

War of the Burning Sky

Shelter from the Storm

by Ryan Nock



A fantasy adventure for 5th-level characters

Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.



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An Adventure for 5th-Level Characters
By Ryan Nock

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Special Thanks to whoever it is that makes thunder. Please send some more my way.

Note on Rules Content: *This adventure uses Open Game Content as well as material that is in the System Reference Document but is not in the core rulebooks. All the information you need to use this material is presented in this adventure, but if you are interested in learning more, search for the System Reference Document online, available through various sources.*

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INTRODUCTION

This is the third adventure in the *War of the Burning Sky* campaign saga. After escaping a city under siege with a vital message, the heroes fought their way through a burning forest to shake pursuit, and now they arrive at what has become the rallying point for those opposing the Ragesian war of conquest, the small coastal city of Seaquen. Here they can find allies to help fight the Ragesians, or work toward other goals during this chaotic time of war. But Seaquen is threatened by many foes, and the heroes are in a unique position to defend it during the rebellion's infancy. If they fail, Seaquen will be destroyed, and slim will be the chances for an alliance against the might of the Ragesian Empire.

ADAPTING THE ADVENTURE

If you are running this episode as a stand-alone adventure, the key aspect to retain is Seaquen's role as a diplomatic center. Some political event important to the heroes should be occurring, which the various factions in (and under) the city are seeking to disrupt.

The climactic act, in which the heroes brave the fury of a hurricane to defeat those threatening the city, will need to be revised so that the heroes are actually capable of traveling through the storm. In the previous adventure of the campaign saga, the heroes gained a boon which lets them ignore the fierce winds and overwhelming storm surge. If your party lacks this, the *tidereaver's tears* treasure in the first encounter can grant them a similar boon.

If you plan to run this adventure as part of the campaign saga, you'll want to refer to the *War of the Burning Sky Campaign Guide*, available free through E.N. Publishing. The *Campaign Guide* will help you work the events of the campaign into your own setting, provide suggestions for getting the characters involved in the adventures, and give you an idea of what lies further down the road so you can prepare.

BACKGROUND

The following information details only the background of this adventure. If you are running *Shelter from the Storm* as part of the campaign saga, you will find more information in the *War of the Burning Sky Campaign Guide*.

On a rocky coastal spur on the far side of a remote swamp, on the southern tip of civilized lands, an old city was swept into the sea. An earthquake collapsed its coastline, and volcanic geysers obliterated its people. All this happened centuries ago, but eventually people forgot the legends of curses, and sought to inhabit the land again. A clan of wizards, remembering only that once the peninsula had been home to a mighty fire mage in ages past, established a school on the rocky coastline, and brought slaves with them to tend to their needs.

Students came and went, headmasters came and went, and even slaves came and went until only free men lived on the now-verdant rock spur. The old school of Lyceum has become the anchor of a large town named Seaquen, home to a little over a thousand fishermen, craftsmen, and former students. Magic-users from around the world travel to Lyceum, and it is no longer a school simply for wizards, but for all those who practice the magical arts. Neither Lyceum nor Seaquen has ever known danger.

Now, however, the once-small town of Seaquen is overrun – overrun with refugees, with diplomats, with spies, and with heroes. War has erupted to the north as a Scourge burns its way outward from the Ragesian Empire, for the Ragesians seek to capture or kill any magic-user disloyal to their realm, and now thousands flock to Seaquen, seeing it as a beacon, a hope for safety and salvation.

Lyceum has proclaimed that it will fight the Scourge, and its current headmaster Simeon has called upon others to do the same. Unexpectedly, Lyceum has found itself the rallying point for all the refugees fleeing the Scourge. Most seek safety in numbers, some want to help, and others desire an alliance, but a few wish to put an end to Lyceum before it can become a thorn in Ragesia's side.

Among those coming to Seaquen are the heroes, bearing a message from Gate Pass, a neutral city

besieged by Ragesia. At the same time they arrive, a fleet from the elvish nation of Shahalesti begins a blockade of Seaquen, trying to force Lyceum to ally with them. While the leadership of Lyceum struggles to handle the influx of refugees and volunteers, a secret plot to destroy the city is being set into motion, supported by Ragesian spies, but orchestrated by a distant and as-yet-unknown enemy.

ADVENTURE OVERVIEW

At the start of *Shelter from the Storm*, the final leg of the heroes' journey to Seaquen takes them through a swamp patrolled by hostile soldiers and prowled by cannibal witches. From the latter, the heroes rescue a fire mage named Katrina, who sees them as her route to power.

Once they reach Seaquen, Katrina gets the heroes invited to a council to share news and discuss the war effort. During this council, word comes that a fleet of ships from the nation of Shahalesti have arrived, and their representative – Shalosh, daughter of the Shahalesti ruler – interrupts the meeting, trying to convince the city to ally with her people. The leaders of Seaquen initially rebuff her, and in the following days the fleet blockades the peninsula while a persistent drizzle falls upon the city from thick stormclouds.

The heroes have a chance to make friends and allies, to help the thousands of refugees who currently have no shelter and dwindling food, and to prepare Seaquen and its people for the coming war, but before long conflict erupts when assassins attempt to kill various town leaders fails in a surprise attack designed to look like it was orchestrated by the Shahalesti. A group of refugees with ships fall for the ruse and hastily attempt to retaliate, an attack that will ruin any chance for diplomacy with the Shahalesti if the heroes cannot stop it, and which lures dozens of ships out of the safety of the Seaquen harbor.

The true threat is not the Shahalesti, but the Ragesians, who have allied with a distant master of air magic in the Monastery of Two Winds. For the weeks leading up to the climax of the adventure, the Ragesians have been collaborating with Lee

Sidoneth, a druid well-respected by the leaders of Seaquen, to prepare a magical storm. As the fleets sail to battle, the storm that has lingered for days intensifies to hurricane strength, forcing the people of the city to take shelter, and potentially demolishing both the Seaquen and Shahalesti fleets.

The Ragesians responsible for creating the magical storm are hiding in an ancient tomb built into the lava tunnels and steam vents under the city. The heroes must fight their way into the dungeon and destroy the item controlling the storm, or else Seaquen will be destroyed, and with it the best hope of bringing the war to an end.

CHARACTER MOTIVATION

If the heroes have completed the first two adventures in the campaign saga, they most likely seek aid from Seaquen in order to break the Ragesian siege on Gate Pass. Though Seaquen itself lacks the might to accomplish this, the town is a growing nexus of political dealings, and a gathering place for potential warriors and resistance fighters. They will want to keep Seaquen safe in order to win the favor of those here in power, and so the town can continue to act as a rallying point against Ragesia.

Characters might also come to Seaquen seeking to gain allies for other reasons, such as if they have an agenda against one of the nations involved in the war, or if they want to use the war as a means for gaining power. The characters might be spies sent by Ragesia, in which case – should their sympathy

PSIONICS IN THE ADVENTURE

As in all of the adventures in the campaign saga, the psionics rules are not necessary in *Shelter from the Storm*. Only one group of NPCs, refugees from Sindaire who play little role in the adventure, possess psionic powers, and their powers are little but flavor, and an opportunity for any psionic characters in your group to get some screen time. If you are using psionics, however, some of the students at Lyceum might be psions or wilders.

not be roused by the plight of the refugees – the final act would not be the heroes' fight against the stormbringers, but rather defending against an attack by Seaquen's true defenders, giving the storm time to do its work.

WEATHER NOTE

During the first three acts of this adventure, a very light drizzle falls, incurring a –2 penalty to Listen checks and ranged attack rolls, but does not automatically extinguish unprotected flames. During the fourth act of the adventure, the rain intensifies, incurring a –4 penalty to Listen checks and ranged attack rolls, and automatically extinguishing unprotected flames.

At the end of the fourth act and through the rest of the adventure, a hurricane roars over Seaquen. Those without magical protection find it nearly impossible to function outdoors. Ranged attacks become impossible, and it is impossible to hear anything beyond a few feet. Medium or smaller creatures must make a Fort save (DC 20) each round or be blown away – knocked prone and rolling 1d4 × 10 ft., taking 1d4 damage per 10 ft. rolled, while Large creatures must save or be knocked down. The heroes, however, will be able to magically resist being blown away by winds, either by virtue of receiving Indomitability's boon in Adventure Two, *The Indomitable Fire Forest of Innenotdar*, or by exposure to a particular magic effect in the adventure.

RAILROADING?

The events as described in this adventure are just one assumption of what can happen. In some key scenes we provide a proposal of what NPCs do if they are present, with the intention of making scenes more dynamic and interesting. Feel totally free to scrap these and do things your own way, however you think your players will enjoy best.

All that truly needs to happen in this adventure is that the heroes come to Seaquen and get in contact with the budding resistance to Ragesia so they have contacts who can give them the information they need to pursue their later adventures. If the heroes happen to kill a particular NPC, fail to save the city from a hurricane, or decide that the leaders of Lyceum are incompetent buffoons, the future adventures are modular enough that you should still be able to use them with just a little tweaking.

Please, for your players' sakes, don't force them down specific courses of action just because they're the ones we have done the most planning for.

THE BURNING SKY

As detailed in the *Campaign Guide*, teleportation is hazardous during the adventure due to a strange mishap tied to the Torch of the Burning Sky. Any creature teleporting takes fire damage based on the distance traveled. For more details, see the *Campaign Guide*.

ACT ONE: THE SWAMP

The road from the border of the Innenotdar Fire Forest to the Sour Lake swamp is 420 miles. The Sour Lake swamp is a long swampy peninsula at the southern end of Dassen, and at its end is a rocky spur where lies Seaquen. No highway leads to Seaquen, so travel is at $\frac{3}{4}$ normal speed. A typical party on foot should take three or four weeks to make the journey, while mounted groups might make it in as short as two weeks.

There are many opportunities for adventure along the way. With the threat of a Ragesian invasion, the people of Dassen aren't looking to help the heroes, who to them are just another in a long line of refugees pouring out of Ragesia. But many travelers are heading in the same direction as the PCs, many in far worse condition, some desperate enough to be a danger. Ship passage is unavailable to Seaquen, at least not for any price the party can afford, because of rumors that a hostile fleet prowls the waters around the small city. Some possible short adventures along the way include:

- ◆ **Mistaken Identity:** The heroes are arrested by soldiers of the local Dasseni noble, who claim the group is responsible for numerous crimes. It turns out another group of refugees have been looting and pillaging, and the heroes could help track them down and stop them.
- ◆ **The Forsaken:** A group of Ragesian clerical pilgrims, who were on their way home when they learned of the Scourge, turned on their leader, who wanted to take them back to be arrested or slaughtered. The leader arose as a wraith that has been chasing down the survivors, who have hidden in various towns along the road, hoping to hide their magical abilities.
- ◆ **No Ticket:** If Haddin is still with the party, they are lucky enough to find a daring ship's captain willing to sail them to Seaquen. However, one day out to sea the captain claims he never agreed to take them, and threatens to throw them overboard. It is revealed that Haddin dominated the captain, but became seasick and could not maintain concentration on the spell.

- ◆ **Travelers' Tales:** The heroes link up with a caravan of twenty refugees, all of whom tell tales of their flight from Ragesia. One of the heroes is accused of being a Ragesian spy, and the caravan grows paranoid and violent.

- ◆ **Bad Weather:** Several days in a row, intense rainstorms come out from the north, sweep over the heroes, and fly on southward toward Seaquen, like they're moving with a purpose.

- ◆ **Battleground:** The heroes travel through a wheat field trampled and smoking from a recent battle. By the bodies left to be gnawed by crows, it looks like a party of Ragesians were discovered by Dasseni knights, and a battle ensued, but a close examination shows that the "Ragesians" had filled their boots with dirt, a Dasseni tradition. Someone is trying to cover their tracks, and they send a stalker to silence the heroes.

Of course, feel free to make the journey to the swamp's edge uneventful if you want. The heroes travel, resting every so often, until they get there.

LAST STOP

A small shanty town lies at the edge of the Sour Lake swamp, a 50-mile stretch of bayou that separates mainland Dassen from the rocky peninsula upon which Seaquen is built.

Vidor (Thorp): Conventional; AL CN; Population 65 (plus 40 refugees); 800 gp limit; Assets 5200 gp; Isolated (96% human, 2% dwarf, 10% elf, 1% half-orc, 1% other).

Vidor is the last town before Seaquen, and between the two are several days of travel through rough, boggy terrain. The party would do well to stock up here, since the locals do a good job of presenting the swamp ahead as dangerous, trying to convince them to buy what they need at inflated prices (twice normal). Though most in the town are dishonest and out for their own good, they're not lying about the swamp being dangerous.

Items Available in Vidor:

- ♦ Map of the swamp – 5 gp.
- ♦ Rowboat (seats three medium creatures) – 100 gp.
- ♦ Oar/pole – 5 gp.
- ♦ Gator tooth necklace (purported to ward off wild animals) – 25 gp.
- ♦ Portage of a rowboat 15 miles to end of the road (two men per rowboat) – 5 gp.

The maps (no two of which agree exactly) indicate that after Vidor is about 15 miles of safe road, then 30 miles of marsh with only scattered patches of dry land, before a final 5 miles of another marsh road to the tip of the peninsula where Seaquen lies. Traveling along the coast is discouraged, since tides will likely get the group mired in unpassable terrain. The town has no seaworthy boats, so avoiding the swamp entirely is all but impossible, and even then there are rumors of a hostile fleet prowling the coast.

Whether they decide to go through the swamp interior or along the coast, the party should buy a rowboat and oars/poles (the water is often so shallow that you must use a pole to push the boat along the bottom) for every three people in their party. Several workshops are busily hammering away at the crafting of more rowboats, and the owner of the boat shop, Leto Moore (N male human expert 4/warrior 1), proudly states that he's sold a hundred boats already to folks since refugees started pouring in. To entice the party to buy from him – as opposed to the lame carpenter down the road who only knows how to make doors – Leto calls to them as they pass by, "Free keg for every three boats you buy. I'll even throw in the beer for free."

The townsfolk are getting rich off exploiting the refugees, and a few small groups of poorer refugees live in tents outside the town, asking for money or help, though the party is too large and dangerous for them to try to rob. There is no tavern or inn, but one townsfolk is selling deerhide tents for 15 gp for those who want to camp out. None of the other refugees are eager to travel because of the rain, but the weak storm has been going on for a week, and shows no signs of passing.

VIDOR GATHER INFORMATION RESULTS

DC 10: "Lots of refugees coming through here. Lots of mages. Too many, I think, with lots of black cats coming with them. Lots of bad luck concentrating in one place. Folks who can afford a boat through the swamp have already left. One crazy redhead, she just hired a couple of burly guys as bodyguards and walked into the swamp. Swamp's dangerous. Guess she had a death wish. Too bad. She was the prettiest thing I ever seen in this town"

DC 15: "Sometimes mages – rejects from that wizard school probably – get lost in the swamp and go crazy, start eating folks who get lost in the fog. Don't trust any lights you see at night."

DC 25: "Two weeks ago, I overheard a big orc talking to a woman that stank of blood and swamp sweat. She must've been a witch, and sure as shit I'd swear that orc was one of them inquisitors from Ragesia. A few of the folks in the tents went missing that night."

While in the town, the party can hear some rumors, as shown in the sidebar above.

This adventure assumes the heroes travel through the swamp instead of risking the coastline, but it is easy enough to still make use of the encounters detailed, simply transposing them to near the coastline instead of the interior.

When the party sets out, the road is fairly tame. The path is about five feet wide, shored up in places with small stone bridges when the ground dips. Going more than twenty feet off the path will usually land a person in knee-deep muck. After 15 miles, a run down shack sits at the side of the road, once used by a hunter to sleep in, now serving as a marker of the end of the road. Nearby trees have been cleared, and a few abandoned, half-made rafts litter the area, none of them structurally stable.

Beyond this point, travel will have to be by boat, or by wading and swimming. The water is usually waist high and icky, though it poses no direct hazard. If the group takes a boat, poling or rowing is a move

action that propels the boat 20 ft. A character can move the boat at double speed as a full round action, but doing so is as tiring as running. Each boat fills a 10 ft. × 10 ft. space as if it were a large creature, and can hold three people and gear.

The thirty mile trip through the swamp should take at least two days, and it is during the first night – with the party likely sleeping on a soggy island that has some of the only dry land in the area – that they are attacked by the witches.

Blood in the Water (EL 8)

Three witches – all of whom go by the same name of H'andrea since their cannibal ways have long since dissolved their real names in a briny sea of madness – have been recruited by Ragesian spies to make potions that will let the spies and their allies travel through the intense winds of a hurricane. As ingredients for this potion, the witches need the blood of intelligent creatures, poured fresh into their brew.

The trio – a cleric, a druid, and a wizard – prowl the bayou in a boat drawn by the druid's crocodile animal companion, while the wizard's bat familiar flies about looking for prey. When they spot the party's resting place, the druid and her crocodile swim around to the northeast side of the group and hide a hundred feet away (Spot DC 31). Then the boat approaches from the west, poled along by the cleric while the wizard holds a covered lantern on a short staff. The cleric casts *enthrall* once they are 120 ft. away, and sings a mournful, alto song in Common, encouraging listeners to purify themselves in the 'magical waters,' while the wizard accompanies in an eerie Aquan soprano. While the heroes are distracted, the druid and her crocodile approach stealthily.

The heroes should see the lantern in the distance a round after they hear the song, but notice that it is hidden within a bank of fog, an *obscuring mist* created by the cleric, who simply dead-reckons in the direction of the party, since she cannot see them. Things turn from eerie to clearly hostile once the boat becomes visible, which likely will not be until the two witches reach the shore. The boat is decorated with humanoid skulls, streamers of wizard's robes trailing along the sides. Its occupants are clearly insane.

Terrain: The islands are surrounded by 2-ft. deep shallow bog, which counts as difficult terrain, and are then surrounded by 5-ft. deep deep bog, which can either be swum through or requires for squares of movement for every 5 ft. traveled. The boats can travel through both shallow and deep bog. Small trees dot the islands, and a few sprout from the swamp. One massive tree has fallen over, forming a bridge between two islands. Its crown counts as heavy undergrowth.

H'andrea the Cleric

CR 5

Strands of bone-white hair hang across the face of this emaciated woman, her skin seeping black ichor from countless sores. A trembling gray cloak hugs her hideous form, and green water oozes from her mouth.

