

ONI 3-01



SINS OF THE FATHER

A D&D LIVING GREYHAWK MINI-MODULE SET IN
THE FREE STATE OF ONN WAL

Version 1

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Just what is this 'final card' that the map you bear speaks of and what terrible secret is the legacy of a dead Brotherhood collaborator?

An Onnwal regional mini-module for Levels 1-8.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to

consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by their comments on your abilities. It is a good idea to

have the players vote while you are determining treasure and experience awards for the scenario.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

After voting, give the Scoring Packet to your event coordinator.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

TIME UNITS AND UPKEEP

This is a three-round mini adventure. All characters pay 3 Time Units to participate in the adventure. Adventures' Standard Upkeep costs 36 gp. Rich Upkeep costs 150 gp, and Luxury Upkeep costs 300 gp.

CAMPAIGN CONSEQUENCES

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

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the mini-module are also welcomed at this address.

- 1: Did the PCs incur the wrath of Harres?
- 2: Did the PCs ecover the ledgers?
- 3: Did any of the Scarlet Brotherhood company survive? Is so who?
- 4: To whom did the PCs deliver the ledgers?

ADVENTURE SYNOPSIS AND BACKGROUND

In the early years of the current century, the coasts of Onnwal were terrorised by slavers who would swoop in from the sea and carry off entire villages. Like the more recent and renowned Slavers of the Pomarj, they showed few scruples and less mercy towards their victims, carrying off man, woman and child to suffer often short and brutal lives of bondage.

The Free State made great efforts to put an end to this scourge - but to no avail. The slavers

seemed almost prescient in their ability to avoid the ships of the Free State Navy. This was no accident, for they had friends in very high places. No less a figure than Kosrel Relaster, Duke of the Storm Coast, was in league with the slavers. In return for a cut of the profits, the duke conspired to deliver his own people into bondage. Kosrel would warn them of naval movements and of vulnerable targets. In return the Great House of Relaster grew rich on slave gold.

Ever the meticulous record keeper, Kosrel and his underlings kept a very careful record of all of these transactions in a series of ledgers. Within these pages were recorded every back-hander, every single gold gull that the duke received from the slavers, every betrayal, every life destroyed.

After Kosrel's death, upon receiving the ducal coronet, his son happened upon this terrible evidence. Being a true-hearted man - he was appalled at the secret life that his beloved father had led and immediately put an end to all contacts between the Relasters and the slavers. The ledgers he hid away in the deepest recesses of the Red Tower - never again to see the light of day. Or so he thought.

In 576 CY, Rohal Soldas, a native of Sornhill entered the service of the duke. He proved himself to be both intelligent and capable and quickly rose through the ranks to become Mayor of Sornhill in 581 CY. In the course of his ascension though the ranks, Soldas became privy to many secrets of the Great House of Relaster - something that would prove the undoing of the Relasters and Sornhill some years later. Among these were the slaver ledgers. Realising their significance and the opportunities they presented to a man of ambition such as himself, he secreted away the ledgers, for use in a dire emergency.

These are few in Onnwal that do not know of Rohal Soldas' treachery upon the Night of Scarlet Knives and his deeds in the years that followed. Despite the best efforts of the forces of the Free State, Soldas evaded the noose that he deserved - ironically only to meet his fate in the Headlands in 592 CY.

Upon the body of one of his hochebi bodyguard was discovered a map. It purported to lead to Soldas' "final card". The forces of the Free State were baffled as to what this might mean. Only one man felt dread spread though his heart as he read those fateful words.

Hazeraz Skullsplitter had served the Great House of Relaster since his sixteenth summer, like his father before him. However, where as Hazeraz had always sought to uphold the honour of the House and laws of the Free State, his father had been a trusted servant of Duke Kosrel and had,

like his master, colluded with the slavers. Hazeraz only discovered this when his father confessed it to him on his deathbed, after Duke Kosrel's death. Knowing Kosrel's son to be a man of honour, Hazeraz kept the sins of his father to himself, lest one man's wrongs destroy the entire Great House of Relaster.

The Skullsplitter had never truly trusted Rohal Soldas and when the traitor's map surfaced, there were few doubts in his mind as to what it referred to. Hazeraz knows that he must recover the ledgers and remove them as a threat to the future of the Great House of Relaster and the Duchess Saielema. So he has set upon a plan to use a War Company to retrieve the ledgers, that he might then destroy them.

ADVENTURE SUMMARY

Introduction:

The PCs are summoned before Hazeraz Skullsplitter and given a mission to find and recover, Rohal Soldas' "Final Card", using only the clues on the map recovered from Soldas' bodyguard.

Encounter One: Lore and Loss

The PCs must decipher the riddle on the map to discover the location of the ledgers. Their research will lead them in the direction of two individuals who can give them vital aid: Draeus Tiptrenn, a drunken sage, with gambling debts, but an encyclopedic knowledge of the geography of the Volanots (when sober) and Calyae Erdann, Soldas' former lover. The PCs will have to see off some local debt collectors, bent on beating Tiptrenn into a pulp for not paying his debts. Erdann on the other hand, has taken great pains to divorce herself from her past, and will be most reluctant to be reminded of it.

The combination of the clues that both these individuals can provide will direct the PCs to the Hill of Carnothann, the Pinnacle of Night referred to on Soldas' map.

Encounter Two: The Pinnacle of Night

The PCs travel to the Hill of Carnothann, where they must discover the exact site that Soldas has buried his ledgers. It is a small lake directly east of Carnothann. A search will uncover an iron chest buried a few feet out from the edge of the lake. Inside is another small plain steel box sealed with wax, bearing the arms of the Great House of Relaster and warded by a trap. Inside are the incriminating ledgers.

Encounter Three: A Skirmish at Sunrise

Unbeknownst to the PCs, they have been tailed for some time by a group of Scarlet Brotherhood agents. Kekerav Madi, former Kesh of Sornhill, has discovered through his spies that the PCs are seeking something valuable related to Soldas. He has sent some of his best agents to recover it for him. This group will attempt to ambush the PCs and steal the box.

Conclusion:

If they manage to retain the box, they are then faced with a choice of who they return the ledgers to. Each choice will have its own repercussions and consequences, both for the PCs and the Great House of Relaster.

INTRODUCTION

Read aloud or paraphrase the following:

Rain hammers down upon the roofs of Sornhill. Water cascades from slate and thatch and runs in rivulets over the cobbles, pooling here and there to lakes and morasses of mud. Everywhere there is the relentless noise of rain and gale battering roof and rafter. Spring has come to the Gearnat and the Storm Coast. Procan, roused from his winter slumber, now vents his thunderous wrath upon land and sea alike.

Given the atrocious weather, that keeps all sensible Storm Coasters close by their hearths, you are surprised at the appearance at your lodgings of a bedraggled messenger in the Black and Argent of the Great House of Relaster.

The messenger's name is Darev, a boy of about eighteen, and only recently drafted into the service of the Sornhill garrison. His waxed cloak has not spared him or his tabard from the relentless rain and he cuts a somewhat pathetic figure, his teeth chattering as he speaks.

He will ascertain the PCs identity before he hands over a scroll case bearing the silvered chevron seal of the Great House of Relaster to whom ever looks like the leader of the group (see Player's Handout 1). The terse message bears the personal signet of the Skullsplitter.

Darev will wait until the PCs are ready to go with him, becoming increasingly agitated if they tarry overlong. The boy is under orders to bring the PCs with all haste to the Stormhaven and his fear and awe for the Skullsplitter are not inconsiderable.

Read aloud or paraphrase the following:

The streets of Sornhill, awash as they are, are deserted except for a few hardy souls like yourselves. As you climb up the hill into the High Town, the Red Tower looms out of the sheets of rain, resolute as ever against the elements.

You are shown through the outer bailey, up into the Tower itself and into a spartan study. A large oaken desk, strewn with maps and papers, dominates the room. The wind rattles the wooden shutters that bar the window on the far wall. A log fire blazes invitingly in the hearth to one side, setting shadows flickering in the groined arches of the roof vault. Gazing into the flames is Hazeraz Skullsplitter, First Protector and Commandant of Sornhill.

