it's not bad enough to affect the PCs in any rules mechanical way. Unfortunately, it has also obliterated most traces of the assassins that lurk in the area.

The road itself is ten feet wide. Five feet to either side of the road, as well as the road itself, is clear terrain. From there on out, the area is heavily forested (Difficult terrain).

Get an idea of the marching order of the PCs, and pay particular attention to whether or not

anyone's scouting ahead. Take particular note if they allow Allar to lead; this will have dire consequences when combat begins.

If the PCs use a scout (anyone with the Track feat), that PC is entitled to a DC 21 Survival check to pick up the remnants of the trail left by the assassins (It has been 24 hours since they passed this way and it will have been raining for 4 hours by this point on normally-firm ground), but they have to be scouting to be entitled to the check (otherwise, they're presumed to not be looking). If the PC passes, he will detect the recent presence of two humanoids in the area, and will automatically detect the tripline trap laid at the ambush site. Also, the PCs are all entitled to a +4 bonus on their Spot and Listen checks to detect Licien and Damiom when they arrive at the ambush site.

If the PCs do not use a scout, they still have a chance to avoid the ambush. One round before the attack begins, each PC is entitled a DC 20 Listen check to hear the crack of a tree branch as the mage pushes it aside to prepare to cast his first spell. In this case, the PCs that made the Listen check are entitled an opposed Spot check to see either of the two assassins, though the wizard gets a +5 circumstance bonus for being up a tree. If any PC spots either of the two assassins, (s)he can give a shout and alert the rest of the party to their presence; in this case, the assassins do not get a surprise round.

If the PCs fail to meet either of these conditions, they are ambushed by the two.

**NOTE:** At higher APLs, this encounter will likely kill Allar if the PCs have been careless.

**NOTE:** Do not forget to include Allar as a combatant in each encounter; his presence has been accounted for in the balancing of all ELs, and his absence may turn a difficult encounter (Encounter 7, for example) into an unbeatable one.

**NOTE:** Fear effects play a very large part in many APLs of this combat. Remember, Shaken + Shaken = Frightened, and Frightened + Shaken (or more) = Panicked, even if they're from the same source.

### CREATURES

Two Flannish men wait in ambush for you. One, dressed in black robes, clings to a tree branch high in a tree as he begins to cast a spell. The other, armored in black armor that gleams with wetness as he moves, attacks from ground level.

## TRAP

There is a trip wire strung across the road leading across from the tree that Hans is in.

**All APLs (EL1):**

**Trip Wire:** CR1, mechanical, location, no reset needed; Touch Atk +5, DC 20 Ref save or fall prone. DC 15 Search, DC 15 Disable Device.

## CREATURES

**APL 2 (EL4):**

**Lucien:** male human Wizard 2; hp 10; Hide +5; *Appendix 1*

**Damion:** male human Rogue 2; hp 12; Hide +8; *Appendix 1*

**APL 4 (EL6):**

**Lucien:** male human Wizard 4; hp 20; Hide +7; *Appendix 1*

**Damion:** male human Rogue 4; hp 24; Hide +10; *Appendix 1*

**APL 6 (EL8):**

**Lucien:** male human Wizard 5/ Nightmare Spinner 1; hp 30; Hide +9; *Appendix 1*

**Damion:** male human Rogue 2/ Swashbuckler 3/ Avenging Executioner 1; hp 36; Hide +12; *Appendix 1*

**APL 8 (EL 10):**

**Lucien:** male human Wizard 5/ Nightmare Spinner 3; hp 77; Hide +10; *Appendix 1*

**Damion:** male human Rogue 2/ Swashbuckler 3/ Avenging Executioner 4; hp 69; Hide +15; *Appendix 1*

**APL 10 (EL 12):**

**Lucien:** male human Wizard 5/ Nightmare Spinner 5; hp 77; Hide +11; *Appendix 1*

**Damion:** male human Rogue 2/ Swashbuckler 3/ Avenging Executioner 5; hp 77; Hide +16; *Appendix 1*

**APL 12 (EL 14):**

**Lucien:** male human Wizard 5/ Nightmare Spinner 5/ Fatespinner 3; hp 56; Hide +12; *Appendix 1*

**Damion:** male human Rogue 2/ Swashbuckler 3/ Avenging Executioner 5/ Invisible Blade 2; hp 56; Hide +18; *Appendix 1*

## Tactics:

Lucien has secured himself to a tree trunk fifteen feet above the ground. Thus, even if he is killed, he will not fall to the ground, and he is incapable of moving. Damion is hiding across the road in the bushes. The two have already agreed that they will begin to attack as soon as one of the PCs passes the tripwire (Damion saw the PCs leaving

Admundfort yesterday and retreated to set up this ambush), or as soon as anybody in the party notices them. If the ambush goes off as planned, Lucien will rain down his best fear-generating spells on the party, hitting as many PCs as possible, while avoiding hitting Damion. This sets up his brother's sneak attack and sudden strike class abilities at higher APLs and disorganizes the party at lower. At all APLs, Damion will focus almost exclusively on Allar; only when Allar is unreachable, dead, or not flat-footed will Damion look for targets elsewhere.

**NOTE:** Remember the arcane spell miscast table.

As combat continues, there is a chance that Lucien has made a very, very poor decision in tying himself to a tree. Each round, there is a 10% chance that Lucien's tree has been struck by *call lightning* (PHB 207). Remember that it *is* stormy out, and as such the electricity from *call lightning* will deal 3d10 damage. If this occurs, Lucien's rope is burned through and he must pass a DC 15 Balance check each round or fall to the ground (though this does not otherwise disrupt his spellcasting).

## TREASURE

**APL 2:** Loot 10 gp; Coin 67 gp; Magic 0 gp; Total 77 gp

**APL 4:** Loot 10 gp; Coin 241 gp; Magic 250 gp +1 *kukri* (167 gp) +1 *chain shirt* (83 gp); Total 501 gp

**APL 6:** Loot 10 gp; Coin 358 gp; Magic 625 gp 2 +1 *kukri*, (167 gp each) +1 *chain shirt* (83 gp), *wand of enlarged hail of stone* (CL 3) (208 gp); Total 993 gp

**APL 8:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp 2 +1 *kukri* (667 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 1,663 gp

**APL 10:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp 2 +1 *kukri* (667 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 1,663 gp

**APL 12:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp 2 +1 *Greater Dispelling kukri* (1500 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 3829 gp

After Lucien and Damion are defeated, the PCs may search their corpses. As long as they search Damion's corpse, they receive Player Handout 4.

The rain lets up about two hours after the PCs fight Lucien and Damion. Nothing more of note occurs until the PCs reach Corell's Watch. If Allar has died, the PCs may return his body to

Admundfort and go through the “If Allar Dies” sidequest, then return to this point without event.

#### DEVELOPMENT:

The traveling and combat has jolted some memories of Allar’s. Immediately following this combat, if Allar is alive, he requests the PCs pause while he recounts some memories he has just recalled based on the note just recovered.

The summary of important points is this. While Allar was imprisoned, he overheard his torturers and captors discussing among themselves. Somethings he overheard now make sense. Apparently, a person named Zhayne came to Axeport with news that upset and excited everyone in the town.

Zhayne was angry over Simen’s Crusade. Rehmat was north in Law’s Forge so she was determined take charge and to strike back. She demanded half of the garrison at Axeport march north under her command to strike at Simen from the flank. It was not long after Axeport’s garrison marched out that when Allar found the opportunity to escape and he fled.

If PCs learn of Zhayne’s meddling in Axeport’s reducing the garrison, they gain the Story Award XP.

## 7: CORELL’S WATCH

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Read or paraphrase the following:

***The lighthouse at Corell’s Watch is visible from a few miles away, despite the trees. Light from the great glass dome, reaching up a hundred feet into the air, shines even in the grey twilight of the late fall clout cover.***

***You and your companions step into the clearing around Corell’s Watch. Across the grassy sward are two mounted hobgoblins, their sable lances high. Each wears the insignia of the Empire of luz.***

***Between them is an armored Suelouise woman, who sneers at you as you step into view. From her neck dangles the holy symbol of Old Wicked.***

***“So the assassins failed,” she sneers. “Very well, then. If they live, we shall kill them... after we kill you.”***

The old mage tower lighthouse is seventy feet across; it would be best to only mark one side of the building, since this combat will occur in the field in front of it. Neither the hobgoblins nor the cleric will allow a PC (or Allar) to pass. There is

open terrain for a hundred feet in front of the ruins on all sides, and the road leading away. Aside from that, the area is, again, forested.

Jentressa is 20 feet away from the tower ruins. Each of her hobgoblins is ten feet forward from her and ten feet apart from one another. The PCs begin at the edge of the clearing, exiting the road.

**NOTE:** Do not forget to include Allar as a combatant in each encounter; his presence has been accounted for in the balancing of all ELs, and his absence may turn a difficult encounter (Encounter 7, for example) into an unbeatable one.

#### CREATURES

**APL 2 (EL 5)**

**Hobgoblin Knights (2):** hp 10 (each); *Appendix 1*  
**Jentressa:** hp 14; *Appendix 1*

**APL 4 (EL 7)**

**Hobgoblin Knights (2):** hp 30 (each); *Appendix 1*  
**Jentressa:** hp 28; *Appendix 1*

**APL 6 (EL 9)**

**Hobgoblin Knights (2):** hp 50 (each); *Appendix 1*  
**Jentressa:** hp 42; *Appendix 1*

**APL 8 (EL 11)**

**Hobgoblin Knights (2):** hp 78 (each); *Appendix 1*  
**Jentressa:** hp 62; *Appendix 1*

**APL 10 (EL 13)**

**Hobgoblin Knights (2):** hp 96 (each); *Appendix 1*  
**Jentressa:** hp 80; *Appendix 1*

**APL 12 (EL 15)**

**Hobgoblin Knights (2):** hp 112 (each); *Appendix 1*  
**Jentressa:** hp 102; *Appendix 1*  
**Hellcat:** HP 60, MM p. 54.

#### Tactics

The two hobgoblin knights have been assigned as bodyguards to Jentressa. Their top (and only) priority is her protection. If Jentressa falls in battle and a PC offers them an opportunity for either a truce or an honorable surrender, they will accept, provided that they are allowed to leave with her body. If this happens, the PCs get XP for this combat, but no gold or associated access. It is likely that this means the PCs will still get full gold for the adventure, however.

Jentressa, however, is absolutely fanatical about the mission to kill Allar. She cannot be dissuaded or stopped by any means short of killing her.

Jentressa begins combat by casting *invisibility*, her second-level domain spell, on herself, and then casts high level *summon monsters* and buff spells. Since she is not targeting or taking hostile actions, this does not cancel her *invisibility*. Even ordering her summoned hordes to attack does not end her invisibility. She always targets Allar; however, if she or her summoned creatures are unable to attack Allar, she attacks (or directs her minions to attack) any other vulnerable target. At higher APLs, she has a second level *pearl of power*, which she keeps in reserve to recall *invisibility* if it wears out or is purged. She never uses a spell or attack to targets a PC unless she is unable to return to invisibility, or unless she is out of all other combat options.

At APL 12, Jentressa has a Contingent Conjunction of *summon monster VI*. It triggers on her verbal command, a free action (which she takes in the first round of combat). Also at APL 12, Jentressa will use the following first round of combat, to maximize her potential actions:

1. *Quickened Invisibility*
2. Trigger her contingent *Summon Monster*.
3. Cast *Righteous Wrath of the Faithful* targeting her knights, her planar ally, and her summoned monsters.

This allows her to buff not only her knights, but also her summons, all in one round, and then move to be harder to detect.