Female tiefling cleric 5

NE Medium outsider (native)

Init +0; **Senses** Listen +3, Spot +3, darkvision 60

Languages Common, Infernal, Orc, Sylvan

AC 20, touch 10, flat-footed 20

hp 31 (5 HD)

Fort +5, **Ref** +1, **Will** +7

Resist cold 5, electricity 5, fire 5

Speed 20 ft. (4 squares)

Melee +2 pole (1d6–1)

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

Combat Gear scroll of *cure serious wounds*

Special Actions *darkness* 1/day

Spells Prepared (CL 5th)

3rd – *cure serious wounds* ×2, *dispel magic*^D

2nd – *enthrall* (DC 17), *hold person* (DC 17), *invisibility*^P, *shield other* (already cast)

1st – *cause fear* (DC 14), *command* ×2 (DC 16), *disguise self*^P, *obscuring mist* (already cast)

0 – *cure minor wounds* ×3, *mending*, *purify food & water*

D Domain spell Domains Magic, Trickery

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

SQ spontaneous casting (*inflict* spells), rebuke undead (5/day, 1d20+2, 2d6+7), heavily encumbered

Feats Greater Spell Focus (enchantment), Spell Focus (enchantment)

Skills Bluff +10, Disguise +8, Spellcraft +9

Possessions full plate, heavy wooden shield, dagger, pole, four *elixirs of love*, silver necklace with red glass beads worth 100 gp, brass key.

H'andrea the Druid

CR 5

Black-haired and wide-eyed, this slender witch drips blood as she emerges from the swamp, threatening with a long dagger in her left hand. She wears a thick green reptilian skin like armor, and carries a bloody glass sphere in her right hand.

Female tiefling druid 4/barbarian 1

NE Medium outsider (native)

Init +4; **Senses** Listen +1, Spot +1, darkvision 60

Languages Aquan, Common, Druidic, Infernal, Sylvan

AC 19, touch 14, flat-footed 15

hp 33 (5 HD)

Fort +7, **Ref** +5, **Will** +5

Resist cold 5, electricity 5, fire 5

Speed 30 ft. (4 squares)

Melee +9 dagger (1d4+4, 19–20), combat reflexes

Ranged +9 dagger (1d4+4, 19–20)

Base Atk +4; **Grp** +8

Special Actions *darkness* 1/day, *rage* 1/day (6 rounds, +2 damage, +10 hp)

Spells Prepared (CL 4th)

2nd – ~~*bull's strength*~~ (already cast), *hold animal* (DC 13)

1st – *cure light wounds*, *detect animals and plants*, *magic fang*, ~~*speak with animals*~~ (already cast)

0 – *cure minor wounds* ×3, *detect magic*, *know direction*

Abilities Str 14 (18 w/*bull's strength*), Dex 18, Con 12, Int 10, Wis 13, Cha 6

SQ spontaneous casting (*summon nature's ally*), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, fast movement

Feats Combat Reflexes, Weapon Finesse

Skills Handle Animal +2, Hide +11, Move Silently +9, Swim +9

Possessions four masterwork daggers, dragonhide breastplate, *tidereaver's tears*, brass key.

Crikey, Crocodile (CR n/a): hp 22. If H'andrea the druid has cast *magic fang*, Crikey has a +1 enhancement bonus to bite attack and damage. MM.

H'andrea the Wizard

CR 5

Chubby-faced with short brown hair, this witch leans her youthfully feeble body on a twisted staff. A flaming lantern swings from a crook at the top of the staff.

Female tiefling wizard (prescient diviner, UA) 5

NE Medium outsider (native)

Init –1; **Senses** Listen +1, Spot +1, darkvision 60

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

Current Effects *shield*, *shield other*

AC 16, touch 12, flat-footed 15

hp 24 (5 HD)

Fort +4, **Ref** +3, **Will** +6

Resist cold 5, electricity 5, fire 5; *magic missiles*

Speed 30 ft. (6 squares)

Melee +2 touch attack *torchstaff* (1d6 fire)

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

Special Actions *darkness* 1/day

Spells Prepared (CL 5th)

3rd – *slow* (DC 16), *stinking cloud* (DC 16)

2nd – *hideous laughter* (DC 15), *scare* (DC 15), *web* (DC 15)

1st – *burning hands* (DC 14), *magic missile*, *shield* (already cast), *sleep* (DC 14)

0 – *detect magic* ×2, *mage hand*, *prestidigitation*

Prohibited School illusion

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 6

SQ bat familiar, prescience

Feats Brew Potion, Craft Wondrous Item, Scribe Scroll, Skill Focus (Concentration)

Skills Concentration +13, Knowledge (arcana) +7

Possessions *Torchstaff*, spellbook (listed spells plus *comprehend languages*, *identify*, *detect thoughts*, *locate object*, *arcane sight*, and *clairvoyance/clairaudience*), and a once-beautiful green dress that would be worth 1000 gp if it received *make whole* and *prestidigitation* to fix and clean it, brass key.

Prescience (Ex): Instead of gaining bonus divination spells, twice per day H'andrea can add a +3 insight bonus to any attack roll, saving throw, skill check, or level check she makes. She must choose to use this ability before the die roll is made.

Tactics: The witches' goal is to kill the party, to capture one or two alive if possible, then to carry them back quickly to use in a brew. As long as the group does not take any hostile action, the cleric and wizard pole up to shore, and then the wizard, druid, and crocodile attack simultaneously.

Before launching the ambush, the druid casts *bull's strength* and *speak with animals* on herself and *magic fang* on her crocodile animal companion. She also knows whether the party has any animals that might be a danger, due to *detect animals and plants*. If there are animals that might be a threat, she disables them with *hold animal*, then rages and leaps into the midst of the group. Her crocodile stays near the edge of the island, attacking anyone who gets near the water or into a boat. Characters in a boat have cover against attacks by the crocodile if it is swimming.

Before the attack the cleric casts *shield other* to protect the wizard, then casts *disguise self* to appear hideous, and *obscuring mist* to conceal the boat. Then she casts *enthrall*. The round before combat begins, she dismisses the *obscuring mist* so she can target her spells. She stands in the back of the boat and readies to counterspell any particularly dangerous spell, then uses *hold person* or *command* on any vexing warrior.

The wizard only casts *shield* on herself before combat. She starts by *slowing* her enemies, then *webs* or *stinking clouds* those who the druid isn't fighting,

WITHOUT INDOMITABILITY

If the heroes did not gain Indomitability's boon in the previous campaign adventure, *The Indomitable Fire Forest of Innenotdar*, this encounter can provide them with the necessary defenses to let them complete the adventure. When the druid dies, she falls to the ground and cracks the glass sphere of the *tidereaver's tears*. A misty spray of blood fills the area, and everyone feels a ripple as the item's magic touches them. They then gain the ability to ignore strong winds and tides one time, for a period of time just long enough to protect them during Act Five of this adventure.

NEW ITEMS

Tidereaver's Tears: This glass sphere appears to be filled with blood, and leaks it constantly, though the drips soon evaporate. The bearer of the sphere likewise drips blood, which is eerie but harmless. The bearer can, for about an hour a day, travel through strong winds or water currents as though traveling through calm air or water. The sphere of bloody tears must be held in hand to provide this benefit.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements*; Price 1400 gp; weight 1 lb.

Torchstaff: Resembling a shepherd's crook with a flaming bronze lantern swinging from the end, this quarterstaff can be used as a standard to deal 1d6 points of fire damage as a melee touch attack.

Faint evocation; CL 1st; Craft Wondrous Item, *burning hands*; Price 1000 gp; weight 2 lb.

with an intention of getting them later. She saves her offensive spells for foes who get too close, and she prefers to stay on the shore next to the boat so she can easily get back to the cleric for healing.

Aftermath: When only one witch remains conscious, she will likely surrender if she doesn't think she can win. The wretched creature pleads for its life, saying they had a hostage, and if the heroes promise to let her go, she'll guide them to the prisoner. The witch can guide them the half mile to their home, or the heroes can follow the trail (Survival DC 25 at night, DC 27 if they wait through eight hours of rain until sunrise), or simply scour the area for about three hours (Survival DC 16 at night, DC 10 during day).

If none of the heroes think to follow the witches back to their home, emphasize that each of the witches was carrying a key, or have an NPC with the party suggest looking into it. If all else fails, the group might spot a fire in the distance a little while later, created by Katrina, who used a tindertwig in her boot to set fire to the building around her.



If still they decide not to investigate, they can still meet up with Katrina in Seaquen, though she won't owe them any favors.

Witch Isle (EL 5)

The witches live on a broad, soggy island covered with bare-branched trees in which no birds perch. Their home is a sprawling, half-sunken cluster of five wooden shacks in the island's center, each barely ten feet across, surrounded by a low, uneven fence. A rotted dock stretches out from the island, and a cluster of thirteen boats float nearby or are propped up on fallen logs. The skeletons of the boat's owners lie along the outside of the fence in a scattering of different piles. No lights are on in any of the shacks, but the shacks are not unguarded. A Spot check (DC 10) notices that some of the skeletons in the pile look a bit too intact.

The cleric witch has animated many of the skeletons of their victims, and ordered them to attack any interlopers. Twenty skeletons out of the dozens around the huts wait to attack as soon as any creature comes within 10 ft. of the fence, or when they are attacked.

Human warrior skeletons (CR 1/4, 20): hp 6. These skeletons lack shields and swords, so they attack with claws and have AC 13.

Three shacks are each held closed by an old padlock (Open Lock DC 15), which can be bypassed by one of the keys the witches had. The other two shacks were for storing things long since rotted away, and aren't locked.

Inside the first shack, a massive cauldron sticky with boiled fat hangs over a wide hearth, and brass vials, glassblowing implements, and more bizarre tools are scattered across numerous shelves. The witches have been capturing refugees traveling through the swamp, boiling some of them alive in the cauldron, and using that as ingredients to create more items like the *tidereaver's tears* the druid carried. They deliver one of these items every week to a half-elf contact named Nelebekus (actually a fake identity for Brutus, a Ragesian spy;



see page 25) in Seaquen, who pays them in gold from Shahalaesti. Nelebekus would meet H'andrea the cleric at a fish market along the south docks, near the weathervane tower.

A second shack has the witches' sleeping quarters. A dead man lies chained to one wall, being eaten by maggots. He is covered by tiefling bite marks.

In the third shack, curled in the one dry corner, is their hostage, Katrina. She has been gagged and chained, and her spell components have been moved to another shack, along with all of her magical gear except her *ring of fire resistance*, which she wears on a toe under a lead-lined boot. She also has an alchemical tindertwig tucked into her boot, which the witches did not notice.

The witches attacked Katrina and killed her escorts, and subdued her because she was sleeping at the time. When they took her back to their hut, she figured out through their muttering that they were working for Ragesians. She managed to get them to listen to her for a while, and she convinced them that she too was an agent of the Ragesians in Seaquen, and that they would be very displeased if she were killed. The witches fell for her bluff, but decided to keep her tied up until they could verify it on their next trip into the city. If any of the witches are still alive, Katrina will want the witch killed.

Katrina most likely hears the group approaching, so she is awake when they find her. Once they remove the gag she smirks and says, "Good. I've been waiting for you guys. I hope none of you died on my account."

Katrina**CR 8**

This woman of fiery red hair and slender curves holds herself with a sultry air of practiced overconfidence. She dresses as if she is the iconic pyromancer, wearing a red robe with extravagantly flowing sleeves, a tight belt with spell components, and long leather boots. A bulky velvet glove covers her left hand, and with the heavy sleeve it nearly hides the silvery gauntlet and metal guard that protects her forearm.

Female human sorcerer 8

N Medium humanoid

Init +5; **Senses** Listen -1, Spot -1**Languages** Common, Orc**AC** 14, touch 11, flat-footed 13**hp** 38 (8 HD)**Fort** +4, **Ref** +3, **Will** +5**Resist** fire 10**Speed** 30 ft. (6 squares)**Melee** +3 dagger (1d4-1, 19-20)**Base Atk** +4; **Grp** +3**Spells Known** (CL 8th, +5 ranged touch)4th (4) – *fire shield*3rd (6) – *fireball* (DC 20), *protection from energy*2nd (7) – *invisibility*, *mirror image*, *scorching ray*1st (8) – *burning hands* (DC 18), *disguise self*, *mage armor*, *protection from evil*, *unseen servant*0 (6) – *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic***Abilities** Str 8, Dex 12, Con 14, Int 12, Wis 8, Cha 20**SQ** spellduelist**Feats** Greater Spell Focus (evocation), Improved Initiative, Skill Focus (Concentration), Spell Focus (evocation)**Skills** Bluff +16, Concentration +16, Knowledge (arcana) +2, Spellcraft +12, Tumble +6**Possessions** *ring of minor fire resistance*, *ring of sustenance*, +2 *mithral buckler* that covers her forearm, *gloves of dexterity* +2, *tindertwig*, beautiful red robe enchanted to clean and mend itself.**Spellduelist (Ex):** See the Spellduelist feat (pg. 36).

Tactics: Katrina is impulsive, overconfident, and smart enough to pretend that those are weaknesses. Out of combat she pretends to be vain and invincible, but when actually endangered her tactics are intended to get her out of danger as quickly as possible. If facing more foes than she can handle, she casts *disguise self* or *invisibility* and flees. When she chooses to go on the offensive, however, she does her best to keep foes away from her, either by proactively killing them, or defensively setting up *mirror image* or *fire shield*. She's not above *fireballing* herself if she's surrounded.

Development: The heroes might know of Katrina through her brother Rantle, who may have approached them in Gate Pass to locate her and deliver a message. If they give Katrina the scroll case, she reads the message from her brother with early eagerness, which fades to disappointment when she realizes her brother has not come as she had intended. Without her brother to rely on, she decides that the group who rescued her is likely her best chance to enact her plan.



Katrina is a complicated character. Four years ago she parted ways with her brother and found herself in the employ of the Ragesian inquisitors, specializing in offensive magic so inquisitors could practice counterspelling. She has a passing familiarity with many of the highest-ranking inquisitors, and has even met Emperor Coaltongue and Supreme Inquisitor Leska on several occasions. She does not mention any of this however, since she has been sent on a mission by the Ragesians to spy on Lyceum and, when the time is right, betray the school of mages.

Katrina, however, is not particularly interested in promoting the Ragesian agenda. She simply wants to survive this war, and preferably to come out ahead in the end. Though her time among the inquisitors has made her callous and somewhat Machiavellian, she still recalls her childhood with her brother, and his constant desire to be a hero like from bad minstrel stories. She does not realize it, but she is looking for someone to show her the way.

If left to her own devices, she will seek to ingratiate herself to the top level of the resistance in Seaquen, and will eventually betray the city. If the heroes can put up with her grandstanding, however, and point her in a nobler direction, when the time is right she may be willing to admit her involvement with the Ragesians, and provide vital information to turn the tide of battle. This can be an ongoing theme with Katrina's character, but does not come up heavily until adventure nine, *The Festival of Dreams*.

For now, Katrina wants the party to trust her, and wants them to know that she thinks they are important and have a major role to play. When they reach Seaquen, Katrina plans to act almost as a publicity agent for the heroes, gaining *dignitas* by association with them. She knows what will play well with the leaders of Seaquen and Lyceum, and does her best to push the heroes in a suitably "heroic" direction.

Treasure: A pile in one of the shacks are six small coffers containing a total of 300 pp in Shahalesti coins. There are also numerous sets of damp clothes, rotted apprentice spellbooks, and weapons or armor in varying states of rust. A *make whole* spell could salvage about 500 gp worth of usable or sellable items from the pile.

Additionally, Katrina's gear has been put on a shelf, and she takes it back confidently, laughing at anyone who refuses to let her have it and saying, "Adventurers are supposed to loot their *dead* foes, so if you want to take my things, something will have to change." If it looks like a fight will actually happen, though, she shrugs, saying that she, at least, is not so petty as to kill someone over money, though she warns she'll be useless without her spell components.

Land Blockade (EL 7)

A day or two later, before the heroes reach Seaquen, they might spot a hawk flying several hundred feet overhead. It flies to the northeast, and a half hour later the group is accosted by a patrol of Shahalesti soldiers.

These Shahalesti have orders to question all travelers, and to attempt to detain any shipments of military supplies heading into or out of Seaquen. Since the heroes are in a relatively small group, a likewise small group of soldiers come to investigate. In a dry section of the swamp (or along a sandy coastline if the heroes are not in the interior), the elves approach at a hustle, guided by Thalan's hawk familiar. They come upon the heroes from the northeast, blowing a horn when they spot the group (likely from 200 ft. away through the woods), and then demanding the group stop. The scouts continue take cover behind trees, about 100 ft. away. Thalan and his bodyguards come within 60 ft., then begin to question the group.

If the heroes ask questions back, Thalan explains that they are a detachment from the *Osprey*, one of the Shahalesti ships currently sailing to Seaquen to offer an alliance. Thalan's mission is to ensure that no hostile forces enter Seaquen. It is a gesture of good will toward Seaquen, which they suspect may have been infiltrated by Ragesian agents.

This could play out as a friendly meeting, or it could turn to combat, depending heavily on how receptive the heroes are to having their belongings searched and their presence questioned. The elves will not accompany the heroes into Seaquen, and will back down if it looks like harrasing the party

might have negative political ramifications. They only attack if anyone clearly shows signs of being affiliated with Ragesia, or if they are attacked first.

Thalan

CR 5

A few strands of blonde hair peek out from this elf's blue cloak. He carries a sword at his hip and a bow on his back, but his armor, if any, is hidden under loose robes, and he carries himself like a scholar, not a warrior.

Male elf wizard (evoker) 5

N Medium humanoid (elf)

Init +3; **Senses** Listen +3, Spot +3, low-light vision

Languages Common, Celestial, Draconic, Elven

AC 17, touch 13, flat-footed 14

hp 13 (5 HD)

Fort +0, **Ref** +4, **Will** +5 (+7 vs. enchantment)

Immune sleep

Speed 30 ft. (6 squares)

Melee +1 longsword (1d8–1, 19–20)

Ranged +5 longbow (1d8–1, ×3)

Base Atk +2; **Grp** +1

Combat Gear two potions of *cure moderate wounds*, potion of *fly*, potion of *invisibility*, potion of *cure light wounds*, wand of *magic missile* (1st level, 25 charges)

Spells Prepared (CL 5th, +5 ranged touch)

3rd – *haste*, *lightning bolt* ×2 (DC 16)

2nd – *flaming sphere*, *minor image*, *invisibility*, still *magic missile*

1st – *magic missile* ×3, *protection from evil*, *shield*

0 – *detect magic*, *light* ×2, *prestidigitation*, *ray of frost* ×2

Prohibited Schools conjuration, enchantment, necromancy

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

SQ mageknight (*Player's Guide*, pg 14), hawk familiar

Feats Armor Proficiency (light), Spell Penetration, Still Spell

Skills Concentration +7, Diplomacy +5, Knowledge (arcana) +11, Knowledge (the planes) +6, Spellcraft +13

Possessions spellbook (contains listed spells plus cantrips and *daylight*, *fly*, *jump*, *scorching ray*, *shocking grasp*, and *spiderclimb*), spell components, chain shirt, 10 pp, *hand of the mage*

Tactics: When supported by allies, Thalan starts by casting *haste* on his allies, followed by *flaming sphere*, which he can make use of for several rounds while casting other offensive spells. He keeps the still *magic missile* as a last-resort spell for if he is captured or grappled.