Hazeraz Skullsplitter

Appearance: In his mid fifties, Hazeraz is still physically imposing. Short cropped, steel-gray hair frames a weather-beaten face. His eyes are light gray in colour and hint at a keen wit and intelligence. He limps slightly from an old wound and is never seen without a well-worn broadsword girthed at his hip. Hazeraz is clad in battered, but serviceable studded leather armour.

Character: Hazeraz's manner is terse and to the point. He has little patience for fools or pretensions and is not afraid to say so. On the other hand he respects straight talking and professionalism.

A grizzled old veteran of the Free State Marines and the captain of the former duke's personal guard, Hazeraz has served Onnwal for over 30 years. Named "Skullsplitter" for his skill with the broadsword, he is a fearsome opponent and a master tactician. He is ultimately in charge of all aspects of Sornhill's defence and is fanatically loyal to the Relasters.

Read aloud or paraphrase the following:

"Good worthies, my thanks for stirrin' out on such a day. Come warm yourselves," the Skullsplitter says gesturing towards the fire.

Hazeraz moves to sit behind the map-strewn desk.

If any of the PCs have the map cert from the premiere of To Hunt a Traitor, read or paraphrase the following.

"Thanks in part to yer efforts, that turncoat Soldas met his end in the Headlands. Whilst he is due many more deaths to repay the damage he wrought, something else trouble my mind. I've heard tell you found a map on one o' his hocbebi followers. Why don't ye place it on the table?"

If the PCs do not have the map from To Hunt a Traitor, Hazeraz says the following instead:-

"As ye may 'ave heard tell, Robal Soldas has met his end in the hills of the Headlands. Though this is no small cause for joy - there remains one thing that worries me. This was found on the body of one of the traitor's hocbebi."

Hazeraz hands a piece of crumpled parchment to you.

Give the player Players' Handout 2

Read aloud or paraphrase the following:

Hazeraz continues: "I'm sure I'm not alone in sayin' that anything of that traitor scum is no good thing. All this talk of his "final card" - it troubles me. I want ye to find this final card, whatever it be, and bring it hither to me, if ye can."

The PCs will probably wish to ask some questions of the Skullsplitter. A list of answers to the most likely one's are listed below:

Q: Where is this Pinnacle of Night?

A: "Nowhere I've heard of. I'd reckon though, from yonder map, that it lies in the Volanots someplace. Now that I think on it - there's one man that knows more than any about the Volanots. His name is Draeus Tiptrenn, a sage. I know not whether he dwells now, but if ye can find him - he may tell ye more of this Pinnacle of Night. "

Q: What's in it for us?

A: "If money weighs more than the service of the Free State, then ye'll have yer reward."

Hazeraz will refuse to haggle or discuss terms for this.

If there are no further questions, read aloud or paraphrase the following:

"Make haste now, but keep what I have told ye close. I hardly need to remind ye that the Strambairs have eyes and ears everywhere. Go to your work - be quick, be quiet and do not fail.

ENCOUNTER ONE: LORE AND LOSS

The PCs will have to ask around about the whereabouts of Dreus Tiptrenn. A Gather Information or Knowledge (Local) roll will provide some clues:

DC 10: "Tiptrenn - yeah I've heard of 'im - he's a old scholar gentleman. Hangs around the Harbour Town these days, I fink.

DC 15: "Yea - Tiptrenn the Sage - I saw him only last week, holding up the bar in the Laden Merchantman.

DC 20+: "Tiptrenn the Sage? Ha! Tiptrenn the Sot more like it. All he studies now is the bottom of an ale jack and how to gamble away gold. He usually stumbles into the Laden Merchantman not long after the noonbells.

The Laden Merchantman is one of the most frequented inns in the Harbour Town and any investigations in the district should bring the PCs there.

Read aloud or paraphrase the following:

Sornhill's Market Square is all but deserted. The hawker's stalls are battened down against the rain. Farther along, a sign bearing the carving of a cog under full sail swings back and forth in the wind. The windows of the Laden Merchantman are shuttered, but the noise of conversation and the faint aroma of pipe-smoke wafts out under the door. Entering you find that the common room of the inn is busy. With the weather there is little else to do in Sornhill, bar sit out the gale with some good beer by a warm fire. Someone shouts for you to close the door, as a gust sweeps through the room, setting the lantern and candle flames afllickering.

If they inquire after Dreus Tiptrenn, the innkeep can direct the PCs to a small table on the corner of the common room.

Read aloud or paraphrase the following:

An elderly man with long yellow-white hair and an unkempt beard appears to be in deep conversation with two younger men. One of the younger men is sitting opposite him, while his companion, a great hulking fellow, is standing behind the old man. As you watch, the elderly man suddenly makes to stand up, somewhat unsteadily. The big man behind him pushes him back down into the chair, placing heavy hands upon his frail shoulders. It could be a trick of the firelight, but there is a look of befuddled fear on the wizened face of the old man.

The old man is of course Dreus Tiptrenn. The man seated opposite is Harres Brevend, a local thug to whom Tiptrenn owes a considerable sum of money in gambling debts (100 gp x APL of the party). The third man is Orem, Brevend's muscle. Harres and Orem have come to collect their money and are not going to take no for an answer. Tiptrenn doesn't have the money and his future prospects are looking doubtful at best, unless the PCs intervene.

This is a fairly free-flowing encounter and the GM should resolve it at his discretion. Role-playing notes for each of the protagonists are given below:

Dreus Tiptrenn

Appearance: Tiptrenn is a man in his sixties with long yellow-white hair and an unkempt beard. His face is lined and red from too many years and too many ales. He is dressed in what were once well-made clothes - now unwashed, stained and smelling of stale beer and worse.

Character: Before the privations and horrors of the Occupation Dreus Tiptrenn was once a well-respected sage. Since then he has sought solace from his demons in the bottle. He is a jovial drunk, however, willing to be anyone's friend and content to drink himself to death. He retains all his old learning - though the PCs will have to sober him up first. Tiptrenn is genuinely afraid of Brevend, but does not have the money he is asking for.

Harres Brevend

Appearance: Harres is a man in his late twenties. Rakishly handsome, he has muddy blonde hair and bright green eyes. He is plainly-dressed and carries a dirk in his right boot.

Character: Harres is an up-and-coming member of Sornhill's criminal fraternity. Ambitious, intelligent and ruthless, he has great plans for himself. Though not an actual member of the local Wrecker cell, he pays tithes to them in order to run his gambling and debt collecting rackets. Harres cannot afford to let Tiptrenn default on his debts, lest his own credibility be damaged. Equally however, he is not going to foolishly pick a fight with clearly superior opposition and will try to talk his way out of any confrontation. Harres does have a long memory however, and does not forget a slight.

If the PCs force him to leave the tavern without his gold, they will earn the "Wrath of Harres Brevend" Cert.

Orem

Appearance: Orem is a huge hulking beast of a man. Standing well over six feet tall and heavily built, he is dressed in simple peasant's clothing.

Character: Orem cannot be described as a complicated man. He is a thug, not overly bright, with few greater joys in life than beating someone to a pulp with his enormous fists. He defers

however, to Harres and will not act without say so from him.

No stats are provided for Harres or Orem - as they will choose to withdraw rather than pick a fight they cannot win. If the PCs choose to attack Harres and Orem without provocation - then the pair will flee, setting up a hue and cry for the Militia. The PCs are in this case guilty of affray, if not greater crimes such as grievous bodily harm or murder. The Militia will arrive to arrest them and they should be tried and sentenced according to the Code of Laws and their crime:

Affray: Fine (40% of victim's true worth: 400 gp)
Assault, Grievous: (more than 4 hp actual damage): Depending on severity of injuries: Mutilation (loss of hand) or Hard Labour (1d4 years) or Fine (40% of victim's true worth: 400 gp)
Assault, Minor: (less than 4 hp actual damage or subdual damage): Fine 200 gp
Murder: Hard Labour for Life (PC is removed from the rest of the mini-module. Contact Onnwal Triad at first opportunity).

Note that Harres and Orem have not actually committed any crime - they are merely trying to claim a legitimate debt from Tiptrenn.

Assuming the PCs manage to extricate Tiptrenn from his troubles and not get themselves thrown in jail, the sage will thank them profusely (if a little incoherently). As he is very, very drunk, the PCs will have to sober Tiptrenn up before they can get any sense out of him.