The hobgoblin knights are trained in anti-caster tactics, and as such will always target spellcasters preferentially; they know Jentressa's tactics well, and know that a trained arcanist can severely disrupt her summoning. Anyone wearing no armor, openly displaying a holy symbol of a better than common quality, or observed casting spells are their preferential targets. The hobgoblins set up to charge these targets, taking advantage of the Mounted Combat suite of feats as well as, at higher APLs, the Shock Trooper suite of feats.

At APL 12, they will delay for Jentressa so that they may be the beneficiary of a *Righteous Wrath of the Faithful* spell before their initial charge.

At APLs 2-8, the hobgoblins are riding heavy warhorses. At APL 10, they are riding fiendish heavy warhorses in full plate barding (AC 25). At APL 12, each ride a rhinoceros.

#### TREASURE

**APL 2:** Loot 155 gp; Coin 95 gp; Magic 0 gp; Total 180 gp.

**APL 4:** Loot 155 gp; Coin 0 gp; Magic 542 gp 2 +1 *lance* (167 gp each), +1 *full plate* (208 gp); Total 697 gp.

**APL 6:** Loot 1750 gp; Coin 0 gp; Magic 667 gp 2 +1 *lance* (167 gp each), *pearl of power* (2nd Level) (333 gp); Total 2,417 gp.

**APL 8:** Loot 1750 gp; Coin 0 gp; Magic 1667 gp 2 +1 *lance* (167 gp each), *pearl of power* (2nd Level) (333 gp), 3 *amulet of health* +2 (333 gp each); Total 1417 gp.

**APL 10:** Loot 1750 gp; Coin 0 gp; Magic 2666 gp 2 +1 *lance* (667 gp each), *pearl of power* (2nd Level) (333 gp), 3 *amulet of health* +2 (333 gp each); Total 2417 gp.

**APL 12:** Loot 0 gp; Coin 0 gp; Magic 5332 gp 2 +1 *Illusion Bane lance* (1500 gp each), *pearl of power* (2nd Level) (333 gp), 2 *amulet of health* +2 (333 gp each), 1 *amulet of health* +4 (1333 gp); Total 5332 gp.

If Allar dies in this encounter, he can be resurrected, as has been mentioned before. Refer to “If Allar Dies”, in Appendix 3. Otherwise, proceed to Encounter 8.

### 8: MY GODS, IT’S FULL OF CANDLES!

Read or paraphrase the following:

*The lighthouse has survived years of neglect surprisingly well. When you enter the old building, the cold and wet of the last several days seems to melt away. A small fire crackles in the fireplace of the bottom floor, though its flames sometimes twist into the shapes of butterflies or monsters; you suspect that it’s an old continual fire spell, intermittently affected by the twisted arcane weave of Walworth Isle.*

*Once you climb up into the dome of the building, you see what once must have been a truly immense candle. Melted wax over a foot thick covers the floor of the highest level of the tower, and the dome, which must have once allowed for a truly immense candle to serve as the guiding light for countless ships across the Correl Strait. Now, the candle is only a few feet high, though it still burns brightly. Beyond it, you can make out a doorway.*

*Inside the door is the most odd wizard’s lab you’ve ever seen. Paraphernalia that you’re used to, such as beakers, small censers, and ruined tables shares space with more candles than you can count. There are hundreds, perhaps thousands, in all shapes and sizes, from big votive candles to tiny tapers that couldn’t burn for more than a few minutes.*



As one might expect, simple trial and error is not going to be the most effective method of finding the candle that Allar needs. Fortunately, the tome that Sir Galeoth has presented the PCs with can be a tremendous help.

There is also a smaller journal, left behind by Eórdsidh, or perhaps other adventurers, that clearly correlates to the candles; there are drawings of various candles inside it, but the text of the book itself is encoded.

The PCs are able to decode the small journal outright with a DC 25 Decipher Script check; *read magic*, *comprehend languages* and the like are no use to the PCs in this regard, as the text of the book is a genuine, original cipher, not any recognizable language. If a PC passes this check, (s)he is able to immediately identify the correct candle to suppress the curse on Allar.

If the PCs can not muster a Decipher Script check to decode the book outright, they may use the tome of Eórdsidh to cross-reference information. The tome is written partially in magical language, which can be read with *read magic* as normal, and a simplified version of the cipher contained in the smaller notebook. A DC 20 Decipher Script check will decode the simplified cipher in the tome; if this check is exceeded by 5, the PC automatically deciphers the small notebook as well.

If the PCs pass the lower Decipher Script check, they will, by cross-referencing the tome and the notebook, identify the correct candle in 1d4 attempts; for every attempt except the last, roll for a random effect off of the Arcane Miscast Chance table, below.

If the PCs cannot pass the lower Decipher Script check, they may begin lighting candles at random. In this event, roll on the Arcane Miscast Chance table, below, for each candle the PCs light, until you roll a 95 or higher on percentile dice; in this case, the correct candle has accidentally been lit and the PCs know right away.

If the PCs really, really want to, they may light *all* the candles in Eórdsidh's laboratory and run, hoping that the correct candle will be lit and that the area it affects will be large enough to include Allar. In this case, the PCs will be successful, as the candle has quite enough range to cover Allar as he flees the tower with the PCs. However, as several of the candles will incite Fireballs on the Arcane Miscast Chance table, the tower will very shortly erupt into an explosive fire that will result in it burning to the ground. In this case, proceed to the conclusion, but mark on each PCs AR that they receive no gold from the adventure, as Sir

Galeoth docks them their adventurer's fee to partially cover the rebuilding of the lighthouse.

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## CONCLUSION

If Allar was successfully escorted to the old mage's tower at Corell's Watch, read or paraphrase the following:

***An unseen wind whips at Allar's robes as the candle, a small green orb, is lit. He sighs in relief, and a green aura glows around him for a moment, then dissipates. You watch and wait as, for minutes, nothing happens. Even Allar eventually sits down to wait.***

***After about ten minutes, a shimmering white corona begins to glow around Allar, and he stands up.***

***"My friends," he exclaims, "They have found me!" You can't help but smile as he begins to fade away, but before he's gone, the winged man fixes his gaze upon you.***

***"The sword must not be completed," he says. "It will be an Angelwing Razor, bane to all celestials. I am certain of it. The mere touch of that foul thing can destroy even the greatest among my kin. Don't let a second enter this Oerth."***

***His dark words ringing in your years, Allar fades away to nothingness, leaving only premonitions behind.***

If Allar perished and was not revived, or perished, revived, and perished again, read or paraphrase the following:

***Despite your best efforts, Allar has passed into the next life. His battered body serves as a reminder of the dedication of those who serve the will of luz and General At-Ur Rehmat. Still, you take some consolation from the knowledge that the Seven Heavens has at least been made aware of the General's sinister but mysterious goals, and perhaps they will still offer some level of aid if the Shield Lands were in dire need.***

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## 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.

## 5: A SLIGHT ABERRATION

### Experience objective

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	340 XP
APL 12	400 XP

## 6: ASSASSINS!

### Experience objective

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	340 XP
APL 12	400 XP

## 7: CORELL'S WATCH

### Experience objective

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	340 XP
APL 12	400 XP

## STORY AWARD

### Objective(s) met: Learned of Axeport's reduced garrison

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	340 XP
APL 12	400 XP

## TOTAL POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	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.

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

## 5: A SLIGHT ABERRATION

**APL 2:** Loot 5.5 gp; Coin 7 gp; Magic 0 gp; Total 12 gp.

**APL 4:** Loot 7 gp; Coin 78 gp; Magic 12.5 gp (1 divine scroll of *close wounds*); Total 107.5 gp

**APL 6:** Loot 10 gp; Coin 90 gp; Magic 325 gp (1 *bead of force* (250 gp), 1 *bag of tricks*, *gray* (75 gp)); Total 425 gp.

**APL 8:** Loot 92 gp; Coin 200gp; Magic 937.5 gp (1 *wand of fireball* (CL 5<sup>th</sup>)); Total 1,229.5

**APL 10:** Loot 184 gp; Coin 400gp; Magic 1874 gp (2 *wand of fireball* (CL 5<sup>th</sup>)); Total 1,229.5

**APL 12:** Loot 0 gp; Coin 200gp; Magic 3000 gp (1 *vibrant purple loun stone*); Total 3200 gp.

## 6: ASSASSINS!

**APL 2:** Loot 10 gp; Coin 67 gp; Magic 0 gp; Total 77 gp

**APL 4:** Loot 10 gp; Coin 241 gp; Magic 250 gp +1 *kukri* (167 gp) +1 *chain shirt* (83 gp); Total 501 gp

**APL 6:** Loot 10 gp; Coin 358 gp; Magic 625 gp 2 +1 *kukri*, (167 gp each) +1 *chain shirt* (83 gp), *wand of enlarged hail of stone* (CL 3) (208 gp); Total 993 gp

**APL 8:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp 2 +1 *keen kukri* (667 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 1,663 gp

**APL 10:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp 2 +1 *kukri* (667 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 1,663 gp

**APL 12:** Loot 10 gp; Coin 403 gp; Magic 1,250 gp +1 *greater dispelling kukri* (1500 gp each gp), +1 Chain Shirt (83 gp), *wand of enlarged hail of stone* (CL 5) (333 gp); Total 3829 gp

## 7: CORELL'S WATCH

**APL 2:** Loot 155 gp; Coin 95 gp; Magic 0 gp; Total 180 gp.

**APL 4:** Loot 155 gp; Coin 0 gp; Magic 542 gp 2 +1 *lance* (167 gp each), +1 *full plate* (208 gp); Total 697 gp.

**APL 6:** Loot 1750 gp; Coin 0 gp; Magic 667 gp 2 +1 *lance* (167 gp each), *pearl of power* (2nd Level) (333 ; Total 2,417 gp.

**APL 8:** Loot 1750 gp; Coin 0 gp; Magic 1667 gp 2 +1 *lance* (167 gp each), *pearl of power* (2nd Level) (333 gp), 3 *amulet of health* +2 (333 gp each); Total 1417 gp.

**APL 10:** Loot 1750 gp; Coin 0 gp; Magic 2666 gp 2 +2 *defending lance* (667 gp each), *pearl of power* (2nd Level) (333 gp), 3 *amulet of health* +2 (333 gp each); Total 2417 gp.

**APL 12:** Loot 0 gp; Coin 0 gp; Magic 5332 gp 2 +2 *defending lance* (1500 gp each), *pearl of power* (2nd Level) (333 gp), 2 *amulet of health* +2 (333 gp each), 1 *amulet of health* +4 (1333 gp); Total 5332 gp.

## TOTAL POSSIBLE TREASURE

**APL 2:** Loot 175 gp; Coin 159 gp; Magic 0 gp; Total 494 gp.

**APL 4:** Loot 175 gp; Coin 599 gp; Magic 804 gp; Total 1578 gp.

**APL 6:** Loot 1770 gp; Coin 436 gp; Magic 1617 gp; Total 3823 gp.

**APL 8:** Loot 1770 gp; Coin 403 gp; Magic 3854 gp; Total 6027 gp.

**APL 10:** Loot: 1944 gp; Coin 403 gp; Magic 5974 gp

**APL 12:** Loot 10 gp; Coin 603 gp; Magic 12161 gp

## ADVENTURE RECORD

**Grand Favor of the Seven Heavens:** Even the death of your charge could not stop you in your mission to return Allar home. In recognition of your extraordinary efforts, you now have access (any) to the following weapon enchantments: Holy, Axiomatic, Blessed, & Shock. You merely have to offer the requisite amount of GP and spend 1 TU in prayer at any good-aligned temple to use this favor.