Thalan's hawk familiar departs as soon as combat begins, and will fly to deliver news of his defeat to the fleet if he falls.

Thalan's Bodyguards (2)

CR 4

Male elf fighter 4

N Medium humanoid (elf)

Init +3; **Senses** Listen +3, Spot +3, low-light vision

Languages Common, elf

AC 18, touch 13, flat-footed 15

hp 31 (4 HD)

Fort +5, **Ref** +4, **Will** +2 (+4 vs. enchantment)

Immune sleep

Speed 30 ft. (6 squares)

Melee +8 mstwk longsword (1d8+2, 19–20), or +6 shortsword (1d6+2, 19–20)

Ranged +9 mstwk longbow (1d8+4, ×3), point blank shot, precise shot

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

Combat Gear 2 thunderstones, 2 potions of *cure moderate wounds*

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 8

Feats Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow)

Skills Climb +6, Ride +10

Possessions masterwork chain shirt, buckler, masterwork longsword, shortsword, masterwork composite longbow [+2 Str] with 40 arrows

Shahalesti Scouts (4)**CR 4**

Male elf ranger 2/fighter 1/wilderness rogue (UA) 1

N Medium humanoid (elf)

Init +4; **Senses** Listen +10, Spot +10, low-light vision**Languages** Common, elf, orc**AC** 19, touch 14, flat-footed 15**hp** 24 (4 HD)**Fort** +7, **Ref** +10, **Will** +2 (+4 vs. enchantment)**Immune** sleep**Speed** 30 ft. (6 squares)**Melee** +4 longsword (1d8+1, 19–20), or +4 spiked gauntlet (1d4+1)**Ranged** +9 longbow (1d8+1, x3), point blank shot, precise shot, rapid shot**Base Atk** +3; **Grp** +4**Combat Gear** 2 tanglefoot bags, 2 thunderstones, wand of *cure light wounds* (5 charges), and wand of *entangle* (5 charges)**Abilities** Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 8**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track**SQ** favored enemy (orcs) +2, wild empathy, sneak attack +1d6**Skills** Climb +6, Hide +9, Listen +10, Move Silently +9, Spot +10, Survival +7**Possessions** masterwork chain shirt, masterwork buckler, longsword, spiked gauntlet, masterwork composite longbow [+1 Str] with 20 arrows, *cloak of resistance +1*

Development: If the heroes and the elves part on good terms, Thalan glances briefly at the drizzling sky and says, “I hope you find shelter in the town. Things are bleak there, from what I hear. Encourage those in power to accept our offer. We have the means to make conditions much better for the thousands of refugees who are as yet without homes. May we meet again as allies.”

If a fight does occur, the elves retreat if they lose more people than there are heroes. There are several dozen more elves in the swamp, but they do not pursue the heroes. Should the heroes follow the elves, the elves rely on speed to flee three miles to another group of similar size, laying down *entangle* spells as they retreat.

Through discussion or interrogation, the group can learn that Shalosha, daughter of Lord Shaaladel, will be contacting the leaders of Seaquen in a few days. Only if the group befriends Thalan will he admit that the terms of the alliance will benefit Shahalesti far more than the people and refugees in Seaquen, but he avoids going into details, saying he’s not a politician.

Ad-Hoc Experience: If the heroes avoid a fight, reward them for a CR 5 encounter.

OTHER ENCOUNTERS IN THE SWAMP

The following encounters are not mandatory for the adventure, but the heroes might pursue them in order to help out the city, and they help lengthen the time the heroes can spend in Seaquen before the events of the last two acts.

Territorial Goblins (EL 6+)

A tribe of amphibious goblins, called the Severed Head Tribe, claim the swamp between Seaquen and Vidor as their home, and while the heroes were fortunate enough to avoid crossing them, they might have seen signs of their presence. The goblins are not particularly evil, just territorial, and they have attacked and killed a fair number of refugees streaming into the region. Already Seaquen is running low on food, while the goblins have been becoming fat on food stolen from refugees and trade caravans. They even have a *decanter of endless water* set up in the center of their village as a fountain, right beside the well-tended guillotine they use for all their holy day festivals.

At some point, the heroes might attempt to clear out the goblin tribe, or to negotiate with their leader Ogatar the Toad (CN goblin rogue 1/sorcerer 7, with a toad familiar) in order to gain the goblins’ support. Unfortunately, Ogatar is afraid that the wizards of Lyceum will come to kill him, and the paranoid goblin flees into the swamp when his scouts report the heroes’ approach. The chieftain’s embarrassed wife Hessilen (CN goblin bard 6, Diplomacy +14) can negotiate with the heroes, but lacks the support of the tribe to enforce any deals.

Hessilen will dictate a very precise stretch of terrain through which the tribe will let travelers and caravans pass, and in exchange she demands a variety of minor magical trinkets, a private cook for the chieftain to produce “exotic foreign foods,” and the death of the three witches H’andrea, if this hasn’t already been accomplished. Feel free to alter the demands based on how well the heroes’ Diplomacy check compares to Hessilen’s.

A particularly successful argument might even convince Hessilen to give Seaquen the *decanter of endless water* to help provide for the refugees, in exchange for permission for her tribe to enter the city without being accosted.

Before the treaty can be put into effect, however, the heroes have to locate Chieftain Ogatar, who has gone into hiding. Tracking and divination are two reasonable ways to locate him, but he has his familiar in contact with all the toads in the swamp, to alert him by fierce bursts of croaking whenever the heroes get near his position, making it nearly impossible to catch him by surprise. He also doesn’t speak any language but Goblin, so talking to him is difficult. But should the heroes succeed in bringing him back to his wife, they will have made the lands around Seaquen much safer.

Ad-Hoc Experience: If the heroes negotiate a truce, reward them for a CR 6 encounter.

If the heroes decide to fight their way through the goblins, the tribe consists of sixty non-combatants (commoner or expert 1), twenty warriors (warrior 1), ten hunters (ranger 2/rogue 1), a high priest (cleric 6 – Plant and Trickery domains) and his apprentice (cleric 4), six battle leaders (fighter 2/rogue 3), the town champion (fighter 2/rogue 5), the Chieftain, and his wife. After any initial attack, the goblins’ preferred tactic is to rally and pursue their foes, ambushing them *en masse* at night. They have very little treasure, but a great supply of food.

The Shrieking Delve (EL 8 or 12)

Naizelasa, a female adult green dragon, has recently lain a clutch of eggs, but one of her eggs was stolen by a daredevil refugee, Nathan Lowduke (CN human male ranger 8), who is currently looking for

a buyer in the developing black market of Seaquen. For several days now, the southern shore of the mire has echoed with the horrible shrieks of the mother dragon. She knows that she cannot risk going to Seaquen, where she would be surely attacked by all the scores of mages, but she weeps for her lost child. One night she attacked a ship of refugees arriving from Sindaire, tore long gashes in the sails, and demanded they find her lost egg, or on her next outing she would begin destroying ships.

Naizelasa, adult green dragon (CR 12): hp 230.

The heroes might become interested in Naizelasa when they learn that she possesses a *lyre of building*, which Seaquen could use to quickly create shelters for the thousands of refugees streaming in. There are a few mages in the city capable of creating such an item, but that would require thirteen days of crafting during which the refugees will suffer.

Naizelasa’s lair is a deep lake – the Crystal Delve – six miles southwest of Seaquen, a body of amazingly clear water surrounded by a wide ring of unused buildings in dozens of different architectural styles, many of them recently demolished. The dragon spends her day watching over her eggs or sleeping, and surfaces at night to wail and play her lyre, creating buildings which she tears down in rage before sunrise.

If the heroes are cautious, they can approach Naizelasa, learn of her plight, and bargain to return the egg in exchange for borrowing the lyre for a few weeks. In exchange, the bitter mother – lawful and evil like any good green dragon – demands that they bring her the thief. She does not want to kill him, but she will hold *him* as collateral, to ensure that she gets her lyre back within a month. She may have other demands as well, but is willing to make slightly less selfish bargains in order to ensure her egg’s return.

Nathan Lowduke has a fair bit of notoriety amid the criminal element in the refugee camps, so locating him should be no trouble, but obviously he is not eager to go through with this plan. He will need to be offered a bribe of at least 5,000 gp in

order to agree willingly. Other ways of convincing him are left to the players' imagination.

If the heroes act honorably with Naizelasa, eventually they may be able to convince her to aid in the defense of the city, should Ragesians ever encroach on the lands where her children will eventually be born. Alternately, she might be recruited by the Ragesians for an assault, should the heroes' failures let the Ragesians get so close.

Ad-Hoc Experience: If the heroes manage to locate Nathan and the egg, and retrieve the *lyre of building* from Naizelasa, reward them for a CR 8 encounter.

Attercops and Cypress Trees (EL 8)

The heroes learn that a ship from Ostalin has become mired after it edged too close to the shore. One of its crew, Drimma (N human male expert 2), made his way through the swamp, and can provide directions to the ship, ten miles away on the south coast of the peninsula. The ship, a freight courier named *Milsoven*, was delivering exotic animals to one of Lyceum's instructors, Banahman Vett (CN half-elf male transmuter 9), who is worried that the cargo might be ruined if it isn't retrieved quickly. He offers a stingy reward of 600 gp if all the creatures on the manifest are returned to him, reduced by 20 gp for each of the thirty creatures lost.

While the reward is paltry, Banahman is a head professor at the school, so getting on his good side may be important. Also, as detailed later, he unknowingly has had contact with some of the spies who will threaten the city. Even recovering one creature will win his favor.

Unfortunately, someone on the *Milsoven* did not follow proper procedures when feeding the creatures, and some of them escaped, overrunning the crew and turning the ship and the cypress marsh around it into their new home. These creatures are attercop pouncers, thick-bodied hunting spiders with animal cunning like that seen in wolves and hyenas. Attercop pouncers are capable of incredible jumps, and often will jump and overrun fleeing foes, giving the rest of the pack a chance to catch up. Originally bred deep underground, these creatures

were to be sold to refugee druids and rangers as exotic animal companions, providing a great profit to Banahman Vett.

Attercop Pouncer (12)

CR 1

N Medium vermin

Init +2; **Senses** Listen +0, Spot +0, darkvision 60, tremorsense 60

Languages none

AC 13, touch 12, flat-footed 11

hp 11 (2 HD)

Fort +4 (+8 vs. poison), Ref +2, Will +0

Speed 50 ft. (10 squares), climb 20 ft.

Melee +3 bite (1d6 plus poison)

Base Atk +1; **Grp** +1

Special Attacks knockdown

Abilities Str 11, Dex 15, Con 12, Int —, Wis 11, Cha 6

Feats Skill Focus (Jump)B, Weapon Finesse

SQ animal cunning, webs

Skills Climb +11*, Hide +3, Listen +23*, Move Silently +3

Animal Cunning (Ex): Though a vermin, an attercop pouncer can be trained, handled, and affected by mind-affecting magic as if it were an animal with an Intelligence score of 2. It is affected by magic as if it were either an animal or a vermin. A druid or ranger may choose an attercop pouncer as an animal companion as if it were a wolf.

Knockdown (Ex): Attercop pouncers often attempt to overrun fleeing creatures, jumping as part of a charge, and attempting to knock its target down. As long as the attercop pouncers has enough space to jump at least 4 feet vertically, it gains a +4 bonus to its overrun check, it does not incur an attack of opportunity for entering its target's space, and its target cannot choose to avoid it.

Poison (Ex): Injury, Fortitude DC 12, initial damage none, secondary damage unconsciousness for 1 minute. An attercop pouncer only generates enough poison to deliver once per eight hours. It can choose not to inject its poison on a successful bite.

Webs (Ex): An attercop pouncer cannot use its web in combat, and if it plans to eat its foe it simply chews on it without wrapping it up. However, if the spider plans to plant its eggs, after knocking a foe unconscious it will slowly encase the creature in a web, then drag it away to some place safe. The eggs incubate for a week

before slowly eating the victim from within. A Heal check (DC 25) can remove them safely, as does a *remove disease* spell.

Escaping from the webs after being wrapped up requires a Strength check (DC 22), or they can be cut open with 5 points of damage. Attercop pouncers do not live in vast webs, instead making nests in high places, packing dirt into a hanging tunnel, reinforced by webbing. When prey comes by, they leap out from above.

Skills (Ex): An attercop pouncer has a +10 racial bonus on Jump checks. It uses its Dexterity modifier for Climb checks. It has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

Treasure: If the heroes dig around, on the bodies of the dead sailors they can find 200 gp worth of coins and jewelry, and a +1 *flaming stump hook* (1d3 damage, crit 20/x2, can only be used by a character who is missing a hand; market value 800 gp because of its general uselessness).

Development: Eight of the attercop pouncers prowl the watery forest around the ship, and have set up nests in cypress trees about fifty feet from the boat. The other four lurk in the ship, along with four crew members who have been cocooned and implanted with eggs. Also aboard the ship are a digester with a glass muzzle, a girallon, a pegasus, a couple of crates with twelve stirges total, and a pair of krenshar. There were originally thirty creatures total (the seventeen still aboard plus thirteen attercop pouncers), but one of the spiders was killed by the crew.

If the heroes rescue the crew and capture or kill of all the spiders, they become famous in the city. The captain is dead, so they might even be able to salvage the ship, though uses for the ship are beyond the scope of the campaign saga. If the heroes do not deal with this, in the coming months the hunting territory of the attercop pouncers spreads slowly, until it becomes difficult to travel through the swamp anymore without being attacked.

ACT TWO: SEAQUEN

Eventually the swamp grows more shallow, and if the heroes have followed a map or had a good ranger guiding them, they reach a road leading to Seaquen. Literally hundreds of rowboats have been abandoned along the road, but most have been reclaimed now, after an enterprising Ragesian refugee named Kor-Natheon (LN male half-orc adept 4, with a coyote familiar) organized a business to buy up all these boats for coppers on the gold coin. Kor-Natheon's men carry the boats to his small storehouse at the edge of the rocky Seaquen peninsula. Kor-Natheon knows that eventually people will start heading back west, and he will be able to sell these boats for quite a profit.

This is the general air around Seaquen: desperate people with crazy ideas of how to prosper in this time of chaos. If a person isn't trying to sell a plan, he's probably on the receiving end of one, being exploited by more cunning or more charming refugees. Most of the refugees are from Ragesia, but about one-in-three is from Dassen, Ostalin, or Sindaire.

Eventually the swamp fades into rocky forest, and the road rises about thirty feet above sea level. In the span of a few hundred feet, the thick stench of swamp is replaced by salt and surf. Soon the road forks, and dozens of amateur lumberjacks are clear-cutting the nearby woods. They're gathering materials to make houses, since though very few people have come in the past week because of the rain, there are still thousands of refugees who need shelter from the elements.

The old road leads northeast through the refugee camp, then on to Seaquen itself, to Lyceum and the harbor. The newer road being cut through the forest leads southeast to the south harbor on the refugee shore.

Seaquen (Large Town): Magical; AL NG; Population 1,500 (plus 3,000 refugees); 3000 gp limit; Assets 675,000 gp; Integrated (50% human, 15% half-orc, 10% elf, 8% dwarf, 8% orc, 4% half-elf, 3% gnome, 2% other).

ENTERING SEAQUEN

No fanfare greets the heroes when they reach Seaquen, nor does anyone really show an interest in them. As exceptional as they are compared to typical farmers or townsfolk in the rest of the world, most of the refugees in Seaquen have fought and killed so they could reach this supposed safe haven. The heroes are, in their eyes, nothing special. However, unlike the heroes, few of the refugees are motivated to do more than just survive.

How the heroes proceed from here is up to them to decide. The heroes will likely spend at least a few weeks in Seaquen, since it will take at least that long before Seaquen can be ready to get involved in the war. Alliances must be made, strategies developed, missions planned. This chapter presents several locations of interest and potential encounters at each, ways for the heroes to contribute to the city's defenses or morale.

At some point in the first few days there the group will need to visit Lyceum academy for a council meeting (detailed in Act Three), which will set the stage for the events of Act Four.

Suggested Routes

If Torrent is still with the party, she says they should go speak with her mentor, Lee Sidoneth (LN human male monk 1/druid 8), who lives on the north coast. He can get them in touch with the leaders of Lyceum to present a plea from Gate Pass, deliver the case of Ragesian intelligence, or talk about whatever else has brought them to Seaquen. Katrina simply suggests going to the school directly, at least to do a bit of people-watching so she can get a sense of who she will need to talk to later. Either route can get the party an appointment to attend a council meeting within three days.

If the group seems lost, a guide approaches them. Judson "Stowaway" Figovich (CG male human bard 3), a skinny Ragesian with a brown goatee that hides an eccentric grin, works for a gold piece a day, and gladly shows the heroes places they might be interested in. He will run errands for them,



occasionally offering highly technical trivia related to esoteric arcane and scientific topics (such as how the local geography is the result of volcanism, or why the current weather patterns in Seaquen reflect a coldward climate shift in upper Ragesia), and is completely trustworthy and reliable.

The group will need a place to stay. Inns on the north shore are entirely full, though if the group is willing to spend 10 gp per day per room they can convince an innkeeper to kick some people out to make room for them. Alternately they might find a family whom they can crowd in with for 2 gp per day per room, though their hosts will have house rules, and likely won't abide ruckus. If the heroes are willing to live in the refugee camps or on the south shore, they could buy tents for 20 gp, or they could purchase a small house (two bedrooms, plus a common room) for 2,000 gp, though it won't be ready for three days, and they'll want to invest in guards or other defenses to keep the building from being burglarized.

Most everyday items sell for double price during the course of this adventure, especially those that have to be crafted. Weapons, armor, magic gear, and similar items are in relative abundance however, so prices for them are normal.

Though there is a lot of local strife, we suggest you not inflict any hostile encounters on the heroes during their first day in Seaquen: they should have the opportunity to feel *some* relief after finishing a very long journey.

GETTING A FEEL FOR THE TOWN

After spending a few hours in the town, the heroes should have a fair sense of the main districts and refugee groups in and around Seaquen.

North Coast

Slightly over a thousand people live in old neighborhoods here, most of them fishermen, sailors, and their families. Numerous small docks string out into the sea, and dozens of horns and bells sound up and down the coastline. Public opinion is divided – many dislike Ragesia and appreciate the attention their town is receiving, but few like the chaos the

refugees have brought with them, or the implicit threat that eventually Ragesia will come looking.