What Draeus Tiptrenn knows:

Tiptrenn has a small house on the edge of the Haven town. The place is a ramshackle old place, much neglected and in need of repair. Inside it is strewn with papers and moldering tomes. Water leaks through a number of large holes in the roof. If he is allowed to sleep off his drinking over night, he will wake hung-over, but coherent.

Read aloud or paraphrase the following:

Tiptrenn furrows his brow thoughtfully for some time. Just when you are beginning to think he has fallen into a stupor once more, he looks at you and says: "There is no place within in the Volanots named the Pinnacle of Night. In the Common tongue at least."

He pauses for a moment before continuing: "However, in the tongue of the Flannae who dwell in these lands before the forefathers of the Suel or Oerid ever set foot upon their long roads out of the Endless West, there is a place: Dubhanalaradh. It means the Glowering or Darkling Ridge and is an imposing crag in the west of the hills, hard by Obelton."

In the Sueloise there is a place, now called Carnothann, but in times past ere its name was corrupted by the Aerdi - it was called Caran Nothana - the Blade of the Night. It also lies to the west in the Cantred of Gearnwal.

Finally there is a place not far hence, called in the Common tongue: Celestian's Court. However, in the High form of Old Oeridian that the Kings of Aerdy spoke when they first set their hearts to the conquest of the world, it is named Raxeran Celestanaeri - the Pillared Court of Celestian's Field - a reference to the night sky. Perhaps this is the Pinnacle of Night you seek?"

If the PCs seem undecided as to what to do next - Tiptrenn will offer one final piece of advice, provided they have mentioned that they seek something related to Rohal Soldas:

"This thing for which you seek - you say that traitor Soldas has hidden it away? Well, I have dwelt here long years and even sagacious men are not above listening to the gossiping of the fishwives. When he was Mayor of Sornhill, Soldas was already married. His wife was taken by fever during the wars. However, he also kept a mistress in the High Town. Her name was Calyae Erdann and she dwells yet in Sornhill, though in somewhat fallen circumstances within the Haven Town. Might you not ask of her of the traitor had knowledge of any of these places, for is he not likely to hide something precious in place well known to him?"

As the PCs leave, Tiptrenn is already rooting out a small jar of wine and pouring himself a generous mug, with which he will toast the PCs and their quest.

The PCs can therefore, either to investigate one or all of the sites mentioned by Tiptrenn or they can seek out Calyae Erdann.

If they travel to either Dubhanalaradh or Celestian's Court, they will find nothing.

If they choose to go to Carnothann, go to Encounter Two.

If they choose to seek out Calyae Erdann, a Gather Information or Knowledge (local) roll [DC 12] will be required to discover where she lives.

Read aloud or paraphrase the following:

Following the directions you have been given, you pass into the narrow streets of the Haven Town. Pinch-faced children peer curiously from doorways as you pass. You are directed to little more than a ramshackle shack, set in what was once the courtyard of a townhouse, now subdivided into tenements.

Calyae Erdann

Appearance: Calyae is a woman in her mid-thirties, dark of hair and eye. Once beautiful, her face now

bears the mark of hardship and poverty. She is dressed in the garb of a poor labourer's wife, and carries a small child in her arms.

Character: Calyae was once the daughter of a wealthy merchant of the High Town. As such she mixed with the upper echelons of Sornhill society. There she met and fell in love with Rohal Soldas and became his mistress. The Occupation of Sornhill brought an end to Calyae's life of ease. Being of Oeridan descent, Soldas gave her up when she was declared a thrall. Her father perished at the hands of the Brotherhood and his fortune plundered. After the liberation of the town, despite her treatment she was faced with accusations of being a collaborator for her associations with Soldas. Only by marrying a Haven Town labourer nearly twenty years her senior has she been able to survive.

Given this treatment - she is understandably bitter at the world in general. Calyae has worked hard to put Soldas behind her and she will not be eager to be reminded of it.

What Calyae knows:

Calyae is reluctant to talk about her times with Rohal Soldas and will be ever fearful that her husband will return. The PCs will need to talk her into telling what she knows. Offers of gold will initially offend her, for she retains something of her dignity and pride - however, she is in no position to refuse - though it galls her to accept charity.

She knows nothing about the Pinnacle of Night. If the PCs mention Carnothann, she says that sounds familiar. She and Soldas would ride out from Sornhill on occasion into the Volanots west of the town. He would take her to a lake in a small valley between two hills. She remembers he used to call the place Car Nothana.

This should be the clue that points directly to Carnothann as being the Pinnacle of Night.

ENCOUNTER TWO: THE PINNACLE OF NIGHT

Tiptrenn or anyone with reasonable local knowledge (DC 15), will be able to direct the PCs to the Hill of Carnothann. It lies about four leagues west of Sornhill, about five miles from the coast.

Read aloud or paraphrase the following:

Your path takes you into the familiar craggy hills of the Volanots. Yesterday's storm has blown itself out, leaving

only ragged trails of clouds scudding across a watery sun, on a brisk west wind.

As you make your way east, you pass several patrols of Army Regulars and Militia, sweeping the area for any Brotherhood incursions. They stop to question you, but having determined your loyalties quickly lose interest. You discover that most of the fighting has moved onto the west, to Tessak's Cove. Halnyr's men have pushed the Brotherhood forces back to a series of fortified villages, where they are putting up stubborn resistance.

Pressing on you arrive after a time at the foot of the Hill of Carnothann. The main peak rises in a sharp craggy ridge to a single pinnacle of dark limestone. On the eastern side, a second smaller crag juts up out of the fragrant scrub and stunted storm pines. In the saddle between the peaks lies a small lake - little more than a large pool. A small stream spills noisily out of the north side of the lake down into the valley beyond and towards the sea, grey and leaden in the distance beyond the crags.

160 paces east from the main peak of Carnothann brings the PCs down a steep rocky slope to the edge of the lake. A search of the area surrounding the lake will reveal nothing, except some old tracks -booted feet, either a hochebi or Free State patrol - passing east to west, pausing at the edge of the lake and then passing on. The lake itself is surprisingly deep for its size - its cold murky waters plunging down to about 30 feet in depth. The rocks on the bottom are covered in a layer of muddy silt, which when disturbed, reduces visibility to zero.

The ledgers are hidden about 10 feet out from the western edge of the lake in about 5 feet of water. The chest containing them is covered with some loose rocks. Only a truly determined search of the lake will discover it without aid - have each PC involved in the search make Search Rolls and add the results until they reach 200; each "round" of rolls represents an hour's search. If they reach 200, then one of them uncovers the box by chance. Note that the PCs have only about three hours of daylight left.

The far easier way to discover the location of the box is to wait until sunrise the following day and watch where the shadow of the secondary peaks falls on the waters of the lake. The box and ledgers are located at precisely this point and Search roll DC 15 made by anyone searching this area of the lake will uncover them. Remember that the water is 5 feet deep - dwarf, gnome and halfling PCs will have to make Swim checks.

If/when the PCs discover the box, read aloud or paraphrase the following:

There is suddenly the feeling of something cold and metallic underneath your questing fingers. Reaching down you feel the regular edges of a metal box, buried beneath some small

rocks. It is a simple matter to clear it off and bring it to the surface. The box is about two feet long, two feet wide and a foot deep and made of heavy iron. The outer surfaces are orange with a thin layer of rust, it is otherwise intact. There is small keyhole one on side, filled with candlewax.

The wax is to prevent the lock mechanism rusting up. Heating the lock with a torch or even a candle for long enough will melt out the wax and allow it to be picked (Open Lock DC 15).

Read aloud or paraphrase the following:

Inside the first box is a second, smaller box, made of untarnished steel. No more than a foot and half long and wide and about nine inches deep, the second box is unadorned except for an ornate lock and clasp, bearing the chevron of the Great House of Relaster. Like the outer box, the lock is filled with wax, as are the joints around the lid.

Unlike the outer box however, the lock of the inner box is trapped, the type of trap depending on the APL. All of the needle traps involve a six inch long needle shooting out from the ornamentation around the lock potentially stabbing the fingers anyone attempting to tamper with the lock mechanism without the correct key.