**Favor of the Seven Heavens:** For safely returning Allar to his home in the Seven Heavens, the powers that be smile on you. You may redeem this favor for one-time access to the following armor enchantments: Fire Resistance, Cold Resistance, or Electricity Resistance.

**Sir Galeoth's Patronage:** For gathering proof of the illegal smuggling that the Shield Lands Merchant Guild was performing on Walpole Isle, Sir Galeoth has offered to vouch for your mettle. You gain access to one of the following prestige classes (circle): Knight of Holy Shielding or Church Inquisitor.

**You Have a Secret . . . :** You've been ordered to keep secret all goings-on related to Allar's presence on the Prime Material Plane. If a DM ever observes you talking about this module during an adventure, cross this favor off. It may be important in the future . . .

## ITEMS FOUND DURING THE ADVENTURE

APL 2 & 4:

- Darkwood Lance (Regional; *DMG*; 320 gp)
- Darkwood Shield (Regional; *DMG*; 167 gp)
- Scroll of Close Wounds (Adventure; *SpC* 48; 150 GP)

APL 6 & 8 (all of APLs 2-4 plus the following):

- *Pearl of Power* (Second Level) (Adventure; *DMG*; 4000 gp)
- *Wand of Hail of Stone* (CL 3) (Adventure; *SpC* 108; 2500 gp)
- *Wand of Fireball* (CL 5) (Regional; *DMG*; 11,250 gp)
- +1 *Kukri* (Regional; *DMG*; 8308 gp)

APL 10 & 12 (all of APLs 2-8 plus the following):

- +1 *Illusion Bane Lance* (Regional; *DMG*; 8310 gp)

- *+1 Greater Dispelling Kukri* (Regional; *DMG*; 8,308 gp)
- *Vibrant Purple Ioun Stone* (Regional; *DMG*; 32,000 gp)

## ALLAR (APL 2) (ALLY)

Male Protector  
LG Medium Outsider (Extraplanar, Good)  
**Init** +1; **Senses** Listen +6, Spot +6  
**Aura** Good  
**Languages** Celestial, Draconic, Infernal

**AC** 18, touch 10, flat-footed 18  
(+6 armor, +2 shield)

**hp** 13 (2 HD)

**Fort** +5, **Ref** +4, **Will** +4

**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** Longsword +4 (1d8+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +4

**Atk Options**

**Special Actions**

**Combat Gear**

**Spell-Like Abilities** (CL 2nd):

At Will- *Tongues*, 3/day- *Cure Light Wounds*

**Abilities** Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 15

**Feats** Combat Casting

**Skills** Concentration +7, Diplomacy +9, Heal +6

## ALLAR (APL 4) (ALLY)

Male Protector/ Cleric 2  
LG Medium Outsider (Extraplanar, Good)  
**Init** +1; **Senses** Listen +6, Spot +6  
**Aura** Good  
**Languages** Celestial, Draconic, Infernal

**AC** 18, touch 10, flat-footed 18  
(+6 armor, +2 shield)

**hp** 43 (4 HD)

**Fort** +8, **Ref** +4, **Will** +7

**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** Longsword +5 (1d8+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options**

**Special Actions**

**Combat Gear**

**Cleric Spells Prepared** (CL 2nd):

3rd—

2nd—

1st— Sanctuary, Lesser Vigor, Remove Fear

0— Cure Minor Wounds x4

**D:** Deity: Heironeus. Domains: Healing, Protection

**Spell-Like Abilities** (CL 2nd):

At Will- *Tongues*, 3/day- *Cure Light Wounds*

**Abilities** Str 15, Dex 14, Con 18, Int 10, Wis 17, Cha 13

**Feats** Combat Casting, Dodge

**Skills** Concentration +9, Diplomacy +9, Heal +8

## ALLAR (APL 6) (ALLY)

Male Protector/ Cleric 3/ Combat Medic 1 (*Heroes of Battle* p.99)  
LG Medium Outsider (Extraplanar, Good)  
**Init** +1; **Senses** Listen +6, Spot +6  
**Aura** Good  
**Languages** Celestial, Draconic, Infernal

**AC** 20, touch 10, flat-footed 18

(+7 armor, +3 shield)

**hp** 71 (6 HD)

**Fort** +9, **Ref** +7, **Will** +11

**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** +1 Longsword +6 (1d8+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options**

**Special Actions**

**Combat Gear** +1 *Splint Mail*, +1 *Heavy Wooden Shield*

**Cleric Spells Prepared** (CL 4th):

3rd—

2nd— Shield Other, Close Wounds, Healing Lorecall

1st— Sanctuary, Remove Fear, Lesser Vigor, Shield of Faith

0— Cure Minor Wounds x4

**D:** Deity: Heironeus. Domains: Healing, Protection

**Spell-Like Abilities** (CL 2nd):

At Will- *Tongues*, 3/day- *Cure Light Wounds*

**Abilities** Str 15, Dex 14, Con 18, Int 10, Wis 17, Cha 13

**Feats** Combat Casting, Dodge

**Skills** Concentration +11, Diplomacy +9, Heal +10

**Healing Kicker:** Whenever Allar casts a conjuration (healing) spell, he may choose to imbue it with one of the effects listed below. He may chose to do this 5 times per day.

**Healing Kicker (Sanctuary):** Allar can imbue any conjuration (healing) spell he casts with a *Sanctuary* effect. The DC to overcome this effect is 15.

## ALLAR (APL 8) (ALLY)

Male Protector/ Cleric 3/ Combat Medic 3 (*Heroes of Battle* p.99)

LG Medium Outsider (Extraplanar, Good)

**Init** +1; **Senses** Listen +7, Spot +7

**Aura** Good

**Languages** Celestial, Draconic, Infernal

**AC** 20, touch 10, flat-footed 18

(+7 armor, +3 shield)

**hp** 95 (8 HD)

**Fort** +10, **Ref** +8, **Will** +9

**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** +1 Longsword +6 (1d8+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options**

**Special Actions**

**Combat Gear** +1 *Splint Mail*, +1 *Heavy Wooden Shield*

**Cleric Spells Prepared** (CL 6th):

3rd— Protection from Energy, Mass Lesser Vigor x2

2nd— Shield Other, Close Wounds, Hold Person, Healing Lorecall

1st— Sanctuary, Lesser Vigor, Remove Fear, Shield of Faith

0— Cure Minor Wounds x4

**D:** Deity: Heironeus. Domains: Healing, Protection

**Spell-Like Abilities** (CL 2nd):

At Will- *Tongues*, 3/day- *Cure Light Wounds*

**Abilities** Str 15, Dex 14, Con 18, Int 10, Wis 18, Cha 13

**Feats** Combat Casting, Dodge, Augment Healing, Mobility

**Skills** Concentration +13, Diplomacy +9, Heal +12

**Possessions** combat gear plus *Periap of Wisdom* +2

**Healing Kicker:** Whenever Allar casts a conjuration (healing) spell, he may choose to imbue it with one of the effects listed below. He may chose to do this 7 times per day.

**Healing Kicker (Sanctuary):** Allar can imbue any conjuration (healing) spell he casts with a *Sanctuary* effect. The DC to overcome this effect is 17.

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**Healing Kicker (Reflex Saves):** The target of any conjuration (healing) spell Allar casts receives a +3 to Ref Saves.

**Defensive Casting:** Allar gains a +3 bonus on Concentration checks to cast defensively.

**Field Healer:** Allar can make a Heal check to provide aid as a move action, rather than a standard action. Allar may take 10 on such checks even if stress would normally prevent him from doing so.

### ALLAR (APL 10) (ALLY)

Male Protector/ Cleric 3/ Combat Medic 5 (*Heroes of Battle* p.99)

LG Medium Outsider (Extraplanar, Good)

**Init** +1; **Senses** Listen +7, Spot +7

**Aura** Good

**Languages** Celestial, Draconic, Infernal

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**AC** 21, touch 10, flat-footed 18

(+8 armor, +3 shield)

**hp** 99 (10 HD)

**Fort** +11, **Ref** +8, **Will** +10

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**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** +1 *Longsword* +9 (1d8+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +7

**Atk Options**

**Special Actions**

**Combat Gear** +2 *Splint Mail*, +1 *Heavy Wooden Shield*

**Cleric Spells Prepared** (CL 8th):

4th— Spell Immunity, Death Ward

3rd— Protection from Energy, Mass Lesser Vigor x2,

2nd— Shield Other, Close Wounds, Hold Person, Healing Lorecall

1st— Sanctuary, Lesser Vigor x2, Shield of Faith

0— Cure Minor Wounds x4

**D:** Deity: Heironeus. Domains: Healing, Protection

**Spell-Like Abilities** (CL 2nd):

At Will- Tongues, 3/day- Cure Light Wounds

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**Abilities** Str 15, Dex 14, Con 18, Int 10, Wis 18, Cha 14

**Feats** Combat Casting, Dodge, Augment Healing, Mobility

**Skills** Concentration +13, Diplomacy +9, Heal +12

**Possessions** combat gear plus *Periapt of Wisdom* +2

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**Healing Kicker:** Whenever Allar casts a conjuration (healing) spell, he may choose to imbue it with one of the effects listed below. He may chose to do this 9 times per day.

**Healing Kicker (Sanctuary):** Allar can imbue any conjuration (healing) spell he casts with a *Sanctuary* effect. The DC to overcome this effect is 19.

**Healing Kicker (Reflex Saves):** The target of any conjuration (healing) spell Allar casts receives a +5 to Ref Saves.

**Healing Kicker (Aid):** Allar can imbue his conjuration (healing) spells with a maximized *Aid* spell. The quantity of temporary hit points is 13. This effect lasts for one minute, or until the temporary hit points are exhausted.

**Defensive Casting:** Allar gains a +5 bonus on Concentration checks to cast defensively.

**Field Healer:** Allar can make a Heal check to provide aid as a move action, rather than a standard action. Allar may take 10 on such checks even if stress would normally prevent him from doing so.

**Spontaneous Heal:** Allar can spontaneously cast the spell *Heal* as if it were a *Cure* spell, by losing a prepared 6<sup>th</sup> level or higher spell slot.

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### ALLAR (APL 12) (ALLY)

Male Protector/ Cleric 5/ Combat Medic 5 (*Heroes of Battle* p.99)

LG Medium Outsider (Extraplanar, Good)

**Init** +1; **Senses** Listen +7, Spot +7

**Aura** Good

**Languages** Celestial, Draconic, Infernal

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**AC** 22, touch 10, flat-footed 18

(+8 armor, +4 shield)

**hp** 107 (12 HD)

**Fort** +12, **Ref** +9, **Will** +11

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**Speed** 20 ft. in Splint Mail (4 squares), base movement 30 ft., fly 40 ft, base fly speed 60 ft.

**Melee** +1 *Holy Longsword* +6 (1d8+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +7

**Atk Options**

**Special Actions**

**Combat Gear** +2 *Splint Mail*, +2 *Heavy Wooden Shield*

**Cleric Spells Prepared** (CL 10th):

5th— Heal, Break Enchantment

4th— Spell Immunity, Delay Death, Panacea, Death Ward

3rd— Protection from Energy, Mass Lesser Vigor x2, Dispel Magic

2nd— Shield Other, Close Wounds x2, Hold Person, Healing Lorecall

1st— Sanctuary, Remove Fear, Lesser Vigor x2, Shield of Faith

0— Cure Minor Wounds x4

**D:** Deity: Heironeus. Domains: Healing, Protection

**Spell-Like Abilities** (CL 2nd):

At Will- Tongues, 3/day- Cure Light Wounds

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**Abilities** Str 15, Dex 14, Con 18, Int 10, Wis 18, Cha 14

**Feats** Combat Casting, Dodge, Augment Healing, Mobility, Elusive Target

**Skills** Concentration +13, Diplomacy +9, Heal +12

**Possessions** combat gear plus *Periapt of Wisdom* +2 (Con +2 *Enchantment*)

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**Healing Kicker:** Whenever Allar casts a conjuration (healing) spell, he may choose to imbue it with one of the effects listed below. He may chose to do this 9 times per day.