The town is presided over by Magistrate Lorb Votberd (LN male dwarf fighter 3/aristocrat 8), who rumor says used to be a pirate. People on the streets after sunset are questioned by the local militia, and if they do not have a place to stay they are asked to leave. Hostile persons of uncanny combat prowess are reported to the magistrate so elite town guards can handle the situation.

Harbor District

Many warehouses, inns, and businesses surround the north harbor. This bay was magically excavated over decades by students of Lyceum, and most buildings here are adorned with carved stone decorations designed by artistic mages. The harbor is currently full, and further ships are being redirected to the South Harbor. Two squat, magically illuminated lighthouses overlook the entrance to the harbor, one on either side.

In the harbor's center floats the Wayfarers' Theater, a massive galleon painted gold and red, with banners streaming dramatically from its masts. The Guildmistress of the Wayfarers, Sheena Larkins (N female half-elf bard 6/rogue 1/wayfarer circueliste 5), has announced her troupe is preparing a performance intended to promote peace and cooperation among the refugees. They have a few more weeks of rehearsal, but then every day fifty people will be invited from each of the regions of Seaquen for a free showing of *The Spectacular Trial of Toteth Topec*. Another fifty tickets are available for 8 silver pieces.

Lyceum Academy

The walled compound of Lyceum Academy lies amid several steep hills along the North Harbor. A few hundred students and teachers live here, plus numerous common laborers and guards. Visitors undergo a rigorous security screening before being allowed on campus grounds.

Headmaster Simeon Gohanach (LG male human diviner 7/lorekeeper 6) directs the school, and though many feel he does not know how to

properly handle the refugee influx, he has convinced most people that he does know at least how to manage a war. The academy's new War Department, headed by Instructor Kiernan Stekart (LN male dwarf abjurer 11), is looking for competent agents to build the groundwork for the coming struggle, though rumors say any actual military action is still months away.

Sunken Ruins

An old city that predated Seaquen lies on the east coast, and its ruins stretch from the shore to a half mile off the coast. The place has long since been plundered, though a few people have set up bath houses amid the ruins that have not yet fallen into the sea. Numerous rocky crags steam with natural warm water, and at low tide the coastline is blanketed with steam from caves that are normally submerged.

Refugee Camps

Several thousand refugees live in three main clusters. The northern camp is home mostly to Dasseni and Sindairese refugees, while the other two consist primarily of Ragesians, with some Ostaliners.

- ♦ The **Dasseni** refugees – approximately 400 humans and dwarves, most of them hailing from the lands of a noblewoman named Lady Timor – recognize the authority of Xavious Foebane (LN male dwarf commander 11), a veteran of Dassen's army who is looking to pick a fight with the Ragesians. Conditions here are the best among all the refugee camps.
- ♦ The **Sindairese** refugees – 400 humans, half-orcs, and gnomes who have long opposed Ragesia's control over their nation – are splintered into numerous groups, divided by race and religion. Numerous clerics and druids are hostile to each other. Laurabec Adelsberg (CG female half-elf fighter 1/paladin of freedom 11) is trying to maintain harmony among the refugees, but is not interested in taking control herself. One group, the Monks of Echoed Souls, led by Dreams No Sorrows

(NG female human monk 2/wilder 6), are particularly persecuted, since their people were already refugees to Sindaire from distant Shahalesti.

- ♦ The **Ostaliner** population along the south shore – about 200 humans and half-elves – consists of few refugees. Most are sailors or merchants looking to profit during the war. Makung Shaftobem (LE male half-elf fighter 4/commander 2) is the leader of 50 mercenaries who fled their country after the ruler, Khagan Onamdamin, grew displeased with the mercenaries' former commander and had him executed, along with the company's hippogriff steeds. They have three ships, and there are rumors they are pressuring other captains to ally with them.
- ♦ The majority of the refugees are **Ragesian** – nearly 2000 humans and half-orcs, with a few of other races. Most of them fled frantically with very few provisions, and so they live in terrible conditions. Most of the mages and their families lack skills that are needed or wanted in Seaquen, and the majority of them live in tents. Most townsfolk and other refugees avoid the Ragesian sections of the camp, for fear that inquisitors may be hiding among the refugees. Only a handful of refugees managed to get out of Gate Pass. There are no clear leaders among these refugees.

South Harbor

Originally just a seldom-used secondary port home mostly to fishermen and a few farmers who took advantage of the strong winds to construct windmills for pumping water, today the South Harbor is overrun by ships, many of them simply sitting off shore with no place to dock. The wealthiest of the refugees usually move here, and there is a booming home-building industry. One prominent house is the mansion of the portly Cernaban Gremman (NE male halfling rogue 8/enchanter 2), who arrived from Sindaire with three ships and forty loyal thugs and scoundrels who now serve as his bodyguards.

There have been many reports of people – mostly young women – vanishing from the muddy, rat-infested streets near the south harbor, and with no formal law enforcement there seems little chance the mystery will be solved. Garnering more interest, however, is a spate of fires that have destroyed several recently-built homes. Alarmist Dasseni refugee Pickens Frankart (CG male human expert 3) has a base of followers who believe the students of Lyceum are trying to keep them homeless, so they can be more easily controlled.

Shahalesti Fleet

In Act Three, an envoy from Shahalesti arrives at Lyceum and presents an offer for alliance, which Headmaster Simeon rebuffs because of the unfair conditions. From this point on, a fleet of seventeen Shahalesti warships sit anchored a half mile off the coast of the peninsula, spaced about a half mile apart. They are fully crewed and perfectly provisioned, and each likely contains enough mages and skilled warriors to take out a quarter of the town. The occasional group of visitors is allowed, though strict security measures are taken to protect the two most noteworthy members of the fleet.

First is Admiral Telshanth (LN male elf commander 15), a veteran of naval conflicts around the world spanning hundreds of years. He is strictly loyal to Lord Shaaladel, ruler of Shahalesti, and carries out his orders with patriotic zeal. Those orders are to blockade Seaquen by sea and land, until the city agrees to ally with Shahalesti. Ships attempting to bypass the blockade will be crippled and magically driven to the nearest shore in the direction they came from. Any attack against the fleet will be met with an overwhelming response in force.

A few times over the course of the month the heroes are in Seaquen, the blockade stops an angry or foolish ship, but no one is crazy enough to attack the elves.

HELPING SEAQUEN

This adventure assumes the heroes will spend some time dealing with the various small problems plaguing Seaquen. However, there are no rules for measuring success or failure. The ultimate determiner of success is whether the heroes manage to stop the hurricane from destroying the city. The rest of the encounters simply add flavor, and provide hooks for the heroes to have allies in the future.

In general, Seaquen shouldn't be destroyed simply because someone didn't kill a swarm of rats at the right time, so you can assume that Seaquen gets along well enough even if the heroes are complacent, or if they focus on completely different issues. Plus, the city will (hopefully) be around for a while, so you can always reuse these encounters later.

The second prominent elf in the fleet is Shaloshia (CG female elf commander 1/wizard 6/eldritch knight 4), daughter of Lord Shaaladel and princess of the elvish nation. She has never had reason to doubt her father until recently, but though she wants to protect her homeland, she does not think the world is divided strictly into friends and enemies, so she hesitates to support the draconian measures her father requires. She wants to resolve the impasse diplomatically, but the hurricane that strikes in Act Four scatters the elvish fleet, and convinces Shaaladel that Seaquen is an enemy. Shaloshia, however, may seek the heroes later as possible allies.

GENERAL ENCOUNTERS

Someone Was Looking for You (EL 8)

If the heroes still have the case of military intelligence they received in Gate Pass, this encounter occurs the day the heroes arrive, and takes place before they can get a chance to visit Lyceum. Someone – perhaps a shopkeeper, or a common townsman, or a member of the Seaquen guard – does a double-take upon seeing the heroes, comes over, and nervously strikes up a conversation.

Eventually the person speaking to the heroes reveals the true reason for approaching them.

Someone was looking for you. A few weeks ago this woman asked me to keep an eye out for you, and gave *exactly* your descriptions. A short blonde woman with an accent I couldn't place, but she was really nice. She said her name was Jess.

If asked, the person says he doesn't know where Jess is, but she asked him to leave a note at a particular home if he saw the group. A Sense Motive check (DC 25) determines that his behavior is being influenced by an enchantment effect, and a Spellcraft check (DC 24) verifies that he is affected by a *charm monster* spell.

What's Going On? After Kazyk the bearded devil failed to recover the case from the heroes in Adventure Two, the Inquisitors begrudgingly dispatched an expensive infernal servant in an effort to track down the case. At the cost of thousands of gold pieces, the inquisitor Guthwulf (whom the heroes may have heard about several times before) has sent the erinyes Jezska to finish the job.

Jezska did not have a clear trail to follow and was intelligently cautious about getting into a fight with the heroes, so she teleported to Seaquen and has spent the past several weeks setting up a network of charmed dupes who will report to her if they see the party. She would have been more proactive in tracking down the heroes along the road, but the Ragesians in the Fire Tomb (see Act Five, page 60) have set up a teleportation anchor that makes it impossible for her to teleport out of the town, so she stays here.

What Happens Next? If the heroes do not act on this information quickly, some charmed contact or another who has seen the party goes to the house of the wealthy Auyang family – a mother, father, and one son, all of whom are deeply enthralled with their new guest Jezska. That evening Jezska pays a visit to the heroes, and after she verifies that they still have the case she intends to attack them in their sleep. She blankets them with *unholy blights*, charms any survivors, and then collects the case. The next day

she will head out of the swamp until she's outside the range of the teleportation anchor, and then return to Ragesia.

The heroes could ask the charmed person to give them directions to the "nice lady's" point of contact, which might be the most dangerous option, since the erinyes has charmed allies who believe she's a friend of the family (most are commoner 1), plus she is already a difficult challenge for the party.

Should the heroes alert Lyceum, the mages of the school respond quickly, and capture the erinyes within an hour. Others may come to the heroes' aid as well, perhaps setting an ambush in the heroes' residence. If the heroes make no effort to defend themselves against Jezska, they still likely will not fall prey to the devil: others in the town have noted oddities that suggest an infernal presence, and divinations by Headmaster Simeon lead a group of Lyceum mages to apprehend Jezska just before she reaches the heroes. The sounds of the combat likely wakes them up, and they can come out just in time to see the Lyceum mages securing their prisoner.

Jezska, erinyes (CR 8): hp 85, MM. Wears a *hat of disguise*, and does not have the typical *+1 flaming composite longbow*.

If Jezska is captured, the heroes are offered the chance to question the snarling, frantic prisoner, who is kept inside a reinforced amberglass cell etched with silver, which is affected by *dimensional anchor*. The mages who captured her, led by War Department head Kiernan Stekart, comment that it's unusual this particular captive did not try to teleport to safety, since she should be invulnerable to the flames of the Burning Sky.

Jezska can tell the heroes little that they don't already know, though if they succeed in convincing her that the Lyceum mages will simply *dismiss* her rather than kill her (Bluff DC 26 or Diplomacy DC 25), she will list all the people in the city she has charmed, many of whom she encouraged to be hostile toward Lyceum. Lyceum mages set about dispelling these charms, which will dramatically reduce tension throughout the town.

If the heroes make Jezska Friendly (Diplomacy DC 35), she admits that she knows there is a cell of Ragesian spies in the town somewhere, and they have set up a magic device that draws all teleportation in the vicinity to it. She cannot say where they are, since her orders were carefully crafted to keep her unable to reveal their location.

After the heroes and his own interrogators get as much information as they can, Simeon orders the devil executed publicly, to show the town that Lyceum is protecting them from danger. If the heroes manage to convince Simeon to spare the devil's life, Jezska is *dismissed*. She will thereafter feel that she owes the heroes a favor, and if she is ever called through *planar ally* or *planar binding*, she will agree to serve for up to nine days for free to repay the favor.

Ad-Hoc Experience: If the heroes alert others to deal with the erinyes, reward them for a CR 5 encounter. If instead the heroes participate in taking Jezska down, reward them for a normal combat encounter, dividing the reward appropriately, to a minimum of what a CR 5 encounter would be worth. If they succeed in getting information out of the erinyes, reward them for another CR 5 encounter.

News of the War

The heroes should hear snippets of what's going on in the rest of the region as the war develops. While teleporting couriers can no longer deliver messages, *sending* spells still function, providing small details of the greater war. The heroes can learn about this whenever they show an interest. If they don't ask, they will definitely overhear the following bits of information while waiting for the council meeting at Lyceum to begin (see Act Three).

- ♦ In Gate Pass, the war wizard Gabal, believed to have gone into hiding, emerged once the city council let the Ragesian inquisitors inside the walls. While Gate Pass soldiers kept the inquisitors busy, Gabal and his students assailed the Ragesian camps outside the gates. Reported losses for the Ragesians were nearly two thousand in one day.
- ♦ During the battle, one of the inquisitors managed to locate Gabal and dispel his fire protection, and a mighty fire-breathing dragon incinerated the mage.
- ♦ In the aftermath, Ragesia's second army, under command of General Danava and aided by a branch of the third army, breached through the first district gate of Gate Pass. The Shahalesti are believed to be providing supplies to Gate Pass, forcing Ragesia to turn from siege to repeated assaults.
- ♦ The first Ragesian army, led by General Magdus after Coaltongue's death, has halted hostilities because of bad weather, and it now roams the eastern plains of Sindaire, pillaging towns to feed its troops. A fleet from Ragesia is sailing for the capital of Sindaire, and the leaders of Seaquen suspect Magdus' forces will link up with the fleet in the coming weeks.
- ♦ The third Ragesian army, led by General Revulus, is preparing to march south to Dassen, though bad weather has halted it for now.
- ♦ Meanwhile, the fourth Ragesian army attacks Shahalesti around the northern edge of the Otdar mountains.
- ♦ Leska seems to be foolishly splitting her forces, and though Ragesia's armies are winning all of their battles they cannot hope to occupy any territory. They seem simply to be cutting swaths through different lands.
- ♦ Shahalesti has sent out diplomatic envoys to each country in the region, looking for help against what will eventually become a two-front war when Gate Pass falls. They were rebuffed by King Steppengard of Dassen, who seems to think Ragesia is not an enemy.
- ♦ Ragesian garrisons in Sindaire have begun fighting with locals after attempting to round up mages per Leska's orders.
- ♦ Ostalin is relatively unaffected by war so far.
- ♦ There is no word of what has happened to the hundreds of mages captured by the Scourge.

NORTH COAST ENCOUNTERS

Hydromancer's Home

At some point the heroes should visit the home of Lee Sidoneth (LN male human monk 1/druid 8), the hydromancer who was Torrent's mentor. If Torrent is still with the heroes, she suggests this as an early destination, since Lee can get them in to see the head of Lyceum. If not, the heroes might visit Lee's island home when some other prominent NPC invites the group to take a business tour of the town with him. Perhaps a friend of the heroes wants the party to back her up when she goes to ask Lee for a favor of some sort, since Lee has a lot of pull among the captains and fishermen of Seaquen. Or perhaps Kiernan Stekart, head of Lyceum's War Department, takes the group to discuss with Lee potential solutions to the Shahalesti blockade after Act Three.

Lee Sidoneth's home is built directly into the rock of an island just off the north coast. A boardwalk crosses a hundred feet of choppy sea to reach the island, at which point the path descends down soggy wooden stairs to a dock, or ascends rock-hewn steps to the cavernous entrance to Lee's home, on the top of the dome-shaped land mass. Inside are numerous rooms on different levels, though there is only living space for Lee and his two guests. A stairway descends to the bottom of the island, where the sea feeds into an underground pool. Here is where Lee usually keeps his animal companion, a squid he has named Lula.

Lee's two guests are Brutus (LN male half-orc sorcerer 4) and Setales (LN male half-orc fighter 4), two Ragesian brothers who have agreed to betray Seaquen to their homeland. The brothers are in contact with other spies throughout the town, and it is Brutus who poses as the half-elf Nebelekus, buying *tidereaver's tears* from the three witches H'andrea (see page 10). They report only to Lee, and do not know where the Ragesian inquisitor and his men are hiding, nor even that they exist.

When the heroes arrive, Lee welcomes them into his foyer and offers them drinks, then heads deeper into his home. A minute later, he comes back with

Brutus, Setales, and a strange person whose body is adorned with unnatural protrusions and alterations, ranging from teeth on his cheeks and tentacles on his arms to what appears to be a half-formed eye on the back of his hand that glows whenever it senses magic. This is Paradim Dogwood (NE male human transmuter 5), a loose-lipped biomancer from Ostalin who runs a new shop on the South Harbor.

Brutus and Setales usher Paradim out of the house and head into the city on an errand. Previously Lee had been discussing with Paradim plans to make some creatures for an assassination plot, and worried about how talkative the biomancer is, Lee wants him out of the house. Once he's gone, Lee will gladly address whatever the heroes have come for. If Torrent is with them, he'll want to hear all about her journey, and will promise to arrange a meeting between the group and Headmaster Simeon early the next morning.

Should the heroes return to Lee's home, they'll likely witness more oddly-timed comings and goings. Lee claims that he's just busy, and that his houseguests are messengers and gofers. He gives his best effort to help out visitors however he can so as not to appear suspicious, and he has a good sense of humor about the danger they're in. When the heroes first arrive in Seaquen he'll work to quickly introduce them to Simeon, hoping to give the headmaster another distraction. After the Shahalesti fleet arrives in Act Three, he will be opposed to rushing to confront them, saying a fight will help no one, when in truth he just wants to wait until the hurricane is ready to be unleashed.

Lee is not an evil person, and does not enjoy causing harm. But he is allied with the Ragesians, and sees Seaquen as an enemy that needs to be defeated. He is very disciplined, and will not risk breaking his cover to warn innocents or friends to flee before the hurricane strikes.

Arson Swarm (EL 2)

A phenomenon previously restricted to the South Harbor, several houses are damaged on the eastern side of the North Shore by fires. No one is hurt and no buildings are fully destroyed, but

rumors spread that one group of refugees or another are to blame, and tensions are running high. The heroes could help defuse a lot of the tension if they could find the real source of the fires.

The Fire Tomb, detailed in Act Five, was originally overrun by swarms of rats. When the Ragesians moved in they drove a lot of the rats out, and now these fire-enhanced vermin are scuttling around Seaquen. They are mostly identical to normal rats, except that their breath and bite are slightly fiery. This is not enough to be more damaging in combat, but occasionally while nibbling they start fires, which they promptly flee.

The easiest way to solve this mystery is through tracking. If the group reaches the site of a fire quickly enough, they might spot the tracks of a swarm of rats (Survival DC 17), which they can then follow, through several infested homes and warehouses, before finally locating a major den – a brick house with a basement filled with a rat swarm. As they scurry about, sparks burst from their mouths.