In the case of the *bestow curse* trap, anyone touching or tampering with the lock mechanism is potentially affected. *Detect magic* will obviously show up an aura from around the lock.

APL2

Poisoned needle trap; CR1; Mechanical; touch trigger; lock bypass (Open Lock [DC 30]); Atk +8 melee (1 + poison, needle); poison (bloodroot; Fort save [DC 12] resists, 0/1d4 Con + 1d3 Wis); Search (DC 20); Disable Device (DC 17).

APL4

Poisoned needle trap; CR2; Mechanical; touch trigger; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 + poison, needle); poison (blue whinnis; Fort save [DC 14] resists, 1 Con/unconsciousness; Search (DC 22); Disable Device (DC 18)).

APL6

Poisoned needle trap; CR3; Mechanical; touch trigger; lock bypass (Open Lock [DC 30]); Atk +20 melee (1 + poison, needle); poison (large scorpion venom; Fort save [DC 18] resists, 1d6 Str/1d6 Str; Search (DC 24); Disable Device (DC 20)).

APL8

Bestow curse trap; CR4; Magic device; touch trigger; (*detect good*), automatic reset; spell effect

(*bestow curse*, 5th lvl cleric, -6 Con); Will save [DC 14] negates; Search (DC 28); Disable Device (DC 28).

If/when the PCs open the inner box, read aloud or paraphrase the following:

Your skill and patience is reared by an audible click as the tumblers turn. Gingerly you open the metal lid, breaking the waxen seals. Inside you see three leather-bound books, kept perfectly dry thanks to the wax.

If they examine the books, they will find that they are ledgers, dating from between about 490 and 520 CY. At first glance, they are a confusing record of payments received (though there are no outgoing expenses), lists of movements of Free State navy ships, and what at first appears to be a haphazard census - listing coastal villages and their populations.

A closer examination will turn up the passage quoted in Players' Handout 3. It become clear that the transactions are to do with the revenues from slave trading and that the author of the ledgers was in collusion with slavers preying on villages along the Storm Coast.

The inside covers of the ledgers bear the signature and signet of Duke Kosrel Relaster, who Bardic Knowledge of Knowledge (local) check (DC 12) will reveal as having been the grandfather of Saielma Relaster, the current Duchess of the Storm Coast.

What the PCs decide to do with these ledgers is up to them. If they make any attempt to destroy them, then go immediately to Encounter Three - where instead of waiting to ambush the PCs, Madi's minions will swoop down on the PCs in an attempt to prevent the destruction of the ledgers.

ENCOUNTER THREE: A SKIRMISH AT SUNRISE

Unbeknownst to the PCs, they have been shadowed by a group in the service of Kekerav Madi, former Kesh of Sornhill. Madi had long suspected that Soldas, his old servant, had been hiding something from him. His agents in Sornhill reported that something relating to Soldas had been discovered and that the Skullsplitter had expressed personal interest. Hence, he dispatched a band of Brotherhood operatives to discover what they could and recover Soldas' hidden legacy. They are to return their findings to Madi, who is currently elsewhere in the west, far behind enemy lines.

Bazan, one of their number, managed to discover from Tiptrenn (once again in his cups) that the PCs were headed to Carnothann and the rest of the company have trailed the PCs there, using the hawk familiar of their sorcerer, Kerav to discretely observe the PC's movements and actions.

They have set an ambush for the PCs as they descend from Carnothann towards Sornhill. Make opposed Hide/Spot rolls for the PCs to try and notice the ambush (best Spot vs worst Hide). Those PCs that spot any of the ambushers can act on their initiative in the surprise round.

APL2: (EL 5)

Larava Tanmar: Female Human Mnk1
Keralkumak: Male Hobgoblin Ftr1
Kerav Legor: Male Human Sor1 + Hawk Familiar
Bazan Sar: Male Human Rog1;
Shargatan: Male Human Bbn1
Jena Borgav: Female Human Clr1

APL4: (EL 7)

Larava Tanmar: Female Human Mnk2
Keralkumak: Male Hobgoblin Ftr2
Kerav Legor: Male Human Sor2 + Hawk Familiar
Bazan Sar: Male Human Rog2
Shargatan: Male Human Bbn2
Jena Borgav: Female Human Clr2

APL6: (EL 9)

Larava Tanmar: Female Human Mnk4
Keralkumak: Male Hobgoblin Ftr4
Kerav Legor: Male Human Sor4 + Hawk Familiar
Bazan Sar: Male Human Rog4
Shargatan: Male Human Bbn4
Jena Borgav: Female Human Clr4

APL8: (EL 11)

Larava Tanmar: Female Human Mnk6
Keralkumak: Male Hobgoblin Ftr6
Kerav Legor: Male Human Sor6 + Hawk Familiar
Bazan Sar: Male Human Rog6
Shargatan: Male Human Bbn6
Jena Borgav: Female Human Clr6

For Stats see Appendix 2

Tactics:

The Brotherhood agents will attempt to conceal themselves in the scrub on either side of the PC's line of march. On the left flank (from front to back along the line of march): Keralkumak, Karav, Larava. On the right flank (from front to back along the line of march): Bazan, Jena, Shargatan.

They will attempt to loose missile weapons and spells to immobilise as many of the PCs as

possible in the surprise round. The fighter (Keralkumek) and barbarian (Shargatan), will then engage the best fighters close to them (or failing that the closest PC), while the rogue (Bazan) and monk (Larava) provide suppressing missile fire on any spell casters and cover their own spellcasters. Spellcasters attempt to dispel any magic effects the PCs place on themselves, particularly if the sorcerer has the scroll of *dispel magic*.

If the Brotherhood agents suffer more than 50% casualties and/or the battle is going clearly against them, they will attempt to withdraw, scatter and escape.

Treasure:

APL2: Loot: 44 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp);

APL4: Loot: 45 gp; Coin: 0gp; Magic: *scroll of dispel magic* (31 gp), *bracers of armour +1* (75 gp);

APL6: Loot: 45 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp), *scroll of dispel magic* (31 gp), *bracers of armour +1* (75 gp), *wand of magic missile* (1st level caster) (63 gp);

APL8: Loot: 45 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp), *scroll of dispel magic* (31 gp), *wand of magic missile* (3rd level caster) (312 gp);

CONCLUSION

How this module ends depends on who the PCs approach with the ledgers. If you are uncertain of how to handle this, contact a member of the Onnwal Design Team at the desk before continuing.

1) Hazaraz Skullsplitter

If the PCs try to approach anyone within the Ducal Court of Stormhaven except Hazaraz they are redirected to the trusty Defender of Sornhill. **Under no circumstances will they get anywhere near the Duchess herself without Hazaraz intercepting them.**

If the PCs request an audience with Hazaraz they get it swiftly, and he requests to know what it was they found. If the PCs tell him about the ledgers, Hazaraz looks coolly at them (and it requires a Sense Motive – DC 35 to note that he seems phased by this). He asks to see the ledgers and if they are produced he takes them to his desk to study.

Read aloud or paraphrase the following:

With the ledgers in hand Hazaraz looks imposing as he leans over his desk, his brow furrowed in thought as he impassively reads the pages of the tome. After a brief

moment of silence there is a loud and dramatic thump as he emphatically closes the tome and strides over to the roaring fireplace. With a single flick of his wrist throws the incriminating books upon the fire.

If any PC is foolish enough to attempt to wrest the pages from the fire, Hazaraz does everything short of shouting for every guard in Sornhill to stop them.

If the PCs looked stunned by this, he offers the following explanation:-

"I'm sworn t'protect Sornhill," says the grizzled veteran as he turns to see your faces, "and I've known of this scandal, and that Soldas'd used it to climb the ziggurat. Wit' Her Grace standing to marry the Szeke I've nae wish t'see all we've built toppled by the sins of the past. It must not be allowed to destroy the work of these past two years."

Finally he recompenses them as follows:-

Hazaraz rests his arms upon the desk, but appears to fill the entire chamber, "You've done well though, and are loyal to the Duchess."

He reaches into his desk and pulls out a single deerskin pouch and throws it to the other side of the desk with a chink.

Without looking at you he says, "We shall talk of this matter no more. Otherwise..."

The marine's voice trails off and his hard grey eyes turn from you to the window, where he stares into the darkness outside.