**Healing Kicker (Sanctuary):** Allar can imbue any conjuration (healing) spell he casts with a *Sanctuary* effect. The DC to overcome this effect is 19.

**Healing Kicker (Reflex Saves):** The target of any conjuration (healing) spell Allar casts receives a +5 to Ref Saves

**Healing Kicker (Aid):** Allar can imbue his conjuration (healing) spells with a maximized *Aid* spell. The quantity of temporary hit points is 13. This effect lasts for one minute, or until the temporary hit points are exhausted.

**Defensive Casting:** Allar gains a +5 bonus on Concentration checks to cast defensively.

**Field Healer:** Allar can make a Heal check to provide aid as a move action, rather than a standard action. Allar may take 10 on such checks even if stress would normally prevent him from doing so.

**Spontaneous Heal:** Allar can spontaneously cast the spell *Heal* as if it were a *Cure* spell, by losing a prepared 6<sup>th</sup> level or higher spell slot.

**6: ASSASSINS! (APL 2)****LUCIEN****CR 2**

Male Human (Flan) Wizard 2

CE Medium Humanoid

**Init** +1; **Senses** Listen -1, Spot -1**Languages** Common, Orc, Goblin, Infernal**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 10 (2 HD)**Fort** +2, **Ref** +2, **Will** +3**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.**Melee** Dagger +0 (1d4-1)**Ranged** Light Crossbow +3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +0**Atk Options** Spellcasting, Light Crossbow**Combat Gear** Light Crossbow, Dagger**Wizard Spells Prepared** (CL 2<sup>nd</sup>, DC 12 + spell level):

1st— Shield, Ray of Enfeeblement, Cause Fear, Chill Touch

0— Ray of Frost x5

**Abilities** Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10**Feats** Greater Spell Focus (Illusion), Spell Focus (Illusion), Scribe Scroll**Skills** Concentrate +7, Knowledge (Arcana) +7, Spellcraft +7**Possessions** Spellbook**Focused Specialist:** Lucien is a specialist necromancer.

Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjunction.

**DAMIOM****CR 2**

Male Human (Flan) Rogue 2

Medium Humanoid

**Init** +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

**hp** 12 (2 HD)**Fort** +2 **Ref** +6, **Will** -1**Speed** 30 ft. in Chain Shirt (6 squares), base movement 30 ft.,**Melee** Kukri +3 (1d4+1) *or* Kukri +1 (1d4+1) *and* Kukri +1 (1d4+0)**Ranged** Shortbow +3 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +3**Atk Options** Sneak Attack +1d6**Special Actions****Combat Gear** Kukri x2, Shortbow, Chain Shirt**Abilities** Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8**Feats** Two-Weapon Fighting, Weapon Focus (Kukri)**Skills** Bluff +6, Hide +8, Move Silently +8, Disguise +5,**Possessions** Thieves' Tools, Letter**7: CORELL'S WATCH (APL 2)****HOBGOBLIN KNIGHTS****CR 2**

Male Hobgoblin Knight (PHB II) 1

LN Medium Humanoid (Goblinoid)

**Init** +3; **Senses** Listen +0, Spot +0**Languages** Common, Goblin**AC** 20, touch 13, flat-footed 18

(+3 Dex, +5 armor, +2 shield,)

**hp** 15 (1 HD)**Fort** +3 **Ref** +3, **Will** +2**Speed** 20 ft. in Spiked Breastplate (4 squares), base movement 30 ft., Mounted 60 ft.**Melee** Lance +3 (1d8+2) *or* Armor Spikes +3 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Atk Options****Special Actions****Combat Gear** Spiked Breastplate, Lance, Heavy Wooden Shield, Light Warhorse**Abilities** Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8**Feats** Power Attack**Skills** Handle Animal +5, Ride +7**Knight's Challenge** 1/day (See below)

**Fighting Challenge +1** This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.

**JENTRESSA****CR 2**

Female Human (Suel) Cleric of Iuz 2

NE Med Humanoid

**Init** +1; **Senses** Listen +2, Spot +2**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

**hp** 14 (2 HD)**Fort** +5, **Ref** +1, **Will** +6**Speed** 20 ft. in Full Plate (4 squares), base movement 30 ft.,**Melee** Mace +1 (1d8)**Ranged** Light Crossbow +2 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Combat Gear** Mace, Light Crossbow, Full Plate, Heavy Steel Shield**Cleric Spells Prepared** (CL 2<sup>nd</sup>):

1st— Protection from Good, Summon Monster I x2

0— Cure Minor Wounds x4

**D:** Domain spell. Deity: Iuz. Domains: Trickery, Evil**Abilities** Str 10, Dex 12, Con 14, Int 13, Wis 15, Cha 8**Feats** Spell Focus (Conjuration), Augment Summoning**Skills** Concentration +7, Bluff +4, Knowledge (Religion) +8**Possessions** combat gear plus 2 Silver Holy Symbols**Rebuke Undead** 2/day

**6: ASSASSINS! (APL 4)****LUCIEN****CR 4**

Male Human (Flan) Wizard 4

CE Medium Humanoid

**Init** +5; **Senses** Listen -1, Spot -1**Languages** Common, Orc, Goblin, Infernal**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 20 (4 HD)**Fort** +3, **Ref** +3, **Will** +4**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.**Melee** Dagger +1 (1d4-1)**Ranged** Light Crossbow +4 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +1**Atk Options** Spellcasting, Light Crossbow**Combat Gear** Light Crossbow, Dagger, Potion of *Fox's Cunning***Wizard Spells Prepared** (CL 4<sup>th</sup>, DC 13 + spell level):

2nd—Glitterdust, Blindness/Deafness, False Life, Scare

1st— Shield, Nerveskitter Ray of Enfeeblement, Cause Fear, Chill Touch

0— Ray of Frost x5

**Already Cast** Shield**Abilities** Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10**Feats** Improved Initiative, Spell Focus (Illusion), Scribe Scroll, Greater Spell Focus (Illusion)**Skills** Concentrate +9, Knowledge (Arcana) +9, Spellcraft +9, Hide +4**Possessions** Spellbook**Focused Specialist:** Lucien is a specialist necromancer. Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjunction.**DAMIOM****CR 4**

Male Human (Flan) Rogue 2/Swashbuckler 2

Medium Humanoid

**Init** +3; **Senses** Listen -1, Spot -1**Languages** Common**AC** 18, touch 13, flat-footed 15

(+3 Dex, +5 armor)

**hp** 24 (4 HD)**Fort** +5 **Ref** +7, **Will** +0**Speed** 30 ft. in +1 *Chain Shirt* (6 squares), base movement 30 ft.,**Melee** +1 *Kukri* +5 (1d4+2). +1 *Kukri* +5 (1d4+2)**Ranged** Shortbow +6 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Atk Options** Sneak Attack +1d6**Special Actions****Combat Gear** +1 *Kukri*, Shortbow, +1 *Chain Shirt*, Potion of *Cat's Grace***Abilities** Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 8**Feats** Weapon Finesse, Weapon Focus (*Kukri*), Two Weapon Fighting**Skills** Bluff +8, Hide +10, Move Silently +10, Disguise +5,**Possessions** Thieves' Tools, Letter**Grace:** Daimom gains a +1 competence bonus on Reflex saving throws.**7: CORELL'S WATCH (APL 4)****HOBGOBLIN KNIGHTS****CR 4**

Male Hobgoblin Knight (PHB II) 3

LN Medium Humanoid (Goblinoid)

**Init** +3; **Senses** Listen +0, Spot +0**Languages** Common, Goblin**AC** 20, touch 13, flat-footed 18

(+3 Dex, +5 armor, +2 shield,)

**hp** 37 (3 HD)**Fort** +4 **Ref** +4, **Will** +3**Speed** 20 ft. in Spiked Breastplate (4 squares), base movement 30 ft., Mounted 60 ft.**Melee** +1 *Lance* +5 (1d8+2), Armor Spikes +4 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Special Actions** Shield Block +1**Combat Gear** Spiked Breastplate, Lance, Heavy Wooden Shield, Light Warhorse**Abilities** Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8**Feats** Power Attack, Mounted Combat, Combat Reflexes**Skills** Handle Animal +7, Ride +9**Knight's Challenge** 2/day (See below)**Fighting Challenge** +1 This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.**Shield Block** +1 At the beginning of your turn, designate one opponent. You gain a +1 bonus to your AC against that opponent.**Bulwark of Defense** Any opponent that begins his or her turn in your threatened area treats all the squares that you threaten as difficult terrain for all purposes.**JENTRESSA****CR 4**

Female Human (Suel) Cleric of Iuz 4

NE Med Humanoid

**Init** +1; **Senses** Listen +3, Spot +3**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

**hp** 28 (4 HD)**Fort** +6, **Ref** +2, **Will** +7**Speed** 20 ft. in +1 Full Plate (4 squares), base movement 30 ft.,**Melee** Mace +3 (1d8)**Ranged** Light Crossbow +4 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Combat Gear** Mace, Light Crossbow, Full Plate, Heavy Steel Shield**Cleric Spells Prepared** (CL 4<sup>th</sup>):

2nd— Invisibility, Summon Monster II, Rapid Summon Monster I

1st— Protection from Good, Summon Monster 1 x2, Cure Light Wounds

0— Cure Minor Wounds x5.

**D:** Domain spell. Deity: Iuz. Domains: Trickery, Evil**Abilities** Str 10, Dex 12, Con 14, Int 13, Wis 16, Cha 8**Feats** Spell Focus (Conjuration), Augment Summoning, Rapid Spell**Skills** Concentration +9, Bluff +6, Knowledge (Religion) +10**Possessions** combat gear plus 2 Silver Holy Symbols**Rebuke Undead** 2/day



## APPENDIX 1: APL 6

### 6: ASSASSINS! (APL 6)

#### LUCIEN

CR 6

Male Human (Flan) Wizard 5/ Nightmare Spinner 1

CE Medium Humanoid

**Init** +5; **Senses** Listen -1, Spot -1

**Languages** Common, Orc, Goblin, Infernal

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 30 (6 HD) +

**Fort** +3, **Ref** +3, **Will** +6

**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.

**Melee** Dagger +2 (1d4-1)

**Ranged** Light Crossbow +5 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +2

**Atk Options** Spellcasting, Light Crossbow

**Combat Gear** Light Crossbow, Dagger, *Potion of Bear's Endurance*, *Potion of Fox's Cunning*, Wand of *Magic Missile* (CL 3)

**Wizard Spells Prepared** (CL 4<sup>th</sup>, DC 13 + spell level):

3rd— Legion of Sentinels, Ray of Exhaustion, Healing Touch, Mass Curse of Impending Blades

2nd— Glitterdust, Phantasmal Strangler, Blindness/Deafness, False Life, Scare

1st— Shield, Nerveskitter Ray of Enfeeblement x2, Chill Touch

0— Ray of Frost x5

**Already Cast** Shield, False Life (1d10 +5)

**Abilities** Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10

**Feats** Spell Focus (Illusion), Greater Spell Focus (Illusion), Scribe Scroll, Improved Initiative, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)

**Skills** Concentrate +11, Knowledge (Arcana) +9, Spellcraft +11, Hide +5

**Special** Immunity to Fear

**Possessions** Spellbook

**Focused Specialist:** Lucien is a specialist necromancer. Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjunction.