Rat swarm (CR 2): hp 13, MM.

The foundation of the house is cracked, and tiny tunnels lead all the way back to near the fire tomb. After disposing of the swarm, the tunnels must be sealed off. Once news gets around about what caused the fires, people check their basements and look for similar fissures elsewhere in the island, and manage to seal many of them. Additionally, tensions around the town ease as everyone has a good laugh about rats causing so much trouble. If the heroes do not solve it, however, a few people get beaten up, and the fires continue sporadically.

Solving this mystery ultimately causes the Ragesians in the Fire Tomb some discomfort (see page 60).

Feel free to throw in some red herrings, and to use the solution of this mystery as an excuse to give the heroes some information about the ruins of the old city, and the legend about the fire mage, whose lost tomb is hidden somewhere under Seaquen.

Ad-Hoc Experience: If the heroes resolve this mystery, reward them for a CR 5 encounter.

NEW FEAT

Tattoomancy [Item Creation]

You can endow tattoos with magical effects.

Prerequisite: Any item creation feat, Craft (tattoo) 6 ranks.

Benefit: When you craft a magic item you possess the proper item creation feat for, instead of making a physical item you can place the magic in a tattoo. The cost to create the item is the same, but inking the tattoo only takes ten minutes for every 1,000 gp of the item's market value.

The tattoo needs positive energy to hold onto the magic and infuse it into the tattooed creature. In order to do this, the recipient must be at full hit points, and then receive a *cure light wounds* spell, or some similar magic that can heal at least 5 points of damage, or some form of channeled positive energy, such as a turning attempt. The character must do this for a number of days equal to the market value of the tattoo divided by 1,000. Only once he has done the tattoo finally take effect. If the character misses a day there is no negative effect other than that the tattoo will not provide a benefit yet.

Tattoos can only emulate wondrous items and rings. Tattoos count against the same body slot that a similar item would, though they can be placed anywhere on the body. Tattoos cannot emulate items that do not fill a body slot. The tattoo permanently fills that body slot, preventing other magic items worn in that slot from functioning.

A magic tattoo can be temporarily suppressed with antimagic or *dispel magic*, but it can only be permanently dispelled by effects that would likewise permanently dispel a magic item. Alternately, if the bearer of the tattoo is willing, a *dispel magic* targeting a specific tattoo can automatically remove it. Finally, if the actual tattooed flesh is removed, the effect of the tattoo is lost.

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For example, a character gets a tattoo on his shoulder of a tiger roaring, granting a +4 enhancement bonus to Strength, the equivalent of a *belt of giant strength +4*, which has a market value of 16,000 gp. The tattoo costs 8,000 gp to craft in materials, but only requires 160 minutes, a little less than 3 hours. However the character must be fully healed and receive positive energy over the course of 16 days before the tattoo grants him any benefits. As long as he has the tattoo, magic belts he wears would have no effect, since he counts as already having one.

Please note that, while tattoos cannot be lost, broken, or stolen, they cannot be sold or upgraded either. Characters may come to regret spending money on them if later on they want to replace them.

HARBOR DISTRICT ENCOUNTERS

Tattooancy

Dimly lit by hundreds of candles in windows and on shelves, the darkly veiled shop *Tattooancy* attracts many customers with its mystery. Only open after sunset, the shop offers unique magical creations, courtesy of its owner Tenga Litaranesh (CN female elf sorcerer 12), a dark-skinned elf with short, jagged black hair and delicate, nimble hands. In her rare public appearances, Tenga disguises herself as a dark elf, and wears a cloak that sheds an aura of shadows.

Tenga and the small crew of wizards and clerics who train with her use their magic to craft tattoos that function like magic items, and they take great pride in their art.

Wayfarer Auditions

The Wayfarers' Cirque is looking for performers to replace a few of their members who recently died tragically as a result of the Burning Sky, a strange phenomenon that causes people teleporting to burst into flames. It first started the day Emperor Coaltongue was allegedly assassinated, and since then

the wayfarers have had a strict ban on teleportation. If the heroes care to ask, they learn that a few daring wayfarers defended themselves with magical fire resistance, then tried teleporting. They were able to safely travel short distances (though even those were singed a bit), but the first time one of them tried to use an actual *teleport* to go more than a few hundred feet, he never returned.

If any characters among the heroes have the right temperament to join the wayfarers – particularly in they have several ranks in perform or might qualify for the Wayfarer Cirque prestige class (see page 70) – encourage them to visit the Wayfarers' Theater. The wayfarers are fervently looking for a solution to the dangers of the Burning Sky, so you can assure a player who is interested in the wayfarers that he would be able to take advantage of the class's abilities. If Tiljann (a fey singer from the Fire Forest of Innenotdar) is still with the heroes, she at least shows an interest, since after having been trapped in one place for all her life she is very interested in the wayfarers offers to see the world.

The theater ship – an ornate galleon adorned with whipping banners atop its masts and a swirling red and gold paint job on its hull – has been sitting in Seaquen's harbor for nearly a month, having sailed here once word spread of the Scourge. Though the entire ship can teleport, the wayfarers knew enough not to risk it, and have disabled that function for safety's sake. The interior of the ship is far larger than its exterior would indicate, and belowdecks is a small theater that seats one hundred, where the Wayfarer Cirque is hosting auditions and practicing a new play.

Whatever type of Perform skills a PC has, they conveniently enough are lacking, giving the character a chance to show off his talents. A Perform check that beats DC 15 is good enough to get them into the production of *The Spectacular Trial of Toteth Topec* (with a compensation of 1 gp for each of the twenty performances the character will be expected to participate in). A check of DC 20 or higher gets the character a major role, giving them access to the Wayfarers' Theater ship at any time (and a compensation of 5 gp per show).

The audition is overseen by Guildmistress Sheena Larkins (N female half-elf bard 6/rogue 1/wayfarer cirqueliste 5), a middle-aged, somewhat overweight dark-skinned half-elf woman who looks upon her performers almost as schoolchildren to be reigned in. Her tobacco-smoking bodyguard Hawkins Dorien (CN male human sorcerer 10) stays nearby constantly, laughing remorselessly at anyone who presents himself as a serious ‘artist.’

Before anyone is allowed to speak to Larkins, however, they must endure critique from Giorgio (N male human bard 6/wayfarer cirqueliste 2), a flamboyantly-dressed, staff-carrying braggart whose swagger is apparent in everything, from his walk to his talk. Giorgio will also be present at the Lyceum council (see Act Three, page 38), and unbeknownst to his fellow wayfarers he is planning to betray them the night of a key performance (see Act Four, page 49).

Encourage players who want to join the Wayfarers to come up with what precisely their performances are, and be merciless in the critique.

SUNKEN RUINS ENCOUNTERS

Battle Royale

The relatively wild areas on the eastern shore and just off the coast provide an easy place for would-be heroes to practice their skills against each other. While mages duel each other at Lyceum, warriors or even entire parties looking to show off their talents meet here once a week, swapping stories and occasionally getting up the nerve to fight each other after having a lot of drinks. There is one tavern here, the recently-built *Royale*, which offers to cater to “persons of uncanny combat prowess.”



Three stories tall, the *Royale* is slowly establishing a pecking order, with only the more dangerous or esteemed warriors being allowed to the lavish upper floors. Meanwhile in the fields and forest surrounding the tavern, numerous obstacle courses are being developed, and dozens of rumors of drama and romance circulate through the clientele. The whole compound is scattered with walled and well guarded hot springs, some intended for prudish bathing, others for more salacious activities.

Sadly, though, most of the patrons of the *Royale* are inappropriately sure of their own superiority. None have seen as much danger as the heroes, and many of them come across simply as poseurs enjoying that they can pretend to be accomplished warriors.

Most importantly, none of them are motivated to actually do anything other than drink and live out their own little dramas here.

Magistrate Votberd regularly sends observers here to make sure a bit of restless sparring doesn't develop into bloodsports. If the heroes befriend either Xavious Foebane or Laurabec Adelsburg from the refugee camps, they may want to come here to recruit allies. During the course of this adventure it is unlikely that anything the heroes do can rouse the patrons of the *Royale* to action, but it could be a source of cohorts, new PCs, or magic items.

After the hurricane in Act Four reminds the patrons here that even they are in danger in this conflict, many of them finally begin to look for ways to help. And there will be quite enough missions for them to help with. Two weeks after the hurricane, the *Royale* is all but empty, though when a group of adventurers returns from a mission for Seaquen, they often stop in to toast the tavern where they met up.

Exploring the Ruins

Any great treasure that once was lost in the ruins of the old city has long since been found, though that doesn't keep people from searching. Every day a few refugees head out, hoping to find something of value. Thus, it is not particularly suspicious that a few of the villains and their henchmen might head this way, delivering messages and goods to the Ragesians. One is far more likely to run into homeless refugees sleeping under a sturdy stone arch than a nefarious spy accidentally leading snooping heroes to his masters.

We recommend that you not lead the heroes in this direction yet, since they will find the necessary clues to locate the Ragesians in due time. Dropping clues to take them here now will likely only leave them feeling frustrated, since the Ragesians are effectively a needle in a haystack of flooded ruins. Of course, if the heroes are particularly nosy and persistent, they might realize people are hiding in the sunken prison. If the heroes clear out the Ragesians early, Lee can still safely cause the hurricane in Act Four from some other aquatic location where *no one* would think the look.

REBEL CAMP ENCOUNTERS

The Muster

A retired commander in the Dassen military, Xavious Foebane (LN male dwarf commander 11) has gotten the attention of Seaquen by scouting through the refugee camps in search of able-bodied and experienced warriors who could make up a military defense for the town. The grey-bearded dwarf resides in a small stone fort atop a clear-cut hill, and when he isn't busy looking for recruits, directing training drills, or planning potential defense and offense against Ragesia, Commander Xavious secludes himself in his fortress.

There are daily musters in the field surrounding the fort, where Commander Xavious endeavors to see which warriors have the devotion to regularly report to duty. Usually less than a hundred men show up. Commander Xavious has his subordinates work a few of them through training exercises, though it is with little enthusiasm, since he knows most of his troops do not take their duty seriously, and if they were attacked, a hundred would do little to stand against the Ragesians.

If the heroes visit and impress Commander Xavious with their understanding of the wider threat posed by the Ragesians, he may invite them into his home and offer to play a game of *Conquest*, a board game meant to represent military engagements on different scales.

For the first game, Commander Xavious offers to let a PC play Ragesia, while he takes Dassen. Ragesia's size grants the PC a +10 bonus to his check, but Xavious has a +14 modifier to Knowledge (history) checks, and has enough ranks in Knowledge (nobility and royalty) and Sense Motive to gain a synergy bonus for later rounds. If he wins, he smiles and says it won't be that easy for the real fight.

Over the course of the rest of the campaign, Commander Xavious will slowly develop a very detailed board that represents the whole region, using intelligence from scouts and refugees to revise his calculations of troop strength and commander skill. If one of the heroes is interested in *Conquest*,

CONQUEST

Any number of players can participate in a game of Conquest. The rules are complicated and flexible, and can handle all sorts of situations.

Each round, players make opposed Knowledge (history) checks. The player with the smallest force has no special bonus, but if your force is twice as large you gain a +2 bonus. If four times as large the bonus is +4, with an extra +2 for each doubling thereafter.

If the game goes beyond two rounds, for each round thereafter you have the ability to bolster your forces with your economy, politics, and propaganda. This grants you a +2 synergy bonus for each of the following skills you have 5 or more ranks in: Bluff, Diplomacy, Knowledge (local), Knowledge (nobility and royalty), and Sense Motive. Likewise, a particularly clever gambit can grant a +2 bonus, at the game master's option.

If your check is highest, you may have one opponent suffer a 'Loss,' or you can remove one of your own Losses. For every 5 points you win by, you can inflict one additional Loss, either to the same foe or to another one, or you can remove one of your own Losses. For each Loss a player has, he takes a -2 penalty on his Knowledge (history) checks. Once a player's total modifier is 20 points or more below the next lowest player, that player loses. The last player remaining is the victor, though players can choose to end the game in a draw.

A player can choose to use the Aid Another action, representing an alliance, though like in reality an alliance provides no guarantee that your 'ally' will not simply use his position to harm you, inflicting a Loss on you. A player can also choose to attack recklessly, gaining a +4 bonus on his check, but automatically taking a Loss at the end of the round.

More advanced versions of the game split large companies or armies into distinct units, so the player makes a separate check for each unit he possesses.

before Adventure Eight, *O Wintry Song of Agony*, Xavious challenges the PC to another game on a grand scale.

Order of Echoed Souls

One small group of monk refugees from Sindaire has settled in a forest clearing, alone by themselves away from the rest of the refugees. Led by Dreams No Sorrows (NG female human monk 2/wilder 6), a middle-aged bald woman with dark skin and hands callused from making crystalline wind chimes, this group contains the last survivors of the Order of Echoed Souls.

One of the monks of the order, Three Weeping Ravens (LN male human monk 2/psychic warrior 7), will likely accompany the heroes throughout Adventure Five, *Mission to the Monastery of Two Winds*, and the history of the order is closely tied to Adventure Seven, *The Trial of Echoed Souls*. In brief, the order was originally based in northern Shahalesti, but a tragedy drove the monks out of their homeland, and they abandoned their temple. The survivors settled in Sindaire, where they lived for several decades. Then, soon after rumors began to spread of Coaltongue's death, the First Ragesian Army attacked their lands for unknown reasons.

About forty monks or family members survive, and any erudite characters or those with psionic powers may be interested in visiting and speaking with them. They keep to themselves, and only Three Weeping Ravens speaks to outsiders so that others may be spared that frustration. Slowly, however, he comes to like the people of Seaquen, and eventually volunteers to help on one of the missions Lyceum is sending adventurers on.

If asked about the tragedy that befell the temple, the monks are uncomfortable. The closest they come to an explanation is, "Imagine all the small evils you have done, and all the evils ever committed by those you have met. Imagine that your soul contained nothing but that evil. Would you want to speak of it?"

Unity through Diversity

With refugees hailing from four different countries, belonging to their own churches and revering their particular preferred deities, it was inevitable that religious strife would develop. Splinter sects who used to be comfortable in different nations now squabble over the true meaning of their faith, and priests are getting downright hostile in their efforts to convert people to join new local temples.

Right now the only person working to keep the various religious groups from falling upon each other is Laurabec Adelsburg (CG female half-elf fighter 1/paladin of freedom 11), but she is too unwilling to take a position of authority, and the fact that she is a member of the Order of the Aquiline Cross – itself a somewhat paradoxist sect – makes it difficult for her to effect real change. The heroes have a chance to reduce the amount of strife, if not truly bring about peace.

The particulars of the religions and temples will vary based on your setting, but there are eight major groups, ranging from a handful of zealous exiles who worship a god of sorcery, to nearly two hundred frightened Ragesian followers of a god who protects the weak. None of them are evil, but that doesn't mean they easily get along. Each is trying to establish its own power base, and it should take at least a week to become familiar enough with the particulars of the conflict to have a chance to sway minds.

Laurabec, respected though she is for her heroism and defense of less fortunate refugees, has an unpopular idea, and if she learns that the heroes are taking an interest in the religious strife she approaches them to see if they have any suggestions. A tall, slender half-elf woman with short brown hair that ruffles in a constant wind and eyes with the intensity of an eagle's, Laurabec is one of the early celebrities of the town, easily noticed for the giant eagle she rides. As long as people are being reasonable she is thrilled to talk with them and is understanding of different outlooks, but she is

confident she has seen enough trouble in her life to know when people are being difficult for no good reason. She does her best to educate such people that they will catch more flies with honey.

Her idea is to create a single pantheist temple, which will welcome people of different cultures and viewpoints, and which will expose people to the beliefs of all the religions in the town, letting each person choose how to worship. It has not gone over well with priests who want to gain prestige by running their own temples. An idealist, Laurabec doesn't know how to turn her idea into a real temple. She still wants each religion to have its own place of worship, but she thinks her idea would be a great fit for a town that already has the Lyceum, an academy which promotes studying diversity.

If the heroes want to help, they must convince the leaders of the eight feuding sects to go along with the plan. Laurabec will gladly accompany them, making the appropriate introductions and helping the heroes familiarize themselves with the beliefs and needs of each group, but she is not a politician, and leaves diplomacy to the party. This is a good opportunity to let the heroes learn about the regions in the campaign saga, or hear the news of the war.

To push Laurabec's plan through (or another idea of the party's devising that would resolve the religious disputes), the heroes must convince each of the eight head priests that the plan is in their best interest. Each requires a Diplomacy check (DC 25) to convince. The negotiator gains a +2 bonus to this check if he has 5 or more ranks of Knowledge (religion), and a +5 bonus if he worships the same deity. Additionally, each temple's priest can be swayed by different deeds or particular approaches to negotiation. A Gather Information check (DC 15) made in advance of negotiations can learn these bargaining points.

While the specifics of the temples and their priests will vary by your setting, we suggest the temples listed on the following page.

1. Ragesian Philosophers • God of Knowledge

The high priest loves to hear stories, so telling a story allows a negotiator to add any levels in bard (or similar class having a lore ability) to his Diplomacy check. Giving the high priest an old book or tickets to the Wayfarers' Theater show provides a +2 bonus.

Rumors say the high priest abandoned several of his traveling companions on his way to Seaquen, but when he lost a book on the road he went back for it, braving Ragesian patrols. The book in question is an old manuscript of the ancient philosophy, and the priest never parts with it. If the negotiator manages to read the book (either by stealing it or by locating a copy at the Lyceum library), he gains a +10 bonus to his Diplomacy check if he uses the philosophical arguments to support his stance.

2. Ragesian Hospitalers • Goddess of Healing

The priestess is very busy tending to sick and wounded people, since disease is a problem in the refugee camps. While the heroes can simply wait for when she's free, helping with the care grants a +5 bonus to the negotiator's Diplomacy check. If anyone among the heroes can cast *remove disease* or *lesser restoration*, doing this to help refugees is worth another +5 bonus.

The priestess likes to use parables, and so presenting the proposal in a metaphorical way that suggests healing the refugees grants another +5 bonus. However, this temple is at odds with the doctrine of the Order of the Aquiline Cross, and mentioning them or bringing Laurabec along incurs a –5 penalty.

3. Ragesian Savages • Goddess of Strength

The leader of this group is not a cleric, but a barbarian woman. She preaches that people must choose their own way, and that the strongest should lead. Very prideful, she takes offense if the negotiator comes to her as anything other than the first or last priest to convince. If the heroes come to her first or last, she automatically agrees to the proposition. Otherwise she must be convinced as explained on the previous page.

4. Ragesian Druids • Goddess of Pilgrimages

A druid negotiator gains a +5 bonus. A negotiator with 5 ranks in Knowledge (geography) gains a +2 bonus.