"You are dismissed."

Inside the bag is one pouch per PC who took part in this mission. Each pouch contains 10 platinum sea eagles.

APL2: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL4: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL6: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL8: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

If the PCs make a fuss or question Hazaraz's morals, he dismisses them. If they try to take the ledgers from the fire, Hazaraz warns them not to, and if necessary calls down the guard. If the PCs protest too much they receive the Wrath of the Skullsplitter cert. If the PCs leave without making a fuss they receive 2 Regional Influence Points with the **House of Relaster (Hazaraz Skullsplitter)**.

2) The Szeke & Other Nobility

It is not out of the realms of possibility the PCs may travel to Killdeer etc. to seek an audience with

the szeke or one of the other non-Relaster nobles (e.g. Gellen Cadwale of Longbridge).

If they do this, the noble is so outraged that they take the matter loudly to the szeke himself.

Herald's Announcements:

Within a fortnight of the PCs handing the ledgers over, Szeke Jian Destron declares the Great House of Relaster unfit for rulership of the Storm Coast in light of the scandal tearing his court apart. A Carbani Provost is appointed to administer the Storm Coast until such time as the inquiry is finished. As for marriage between the szeke and the duchess – this is delayed for now.

3) The Wreckers

The Sornhill cell of the Wreckers is quite happy to take the ledgers off the PCs hands. They can only pay up to the maximum gold for the module for the ledgers but will "remember" the PCs and return the favour.

In short order the Wrecker cell leader, Terak Lightfingers, is able to use the ledgers to blackmail Sailema Relaster into allowing the Wreckers considerable lee-way upon the Storm Coast and that several of their number be appointed stewards of liberated villages. It is about to become a wonderful time to be a criminal in Sornhill.

In addition to the monetary reward above, the PCs earn 3 Regional Influence Points with the Wreckers and note on the Adventure Cert of any PC Wreckers that they have "Fast-Track advancement" through the ranks – Terak views them as potential Lieutenants.

Hazaraz Skullsplitter makes it his business to find out who provided this group with the ledgers and thus the PCs earn the **Wrath of the Skullsplitter Cert**.

4) Temples

Devout PCs might decide to return the ledgers to their own temple.

Joramy, Norebo, Procan (other non-lawful deities)

A non-lawful church blackmails the Relasters with the ledgers to gain increased influence within the city.

The PCs in return gain 2 Regional Influence Points with the temple that they chose. However Hazaraz Skullsplitter makes it his business to find out who provided this group with the ledgers and

thus the PCs earn the Wrath of the Skullsplitter Cert.

Trithereon

The adherents of the Pursuer are outraged by the involvement of the Relasters in a slaver ring. They will immediately begin denouncing the Relasters from street corners, sending the evidence to their main temple in Kildeer and from thence to the szek.

The PCs receive 3 Regional Influence Points with the **Church of Trithereon**.

Herald's Announcements:

Within a fortnight of the PCs handing the ledgers over, Szek Jian Destron declares the Great House of Relaster unfit for rulership of the Storm Coast in light of the scandal tearing his court apart. A Carbani Provost is appointed to administer the Storm Coast until such time as the inquiry is finished. As for marriage between the szek and the duchess – this is delayed for now.

Pholtus

Cathera of Ogburg is overjoyed if the PCs come to her with the ledgers. Upon granting them Pholtus's blessing she promptly arranges transit for the ledgers to be sent to Purcennnd Kerondas in Killdeer. The Shining Paragon will immediately pronounce anathemas on the Great House of Relaster, revealing the contents of the ledgers in fire and brimstone sermons.

Kerondas will also use the scandal as leverage to in his bid to become Prime of Onnwal, leaving the szek with little grounds to refuse him.

The PCs receive 2 Influence Points with the **Church of Pholtus** and the cert **Blessed of the Blinding Light**.

Herald's Announcements:

Within a fortnight of the PCs handing the ledgers over, Szek Jian Destron declares the Great House of Relaster unfit for rulership of the Storm Coast in light of the scandal tearing his court apart. A Carbani Provost is appointed to administer the Storm Coast until such time as the inquiry is finished. As for marriage between the szek and the duchess – this is delayed for now.

Law Abiding Deities

Religions in this category include Heironeous, Osprey, Zilchus, Delleb, Zilchus, Xerbo, Jascar, Fortubo.

The High Priest of the Sornhill temple shall go to Hazaraz Skullsplitter with the ledgers. Satisfied with the explanation that an investigation is on-going (and taking into account that there shall be a delay due to the fact there is a war on) they allow Hazaraz to keep the ledgers, which are promptly destroyed, and return to larger concerns, such as rebuilding and restoring Free Onnwal.

The PCs receive 1 Influence Point with their Church, but 1 Disfavour Point with the House of Relaster.

5) The Jade Mask

If the PCs are members of or have contact with Celendrenn or members of the Jade Mask, they may wish to deliver the ledgers into their keeping. The Mask will ensure that the ledgers remain secret, though that is not to say that they might not use them to their own ends.

The PCs receive 2 Regional influence points with Celendrenn and the Jade Mask, and counts as a merit for any probationary members of the Jade Mask.

END

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

Encounter 1: Lore and Loss

Handling Harres Brevend without violence

APL2:	20 XP
APL4:	30 XP
APL6:	40 XP
APL8:	50 XP

Questioning Tiptrenn

APL2:	10 XP
APL4:	20 XP
APL6:	30 XP
APL8:	40 XP

Questioning Calyae Erdann

APL2:	10 XP
APL4:	20 XP
APL6:	30 XP
APL8:	40 XP

Encounter 2: The Pinnacle of Night

Getting to the correct location of the Pinnacle of Night

APL2:	20 XP
APL4:	35 XP
APL6:	50 XP
APL8:	65 XP

Disarming or avoiding the trap on Soldas's chest

APL2:	20 XP
APL4:	35 XP
APL6:	50 XP
APL8:	65 XP

Encounter 3: A Skirmish at Sunrise

Defeat Madi's minions

APL2:	100 XP
APL4:	140 XP
APL6:	180 XP
APL8:	220 XP

Conclusion

Making a mature decision with regards what to do with the ledgers

APL2:	20 XP
APL4:	25 XP
APL6:	35 XP
APL8:	40 XP

Discretionary Role-playing Award

APL2:	0-25 XP
APL4:	0-30 XP
APL6:	0-35 XP
APL8:	0-40 XP

Total possible experience

APL2:	225 XP
APL4:	335 XP
APL6:	450 XP
APL8:	560 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse 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 treasures from each encounter, add it up and that it's the number of gold pieces a character's total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

TREASURE KEY:

Encounter 1: Lore and Loss

C: Force Harres to leave without his 100 gp.

Wrath of Harres Brevend

You have earned the ire of Harres Brevend, a money-lender with connections to the Wreckers. For the next three Onnwal regional scenarios all goods under 300 gp will cost 10% more as Harres uses his connections to make life difficult for you.

This may have additional repercussions as you have made quite the enemy.

Encounter 3: Skirmish at Sunrise

C: Defeat Madi's minions

APL2: Loot: 44 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp);

APL4: Loot: 45 gp; Coin: 0gp; Magic: *scroll of dispel magic* (31 gp), *bracers of armour +1* (75 gp);

APL6: Loot: 45 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp), *scroll of dispel magic* (31 gp), *bracers of armour +1* (75 gp), *wand of magic missile* (1st level caster) (63 gp);

APL8: Loot: 45 gp; Coin: 0gp; Magic: *potion of bull's strength* (25 gp), *scroll of dispel magic* (31 gp), *wand of magic missile* (3rd level caster) (312 gp);

Conclusion:

C: Payment by Hazeraz Skullsplitter

APL2: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL4: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL6: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

APL8: Loot: 0 gp; Coin: 100gp; Magic: 0gp;

Influence Points – the PCs may be awarded Influence Points with numerous organisations in the module. Record these on the Adventure Record.

Wrath of the Skullsplitter

You have earned the ire of Hazeraz Skullsplitter, a man who forgets little, especially those who cross him!