**Bonus Spells:** Lucien may prepare one additional illusion spell per day. This ability is exactly like (and stacks with) his specialist school.

**Immunity to Fear:** Lucien is immune to fear effects.

**Nightmare Phantasm:** Whenever Lucien casts a figment or glamor spell, he may choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. Lucien can use this ability 4 times per day. No creature may be affected more than once by Lucien's nightmare phantasm ability more than once in a 24-hour period.

**Inspire Fear:** As a standard action, Lucien may create a mind-affecting effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to his nightmare spinner class level; a successful Will save (DC 11) negates this effect.

#### DAMIOM

CR 6

Male Human (Flan) Rogue 2 Swashbucker 3/ Avenging Executioner 1

Medium Humanoid

**Init** +3; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 18, touch 13, flat-footed 15

(+3 Dex, +5 armor)

**hp** 36 (6 HD)

**Fort** +3 **Ref** +9, **Will** +0

**Speed** 30 ft. in +1 *Chain Shirt* (6 squares), base movement 30 ft.

**Melee** +1*Keen Kukri* +7 (1d4+2), +1*Keen Kukri* +7 (1d4+1)

**Ranged** Shortbow +7 (1d6)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +5

**Atk Options** Sneak Attack +3d6, Sudden Strike +1d6

**Special Actions**

**Combat Gear** 2 +1 *Keen Kukri*, +1 *Chain Shirt*, *Potion of Cat's Grace*

**Abilities** Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 8

**Feats** Two-Weapon Fighting, Weapon Focus (Kukri), Point Blank Shot, Weapon Finesse, Daring Outlaw

**Skills** Bluff +10, Hide +12, Move Silently +12, Disguise +5,

**Possessions** Thieves' Tools, Letter

**Grace:** Daimom gains a +1 competence bonus on Reflex saving throws.

**Insightful Strike:** Daimom adds his intelligence bonus (if positive) on all weapon damage rolls with any light weapon or a weapon that could be used with Weapon Finesse. This bonus does not apply to any target that is immune to critical hits.

**Bloody Blade** Whenever you deal sudden strike damage with a melee weapon, the target of that sudden strike and all opponents within 30 feet of you who can see the target are shaken for 1 round. A successful DC 11 Will save negates this effect.

## 7: CORELL'S WATCH (APL 6)

### HOBGOBLIN KNIGHTS

CR 6

Male Hobgoblin Knight (PHB II) 5

LN Medium Humanoid (Goblinoid)

**Init** +3; **Senses** Listen +0, Spot +0

**Languages** Common, Goblin

**AC** 21, touch 13, flat-footed 18

(+1 Dex, +8 armor, +2 shield,)

**hp** 65 (5 HD)

**Fort** +4 **Ref** +4, **Will** +4

**Speed** 20 ft. in Spiked Full Plate (4 squares), base movement 30 ft., Mounted 50 ft.

**Melee** +1 *Lance* +6 (1d8+3), Armor Spikes +5 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Special Actions** Shield Block +1

**Combat Gear** Spiked Full Plate, +1 *Lance*, Heavy Wooden Shield, Heavy Warhorse, ~~Potion of Bear's Endurance~~

**Abilities** Str 15, Dex 15, Con 20, Int 12, Wis 10, Cha 8

**Feats** Power Attack, Mounted Combat, Improved Initiative,

**Skills** Handle Animal +9, Ride +11

**Knight's Challenge** 3/day (See below)

**Fighting Challenge** +1 This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.

**Shield Block** +1 At the beginning of your turn, designate one opponent. You gain a +1 bonus to your AC against that opponent.

**Bulwark of Defense** Any opponent that begins his or her turn in your threatened area treats all the squares that you threaten as difficult terrain for all purposes.

**Test of Mettle** As a swift action, all opponents within 100 feet must make a DC 14 Will save. Any that fail must attack only this character and/or must include him in any area of effect for any offensive ability they use. A character may only be affected by this ability once per day. Lasts 5 rounds.

**Vigilant Defender** (+5 to opposed Tumble checks to move through squares he threatens.)

**Armor Mastery (Medium)** This character does not suffer a reduced movement speed as a result of wearing medium armor.

### JENTRESSA

CR 6

Female Human (Suel) Cleric of Iuz 6

NE Med Humanoid

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

**hp** 42 (6 HD)

**Fort** +7, **Ref** +3, **Will** +8

**Speed** 20 ft. in +1 Full Plate (4 squares), base movement 30 ft.,

**Melee** Mace +4 (1d8)

**Ranged** Light Crossbow +5 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +4

**Combat Gear** Mace, Light Crossbow, Full Plate, Heavy Steel Shield, *Pearl of Power* (level 2)

**Cleric Spells Prepared** (CL 6th):

3rd— ~~Magic Circle Against Good~~, Rapid Summon Monster III,

2nd— Invisibility, Rapid Summon Monster II x2, Bull's Strength

1st— Protection from Good, Summon Monster I x2, Cure Light Wounds x2

0— Cure Minor Wounds x6

**D:** Domain spell. Deity: Iuz. Domains: Trickery, Evil

**Already Cast:** Magic Circle against Good (50 min remaining), centered on self.

**Abilities** Str 10, Dex 12, Con 14, Int 13, Wis 16, Cha 8

**Feats** Spell Focus (Conjuration), Augment Summoning, Rapid Spell, Metamagic School Focus (Conjuration)

**Skills** Concentration +10, Bluff +8, Knowledge (Religion) +12

**Possessions** combat gear plus 2 Silver Holy Symbols

**Rebuke Undead** 2/day

**6: ASSASSINS! (APL 8)****LUCIEN****CR 9**

Male Human (Flan) Wizard 5/ Nightmare Spinner 4

CE Medium Humanoid

**Init** +6; **Senses** Listen -1, Spot -1**Languages** Common, Orc, Goblin, Infernal**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 52 (7 HD)**Fort** +4, **Ref** +3, **Will** +7**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.**Melee** Dagger +3 (1d4-1)**Ranged** Light Crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options** Spellcasting, Light Crossbow**Combat Gear** Light Crossbow, Dagger, *Wand of Hail of Stone* (CL 5), *Potion of Bear's Endurance*, *Potion of Fox's Cunning***Wizard Spells Prepared** (CL 8th):

4th— Hallucinatory Terrain, Greater Mirror Image, Fear, Burning Blood, Enervation

3rd— Haste, Legion of Sentinels, Ray of Exhaustion, Healing Touch, Mass Curse of Impending Blades

2nd— Glitterdust, Phantasmal Strangler, Invisibility, Blindness/Deafness, False Life, Bonefiddle

1st— Shield, Nerveskitter Ray of Enfeeblement x2, Chill Touch

0— Ray of Frost x5

**Already Cast** Mage Armor, Shield, False Life (1d10 +6)**Abilities** Str 8, Dex 13, Con 18, Int 20, Wis 12, Cha 10**Feats** Improved Initiative, Spell Focus (Illusion), Scribe Scroll, Greater Spell Focus (Illusion), Spell Focus (Necromancy), Greater Spell Focus (Necromancy)**Skills** Concentrate +11, Knowledge (Arcana) +9, Spellcraft +11, Hide +6**Special** Immunity to Fear, Nightmare Phantasm**Possessions** Combat Gear plus Spellbook**Focused Specialist:** Lucien is a specialist necromancer.

Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjuratation.

**Bonus Spells:** Lucien may prepare one additional illusion spell per day. This ability is exactly like (and stacks with) his specialist school.**Immunity to Fear:** Lucien is immune to fear effects.**Inspire Fear:** As a standard action, Lucien may create a mind-affecting effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to his nightmare spinner class level; a successful Will save (DC 11) negates this effect.**Nightmare Phantasm:** Whenever Lucien casts a figment or glamor spell, he may choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. Lucien can use this ability 4 times per day. No creature may be affected more than once by Lucien's nightmare phantasm ability more than once in a 24-hour period.**Spirit Chill:** Creatures affected by a fear effect Lucien causes (whether whether by a spell, class feature, or other effect) take nonlethal damage as well. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that is panicked takes 3d6 points of nonlethal damage.**DAMIOM****CR 9**

Male Human (Flan) Rogue 2/Swashbuckler 3/ Avenging Executioner 4

Medium Humanoid

**Init** +4; **Senses** Listen -1, Spot -1**Languages** Common**AC** 19, touch 13, flat-footed 15

(+4 Dex, +5 armor)

**hp** 87 (9 HD)**Fort** +5 **Ref** +12, **Will** +1**Speed** 30 ft. in +1 *Chain Shirt* (6 squares), base movement 30 ft.**Melee** +1 *Keen Kukri* +11 (1d4+2), +1 *Keen Kukri* +11 (1d4+2)**Full Attack** +1 *Keen Kukri* +9/+4 (1d4+2) and +1 *Keen kukri* +9/+4 (1d4+1)**Ranged** Shortbow +11 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7 **Grp** +8**Atk Options** Sneak Attack +3d6, Sudden Strike +2d6**Special Actions** Dread Blade**Combat Gear** 2 +1 *Keen Kukri*, +1 *Chain Shirt*, *Potion of Bear's Endurance*, *Potion of Cat's Grace***Abilities** Str 14, Dex 20, Con 18, Int 12, Wis 10, Cha 8**Feats** Two-Weapon Fighting, Weapon Focus (Kukri), Point Blank Shot, Weapon Finesse, Daring Outlaw, Improved Two-Weapon Fighting**Skills** Bluff +12, Hide +15, Move Silently +15, Disguise +5,**Possessions** Thieves' Tools, Letter**Grace:** Daimom gains a +1 competence bonus on Reflex saving throws.**Insightful Strike:** Daimom adds his intelligence bonus (if positive) on all weapon damage rolls with any light weapon or a weapon that could be used with Weapon Finesse. This bonus does not apply to any target that is immune to critical hits.**Bloody Blade** Whenever you deal sudden strike damage with a melee weapon, the target of that sudden strike and all opponents within 30 feet of you who can see the target are shaken for 4 rounds. A successful DC 14 Will save negates this effect.**Rapid Intimidation** You may make an Intimidate check to demoralize a foe as a move action instead of a standard action.**Dread Blade** You treat any shaken, frightened, or panicked creatures as flat-footed.

## 7: CORELL'S WATCH (APL 8)

### HOBGOBLIN KNIGHTS

CR 8

Male Hobgoblin Knight (PHB II) 5/ Fighter 2

LN Medium Humanoid (Goblinoid)

**Init** +; **Senses** Listen +0, Spot +0

**Languages** Common, Goblin

**AC** 21, touch 13, flat-footed 18

(+1 Dex, +9 armor, +2 shield,)

**hp** 87 (7 HD)

**Fort** +7 **Ref** +3, **Will** +4

**Speed** 20 ft. in Spiked Full Plate (4 squares), base movement 30 ft., Mounted 50 ft.

**Melee** +1 *Lance* +11 (1d8+3), MW Armor Spikes +11 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +7

**Special Actions** Shield Block +1

**Combat Gear** Spiked Full Plate, +1 *Lance*, Heavy Wooden Shield, Heavy Warhorse, ~~*Potion of Bear's Endurance*~~

**Abilities** Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8

**Feats** Power Attack, Mounted Combat, Improved Initiative, Ride-by Attack, Spirited Charge, Improved Bull Rush, Shock Trooper

**Skills** Handle Animal +11, Ride +13

**Knight's Challenge** 3/day (See below)

**Fighting Challenge** +1 This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.

**Shield Block** +1 At the beginning of your turn, designate one opponent. You gain a +1 bonus to your AC against that opponent.