Spending an evening eating dinner and telling stories of their travels grants a +5 bonus. The head druid likes cats, so bringing one along and treating it well in his presence provides a +2 bonus.

5 Dasseni Dwarves • God of Ancestors

A non-dwarf negotiator takes a –5 penalty. A negotiator with 5 ranks in Knowledge (history) gains a +2 bonus.

Taking the time before negotiations to detail their lineage to three generations grants the negotiator a +5 bonus (the priests won't attempt to verify what they're told, so any reasonable story will do). Bringing a goat as a sacrifice so the priest can cast *augury* grants a +2 bonus.

6. Ostaliner Mercenaries • God of Battle

An Ostaliner negotiator gains a +2 bonus.

The priest, Arick (N male human cleric 5), was a former hippogriff rider, and so talking to him about aerial defenses of Seaquen provides a +5 bonus. If the negotiator can beat Arick in a nonlethal fight, that is a further +5 bonus. Guaranteeing the temple would be in a central defensible position on a hill grants a +2 bonus.

7. Seaquen Locals • God of Seas

A negotiator with 5 ranks in Profession (sailor) gains a +2 bonus. Having Torrent or another water-themed magic-user present provides a +2 bonus.

Guaranteeing that the temple would be built on the coast grants a +5 bonus. Guaranteeing it will be on the south shore, so the refugees don't have to come into Seaquen, grants a further +5 bonus.

8. Sindairese Exiles • God of Sorcery

An arcane spellcaster gains a +5 bonus to his Diplomacy check. Simply having one present during the negotiations grants a +2 bonus, even if he is not the one making the Diplomacy check.

Mentioning their plight in being exiled grants a +2 bonus. Bringing a bear – a symbol of good luck in Sindaire – provides a +5 bonus. (A DC 20 Gather Information check locates a druid who will loan his bear animal companion for a day for 5 gp.)



If the heroes (with or without Laurabec's help) get six temples to agree, the others agree automatically, wanting not to be left out. Thereafter the heroes can call upon a minor favor from each of the temples whose priests they convinced, about once a month. These favors can range from a spell of 4th level or lower, to borrowing a minor magic item, or something similar. If the heroes fail to succeed here, the temples still come to an awkward peace after the hurricane strikes.

After getting the priests on board, the temple still needs to be made. If the heroes have not already done the Shrieking Delve encounter, now is a good excuse for them to go.

Ad-Hoc Experience: If the heroes succeed here, reward them for a CR 6 encounter. If they manage to convince all the temples, reward them instead for a CR 7 encounter.

SOUTH HARBOR ENCOUNTERS

Rabble Rouser

One refugee, Pickens Frankart (CG male human expert 3), is playing to people's paranoia that Lyceum just wants to take advantage of them. Pickens is a huge, smiling bald man with more charm than intelligence, and he does not respond well to reason or logic. He is convinced of his beliefs, and works to convince others, all while doing his best to help refugees make new homes and protect themselves from common thieves. Pickens never drinks and loves fancy things that he can't afford, and unbeknownst to him some of his "friends" are members of a new combined thieves' guild and pirate fleet being cobbled together by Sindairese halfling crime lord Cernaban Gremman (NE male halfling rogue 8/enchanter 2) and Ostalin naval scoundrel Makung Shaftobem (LE male half-elf fighter 4/commander 2).

Pickens is not a danger, and those who are using him to stir up discontent are discreet enough not to attract attention, so the heroes might simply not realize the threat. Casual conversation with Pickens is not enough to convince the naïvely self-righteous man to change his mind, and finding a way to convince either Cernaban or Makung to admit to their criminal plans is beyond the scope of this adventure. If, however, the heroes go out of their way to stop the budding pirate fleet and the smuggling and people-trafficking of Cernaban, they can prevent Pickens from tragically convincing the Seaquen fleet to sail to battle against the Shahalesti at the end of Act Four.

Biomancy and Brothelhouses

Cernaban Gremman is not behind the abduction of young women around the town, but they are finding their way to a secretive brothel he owns. The road here is a convoluted one. There is a shop on the south harbor named Majestic Creations, owned by Paradim Dogwood (NE male human transmuter 5), whom the heroes might have run into when they visited Lee Sidoneth. Paradim is something like a mad scientist, prone to rambling and exotic claims of brilliance, such as that his ancestors created the owlbear.

He offers to create custom animals for those who can pay. He effectively can create any aberration, animal, or magical beast with a Challenge Rating of 5 or less, though his creations never have an Intelligence score above 2. A few mages visit him for unique pets, and he is busy working for Makung Shaftobem to create new hippogriffs for the captain's soldiers.

His base price is 2,000 gp for a creature of CR 2 or less. The cost increases to 3,000 for CR 3 creatures, 5000 gp for CR 4 creatures, and 9000 gp for CR 5 creatures. Designing and growing a creature takes him one day per 1,000 gp of the price. He does not guarantee the creature's obedience, though he assures customers that all creatures he designs can be trained as easily as a dog or a horse.

He also offers to perform permanent physical alterations on customers, altering flesh, appearance, and even race or sex for 2,000 gp and a painful two-day submersion in biomancy fluid. The two people who were brave enough to try the procedure report being thrilled with the results, one a half-orc man who became a human, the other a human woman who wanted to grow fur, a tail, and cat-ears. All these changes can be reversed if the creature willingly submits to a *dispel magic* or *break enchantment*. Otherwise they are as permanent as a magic item.

Paradim's shop is full of cages of animals for raw materials, and large tanks filled with yellow-green fluid that his creations grow in, though the ones in his storefront are merely for display. A small crew of other Ostaliner mages assist him, and guards – provided courtesy of Cernaban Gremman's budding syndicate – ensure no one gets into the underground laboratory.

The operator of Cernaban's brothel wanted "special attractions," and so he had a few women abducted, then brought to Paradim's shop where they were altered to fit twisted sexual fantasies. Paradim's other customers include Lee Sidoneth and the Ragesian spies hiding in the Fire Tomb. For any of these reasons, Paradim deserves to be found out and brought to justice. However, it's likely that the heroes will simply see Paradim as a somewhat slimy but intriguing entrepreneur.

If the heroes do not find out the scope of Paradim's projects, eventually one of the mages of Lyceum does. A few days after the end of the adventure they piece together clues from the Ragesians, then raid his lab and capture Paradim. Feeling heat, Cernaban turns over the head of his brothel, claiming he had no idea that such horrible things were occurring in one of his places of business.

ACT THREE: LYCEUM

Eventually the heroes should visit Lyceum. If they don't ask, someone will recognize their skill and will invite them to attend a council meeting, where the leaders of Lyceum and prominent members of the town and the refugee camps will meet to discuss news and plan how to respond to the threat posed by Ragesia. Diplomats from Dassen, Sindaire, and Ostalin will be present, and the heroes will have an opportunity to speak to the council and request aid for Gate Pass, or address whatever reason brought them to Seaquen.

NEW SPELL

Duelist's Etiquette

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 3 rounds

Range: Touch

Area: 30-ft. radius

Duration: One hour

Saving Throw: None

Spell Resistance: No

When cast, the radius of the spell's area is traced with a faintly glowing line of energy. The spell creates a subtle defensive barrier against magical attacks, causing all damage from spells and summoned creatures in the area of effect to become nonlethal. Whenever a creature enters the warded area, it must consciously choose to accept this restriction, or else the spell ends. If at any time a creature inside the area wishes to no longer abide by the duelist's etiquette, he can spend a full round action to concentrate and end the spell. When the spell ends, all creatures in the area of effect immediately are aware.

This spell is primarily used to ensure that spell duels are not fatal, without forcing mages to hold back their strongest powers.

Focus: A pair of padded sticks.

The council should occur in the first few days that the heroes are in the town, though the heroes will likely be welcome in the school before and after this time.

LYCEUM ACADEMY

The Lyceum compound is surrounded by a low stone wall, and consists of a half dozen class buildings and dormitories on a hill near Seaquen's north harbor. Most of the buildings are built of moss-coated gray stone, with wide covered walkways and broad fields filled with trees that droop with golden moss. The central tower – an eight-story, sixty-foot diameter pillar of weathered stone and thick windows called the Aurad Tower – is used for major events, such as the council the heroes will attend, and contains the offices of the professors. However, all the professors have their own homes along the north shore.

Twenty upperclassmen (spellcasters of 5th level), forty underclassmen (3rd level), and seventy apprentices (1st level) attend the school, which is presided over by Headmaster Simeon Gohanach (LG male human diviner 7/lore master 6). Faculty members include:

- ◆ Kiernan Stekart (LN male dwarf abjurer 11).
Head of the Department of War, in charge of academy defense.
- ◆ Fogo Henning (N male gnome illusionist 11).
Instructor.
- ◆ Banahman Vett (CN male half-elf transmuter 9).
Instructor.
- ◆ Cloin Vemeir (N male human necromancer 9).
Instructor.
- ◆ Pristina Whitehair (CG female human conjurer 9).
Instructor.
- ◆ Tika Shayam (N female human druid 7).
Instructor.
- ◆ Dougan Rambaussen (NG male dwarf enchanter 7).
Instructor.
- ◆ Brighton Cooper (LG male human evoker 7).
Instructor.
- ◆ Deacon Theal (CN male half-orc sorcerer 7).
Instructor.

- ♦ Gilver Fern (N male halfling bard 7). Head of student affairs.
- ♦ Ogoth Who-Wears-No-Mask (LN male orc cleric 7). Ex-inquisitor, consultant.
- ♦ Lee Sidoneth (LN male human monk 1/druid 8). Harbormaster, friend of the faculty.

Students at the Lyceum study all manner of magic, though there is an emphasis on arcane magic. Most students who can learn the spell *duelist's etiquette* (see above) do so, as the school pays a few silver pieces for someone to cast the spell every time there is a spell duel. Likewise, most students possess the Spellduelist alternate class feature, replacing their familiar with the Spellduelist feat (see below).

NEW FEAT

Spellduelist [General]

You have studied the art of spell dueling, perhaps under the famed evoker Gabal in the small school he maintains in Gate Pass, or at the Lyceum academy in Seaquen.

Prerequisite: Ability to cast spells.

Benefit: You gain Bluff and Sense Motive as bonus class skills. In addition, you know how to convince an onlooker that you're casting a spell when you actually are not. Whenever you cast a spell, you may make a Bluff check, and any opponent who would respond to you casting a spell — such as by attempting to counter it, taking an attack of opportunity, or performing a readied action — makes a Sense Motive check with a DC equal to your Bluff check. If you win the opposed check, you trick your opponent into acting before you actually begin casting. Counterspells are wasted, because they were completed before you began casting; attacks of opportunity that hit you do not force you to make a Concentration check, because the damage was dealt before you began casting; other readied actions are completed before you actually begin casting. If you fail the opposed check, your opponent's action overlaps your spellcasting as normal.

A typical upperclass student of Lyceum is provided here, as is one of the professors, Pristina Whitehair.

Lyceum Upperclassman

CR 5

Male human wizard 5

N Medium humanoid (human)

Init +1; Senses Listen +2, Spot +2

Languages Common, Draconic, Dwarven

AC 11, touch 11, flat-footed 10

hp 14 (5 HD)

Fort +1, Ref +2, Will +6

Speed 30 ft. (6 squares)

Melee +1 dagger (1d4-1, 19-20/x2)

Base Atk +2; Grp +1

Spells Prepared (CL 5th, ranged touch +3)

3rd – *dispel magic, summon monster III*

2nd – *invisibility, acid arrow, touch of idiocy*

1st – *magic missile, minor image, shield, summon monster I*

0 – *detect magic, ghost sound, mage hand, prestidigitation*

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

SQ spellduelist

Feats Brew Potion, Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge (arcana)), Spellduelist

Skills Bluff +9, Knowledge (arcana) +14, Knowledge (one other) +11, Sense Motive +10, Spellcraft +13

Possessions spellbook, various incidentals



Pristina Whitehair

Female human conjurer 9

CG Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2**Languages** Auran, Common, Celestial**AC** 11, touch 11, flat-footed 10**hp** 24 (9 HD)**Fort** +5, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares)**Melee** +3 dagger (1d4–1, 19–20/x2)**Base Atk** +4; Grp +3**Spells Prepared** (CL 9th, ranged touch +5)5th – *mirage arcana* (DC 20), *summon monster V*4th – *lesser globe of invulnerability*, *solid fog*, *wall of ice* (DC 19)3rd – *dispel magic* x2, *fireball* (DC 17), *major image* (DC 18), *summon monster III*2nd – *invisibility* x2, *glitterdust* (DC 17), *gust of wind*, *see invisibility*, *summon monster II*1st – *disguise self*, *magic missile*, *minor image* (DC 16), *obscuring mist*, *shield*, *summon monster I*0 – *acid splash*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation***Prohibited Schools** enchantment, necromancy**Abilities** Str 8, Dex 12, Con 10, Int 19, Wis 14, Cha 13**SQ** spellduelist**Feats** Augment Summoning, Craft Wondrous Item,

Improved Initiative, Scribe Scroll, Spell Focus

(conjunction), Spell Focus (illusion), Spellduelist

Skills Bluff +13, Knowledge (arcana) +18, Knowledge (the planes) +15, Sense Motive +14, Spellcraft +17**Possessions** spellbook, *lesser metamagic silent rod*, *cloak of resistance* +2, witch's *pointy hat of intelligence* +2, various incidentals

Tactics: Pristina's duels are well-liked by the students, since she almost always starts off by casting *mirage arcana*, turning the arena into a visually interesting location that gives her cover. Often this is something elaborate, like a forest gully filled with dozens of caves she can hide inside, tall bushes and cascading waterfalls providing concealment. She is particularly fond of making the area of the illusion not match the actual area of the arena, which has tricked many mages into accidentally wandering outside the

CR 9

ring and being disqualified, or searching for her inside the illusion while she stands on the outside.

Pristina's general tactic is to separate herself from her foe with illusions, *solid fog*, or a *wall of ice*, and spend a few rounds summoning monsters before removing the partition and assaulting her foe. She tries not to give her foes the option of making saving throws, so for instance she would use a wall of ice to simply divide the battlefield in two, rather than trying to trap her foe in a hemisphere of ice.

Spelldueling Heroes?

Magic-users among the heroes will be pressured by mages at the school to duel with them. The rules of spelldueling are fairly straightforward. The battle occurs in a 30-ft. radius, marked off by the spell *duelist's etiquette*. A judge outside the area tells the duelists when to start, and the duel is resolved like a normal combat, albeit a usually nonlethal one. A mage loses if he falls down twice, if three of his spells are countered or disrupted, if he leaves the arena ring, or if he fails to cast a spell for three consecutive rounds.

Participants must have no spells affecting them when the duel begins. Familiars and animal companions are allowed, but non-spellcasters are usually not allowed to participate. A coin toss lets the winner decide where to hold the duel, though etiquette demands that each duelist begins with roughly equal footing.

While this is mostly just idle practice and sport, a character who is consistently the winner of spell duels tends to develop a reputation, and may become the target of adoration from younger students, and challenges from older students. Mages are usually prohibited to only competing against one opponent a day, but a duelist may accept an offer to duel from a pair of mages two levels lower than him, or four mages four levels lower than him. Most of the students at Lyceum have no practical combat experience, and they tend to use spells that they think are interesting rather than those that will decisively end a battle.

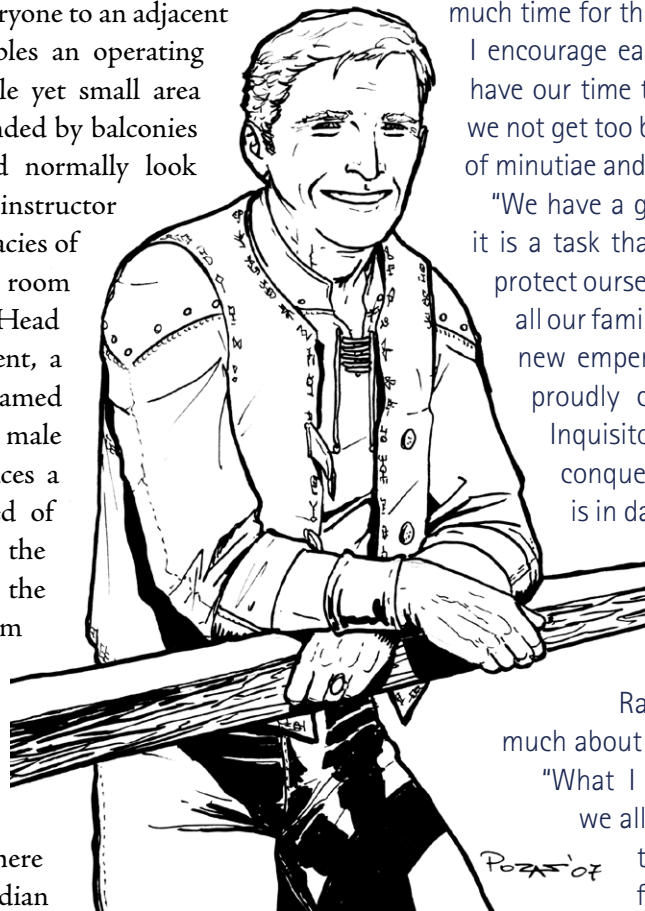
Should any of the heroes be successful over the course of several spell duels, Katrina decides smugly

to show off her power, and she begins to make a name for herself as well, participating in duels with several students at once, taking them down with majestic *fireballs*. Then, once she has established a suitable reputation, she challenges a PC magic-user, and loses the duel intentionally, as dramatically and convincingly as she can manage.

THE WAR COUNCIL

A few days after the heroes reach Seaquen, Headmaster Simeon calls together a gathering of a dozen or so prominent people from the town for a war council. They arrive one by one through the constant drizzle, and polite students greet them at the entrance to the Aurad Tower, drying off the visitors with *prestidigitation* spells while simultaneously using *arcane sight* to provide a modicum of security. Guests are then escorted to a fifth floor lecture hall with a vast curving window that looks out across the harbor.

Once everyone has arrived, Simeon appears and ushers everyone to an adjacent classroom that resembles an operating theater – a comfortable yet small area for discussion, surrounded by balconies where students would normally look down and watch an instructor demonstrate the intricacies of a particular spell. The room is well lit, and the Head of the War Department, a dark-haired dwarf named Kiernan Stekart (LN male dwarf abjurer 11), places a short stone rod carved of veiny black stone on the table in the center of the room. He assures them no one can endanger them here, as long as they remain within 20 feet of the rod. He then steps to the side of the room, where stands a shield guardian



crafted to look like a gnarled stone treant.