APL2: 170 gp

APL4: 250 gp;

APL6: 340 gp

APL8: 520 gp

PLAYER'S HANDOUT 1: SKULLSPLITTER'S SUMMONS

*Stormhaven,
Coldeven 17, the Common Year 593*

Honourable Worthies,

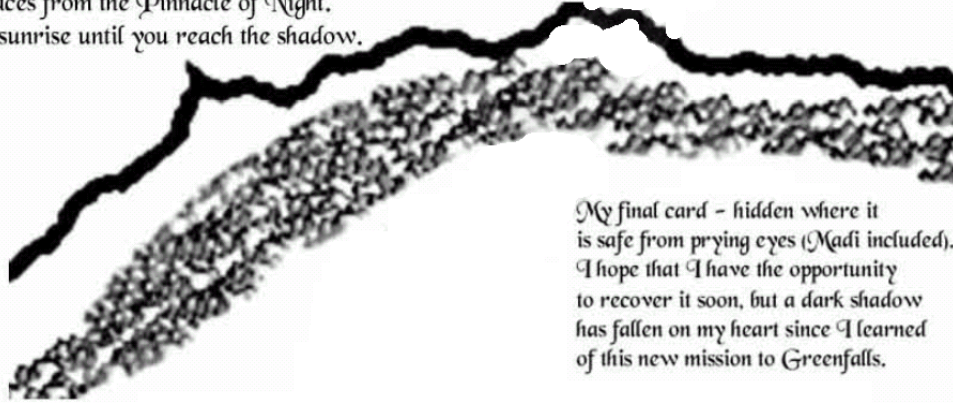
Your presence is requested within the halls of the Stormhaven at your earliest convenience. My man Darev may be trusted and has orders to convey you hither. I trust you will not keep either he or I waiting long.

Hazeraz,

*Commendant,
Sornhill Garrison*

PLAYER'S HANDOUT 2: ROHAL SOLDAS'S MAP

160 paces from the Pinnacle of Night.
Follow sunrise until you reach the shadow.



My final card - hidden where it
is safe from prying eyes (Madi included).
I hope that I have the opportunity
to recover it soon, but a dark shadow
has fallen on my heart since I learned
of this new mission to Greenfalls.

PLAYERS HANDOUT 3: EXCERPT FROM THE LEDGERS

Planting 1\$, the Common Year 514

Krenzen reported the loss of the entire cargo from Sevros this last week.

The initial rounding up went according to plan and there was, as I had informed them, little or no resistance beyond the usual one or two armed men. However, as they set off east on their return leg, a Navy galley, (note well: the Sentinel of the Storm Coast captained by one Jerjes Arenn), surprised them. In the pursuit that followed, Krenzen was forced to cast the entire take over board to lighten the load and remove incriminating evidence. Fortunately the cargo had already been chained up and given the darkness of the night, he had the cover of darkness. Thus no trace of the deed was left. As it happened, Krenzen was able to lose the pursuit in a fog bank - which is fortunate, though vexing given that he was not in the end boarded at all.

Loss of revenue is calculated at nigh on 800 gulls plus another 100 gulls for new chains and shackles to replace those thrown overboard.

Krenzen has politely requested that I do more to curb the enthusiasm of the fleet. Though this is insolent in the extreme, given my labours in that regard, I shall have to see that this Arenn finds another, less troublesome posting.

*Kosrel Relaster
Duke*

APPENDIX: COMBAT STATISTICS

Encounter Three:

APL2

Larava Tanmar: Female Human Mnk1; CR 1; Medium Humanoid; HD 1d8; hp 7; Init +7; Spd 30ft.; AC 17 (touch 16, flat-footed 11); Atk +3 melee (1d6, unarmed); +0 melee (1d6, quarterstaff); +3 ranged (1d4, sling); SA: Unarmed strike, stunning attack; SQ: Evasion; AL LE; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 11, Wis 16, Cha 14.
Skills and Feats: Climb +2, Hide +7, Jump +2, Move Silently +7, Tumble +7; Improved Initiative, Weapon Finesse-Unarmed.
Possessions: Quarterstaff, sling, 20 bullets, padded armour, backpack; flint and steel; trail rations; waterskin, traveler's outfit.

Keralkumak: Male Hobgoblin Ftr1; CR1; Medium Humanoid; HD 1d10+1; hp 11; Init +6; Spd 30ft. ; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+4, battleaxe); +5 melee (1d4+4, dagger); +3 ranged (1d6+4, throwing axe); SQ: Darkvision, 60 ft.; AL LE; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 12, Int 12, Wis 10, Cha 8.
Skills and Feats: Climb +4, Hide +2, Move Silently +9; Improved Initiative, Weapon Focus: Battleaxe.
Possessions: Battleaxe; 5 x throwing axe, dagger, chain shirt, backpack, trail rations, rope, hemp (50 ft.), waterskin, whetstone, traveler's outfit.

Kerav Legor: Male Human Sor1; CR1; Medium Humanoid; HD 1d4; hp 4; Init +5; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +0 melee (1d8, shortspear); +1 ranged (1d8, light crossbow); AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 18.
Skills and Feats: Concentration +4, Hide +3, Move Silently +3; Combat Casting, Improved Initiative.
Possessions: Shortspear, light crossbow, crossbow bolts (20), padded armour, backpack, candle, chalk, flint and steel, ink vial; paper (1 sheet), belt pouch, trail rations, sealing wax, waterskin.
Spells Known (5/4; base DC = 11 + spell level): 0 - *daze, flare, ray of frost, resistance*; 1st - *shield, sleep*
Familiar: **Hawk;** CR 1/3; Tiny Animal; HD 1d8; hp 2; Init +3; Spd 10ft, Fly, Average 60ft; AC 17; Atk +5 melee (1d4-2, Claws); SQ: Share spells, empathic link, AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Hide+11, Listen+6, Spot+6; Alertness, Improved Evasion, Weapon Finesse.

Bazan Sar: Male Human Rog1; CR1; Medium Humanoid; HD 1d6+2; hp 8; Init +7; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6+1, short sword), +1melee (1d4+1, dagger); +3 ranged (1d8, light crossbow); SA: Sneak attack +1d6; AL LE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.
Skills and Feats: Balance +6, Escape Artist +6, Hide +6, Jump +4, Move Silently +6, Open Lock +5, Pick Pocket +7, Search +5, Spot +4, Tumble +6; Dodge, Improved Initiative.
Possessions: Short sword, light crossbow, 20 crossbow bolts, 4 x dagger, studded leather armour, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Shargatan: Male Human Bbn1; CR1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40ft; AC 16 (touch 12, flat-footed 14); Atk +5 melee (2d4+4, falchion); +3 ranged (1d6, shortbow); SQ: Rage 1/day, fast movement; AL N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.
Skills and Feats: Climb +7, Handle Animal +3, Jump +7, Listen +5, Move Silently +4; Run, Weapon Focus: Falchion.
Possessions: Falchion; shortbow; 20 arrows, chain shirt, *potion of bull's strength*

Jena Borgav: Female Human Clr1; CR1; Medium Humanoid; HD 1d8+1; hp 9; Init +1; Spd 30ft.; AC 15 (touch 11, flat-footed 14); Atk +1melee (1d4+1, dagger); +1 ranged (1d8, light crossbow); SQ: Rebuke undead; AL LE; SV Fort +3, Ref +1, Will +5; Str 12, Dex12, Con 12, Int 12, Wis 16, Cha 10.
Skills and Feats: Concentration +5, Diplomacy +3, Heal +7, Knowledge (religion) +5, Spellcraft +2; Combat Casting, Spell Focus: Necromancy
Possessions: Dagger; light crossbow, 20 crossbow bolts, scale mail, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.
Spells Prepared (3/2; base DC 11 + spell level): 0 - *cure minor wounds, resistance, virtue*; 1st - *cause fear**, *obscuring mist, shield of faith*.
*domain spell; *Domains:* Death: may use a death touch 1/day. Your death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature (using the rules for touch spells). When touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies).
Law: cast law spells at +1 caster level.