**Bulwark of Defense** Any opponent that begins his or her turn in your threatened area treats all the squares that you threaten as difficult terrain for all purposes.

**Test of Mettle** As a swift action, all opponents within 100 feet must make a DC 14 Will save. Any that fail must attack only this character and/or must include him in any area of effect for any offensive ability they use. A character may only be affected by this ability once per day. Lasts 5 rounds.

**Vigilant Defender** (+5 to opposed Tumble checks to move through squares he threatens.)

**Armor Mastery (Medium)** This character does not suffer a reduced movement speed as a result of wearing medium armor.

### JENTRESSA

CR 8

Female Human (Suel) Cleric of Iuz 7/ Thaumaturgist 1

NE Med Humanoid

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 22, touch 11, flat-footed 20

(+1 Dex, +9 armor, +3 shield)

**hp** 62 (8 HD)

**Fort** +9, **Ref** +3, **Will** +9

**Speed** 20 ft. in +1 Full Plate (4 squares), base movement 30 ft.,

**Melee** Mace +6/+1 (1d8)

**Ranged** Light Crossbow +7 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +6

**Combat Gear** Mace, Light Crossbow, +1 Full Plate, +1 Heavy Steel Shield, *Pearl of Power* (level 2), ~~*Potion of Bear's Endurance*~~, ~~*Potion of Owl's Wisdom*~~

**Cleric Spells Prepared** (CL 8<sup>th</sup>, DC 15 + spell level):

4th— Confusion, Rapid Summon Monster IV x2

3rd— ~~Magic Circle Against Good~~, Rapid Summon Monster III, Aid

2nd— Invisibility, Bull's Strength, Bear's Endurance, Summon Monster II

1st— Protection from Good, Summon Monster I, Cure Light Wounds x2

0— Cure Minor Wounds x6.

**D:** Domain spell. Deity: Iuz. Domains: Trickery, Evil

**Already Cast:** Magic Circle against Good (50 min remaining), centered on self.

**Abilities** Str 10, Dex 12, Con 18, Int 8, Wis 20, Cha 8

**Feats** Spell Focus (Conjuration), Augment Summoning, Metamagic School Focus (Conjuration), Rapid Spell

**Skills** Concentration +12, Bluff +10, Knowledge (Religion) +14

**Possessions** combat gear plus 2 Silver Holy Symbols

**Rebuke Undead** 2/day

**Improved Ally:** Jentressa can bargain for a planar ally (including a *lesser* or *greater* planar ally) to work for a reduced payment so long as her diplomacy check improves it's attitude to helpful or better, and it's alignment is within one step of Jentressa's. She may only have one such ally at a time.

**6: ASSASSINS! (APL 10)****LUCIEN****CR 10**

Male Human (Flan) Wizard 5/ Nightmare Spinner 5

CE Medium Humanoid

**Init** +6; **Senses** Listen -1, Spot -1**Languages** Common, Orc, Goblin, Infernal**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 71 (10 HD)**Fort** +6, **Ref** +4, **Will** +8**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.**Melee** Dagger +3 (1d4-1)**Ranged** Light Crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options** Spellcasting, Light Crossbow**Combat Gear** Light Crossbow, Dagger, *Wand of Hail of Stone* (CL 5), *Scroll of Fox's Cunning*, *Scroll of Bear's Endurance***Wizard Spells Prepared** (CL 9th):

5th— Mirage Arcana, Spiritwall, Wrack, Waves of Fatigue

4th— Greater Invisibility, Greater Mirror Image, Fear, Burning Blood, Enervation

3rd— Haste, Legion of Sentinels, Fly, Ray of Exhaustion, Healing Touch, Mass Curse of Impending Blades

2nd— Glitterdust, Phantasmal Strangler, Invisibility, Escalating Enfeeblement, False Life, Bonefiddle

1st— Shield, Nerveskitter, Color Spray, Ray of Enfeeblement x2, Chill Touch

0— Ray of Frost x5

**Already Cast** Shield, False Life (1d10 +10)**Abilities** Str 8, Dex 14, Con 18, Int 20, Wis 10, Cha 12**Feats** Improved Initiative, Spell Focus (Illusion), Scribe Scroll, Greater Spell Focus (Illusion), Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Fearsome Necromancy**Skills** Concentrate +11, Knowledge (Arcana) +9, Spellcraft +11, Hide +7**Special** Immunity to Fear, Nightmare Phantasm, Spirit Chill, Deadly Nightmare (3/day, Will 16)**Possessions** Spellbook,**Focused Specialist:** Lucien is a specialist necromancer. Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjunction.**Bonus Spells:** Lucien may prepare one additional illusion spell per day. This ability is exactly like (and stacks with) his specialist school.**Immunity to Fear:** Lucien is immune to fear effects.**Inspire Fear:** As a standard action, Lucien may create a mind-affecting effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to his nightmare spinner class level; a successful Will save (DC 11) negates this effect.**Nightmare Phantasm:** Whenever Lucien casts a figment or glamor spell, he may choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. Lucien can use this ability 4 times per day.

No creature may be affected more than once by Lucien's nightmare phantasm ability more than once in a 24-hour period.

**Spirit Chill:** Creatures affected by a fear effect Lucien causes (whether whether by a spell, class feature, or other effect) take nonlethal damage as well. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that is panicked takes 3d6 points of nonlethal damage.**Deadly Nightmare:** Lucien can create a mind-affecting fear effect that can make a living creature literally drop dead. Lucien can target one living creature within 30 feet of you, which must make a Will save (D.C. 16) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round. Any creature whose Hit Dice exceed 20 is unaffected by this power. This is a mind-affecting, fear, death effect.**DAMIOM****CR 10**

Male Human (Flan) Rogue 2/ Swashbuckler 3/ Avenging Executioner 5

Medium Humanoid

**Init** +4; **Senses** Listen -1, Spot -1**Languages** Common**AC** 19, touch 13, flat-footed 15

(+4 Dex, +5 armor)

**hp** 93 (10 HD)**Fort** +5 **Ref** +13, **Will** +1**Speed** 30 ft. in +1 *Chain Shirt* (6 squares), base movement 30 ft.**Melee** +1 *Kukri* +12 (1d4+2), +1 *Kukri* +12 (1d4+2)**Full Attack** +1 *Kukri* +12/+7 (1d4+3) and +1 *Kukri* +12/+7 (1d4+2)**Ranged** Shortbow +12 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +7**Atk Options** Sneak Attack +3d6, Sudden Strike +3d6**Special Actions** Dread Blade, Bloody Murder**Combat Gear** 2 +1 *Kukri*, +1 *Chain Shirt*, *Potion of Cat's Grace*, *Potion of Bear's Endurance*, 2 *Oils of Keen Edge***Abilities** Str 14, Dex 20, Con 18, Int 12, Wis 10, Cha 8**Feats** Two-Weapon Fighting, Weapon Focus (Kukri), Point Blank Shot, Weapon Finesse, Daring Outlaw, Improved Two-Weapon Fighting**Skills** Bluff +10, Hide +12, Move Silently +12, Disguise +5,**Possessions** Thieves' Tools, Letter**Grace:** Daimom gains a +1 competence bonus on Reflex saving throws.**Insightful Strike:** Daimom adds his intelligence bonus on all weapon damage rolls with any light weapon or a weapon that could be used with Weapon Finesse. This bonus does not apply to any target that is immune to critical hits.**Bloody Blade** Whenever you deal sudden strike damage with a melee weapon, the target of that sudden strike and all opponents within 30 feet of you who can see the target are shaken for 5 rounds. A successful DC 15 Will save negates this effect.**Rapid Intimidation** You may make an Intimidate check to demoralize a foe as a move action instead of a standard action.**Dread Blade** You treat any shaken, frightened, or panicked creatures as flat-footed.**Bloody Murder** If you drop a foe, all enemies within 30 feet become frightened. A DC 15 Will save reduces this to shaken.

## 7: CORELL'S WATCH (APL 10)

Hobgoblin Knights CR 10

Male Hobgoblin Knight (PHB II) 5/ Fighter 2/ Occult Slayer 2  
LN Medium Humanoid (Goblinoid)

**Init** +7; **Senses** Listen +0, Spot +0

**Languages** Common, Goblin

**AC** 21, touch 13, flat-footed 18  
(+1 Dex, +9 armor, +2 shield,)

**hp** 107 (9 HD)

**Fort** +9 **Ref** +, **Will** +8

**Speed** 20 ft. in Spiked Full Plate (4 squares), base movement 30 ft., Mounted 35 ft.

**Melee** +3 *Illusion Bane Lance* +16 (1d8+6), MW Armor Spikes +13 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +7

**Special Actions** Shield Block +1

**Combat Gear** Spiked Full Plate, +1 *Lance*, Heavy Wooden Shield, Fiendish Heavy Warhorse, ~~Potion of Bear's Endurance~~, ~~Oil of Greater Magic Weapon~~ (+3)

**Abilities** Str 16, Dex 16, Con 20, Int 12, Wis 10, Cha 8

**Feats** Power Attack, Mounted Combat, Improved Initiative, Ride-by Attack, Spirited Charge, Improved Bull Rush, Shock Trooper, Weapon Focus (Lance)

**Skills** Handle Animal +12, Ride +14

**Knight's Challenge** 3/day (See below)

**Fighting Challenge** +1 This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.

**Shield Block** +1 At the beginning of your turn, designate one opponent. You gain a +1 bonus to your AC against that opponent.

**Bulwark of Defense** Any opponent that begins his or her turn in your threatened area treats all the squares that you threaten as difficult terrain for all purposes.

**Test of Mettle** As a swift action, all opponents within 100 feet must make a DC 14 Will save. Any that fail must attack only this character and/or must include him in any area of effect for any offensive ability they use. A character may only be affected by this ability once per day. Lasts 5 rounds.

**Vigilant Defender** (+5 to opposed Tumble checks to move through squares he threatens.)

**Armor Mastery (Medium)** This character does not suffer a reduced movement speed as a result of wearing medium armor.

**Magical Defense:** An occult slayer's constant training in countering magics of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is equal to +1

**Weapon Bond:** An occult slayer must choose a particular weapon of at least masterwork quality with which they have the weapon focus feat to bond with. The hobgoblin knights have chosen their +1 *Illusion Bane Lances*. Upon making their selection, they immediately form a bond that imbues it with the force of their hatred for spellcasters. Any successful attack against a spellcaster or anything with spell-like abilities deals an additional 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses this ability to deal extra damage until they form a bond with a new weapon of at least masterwork quality with which they have the weapon focus feat. The occult slayer must spend one day per

character level practicing with the new weapon before the weapon bond is formed.

**Vicious Strike:** Whenever the occult slayer readies to disrupt a spellcaster, that attack deals double damage if it hits.

**Mind Over Magic:** 1/day, an occult slayer can cause a spell targeting it to rebound upon the original caster as a free action. This ability otherwise functions as a *spell turning* spell (CL 10).