Aside from the heroes, the war council is attended by Headmaster Simeon Gohanach, Head of the War Department Kiernan Stekart, Magistrate Lorb Votberd, Lee Sidoneth, Commander Xavious Foebane, Laurabec Adelsburg, and wayfarer representative Giorgio, plus Dassen ambassador Kiefer Numhaut, Sindaire ambassador Cranston Snord, and Ostalin ambassador Kazha Lonam, plus Katrina and perhaps Torrent and Haddin Ja-Laffa if they have made it this far with the heroes.

When everyone is present, Simeon encourages them all to sit, while he remains standing to present an introduction. Simeon is casual and folksy, dressed in a common vest and work pants such that you might not realize he's a mage if not for the subtle runes sewn into his clothes.

"Ladies and gentlemen, you'll pardon me if I'm brief. Our enemies are many, and we know their eyes are constantly watching. We don't have much time for this meeting, so, even though I encourage each and every one of us to have our time to speak, I need to ask that we not get too bogged down in discussions of minutiae and other small things.

"We have a great task ahead of us, and it is a task that we do not do simply to protect ourselves, but to save the lives of all our families, brother, and sisters. The new emperor of Ragesia, Leska, who proudly calls herself the Supreme Inquisitor, has set her armies to conquer all our nations. Everyone is in danger, from lowliest warrior to mightiest mage. I have vowed as my duty that I will fight against this Scourge from Ragesia, but I don't know much about how to run a war.

"What I do know, though, is that we all have knowledge and skills that will be valuable in this fight. I hope that you will

trust me to lead this fight against tyranny, and I will trust you to give me your best wisdom and aid so that we may be victorious.

"Our goal is to stop the Scourge, to drive back the armies of the Ragesian Empire, to dethrone Leska, and to ensure our families and homelands are safe. Now, I hope you all have some idea how to do that. My ears are open."

Simeon sits, and directs each of the visitors to speak in turn. Meanwhile Kiernan Stekart, the quiet dwarf in charge of the new Department of War, remains vigilant, and will act quickly to put down any actual violence, though he expects tempers to flare and does not worry about simple yelling or even threats. From time to time, Simeon will glance to him for an assessment, and Kiernan, keenly familiar with the resources of Lyceum, will curtly provide any information requested.

Each of the visitors takes a minute or so to present his or her concerns and insights, going in the following order unless interrupted.

♦ **Magistrate Lorb Votberd.** The dwarven ex-pirate who now presides over the government of Seaquen is here to bring up a long list of grievances against the refugees, who he says are bringing chaos and crime to their town. He is in favor of recruiting able-bodied refugees to a new, broader police force to get things under control in a hurry. In particular, he wants to systematically bring in every refugee for questioning, so they can put into custody those who appear suspicious. On the matter of alliances with other nations, he is very leery of any arrangement that forces Seaquen to answer to another power.

♦ **Lee Sidoneth.** The heroes should have already met the bald, relaxed hydromancer. He is charged with maintaining the security of Seaquen's harbor, and he weighs in on naval affairs. At Simeon's request, he explains that the north harbor is so crowded that they're sending new ships to the south harbor. Though there aren't adequate docks for all the refugee ships, Lee thinks it is probably best that most

GMING A 12-CHARACTER CONVERSATION

The purpose of this scene is not to let the heroes dictate the policies of the war; they're still outsiders in the eyes of those in charge, and they will have to earn that power by proving their loyalty and competence. Rather, this scene is meant to provide the heroes with a sense that great events are brewing, and that they have the opportunity to make a difference. It also establishes numerous key NPCs who play a role, either later in this adventure or throughout the entire campaign saga.

Try to keep this scene flowing, so that many ideas are presented. We have tried to make it easy to game master, with only one NPC having to talk at a time unless one of the heroes interrupts and asks a question of someone else present. Even if your players aren't the sort to be excited by lots of talking, Katrina's attempts to paint the party as great heroes should prove amusing, and Laurabec will look to the heroes as a group of fellow refugees to support her against the disdain of Magistrate Votberd.

As soon as things start to either get slow or get *really* heated, the Shahalesti should arrive, transforming the negotiations into a possibility for battle.

of the ships not be pierced, so they can move quickly in case of an attack. His general stance is to wait and build strength, rather than rush to action. As he sits down he casts a sneering glance at the ambassador from Ostalin, saying, "Some war-mongers might disagree with me, but they are motivated by the flow of gold into their coffers, not the flow of refugees into the safety of our defensible city."

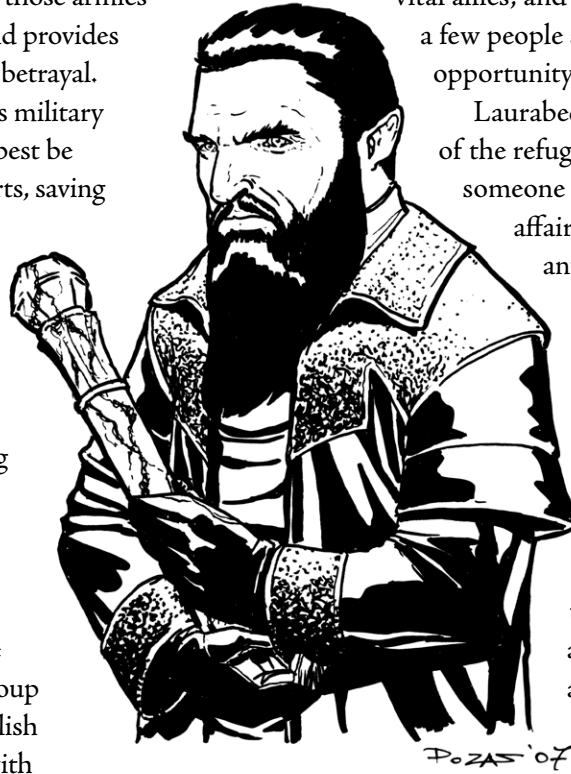
♦ **Commander Xavious Foebane.** A respected retired commander from Dassen, this aged dwarf wants Seaquen to forge alliances with any nation that is willing to stand against Ragesia. He has a diverse array of ideas to take advantage of Seaquen's substantial magical resources, such as lending mages to military units of numerous

nations. This both helps those armies outwit the Ragesians, and provides some protection against betrayal. He has identified various military objectives which would best be handled by mobile experts, saving large armies for holding back enemy forces.

The most important mission, in his mind, is locating the Torch of the Burning Sky, and he believes that Leska has already begun searching for it, which is why she has spread her armies so widely. He already has in mind a group that he trusts to accomplish the mission: he served with them in Dassen, and with the support of some of Lyceum's mages they would be able to easily go anywhere and do anything to retrieve this most valuable weapon of war. Unfortunately, these elite warriors serve Dassen's King Steppengard, and Seaquen would have to convince Steppengard to lend them.

♦ **Laurabec Adelsburg.** The eagle-riding holy warrior speaks for longer than anyone else, and during her speech Magistrate Votberd grows slowly more irritable.

Laurabec is less concerned with broad military matters, and more worried that the thousands of people who have come to Seaquen with a desire to make a difference in the war might tear themselves apart. It is clear that Ragesia is partially to blame, she says, citing the erinyes who attacked the heroes (see *Someone was Looking for You*, page 22). However, just as many problems are the result of inadequate food, water, and shelter; bitter religious and cultural differences; a perception that Seaquen and Lyceum view the refugees as outsiders and pawns, rather than



vital allies; and the clear fact that more than a few people are here just looking for an opportunity to profit from the war.

Laurabec speaks unofficially on behalf of the refugees, and she requests that someone pay more heed to the local affairs, since it will take weeks anyway before any military actions can be coordinated. She starts to go into specifics, but Magistrate Votberd interrupts her.

Votberd thinks Laurabec is coddling potential hostiles, and is confident stricter laws will get things under control. The refugees, after all, have come to *Seaquen*, and should follow *Seaquen's* rules. Simeon is more willing to listen to Votberd, whom he trusts from

experience, saying he does not want to devote Lyceum's students to helping the refugees when they could be training for war.

♦ **Giorgio.** The flamboyant wayfarer walks slowly around the table, thumping his staff on the floor with every stride, and he simmers with unbridled enthusiasm. He presents the wayfarers' knowledge about the dangers of teleportation, and says that they are working to find a solution. In hushed tones he hints at what amazing mobility the wayfarers could provide them if the Cirque were willing to violate its long-standing neutrality. Then, with a smile, he says that the guildmistress, Sheena Larkins, is willing to do just that, if Lyceum can prove it has a legitimate chance to defeat Ragesia.

Before sitting, Giorgio produces a ticket for each person present, with the following bombastic speech:

These are for a performance in three weeks of *The Spectacular Trial of Toteth Topec*, which you've no doubt heard will be premiering at

the Wayfarers' Theater in a few days. Though there will be other performances before the night of your tickets, the ageless beauty that is Guildmistress Larkins wants to be certain we have everything perfect before we show it to you, the city's most respected citizens, and those dignitaries visiting from similarly respected nations. Think of the symbol it will be, for all you to attend a show together. I dare say it may be wholly disastrous to morale if even *one* of you fails to attend.



♦ **Katrina.** Most likely Katrina will come with the heroes, and she presents them as the greatest resource available to the war effort. She extols their victory over a Ragesian inquisitor and reminds everyone that they are already a thorn in the Empire's side, so much so that the inquisitors sent not one but *two* children of hell to track them down. She explains that she too has faced an inquisitor and defeated him, and that her brother Rantle, whom she spoke to recently via a *sending* spell, is a vital member of the resistance in Gate Pass.

After this she lets the heroes speak for themselves, though she is not above expressing amazement at their "heroic deeds," and she occasionally prompts them for more details of what they have faced and what they suspect the Ragesians may have wanted with the case.

Kiernan advises that they not look at the contents of the case with so many people around, though Simeon assures them that he wants take a look at it after the meeting, before the group leaves.

♦ **Dassen Ambassador Keifer Numhaut.** This tall, blond human says that King Steppengard is displeased that Seaquen's rallying call has brought so many refugees through his lands, making his kingdom a target for Ragesia. While Dassen is not above lending its support if there is a legitimate reason, for now the King believes it wiser to make a pact of neutrality with Leska, and leave Seaquen to its own fate.

Simeon says he will talk to the ambassador in great length, and show him copious information that he believes makes it clear that Ragesia will accept no neutrality.

♦ **Sindaire Ambassador Cranston Snord.** The aged gnome from Sindaire says that his nation's people want to resist Ragesia, but the politicians cannot pledge their support to Seaquen and risk drawing Leska's ire. He suggests that if Seaquen could defeat Ragesia in a notable battle, it might be enough to make a difference.

As for the Torch of the Burning Sky, Cranston says that he is confident he knows where it is; it's just impossible to reach. "The evening that the Old Dragon – Coaltongue – was slain," he says, "a storm of fire opened up in the heavens over the late emperor's castle, a place called Korstull. It's a canyon in a broad field. Now everything there is dead, burned by months of searing rain. Sometimes the dead wander out of the storm. I don't know how anyone could have gotten into that firestorm to retrieve the Torch, nor do I know how you would expect to either."

♦ **Ostalin Ambassador Kazha Lonam.**

Slender, with sharpened black fingernails and voluminous robes that probably conceal weapons, the half-elf ambassador is sourly sarcastic. Her nation is only interested in lending its aid if it will profit them, but she presents their desires as generous. She says, with a self-important air:

Khagan Onamdamin, our ruler, deeply regrets that his neighbors might be endangered by the Ragesian armies, but is willing to lend his elite, fierce armies if his neighbors are reasonable. Ragesia intends to conquer your entire nation. Would it not be reasonable to trade us one-third of your land, so that you may keep the rest from the greedy, cruel Ragesians?"

This starts a heated bout of bickering among the ambassadors, which is a good time for the Shahalesti to make their appearance.



Ad-Hoc Experience: For enduring this negotiation, reward the heroes for a CR 4 encounter. If they come up with some interesting ideas or make a good impression, reward them instead for a CR 5 encounter.

THE SHAHALESTI ENVOY

In the midst of people's discussions, the door to the classroom swings open. A human mage takes two steps in before being hurled back out of the room. The thrum of a telekinetic thrust shakes the room. Everyone turns to see that Kiernan was responsible for knocking the interloper back, his hands raised from recent spellcasting.

Simeon looks at Kiernan in shock and says, "That was Johund you just attacked."

Kiernan shrugs. "Just being safe," he replies.

When the shaken Johund is brought into the room, he says frantically that a group of elves flew over the walls and are heading up the tower right now. There are seven, he says, and they carry the flag of Shahalesti, a revelation which raises another uproar in the room. Simeon calls for everyone to calm down, saying the diplomats should meet their new guests politely, but that at the same time everyone should be ready for a fight. At that, he stands and leads everyone into the adjacent lecture hall just as the Shahalesti envoy enters on the far side.

All the elves are dressed in silver armor and blue cloaks, and stand tall and bright with straight blond hair and straight swords at their hips. Their leader is a pristinely beautiful elf woman whose eyes shine like sun on the bluest sea. Two men stand close to her like bodyguards, and one in the center holds a flag ceremoniously, while the rest of the elves watch warily.

The Shahaletsi leader sees the group pouring out of the classroom and says, "I would have waited. I didn't intend to frighten you."

If none of the heroes do, Simeon takes charge and asks who she is; the woman introduces herself as Shalosha, daughter of the Shining Lord Shaaladel of Shahalesti. She has come to offer an alliance with Seaquen against Ragesia.

Shalosh

CR 11

Regal and beautiful, by the sword at her hip and her silvery chainmail this blond elf woman looks prepared for combat, but her demeanor is genuinely peaceful. Her elegant and rich attire – a cloak, long gloves and high boots, all brilliant silver and blue – mark her as nobility, but the gleam in her sapphire eyes hints at something otherworldly in her blood.

Female elf commander 1/wizard 6/eldritch knight 4
CG Medium humanoid (elf)

Init +1; **Senses** Listen +5, Spot +5, low-light vision, celestial sight

Languages Celestial, Common, Draconic, Elven, Orc

AC 18, touch 12, flat-footed 17

hp 48 (11 HD)

Fort +9, **Ref** +4, **Will** +7 (+9 vs. enchantment)

Immune sleep, blinding or dazzling from bright light

Speed 30 ft. (6 squares)

Melee +11/+6 +1 *merciful longsword* (1d8+1d6+4 nonlethal, 19–20/x2)

Ranged +9/+4 masterwork composite longbow [Str +2] (1d8+2, x3)

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

Combat Gear 8 potions of *cure light wounds*, 2 oils of *bless weapon*, potion bracer.

Special Actions combat expertise, direct orders +1, spring attack

Spells Prepared (CL 9th, ranged touch +8)

5th – quickened *magic missile*

4th – *dimension door*, *fire shield*, *greater invisibility*

3rd – *fly*, *heroism*, *lightning bolt* (DC 17), *protection from energy*

2nd – *bull's strength*, *hideous laughter* (DC 16), *invisibility* x2, *resist energy*

1st – *magic missile* x2, *protection from evil*, *shield*, *true strike*

0 – *detect magic*, *detect poison* x2, *prestidigitation*

Prohibited School necromancy

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

SQ mageknight, celestial sight

Feats Combat Expertise, Dodge, Mobility, Quicken Spell, Shining Warrior (*Player's Guide*, pg. 14), Spring Attack, Weapon Focus (longsword)

Skills Concentration +15, Diplomacy +13, Listen +5, Knowledge (arcana) +18, Knowledge (nobility & royalty) +9, Knowledge (the planes) +10, Ride +4, Sense Motive

+4, Spot +5, Spellcraft +20, Swim –1 [+3 without armor].

Possessions +1 *merciful longsword*, +1 *elven chain, ring of protection* +1, *earrings of intellect* +2 (as headband), masterwork composite longbow [Str +2] w/40 arrows, royal outfit, spellbook (listed spells plus *charm person*, *daylight*, *disguise self*, *identify*, *scrying*, *sending*, *sleep*, *summon monster I*, *teleport*, and cantrips)

Direct Orders (Ex): Each round as a swift action, Shalosh may choose one of the following types of rolls. She grants every ally within 30 ft. a +1 bonus to rolls of that type for one turn: Attack rolls to confirm critical hits. Attack rolls while charging. Caster level checks. Disarm attempts, both to make and resist. Fortitude saves. Grapple checks. Reflex saves. Sunder attempts, both to make and resist. Trip attempts, both to make and resist. Will saves.

Celestial Sight (Su): Shalosh is of a royal elvish bloodline with a distant celestial heritage. She has a unique form of vision in which all living things shine with an inner light, and all inanimate objects and non-living creatures appear as gleaming crystal. In this vision, she can see regardless of light conditions, since the inner light of any living creature effectively illuminates a 60-ft. radius. This does not allow her to see invisible creatures, but she can detect the presence of creatures behind cover or concealment by noticing their glow.

Celestial sight functions just as well in well-lit areas as it does in dark areas. However, magical darkness blocks her line of sight for this ability, and a shadowdancer using its hide in plain sight ability does not appear to emit light.

Shalosh cannot be blinded or dazzled by bright light.

Shining Warrior (Su): Shalosh can choose to intensify the light shed by her longsword, increasing from the strength of a *light* spell to that of a *daylight* spell (60 ft. radius, with shadowy light another 60 ft.) as a standard action once a day, lasting 10 minutes. While so illuminated, whenever she inflicts a critical hit on a creature with the longsword, that creature must make a Fortitude save (DC 14) or be blinded for 1 round. On a successful save, the creature is merely dazzled for 1 round.

While in an area that is brightly illuminated, Shalosh gains a +2 bonus to saves against fear and negative energy effects.

Tactics: Neither the Shahalesti nor any of the members of the war council will initiate a battle, but if the heroes do, Shaloshia and her allies start off defensive. Simeon and Kiernan quickly subdue the heroes, not wanting overeager warriors to start an international incident.

The Shahalesti Offer: As Shaloshia reads her memorized speech, she hesitates occasionally, clearly uncomfortable with a few elements of the plan her father has laid out. She is not willing to defy her father, however, and stands by his commands.

"I come with an offer of safety and salvation for your city, and those who shelter here. As you know, Shahalesti is the shining jewel of civilization, and now we are attacked by the armies of Ragesia. For every loss we suffer, the progress of all nations suffers. We are the only power strong enough to drive back the fires of Ragesia, but even for our greatness, victory is not assured.

"My father, Lord Shaaladel, knows that some of the nations whose ambassadors stand in this very hall would like to see Shahalesti fall, for they don't realize that in so doing they are wishing for their own doom. Even the most trustworthy here can admit that it is difficult to have faith in the leaders of other nations when the most they can do is send a few diplomats to the banner of Seaquen.