APL4:

Larava Tanmar: Female Human Mnk2; CR 2; Medium Humanoid; HD 2d8; hp 12; Init +7; Spd 30ft.; AC 17 (touch 16, flat-footed 11); Atk +5 melee (1d6, unarmed); +1 melee (1d6, quarterstaff); +4 ranged (1d6 fire, alchemist's fire); SA: Unarmed strike, stunning attack; SQ: Evasion; AL LE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 16, Con 10, Int 11, Wis 16, Cha 14.
Skills and Feats: Climb +5, Hide +8, Jump +5, Move Silently +8, Tumble +8; Deflect Arrows, Improved Initiative, Weapon Finesse-Unarmed.
Possessions: Quarterstaff, flask of alchemist's fire, padded armour, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Keralkumek: Male Hobgoblin Ftr2; CR2; Medium Humanoid; HD 2d10+2; hp 17; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d8+4, battleaxe); +6 melee (1d4+4, dagger); +4 ranged (1d6+4, throwing axe); SQ: Darkvision, 60 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 12, Int 12, Wis 10, Cha 8.
Skills and Feats: Climb +5, Hide +3, Move Silently +10; Improved Initiative, Power Attack, Weapon Focus: Battleaxe.
Possessions: Battleaxe; 5 x throwing axe, dagger, chainmail, backpack, trail rations, rope, hemp (50 ft.), waterskin, whetstone, traveler's outfit.

Kerav Legor: Male Human Sor2; CR2; Medium Humanoid; HD 2d4; hp 6; Init +5; Spd 30 ft; AC 13 (touch 12, flat-footed 12); Atk +1 melee (1d8, shortspear), +2 ranged (1d8, light crossbow); AL N; SV Fort +0, Ref +1, Will +3; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 18.
Skills and Feats: Concentration +5, Hide +3, Move Silently +4; Combat Casting, Improved Initiative.
Possessions: Shortspear, light crossbow, crossbow bolts (20), padded armour, backpack, candle, chalk, flint and steel, ink vial; paper (1 sheet), belt pouch, trail rations, sealing wax, waterskin, bracers of armour +1, scroll of dispel magic.
Spells Known (6/5; base DC = 12 + spell level): 0 - *daze, flare, ghost sound, ray of frost, resistance*; 1st - *shield, sleep*.
Familiar: **Hawk**; CR 1/3; Tiny Animal; HD 1d8; hp 2; Init +3; Spd 10ft, Fly, Average 60ft; AC 17; Atk +5 melee (1d4-2, Claws); SQ: Share spells, empathic link, AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.
Skills and Feats: Hide+11, Listen+6, Spot+6; Alertness, Improved Evasion, Weapon Finesse.

Bazan Sar: Male Human Rog2; CR2; Medium Humanoid; HD 2d6+4; hp 9; Init +7; Spd 30ft; AC 16 (touch 13, flat-footed 13); Atk +4 melee

(1d6+1, short sword); +2 melee (1d4+1, dagger), +4 ranged (1d8, light crossbow); SA: Sneak attack +1d6; SQ: Evasion; AL LE; SV Fort +2, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.
Skills and Feats: Balance+8, Escape Artist+8, Jump+6, Move Silently+8, Open Lock+6, Pick Pocket+8, Search+6, Spot+5, Tumble+8; Improved Initiative, Weapon Finesse: Short Sword.
Possessions: Short sword, light crossbow, 20 crossbow bolts, 4 x dagger, studded leather armour, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Shargatan: Male Human Bbn2; CR2; Medium Humanoid; HD 2d12+4; hp 18; Init +2; Spd 40ft; AC 16 (touch 12, flat-footed 14); Atk +6 melee (2d4+4, falchion); +4 ranged (1d6+2, mighty composite shortbow +2); SQ: Rage 1/day, fast movement, uncanny dodge (Dex bonus to AC); AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.
Skills and Feats: Climb +8, Handle Animal +4, Jump +8, Listen +6, Move Silently +4; Run, Weapon Focus: Falchion.
Possessions: Falchion; mighty composite shortbow +2, shortbow; 20 arrows, chain shirt.

Jena Borgav: Female Human Clr2; CR2; Medium Humanoid; HD 2d8+2; hp 12; Init +1; Spd 30ft; AC 17 (touch 11, flat-footed 16); Atk +2 melee (1d8, light crossbow); +2 ranged (1d4+1, dagger); SQ: Rebuke undead; AL LE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 10.
Skills and Feats: Concentration +6, Heal +8, Spellcraft +6; Combat Casting, Spell Focus: Necromancy.
Possessions: Dagger, light crossbow, 20 crossbow bolts, scale mail, small steel shield, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.
Spells Prepared (4/3; base DC = 12 + spell level): 0 - *Cure Minor Wounds (2), Guidance, Virtue*; 1st - *Cause Fear**, *Cure Light Wounds (2), Shield of Faith*.
*domain spell; *Domains:* Death: may use a death touch 1/day. Your death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature (using the rules for touch spells). When touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies).
Law: cast law spells at +1 caster level.

APL6:

Larava Tanmar: Female Human Mnk4; CR4; Medium Humanoid; HD 4d8; hp 21; Init +7; Spd 40ft.; AC 17 (touch 16, flat-footed 11); Atk +3 base melee, +6 base ranged; +7 melee (1d8,

unarmed); +3 melee (1d6, quarterstaff); +6 ranged (1d6 fire, alchemist's fire); SA: Unarmed strike, stunning attack; SQ: Evasion, still mind, slow fall (20ft.); AL LE; SV Fort +4, Ref +7, Will +7;

Str 10, Dex 17, Con 10, Int 11, Wis 16, Cha 14.

Skills and Feats: Climb +7, Hide +10, Jump +7, Move Silently +10, Tumble +10; Circle Kick, Deflect Arrows, Improved Initiative, Weapon Finesse-Unarmed;

Possessions: Quarterstaff, flask of alchemist's fire, padded armour, backpack; flint and steel; trail rations, waterskin, traveler's outfit.

Keralkumek: Male Hobgoblin Ftr4; CR4; Medium Humanoid; HD 4d10+4; hp 30; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +10 melee (1d8+6, masterwork battleaxe); +7 melee (1d4+8, dagger); +8 ranged (1d6+4, throwing axe); SQ: Darkvision, 60 ft.; AL LE; SV Fort +5, Ref +4, Will +1;

Str18, Dex16, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Hide +4, Move Silently +12; Cleave, Improved Initiative, Power Attack, Weapon Focus: Battleaxe, Weapon Specialization: Battleaxe.

Possessions: Masterwork battleaxe, 5 x throwing axe, dagger, masterwork banded mail, backpack, trail rations, rope, hemp (50 ft.), waterskin, whetstone, traveler's outfit.

Kerav Legor: Male Human Sor4; CR4; Medium Humanoid; HD 4d4; hp 11; Init +5; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk +2 melee (1d8, shortspear), +3 ranged; (1d8, light crossbow); AL NE; SV Fort +1, Ref +2, Will +4;

Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +7, Hide +4, Move Silently +5; Combat Casting, Improved Initiative, Spell Focus: Enchantment.

Possessions: Shortspear, light crossbow, crossbow bolts (20), padded armour, backpack, candle, chalk, flint and steel, ink vial; paper (1 sheet), belt pouch, trail rations, sealing wax, waterskin, *bracers of armour* +1, *scroll of dispel magic*, *wand of magic missile* (1st level caster).

Spells Known (6/7/4; base DC = 14 + spell level): 0 - *dancing lights, daze, flare, ghost sound, light, ray of frost*; 1st - *magic missile, shield, sleep*; 2nd - *web*.

Familiar: **Hawk**; CR 1/3; Tiny Animal; HD 1d8; hp 5; Init +3; Spd 10ft, Fly, Average 60ft; AC 17; Atk +7 melee (1d4-2, Claws); SQ: Share spells, empathic link, touch; AL N; SV Fort +2, Ref +5, Will +2;

Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Hide+11, Listen+6, Spot+6; Alertness, Improved Evasion, Weapon Finesse.