## JENTRESSA

CR 10

Female Human (Suel) Cleric of Iuz 7/ Thaumaturgist 3

NE Med Humanoid

**Init** +5; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 22, touch 11, flat-footed 20  
(+1 Dex, +9 armor, +3 shield)

**hp** 80 (10 HD)

**Fort** +9, **Ref** +3, **Will** +11

**Speed** 20 ft. in +2 Full Plate (4 squares), base movement 30 ft.,

**Melee** Mace +6/+1 (1d8)

**Ranged** Light Crossbow +7 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +6

**Combat Gear** Mace, Light Crossbow, +2 Full Plate, +1 Heavy Steel Shield, *Pearl of Power* (level 2), ~~Potion of Bear's Endurance~~, ~~Potion of Owl's Wisdom~~

**Cleric Spells Prepared** (CL 10th):

5th— Confusion, Rapid Summon Monster V, Righteous Wrath of the Faithful

4th— ~~Unholy Blight~~, Rapid Summon Monster IV, Recitation

3rd— ~~Magic Circle Against Good~~, Rapid Summon Monster III, Aid

2nd— Invisibility, Bull's Strength, Bear's Endurance, Summon Monster II

1st— Protection from Good, Summon Monster I, Cure Light Wounds x2

0— Cure Minor Wounds x6.

Deity: Iuz. Domains: Trickery, Evil

**Already Cast:** Magic Circle against Good (50 min remaining), centered on self. Retributive Spell (Unholy Blight).

**Abilities** Str 10, Dex 12, Con 18, Int 13, Wis 20, Cha 8

**Feats** Spell Focus (Conjuration), Augment Summoning, Metamagic School Focus (Conjuration), Rapid Spell, Improved Initiative, Retributive Spell.

**Skills** Concentration +12, Bluff +10, Knowledge (Religion) +14

**Possessions** combat gear plus 2 Silver Holy Symbols

**Rebuke Undead** 2/day

**Improved Ally:** Jentressa can bargain for a planar ally (including a *lesser* or *greater* planar ally) to work for a reduced payment so long as her diplomacy check improves it's attitude to helpful or better, and it's alignment is within one step of Jentressa's. She may only have one such ally at a time.

**Extended Summoning:** All spells of the summoning subschool that Jentressa casts have their durations doubled, as if the Extend Spell feat had been applied to them. This does not change the levels of the spells, and this ability stacks with the Extend Spell feat.

**6: ASSASSINS! (APL 12)****LUCIEN****CR 12**

Male Human (Flan) Wizard 5/ Nightmare Spinner 5/  
Fatespinner 2

CE Medium Humanoid

**Init** +6; **Senses** Listen -1, Spot -1

**Languages** Common, Orc, Goblin, Infernal

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 Shield)

**hp** 77 (12 HD)

**Fort** +6, **Ref** +4, **Will** +11

**Speed** 30 ft. (unarmored) (6 squares), base movement 30 ft.

**Melee** Dagger +3 (1d4-1)

**Ranged** Light Crossbow +6 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +3

**Atk Options** Spellcasting, Light Crossbow

**Combat Gear** Light Crossbow, Dagger, *Wand of Hail of Stone* (CL 5), *Scroll of Fox's Cunning*, *Scroll of Bear's Endurance*, *Scroll of Owl's Wisdom*

**Wizard Spells Prepared** (CL 11th):

6th— Disintegrate, *Empowered Burning Blood*, Ray of Entropy, Aura of Terror

5th— Mirage Arcana, Spiritwall, Wrack, Waves of Fatigue

4th— Greater Invisibility, Greater Mirror Image, Assay Spell Resistance, Bestow Curse, Burning Blood, Enervation

3rd— Shadow Binding, Legion of Sentinels, Haste, Ray of Exhaustion, Healing Touch, Mass Curse of Impending Blades

2nd— Glitterdust, Phantasmal Strangler, Invisibility, Escalating Enfeeblement, False Life, Spectral Hand

1st— Shield, Nerveskitter, Color Spray, Ray of Enfeeblement x2, Chill Touch

0— Ray of Frost x5

**Already Cast** Shield, False Life (1d10 +10)

**Abilities** Str 8, Dex 13, Con 18, Int 22, Wis 12, Cha 10

**Feats** Improved Initiative, Spell Focus (Illusion), Scribe Scroll, Greater Spell Focus (Illusion), Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Fearsome Necromancy, Empower Spell

**Skills** Concentrate +11, Knowledge (Arcana) +9, Spellcraft +11, Hide +8

**Special** Immunity to Fear, Nightmare Phantasm, Spirit Chill, Deadly Nightmare (3/day, Will 16), Spin Fate, Fickle Finger of Fate

**Possessions** Spellbook

**Focused Specialist:** Lucien is a specialist necromancer. Lucien sacrifices one spell slot per level per day. In return, he may prepare up to two extra spells from his specialist school at each level each day in addition to his specialist spells. Lucien's banned schools are Abjuration, Enchantment, and Conjuration.

**Bonus Spells:** Lucien may prepare one additional illusion spell per day. This ability is exactly like (and stacks with) his specialist school.

**Immunity to Fear:** Lucien is immune to fear effects.

**Inspire Fear:** As a standard action, Lucien may create a mind-affecting effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to his nightmare spinner class level; a successful Will save (DC 11) negates this effect.

**Spirit Chill:** Creatures affected by a fear effect Lucien causes (whether whether by a spell, class feature, or other effect) take nonlethal damage as well. Any creature that is shaken takes 1d6 points of nonlethal damage. A

creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that is panicked takes 3d6 points of nonlethal damage.

**Deadly Nightmare:** Lucien can create a mind-affecting fear effect that can make a living creature literally drop dead. Lucien can target one living creature within 30 feet of you, which must make a Will save (D.C. 16) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round. Any creature whose Hit Dice exceed 20 is unaffected by this power. This is a mind-affecting, fear, death effect.

**Spin Fate:** As a free action, Lucien may use stored spin to boost the save DC of a spell on a point-for-point basis. Lucien has two points of spin, so he may choose to boost the save DC of a spell by one twice, or by two once.

**Fickle Finger of Fate:** Once per day as an immediate action, Lucien can force any creature – friend or enemy – to reroll a saving throw it has just made. He must have line of sight to the subject, and the subject must abide by the result of the reroll, even if the result is less favorable than the original.

**DAMIOM****CR 12**

Male Human (Flan) Rogue 2/ Swashbuckler 3/ Avenging Executioner 5/ Invisible Blade 2

Medium Humanoid

**Init** +4; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 19, touch 13, flat-footed 15

(+4 Dex, +5 armor)

**hp** 101 (12 HD)

**Fort** +8 **Ref** +16, **Will** +1

**Speed** 30 ft. in +1 *Chain Shirt* (6 squares), base movement 30 ft.

**Melee** +1 *Greater Dispelling Kukri* +16 (1d4+2)

**Full Attack** +1 *Greater Dispelling Kukri* +14/+9 (1d4+2) and +1 *Kukri* +14/+9 (1d4+2)

**Ranged** Shortbow +12 (1d6)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +7

**Atk Options** Sneak Attack +5d6, Sudden Strike +3d6

**Special Actions** Dread Blade, Bloody Murder

**Combat Gear** 2 +1 *Frost Kukri*, +1 *Chain Shirt*, *Potion of Bear's Endurance*, *Potion of Cat's Grace*, 2 *Oils of Keen Edge*

**Abilities** Str 14, Dex 20, Con 18, Int 10, Wis 8, Cha 12

**Feats** Two-Weapon Fighting, Weapon Focus (Kukri), Point Blank Shot, Far Shot, Weapon Finesse, Daring Outlaw, Improved Two-Weapon Fighting

**Skills** Bluff +10, Hide +12, Move Silently +12, Disguise +5,

**Possessions** Thieves' Tools, Letter

**Grace:** Daimom gains a +1 competence bonus on Reflex saving throws.

**Insightful Strike:** Daimom adds his intelligence bonus on all weapon damage rolls with any light weapon or a weapon that could be used with Weapon Finesse. This bonus does not apply to any target that is immune to critical hits.

**Bloody Blade** Whenever you deal sudden strike damage with a melee weapon, the target of that sudden strike and all opponents within 30 feet of you who can see the target are shaken for 5 rounds. A successful DC 15 Will save negates this effect.

**Rapid Intimidation** You may make an Intimidate check to demoralize a foe as a move action instead of a standard action.

**Dread Blade** You treat any shaken, frightened, or panicked creatures as flat-footed.

**Bloody Murder** If you drop a foe, all enemies within 30 feet become frightened. A DC 15 Will save reduces this to shaken.

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## 7: CORELL'S WATCH (APL 12)

### HOBGOBLIN KNIGHTS

CR 12

Male Hobgoblin Knight (PHB II) 5/ Fighter 2/ Occult Slayer 5  
LN Medium Humanoid (Goblinoid)

**Init** +7; **Senses** Listen +0, Spot +0

**Languages** Common, Goblin

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**AC** 27, touch 13, flat-footed 18

(+1 Dex, +11 armor, +5 shield,)

**hp** 131 (11 HD)

**Fort** +10 **Ref** +5, **Will** +8

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**Speed** 20 ft. in Spiked Full Plate (4 squares), base movement 30 ft., Mounted 40 ft.

**Melee** +3 *Lance* +19 (1d8+6), MW Armor Spikes +16 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12; **Grp** +7

**Special Actions** Shield Block +1

**Combat Gear** +2 *Spiked Full Plate*, +1 *Lance*, +2 *Heavy Wooden Shield*, Riding Boots, Rhinoceros, ~~Potion of Bear's Endurance~~

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**Abilities** Str 16, Dex 16, Con 20, Int 12, Wis 10, Cha 8

**Feats** Power Attack, Mounted Combat, Improved Initiative, Ride-by Attack, Spirited Charge, Improved Bull Rush, Shock Trooper, Weapon Focus (Lance), Combat Reflexes

**Skills** Handle Animal +12, Ride +14

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**Knight's Challenge** 3/day (See below)

**Fighting Challenge** +1 This character may designate one (and only one) opponent as the target of this ability as a swift action. He receives +1 to attack and damage rolls against that foe. This ability uses one Knight's Challenge. This effect lasts for 5 rounds.

**Shield Block** +1 At the beginning of your turn, designate one opponent. You gain a +1 bonus to your AC against that opponent.

**Bulwark of Defense** Any opponent that begins his or her turn in your threatened area treats all the squares that you threaten as difficult terrain for all purposes.

**Test of Mettle** As a swift action, all opponents within 100 feet must make a DC 14 Will save. Any that fail must attack only this character and/or must include him in any area of effect for any offensive ability they use. A character may only be affected by this ability once per day. Lasts 5 rounds.

**Vigilant Defender** (+5 to opposed Tumble checks to move through squares he threatens.)

**Armor Mastery (Medium)** This character does not suffer a reduced movement speed as a result of wearing medium armor.

**Magical Defense:** An occult slayer's constant training in countering magics of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is equal to +3

**Weapon Bond:** An occult slayer must choose a particular weapon of at least masterwork quality with which they have the weapon focus feat to bond with. The hobgoblin knights have chosen their +1 *Illusion Bane Lances*. Upon making their selection, they immediately form a bond that imbues it with the force of their hatred for spellcasters. Any successful attack against a spellcaster or anything with spell-like abilities deals an additional 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses this ability to deal extra damage until they form a bond with a new weapon of at least

masterwork quality with which they have the weapon focus feat. The occult slayer must spend one day per character level practicing with the new weapon before the weapon bond is formed.

**Vicious Strike:** Whenever the occult slayer readies to disrupt a spellcaster, that attack deals double damage if it hits.

**Mind Over Magic:** 2/day, an occult slayer can cause a spell targeting it to rebound upon the original caster as a free action. This ability otherwise functions as a *spell turning* spell (CL 10).

**Auravision:** The occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The occult slayer cannot use this ability to determine anything but the number of magical auras present.

**Nondetection Cloak:** An occult slayer (and any gear it carries) becomes more difficult to locate through divinations. The occult slayer gains magical protection from divinations equal to a *nondetection* spell (CL 5), except that it only affects the occult slayer and its possessions.

**Blank Thoughts:** The occult slayer is immune to mind-affecting effects. This ability may be suppressed or resumed as a free action (such as when Jentressa casts Righteous Wrath of the Faithful).

## JENTRESSA

CR 12

Female Human (Suel) Cleric of Iuz 7/ Thaumaturgist 5

NE Med Humanoid

**Init** +5; **Senses** Listen +3, Spot +3

**Languages** Common

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**AC** 22, touch 11, flat-footed 20

(+1 Dex, +9 armor, +3 shield)

**hp** 108 (12 HD) + 16 temporary (Heroes Feast)

**Fort** +9, **Ref** +3, **Will** +11

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**Speed** 20 ft. in +2 Full Plate (4 squares), base movement 30 ft.,

**Melee** Mace +6/+1 (1d8)

**Ranged** Light Crossbow +7 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +6

**Combat Gear** Mace, Light Crossbow, +2 Full Plate, +1 Heavy Steel Shield, *Pearl of Power* (level 2)

**Cleric Spells Prepared** (CL 10th):

6th— *Quickened Invisibility*, ~~Summon Monster VI, Planar Ally~~

5th— Confusion, Rapid Summon Monster V, Righteous Wrath of the Faithful, Mass Shield of Faith

4th— ~~Unholy Blight, Greater Magic Weapon (+3) x2~~, Recitation, Moon Bolt

3rd— ~~Magic Circle Against Good~~, Rapid Summon Monster III, ~~Magic Vestment (+3) x2~~, Cure Serious Wounds

2nd— Invisibility, Cure Moderate Wounds x2, Summon Monster II x2

1st— Protection from Good, Summon Monster I, Cure Light Wounds x2, Death Knell

0— Cure Minor Wounds x6.

Deity: Iuz. Domains: Trickery, Evil

**Already Cast:** Magic Circle against Good (50 min remaining), centered on self. Retributive Spell (Unholy Blight). Contingent Conjunction (Summon Monster VI, on verbal command).

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**Abilities** Str 10, Dex 12, Con 18, Int 13, Wis 16, Cha 8

**Feats** Spell Focus (Conjuration), Augment Summoning, Metamagic School Focus (Conjuration), Rapid Spell, Quicken Spell, Retributive Spell, Improved Initiative



**Skills** Concentration +12, Bluff +10, Knowledge (Religion) +14

**Possessions** combat gear plus 2 Silver Holy Symbols

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**Rebuke Undead 2/day**

**Improved Ally:** Jentressa can (and has) bargain for a planar ally (including a *lesser* or *greater* planar ally) to work for a reduced payment so long as her diplomacy check improves it's attitude to helpful or better, and it's alignment is within one step of Jentressa's. She may only have one such ally at a time. In this case, she has secured the aid of a Hellcat (MM page 54).

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**Extended Summoning:** All spells of the summoning subschool that Jentressa casts have their durations doubled, as if the Extend Spell feat had been applied to them. This does not change the levels of the spells, and this ability stacks with the Extend Spell feat.

**Contingent Conjunction:** Jentressa can prepare a conjunction (summoning) or conjunction (calling) spell ahead of time to be triggered by some other event. This functions as described in the contingency spell, including having the selected spell already cast. The spell is cast instantly when the trigger event occurs. See the *Contingency* spell, PHB 213 for details on the trigger event.

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**FEATS****AUGMENT HEALING**

**Benefit:** Add +2 points per spell level to any Conjuraton [Healing] spell you cast.

**Source:** *Complete Divine* 79

**ITEMS****ANGELWING RAZOR**

This +5 *Vorpal Longsword* is a powerful artifact, and bane to all angels. Rather than being made of angel's wings, as its name might suggest, this weapon's blade was honed on them, giving it an impossibly sharp edge. Any angel struck by the weapon must make a DC 20 Fortitude save or die.

**Source:** *Book of Vile Darkness* 120.

**SPELLS****CLOSE WOUNDS**

Conjuraton (Healing)

**Level:** Cleric 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

This spell cures 1d4 points of damage +1 per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents that damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, *Close Wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

**Source:** *Spell Compendium* 48.

### If Allar Dies:

Well, crap, he's dead (Jim). It's OK, though, here's the consolidated guide for "What to do if the escort buddy croaks."

- First, remember that Marta at the Temple of the Elder Wave can revive him once. It'll cost the PCs 5,000 gp to get the material component (4,000 if someone's done SHL 6-03, Ghosts of Admundfort). It'll also cost the PCs 1 TU to go fetch it. Mark it off under the "additional TUs spent" section on their AR.
- Make sure to get his body. The spell doesn't work if you don't have his body.
- Allar happens to have a bit of dirt from his home on the Seven Heavens (it's in a locket he keeps around his neck). It'll allow Marta to complete her spell.
- Marta will remind the PCs as they leave that she can't resurrect Allar again.
- If Allar is resurrected, he loses a level. Don't forget to drop it.
- If Allar dies a second time, the party is SOL.

## APPENDIX 3: DM AID

For DM convenience, here is the table for the rod of wonders for determining the outcome of spell mishaps from the magical instability on Walworth Isle. This affects arcane spells only.

APL 2- 10% of miscast on each attempt  
 APL 4- 15% of miscast on each attempt  
 APL 6- 20% of miscast on each attempt  
 APL 8- 25% of miscast on each attempt  
 APL 10- 30% of miscast on each attempt  
 APL 12- 35% of miscast on each attempt

d%	Mishap Effect
01-05	<i>Slow</i> affected creature for 10 rounds (DC 15 Will to negate).
06-10	<i>Faerie Fire</i> surrounds target.
11-15	Deludes caster for 1 round into believing the spell functions as indicated by a second die roll (no save).
16-20	<i>Gust of Wind</i> at windstorm force; see Winds, <i>DMG</i> p. 95 (DC 14 Fort negates).
21-25	Caster learns target's surface thoughts, as <i>Detect Thoughts</i> for 1d4 rounds (no save).
26-30	<i>Stinking Cloud</i> at 30 ft. range (DC 15 Fort negates).
31-33	Heavy rain falls for 1 round in 60 ft. radius, centered on caster.
34-36	<i>Summon</i> an animal- a rhino (1-25% on d%), elephant (26-50%) or a mouse (51-100%).
37-46	<i>Lightning Bolt</i> (70 ft long, 5 ft wide), 6d6 electric damage (DC15 Ref half).
47-49	Stream of 600 large butterflies streams forth, blinding everyone (including caster) within 25 ft. (DC 14 Ref negates).
50-53	<i>Enlarge Person</i> if within 60 ft. of caster (DC 13 Fort negates).
54-58	<i>Darkness</i> in a 30 ft. diameter hemisphere, centered 30 ft. away from caster.
59-62	Grass grows in a 160 sq. ft. area before caster, or grass there grows to 10 times normal size.
63-65	Turn ethereal any nonliving object of up to 1000 lbs. mass and up to 30 cu. ft. in size.
66-69	Reduce caster to ½ height in size (no save).
70-79	<i>Fireball</i> at target or 100 ft straight ahead, 6d6 damage (DC 15 Ref half).
80-84	<i>Invisibility</i> covers caster.
85-87	Leaves grow from target if within 60 ft. of caster. They last 24 hours.
88-90	10-40 gems, value 1gp each, shoot forth in a 30 ft long stream. Each gem deals 1 point of damage to any creature in its path. Roll 5d4 for the available hits and divide them among available targets.
91-95	Shimmering colors dance and play over a 40 ft. by 30 ft. area in front of caster. Creatures therein are blinded for 1d6 rounds (DC 15 Fort negates).
96-97	Caster (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98-100	<i>Flesh to Stone</i> (or <i>Stone to Flesh</i> if target is already stone) if target is within 60 ft. (DC 18 Fort negates).

*Here's hoping you're doing well—*

*I find myself in need of a few tough, trustworthy men and women for a mission of particular delicacy. I'm stretched thin out here at Admundfort, and I need a crew for an escort mission that can be counted on not to talk about it in the pub later. You and a few of your friends sprung to mind after that business with the church of Procan.*

*The short and dirty version is that I need you here as soon as possible, and as well kitted-out as possible. It seems like one of luz's generals as finally made a slip-up, and we've got the chance of a lifetime to capitalize on that.*

*Bring reliable friends. More than six in total will draw too much attention from the locals, and we've got to keep even them in the dark. Sorry I can't tell you more, but there's always the chance that this letter could get intercepted. There's a ship leaving Bright Sentry for Walworth in two days. Be on it.*

*Here's to EXTREME DANGER, eh?*

*~Galeoth Korsen, Steward of Admundfort*

*Dear [Metaorganizational rank],*

*We understand that this comes at extremely short notice, but it seems that your services and in particular your discretion are required at Admunfort, post-haste. Sir Galeoth, the steward of that city, has asked that we direct a small group of capable and trustworthy individuals to him as soon as possible. Given your past service and your current availability, we have decided to send you.*

*Choose as many as five friends to bring with you; we trust that you will choose individuals that can keep a secret. A ship out of Bright Sentry has been chartered to transport you to Admundfort in two days. Be on it.*

*Even we don't know what's going on out there, but be aware: the Council of Lords is watching this one.*

*~Sarret, Scribe, on behalf of Sir Galeoth Korsen of Admundfort*

**Dear Sir or Madam,**

***I'm sorry for the unintroduced intrusion, but I'm afraid things are a bit tight right now. I am Sir Galeoth Korsen, currently appointed as the steward of the city of Admundfort and Walworth Isle. I have, unfortunately, found myself stretched extraordinarily thin, and I assure you that if I had any better option, I would not be writing you on this matter.***

***Simply put, I need to hire several individuals of skill and especially discretion for a mission out of my jurisdiction. Word of your reputation as an honorable and reliable person has reached me even out here, and given the exigencies of my situation, I don't think you'll betray me on this. If you're interested in helping secure the Shield Lands against a rather dire future threat, report to me with up to five trustworthy companions. We've chartered a ship out of Bright Sentry to carry you; it leaves in two days. I'm afraid I can't really say much more in writing; report to me if you're willing. You'll be well compensated, of course, as will your companions.***

***Sincerely,***

***~Sir Galeoth Korsen, Steward of Admundfort***

**Assassin—**

*I've paid good money for you and your brothers' service; don't fail me or this will be the last job you ever perform.*

*There is an individual that escaped our custody recently. He is angelic in appearance, though we can assure you that he's no angel. He has obtained information that we cannot afford to be disseminated to the enemies of luz.*

*He flew to Admundfort. Go there and kill him, and any that guard him. Zhayne is sending her own agents after the escaped angel. If you fail me, and Zhayne's succeed, do not bother returning because I will kill you myself if Zhayne's agents haven't already.*

*~General At-Ur Remhat*

**P.S.: Destroy this note.**



**To Admundfort, via the *Blinding One*:**

Item:	Units:	Weight:	Worth:
Longswords	15	60 lbs.	225 gp
Crossbows, Light	15	60 lbs.	525 gp
Weapons, Misc	30	120 lbs.	600 gp
Scale Mail	15	450 lbs.	750 gp
Chain Shirt	15	375 lbs.	1500 gp
Armor, Misc	15	625 lbs.	3950 gp.
Alchemical Supplies, Misc	30	30 lbs.	1254 gp
Craftsman's kits, Misc	20	48 lbs.	698 gp

**Watch for the Dyvers Merchant Guild. They have the right to trade on the island, but there's so much money being thrown around the place it's criminal for us to stay away. Don't give Sir Galeoth any indication of what we're up to; he's enough of a straight arrow that he'd shut us down. Good luck and good trading!**

**Reginald Reignsworth, Shield Lands Merchant Guild**