Bazan Sar: Male Human Rog4; CR4; Medium Humanoid; HD 4d6+8; hp 16; Init +7; Spd 30ft.; AC 16 (touch 13, flat-foot 13); Atk +7

melee (1d6+1, masterwork short sword); +4 melee (1d4+1, dagger); +6 ranged (1d8, light crossbow); SA: Sneak attack +2d6; SQ: Evasion, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +3, Ref +7, Will +1;

Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +10, Escape Artist +10, Hide +10, Jump +8, Move Silently +10, Open Lock +8, Pick Pocket +10, Search +8, Tumble +10; Combat Reflexes, Improved Initiative, Weapon Finesse: Short Sword

Possessions: Masterwork short sword, 4 x dagger, light crossbow, 20 crossbow bolts, studded leather armour, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Shargatan: Male Human Bbn4; CR4; Medium Humanoid; HD 4d12+8; hp 31; Init +2; Spd 40ft; AC 17 (touch 12, flat-footed 15); Atk +8 melee (2d4+4, falchion); +7 ranged (1d6+2, masterwork mighty composite shortbow +2); SQ: Rage 2/day, fast movement, uncanny dodge (Dex bonus to AC); AL N; SV Fort +6, Ref +3, Will +2;

Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +10, Handle Animal +6, Jump +10, Listen +8, Move Silently +6; Combat Reflexes, Run, Weapon Focus: Falchion.

Possessions: Falchion; masterwork mighty composite shortbow +2, shortbow; 20 arrows, chain shirt, *potion of bull's strength*.

Jena Borgav: Female Human Clr4; CR4; Medium Humanoid; HD 4d8+4; hp 21; Init +5; Spd 30ft; AC 17 (touch 11, flat-footed 16); Atk +5 melee (1d4+1, masterwork dagger); +4 ranged (1d8, light crossbow); SQ: Rebuken undead; AL LE; SV Fort +5, Ref +2, Will +7; Str 12, Dex12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +10, Spellcraft +8; Combat Casting, Improved Initiative, Spell Focus: Necromancy.

Possessions: Masterwork dagger; light crossbow, 20 crossbow bolts, scale mail, small steel shield, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Spells Prepared (5/4/3; base DC = 14 + spell level): 0 - *cure minor wounds (3), resistance, virtue*; 1st - *cause fear**, *cure light wounds, divine favor, random action, shield of faith*; 2nd - *cure moderate wounds, death knell*, silence, spiritual weapon*.

*domain spell; *Domains:* Death: may use a death touch 1/day. Your death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature (using the rules for touch spells). When touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies).

Law: cast law spells at +1 caster level.

APL8:

Larava Tanmar: Female Human Mnk6; CR6; Medium Humanoid; HD 6d8; hp 30; Init +7; Spd 50ft.; AC 18 (touch 17, flat-footed 11); Atk +11/+8 melee (1d8, unarmed); +7 ranged (1d6, alchemist's fire); +5 (1d6, quarterstaff, masterwork); SA: Unarmed strike, stunning attack; SQ: Evasion, still mind, purity of body, slow fall (30ft.); AL LE; SV Fort +5, Ref +8, Will +8;

Str 10, Dex 17, Con 10, Int 11, Wis 16, Cha 14.

Skills and Feats: Climb +9, Hide +12, Jump +9, Move Silently +12, Tumble +12; Circle Kick, Deflect Arrows, Fists of Iron, Improved Initiative, Improved Trip, Weapon Finesse-Unarmed.

Possessions: Masterwork quarterstaff, 2 x flask of alchemist's fire; masterwork padded armour.

Keralkumek: Male Hobgoblin Ftr6; CR6; Medium Humanoid; HD 6d10+6; hp 43; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +12/+7 melee (1d8+6, masterwork battleaxe); +10/+5 melee (1d4+4, dagger); +9/+4 ranged (1d6+4, throwing axe); SQ: Darkvision, 60 ft.; AL LE; SV Fort +6, Ref +5, Will +2;

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

Skills and Feats: Climb +6, Hide +4, Move Silently +14; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Weapon Focus: Battleaxe, Weapon Specialization: Battleaxe.

Possessions: Masterwork battleaxe, 5 x throwing axe, dagger, masterwork banded mail, backpack, trail rations, rope, hemp (50 ft.), waterskin, whetstone, traveler's outfit.

Kerav Legor: Male Human Sor6; CR6; Medium Humanoid; HD 6d4; hp 16; Init +5; Spd 30 ft; AC 13 (touch 12, flat-footed 12); Atk +3 melee (1d8, shortspear); +3 melee (1d4, dagger), +4 ranged (1d8, light crossbow); AL NE; SV Fort +2, Ref +3, Will +5;

Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Alchemy +9, Concentration +9, Hide +4, Move Silently +2; Combat Casting, Improved Initiative, Spell Focus: Enchantment, Evocation.

Possessions: Shortspear, light crossbow, crossbow bolts (20), padded armour, backpack, candle, chalk, flint and steel, ink vial; paper (1 sheet), belt pouch, trail rations, sealing wax, waterskin, *scroll of dispel magic*, *wand of magic missile* (3rd level caster).

Spells Known (6/7/6/4; base DC = 16 + spell level): 0 - *daze*, *flare*, *ghost sound*, *light*, *ray of frost*, *read magic*, *resistance*; 1st - *mage armor*, *magic missile*, *shield*, *sleep*; 2nd - *bull's strength*, *web*; 3rd - *dispel magic*.

Familiars: **Hawk;** CR 1/3; Tiny Animal ; HD 1d8; hp 8; Init +3; Spd 10ft., Fly, Average 60ft; AC 18; Atk +8 melee (1d4-2, Claws); SQ: Share spells, empathic link, touch, speak with master; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con10, Int 8, Wis 14, Cha 6.

Skills and Feats: Hide+11, Listen+6, Spot+6. Alertness, Improved Evasion, Weapon Finesse.

Bazan Sar: Male Human Rog6; CR6; Medium Humanoid; HD 6d6+12; hp 23; Init +7; Spd 30ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+1, masterwork short sword); +5 melee (1d4+1, dagger) +8 (1d8, masterwork light crossbow); SA: Sneak attack +3d6; SQ: Evasion, Uncanny Dodge (Dex bonus to AC; can't be flanked); AL LE; SV Fort +4, Ref +8, Will +2;

Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance+12, Escape Artist+12, Hide+12, Jump+10, Move Silently+12, Open Lock+10, Pick Pocket+12, Search+10, Tumble+12; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse: Short Sword.

Possessions: Masterwork short sword, 4 x dagger, masterwork light crossbow, 20 crossbow bolts, studded leather armour, backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Shargatan: Male Human Bbn6; CR6; Medium Humanoid; HD 6d12+12; hp 44; Init +2; Spd 40ft; AC 17 (touch 12, flat-footed 15); Atk +11/+6 melee (2d4+4, masterwork falchion); +9/+4 ranged (1d6+2, masterwork mighty composite shortbow +2); SQ: Rage 2/day, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +7, Ref +4, Will +3;

Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +12, Handle Animal +8, Jump +12, Listen +10, Move Silently +6; Combat Reflexes, Power Attack, Run, Weapon Focus: Falchion.

Possessions: Masterwork falchion; masterwork mighty composite shortbow +2.shortbow; 20 arrows, chain shirt, *potion of bull's strength*.

Jena Borgav: Male Human Clr6; CR6; Medium Humanoid; HD 6d8+6; hp 30; Init +5; Spd 30ft; AC 17 (touch 11, flat-footed 16); Atk +6 (1d4+1, masterwork dagger); +5 ranged (1d8, light crossbow); SQ: Rebuke undead; AL LE; SV Fort +6, Ref +3, Will +8; Str 12, Dex12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Heal +12, Spellcraft +10; Combat Casting, Improved Initiative, Maximize Spell, Spell Focus: Necromancy.

Possessions: Masterwork dagger; light crossbow, 20 crossbow bolts, scale mail, small steel shield,

backpack; flint and steel; trail rations, waterskin (full), traveler's outfit.

Spells Prepared (5/4/4/3; base DC = 16 + spell level): 0 - *cure minor wounds* (3), *resistance*, *virtue*; 1st - *cause fear**, *cure light wounds*, *magic weapon*, *obscuring mist*, *shield of faith*; 2nd - *bull's strength*, *cure moderate wounds*, *death knell**, *silence*, *spiritual weapon*; 3rd - *animate dead**, *cure serious wounds*, *dispel magic*.

*domain spell; *Domains*: Death: may use a death touch 1/day. Your death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature (using the rules for touch spells). When touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies).

Law: cast law spells at +1 caster level.