"Shahalesti sends a fleet. Seventeen of our ships sail now to this peninsula, surrounding it from all directions to protect it from hostilities. By this we show our devotion to the fight, and – so my father believes – we prove that it is our nation who should lead that fight.

"We invite you to join with us in the war against Ragesia. Many potential allies have found their way to your city, and so we have come here to meet them. However, we will not risk betrayal on any scale, nor would it be wise for you to risk it. So we ask that you hand over control of Seaquen to the Shahalesti fleet, so that we may begin checking the purity of your allies' spirit. Admiral Telshanth will serve as

provisional governor of Seaquen—"

At this point, the Dassen ambassador begins yelling about how his nation will not hand over its territory, and within moments the other ambassadors begin to clamor as well. The Shahalesti offer, it seems, has not gone over well.

Simeon calms the group down, then says that he can recognize a threat when he hears one, and that if Shahalesti wants to form an alliance, they can learn to share just like everyone else. He is not going to hand his town or his people over to anyone. Shaloshia does not look surprised, but as she breaks from the script she has prepared she shows genuine concern. She says that the admiral has his orders, that the fleet will remain, and that Shahalesti will prevent travel by sea into or out of Seaquen. She will speak to her father and seek a compromise, but she says that such a thing cannot be accomplished quickly.

The other ambassadors demand that the elves leave, and in order to salvage what negotiations he can, Simeon concedes, asking Shaloshia and her retinue to go. The heroes should have a chance to talk to anyone they want to before they leave, and though they are in no position to make an actual alliance, they could lay the groundwork for one. Or they could start working on a feud, war, or friendly rivalry against Shahalesti.

Ad-Hoc Experience: If the heroes do something dramatic with regard to the Shahalesti, be it working toward an alliance, vowing to resist Shahalesti oppression, or attempting to seduce Shaloshia, reward them for a CR 5 challenge.

AUDIENCE WITH SIMEON

Eventually, after dealing with the Shahalesti, the Dasseni, the Sindairese, and the Ostaliners, Simeon comes to the heroes, wanting to hear from them personally. He feels Katrina clearly has a good grasp of the dangers of this war, and her ringing praises of the heroes gives him confidence they can be useful allies. Simeon wants to convince the group to lend their aid for various missions in the future, and the heroes should come away feeling that Simeon has

his heart in the right place and is probably, but the guy could clearly use their help.

Pleading for Gate Pass: Should the heroes entreat Simeon to aid Gate Pass, the headmaster says that he wishes he could, but Lyceum has to find allies before it could make a difference. Mages – which Seaquen and Lyceum have in abundance – do not do well when marched to war alone. They must rely on cunning and strategy. However, Simeon says that when he spoke to Commander Xavious that the old dwarf had a hunch Gate Pass was important for more than just being a stepping stone to Shahalesti, so for now, Simeon considers learning more about Leska’s goals in Gate Pass – and ultimately driving her out of the city – to be a top priority.

The Ragesian Case: If the heroes managed to deliver the case of military plans all the way from Gate Pass to Seaquen, Simeon and Kiernan take a look at it with them, taking all proper precautions before finally opening the heavy book within the case. It is written in Infernal, in an incredibly difficult cipher (Decipher Script DC 35), and though Simeon expects he’ll be able to break it eventually, he wants some answers quickly. He asks the group to wait,

and after ten minutes of casting various divinations, he can tell them this much.

The book was written by Kreven, second in command of the Ragesian Inquisitors, and it was read and approved of by someone who is immune to divinations, most likely Leska herself. Magic was used to scramble the words in order to encrypt it, and Kreven believed that protection was so secure that he was lax in actually making sure the book did not get stolen. The book, and what is detailed within, is somehow tied to the Scourge, Leska’s military order to capture hundreds, if not thousands of “disloyal” mages. Something odd came to Simeon in the divination, as if the name “Scourge” had another meaning that he wasn’t aware of. Finally, both Kreven and the unknown person who approved of the book were concerned with legends surrounding something called “Trillith.” Simeon has never heard of the name.

Simeon asks to be able to keep the book so he can work on deciphering the entire text. He welcomes the group to return to Lyceum whenever they need to, and tells them to enjoy a brief rest while they can. As soon as they can get the Shahalesti off their backs, Simeon will have a mission for them.

ACT FOUR: THE STORM

The heroes have been invited to a special performance at the Wayfarers' Theater, and hopefully they're fans of theater, because assassins scheme to murder many of the leaders of Seaquen, and the heroes may be the only chance to stop the assassination.

THE PLAN

Lee Sidoneth has brought to Seaquen a *lesser orb of storms*, an item created by Pilus of the Monastery of Two Winds. It can control the weather in a specific area, and the Ragesian spies plan to use the orb to summon a hurricane over the city. Incredible wind, rain, and storm surges will devastate most of the buildings in the city and kill a great number of refugees whose only shelters are tents. Also, by a stroke of luck for the Ragesians, a large detachment of the Shahalesti fleet has sailed into range of the storm. Lee and the Ragesians will be content simply to devastate Seaquen and demolish the Shahalesti blockade ships, but they have a plan that, if successful, would also cripple Seaquen's fleet and decapitate the resistance's leadership.

To lure Seaquen's ships out of the safety of the harbor, the wayfarer Giorgio will activate the dormant teleportation magic of the Wayfarers' Theater ship during a performance for Simeon and all the others who were at the war council, sending it across hundreds of miles of fiery astral space, enough to incinerate the ship and everyone inside it. By leaving evidence that points at the Shahalesti, Lee hopes this will provoke at least some of the captains of Seaquen to head out to the open sea to fight the elves.

Using the biomancy skills of Paradim Dogwood and a fair bit of scrying to get the features right, Lee has had a half-dozen abducted refugees transformed into perfect images of members of the elvish fleet. These poor victims were burnt to death, and will be rowed in a similarly scorched boat near the spot where the Wayfarers' Theater is anchored. When the theater vanishes in a burst of flame, it will appear that the elves were killed trying to get off the ship in time.

ATTENDING THE PLAY

At the war council, the heroes should have received tickets to the performance this evening. If they didn't, or if they show a lack of interest in attending, Katrina might try to drag them along, saying it will be good for their image to be seen attending, since it will show solidarity for the city. Simeon might ask them to come along as a favor, or Kiernan could ask them to serve as bodyguards, encouraging them to keep an eye out for danger.

Alternately, Crystin Ja-nafeel, the seeress whom the heroes might have brought along since the end of Adventure One, could tell them she had a vision, saying, "I saw a ship painted with flames, where a great story was being told. You were there, and the storytellers recognized you as heroes."

Use whichever method you think has the best chance of getting the heroes to the play without tipping them off that something particularly dangerous is going to happen. Players are naturally a little paranoid, but if they call in overwhelming reinforcements there is less opportunity for drama. Of course, if your group likes outwitting foes instead of having dramatic combats atop a galleon rocked by stormy waves, by all means let them call in the cavalry to deal with Giorgio and his crew.

If the heroes don't attend the play, at some point after the hurricane they hear that Katrina realized something was amiss and alerted Kiernan, and the two of them saved the day in an amazing and stunning display of arcane and combat prowess that far surpassed even the Wayfarers' performances in terms of sheer entertainment value and artistry. Katrina laments that the heroes didn't come along and see the *real* show.

Lee recognizes that the plan is complicated and has a fair chance of failure, but his main goal is hammering Seaquen with a hurricane. Killing Simeon, destroying two enemy fleets, and ruining the best chance for an alliance between the nations opposing Ragesia is just icing on the cake.

THE SHOW

Guests arrive at the Wayfarers' Theater by ferry a little before noon, are greeted by Guildmistress Sheena Larkins (standing under a parasol held by her bodyguard Hawkins), and then hurry down a spiral staircase from the main deck to the theater itself, which is easily four times as large a space as should be able to fit into the ship. The theater is lit by dozens of lanterns, and lenses over the stage focus spotlights on a curtain stitched with a pattern of fire. Ushers costumed as monsters and angels guide people to their seats, offering to magically dry guests' clothes.

The theater seats one hundred, and unfortunately the heroes, being relatively unimportant in the current scheme of things, have seats in the very back row, where they can still hear the occasional rumble of thunder overhead through the closed hatch to the main deck. Barely visible in shadows cast by lanterns are relief carvings that imply countless archetypes of fiction. There are no windows, and when the lights dim and the music of unseen performers seems to seep out through the walls, it is easy to believe that you are no longer part of the same world you were in moments before. Which, in a way, is true.

A character who uses *detect magic* or something similar sees that the walls are awash in various subtle magics that are as much a part of the ship as the cracks in its wood grain. The deck hatch that would normally lead into the ship's hold is the opening to a custom-designed *magnificent mansion*. This extradimensional space is where the theater lies, and it contains numerous unseen pathways that only the wayfarers know of. As vast as the visible space is, there is even more that lies unseen and inaccessible beyond the walls. The magic has a caster level of 17, so the heroes have practically no chance of dispelling it at their level.

Simeon and various dignitaries are in the front row, but Katrina is sitting in the back row with or near the heroes. She talks quietly to whoever in the party she likes or dislikes the most, even after the show starts, which earns her a few angry shushes.

The Spectacular Trial of Toteth Topec

The Wayfarers' show is a visual spectacle with songs, acrobatics, and pyrotechnics, relating an old Ragesian myth with a modern, political twist. The tale it is drawn from is about an ancient orc druid named Toteth Topec, who supposedly learned that the world was in danger of being torn apart at its very elemental foundations. It is a sequel of sorts to the myth of the Aquiline Heart (detailed in the *War of the Burning Sky Player's Guide*), and is full of action, magic, betrayal, and great heroism.

Prelude

Starting at the back of the theater and cascading forward, lantern flames flicker and vanish, drawing your attention toward the spotlit stage. When only a handful of lanterns remain, violins, cellos, and a tinny drumroll sound from the walls, seeming to come from nowhere. The last lanterns are snuffed, the curtain slowly crawls to the forty-foot high ceiling, and then even the spotlights die, fading like the setting sun, white to orange to blood red. The drum rises to a crescendo, and then goes silent just as a man strides onto stage, a spotlight snapping him into view.

He hurries across the stage and casts a furtive glance to the audience. You recognize the actor, under layers of magic and illusion, as Giorgio the wayfarer. He plays the role of the ancient orc geomancer, Toteth Topec, clad in a white traveling robe of ancient times. Then from the shadows of the theater's ceiling, a serpent dives like a pearly lightning bolt, snapping its jaws just as Toteth dives out of reach. Violin strings cry out in fright from the walls. The geomancer somersaults to his feet and pulls a long black staff from under his robe.

The snarling serpent rises into the air, snarling in rage, its tail whipping past Toteth like the trough of a iridescent wave.

Just when the dragon's tail is almost out of reach, Toteth leaps and grasps the tail one hand, holding his long club of a staff in the other. Drums sound, horns cheer, and the audience gasps as, flying through the air, Toteth clammers up the beast's back, fights off its thundering bites, digs his hand into the monster's eye, and cracks out one of the dragon's teeth with a ferocious swing of his staff. The wyrm bucks and vanishes into the shadowed sky, and Toteth flips and rolls twenty feet to the ground, stones cracking where his hands and feet strike.

The audience stands and applauds, and so begins *The Spectacular Trial of Toteth Topec*.

There are five acts to the play. The heroes should have a chance to talk quietly or keep an eye on anyone they think might be suspicious, and you can punctuate these periods with synopses of the events of the act. If the heroes are not very interested, you can skip to the end of Act Two, where Toteth Topec is pulled into the underworld.

Act One

Singing and cartwheeling primitives at the far end of the world celebrate Toteth Topec as a great hero, for he has saved their town from a dragon, but the geomancer does not care. He travels to find great magic, to find immortality. His journeys carry him to many foreign lands where he fights strange beasts, all the while pursued in the shadow by the opaline dragon. He befriends three mages along the way, each helping him at a different leg of his journey with their control over flames, winds, and sea, but ultimately Toteth travels alone in a great desert, under the searing sun.

Demons assault him, heat drives him mad, and he sees a vision of the Stormchaser Eagle crashing to the earth before him. Feathers burst across the theater, floating through the air, and

when people grab them out of the air they see that they're not illusions. Then everyone looks up to see Toteth passed out, and the dragon hovering over him. But before it can strike, a beautiful, dark-skinned woman in green robes finds Toteth, falls across his body, and prays for help. Light beams from the heavens, and the dragon flees again to the shadows. As the stage fades to darkness, the woman carries Toteth to her home, and a deep percussive thrum shakes the theater, like the beating of a massive heart.

There is a two minute musical intermission, during which Katrina, apparently not a fan of theater, scoffs at the heavy-handed allusions. If the party doesn't get her meaning, she explains that the dragon is Ragesia, the air mage is Ostalin, the fire mage is Dassen, the water mage is Shahalesti, and Toteth, an earth mage, is Sindaire. The woman in green is meant to represent Seaquen, coming to aid Dassen. The division of elements are fairly common motifs for the nations of the region; the original myth just said there were four mages who helped Toteth. The costume choices are clearly intended to show many nations working together against Ragesia.

Still, she's impressed at the level of detail put into the illusions. She smirks and tucks a feather into her sleeve. If anyone uses *detect magic*, nothing on stage has shown up as magical this entire time.

Act Two

Toteth wakes in fits, light and dark represent many passing months as the woman tends to him. As he heals a romance forms between them, and the healing montage ends with a flamboyant love song and mock battle between Toteth and his love's in-laws so he can marry her. The battle is interrupted at the funniest moment by a tremor, and people in the audience actually cringe in fear as the stage seems to crack and intense winds blow out of the deep. Toteth realizes the world is still in danger, and he recalls the vision he had of the Eagle. He sets out to find a way to save the

woman he loves, leaving her behind, not realizing she is pregnant.

Another montage shows his incredible journey, as he faces riddling fairies, battles giant spiders, and braves a cursed pyre filled with evil spirits to find a gem that can seal the world. Interspersed during the odyssey are images of his love, growing slowly more pregnant, until finally she gives birth. When she does, she is visited by the other three mages who aided Toteth in Act One, and they bless the child, swearing to go join the geomancer's quest so he can come home soon.

They travel through the aftermath of the various monsters and challenges Toteth has defeated, the ease of their journey a humorous counterpoint to the geomancers. But then they find him, and see him standing atop a shining peak, fighting the dragon of bright shadows. Toteth holds the gem high, trying to capture the dragon's soul so he can take its power to heal the world, but the dragon is stronger. It bites him in half and the stage goes dark, the only thing visible is the gem, which falls and shatters.

During the next intermission Katrina begins to spoil the rest of the plot, saying that Toteth trapped his own spirit in the mountain, but the others don't realize the significance of what they saw, so they try to track down and kill the dragon. The dragon kills them at the end of Act Three, and it seems like the whole thing is a tragedy. But then the geomancer's daughter, Eshu, grows into womanhood, and she vows to destroy the dragon and complete her father's work.

Just as Act Three is about to start, have the heroes make Spot checks (DC 0) to notice that a person has emerged from one of the walls behind them, and is already starting up the spiral staircase to the main deck. He's in the shadows, but it's clearly Giorgio, having done a quick costume change. He's wiping blood off his hands, having just killed a fellow wayfarer in order to get the ring that controls the ship's teleportation ability.

Katrina spots this and jumps out of her seat to pursue Giorgio, hissing with fright for the heroes to follow quickly. If Giorgio realizes he's been seen he curses and sprints up the stairs.

Assassins (EL 10)

Winds are picking up slightly as Giorgio emerges onto the deck of the Wayfarers' Theater. His character in the play is dead, and no one will be looking for him for five or six minutes. A gnomish assassin named Nira (NE female gnome rogue 5/assassin 1), whom Giorgio helped slip on board, has silenced the look-outs, and a burnt longboat has rowed alongside starboard and been tied off. The longboat is filled with scorched corpses of people changed with biomancy to look like elves, and its two living occupants – the brothers Setales and Brutus – have climbed aboard, ready to help.

Nira has unlocked and disarmed the traps protecting the captain's quarters, and unless opposed or pursued, Giorgio heads inside and spends a minute to activate the Wayfarers' Theater's teleportation ability, which is controlled by a desk covered in maps and lined with dozens of gems and golden buttons. At the first sign of trouble he uses the control desk, as a standard action, to seal the entrance to the extradimensional space of the theater. It will take Guildmistress Sheena at least a minute (10 rounds) to realize what is going on and reopen the portal.

When the heroes come on deck, Giorgio is inside or headed for the captain's room. Setales is standing just outside the door to the captain's quarters, Brutus beside him. Nira is hiding behind one of the staircases to the forecastle. If Giorgio has had a chance to start using the control desk, the deck is starting to crackle with thin wisps of flame, and an ominous hum fills the air. However, Giorgio doesn't order his people to attack immediately, and will try to stall for time as the ship warms up for its teleportation.

A Spellcraft check (DC 20) recognizes that Giorgio is doing something related to teleportation, and a Knowledge (arcana) check (DC 20) lets a character remember that the Wayfarers' Theater

ship can teleport, and is controlled by a device in the captain's quarters.

Teleporting the Ship: To teleport the guildship, a character who is capable of casting *teleport* or using it as a spell-like ability must remain at the desk for 10 consecutive rounds. One round later, the ship and everyone on it teleports. However, the Burning Sky causes everyone onboard to take 40d6 points of fire damage, and anyone within 10 ft. of the ship takes 4d6 points of fire damage as a wave of flame bursts outward from the space the ship just occupied.

Giorgio and his allies are planning to drink potions of *water breathing* and dive overboard before the ship teleports.

SIMPLE FIGHT, OR COMPLICATED CHAOS?

The simplest way to run this scene is to have all the heroes get up on deck in initiative order, as well as Katrina and any major NPC allies, and then have Giorgio seal the portal to the theater. Then the heroes face the assassins in a dramatic battle atop a ship in a storm.

However, if the heroes split up, with some going up on deck and others warning people in the theater, things get complicated. Rather than trapping part of the group out of the fight, have Giorgio not seal the portal, and instead bear in mind the amount of time it takes to get out of theater seats and to the staircase if everyone is panicking. Even if a character only tries to get to Simeon or another prominent NPC while keeping discreet to avoid panic, it takes at least a round to explain what's going on, and another for the NPC to get up and to the staircase. People hurrying quickly to the top deck, probably while sounds of combat come through the hatch overhead, will likely cause a panic. If you don't mind running such a complicated scene, though, go for it.

If the heroes simply don't go up on deck, Katrina starts the fight with a *fireball*, and the cries of surprise from Giorgio's allies alert the audience that danger is near.

Terrain: In addition to the features shown on the Wayfarers' Theater map, a rope ladder on the starboard railing leads down 20 ft. to a 15-ft. long and 10-ft. wide boat, which is filled with burnt elf corpses.

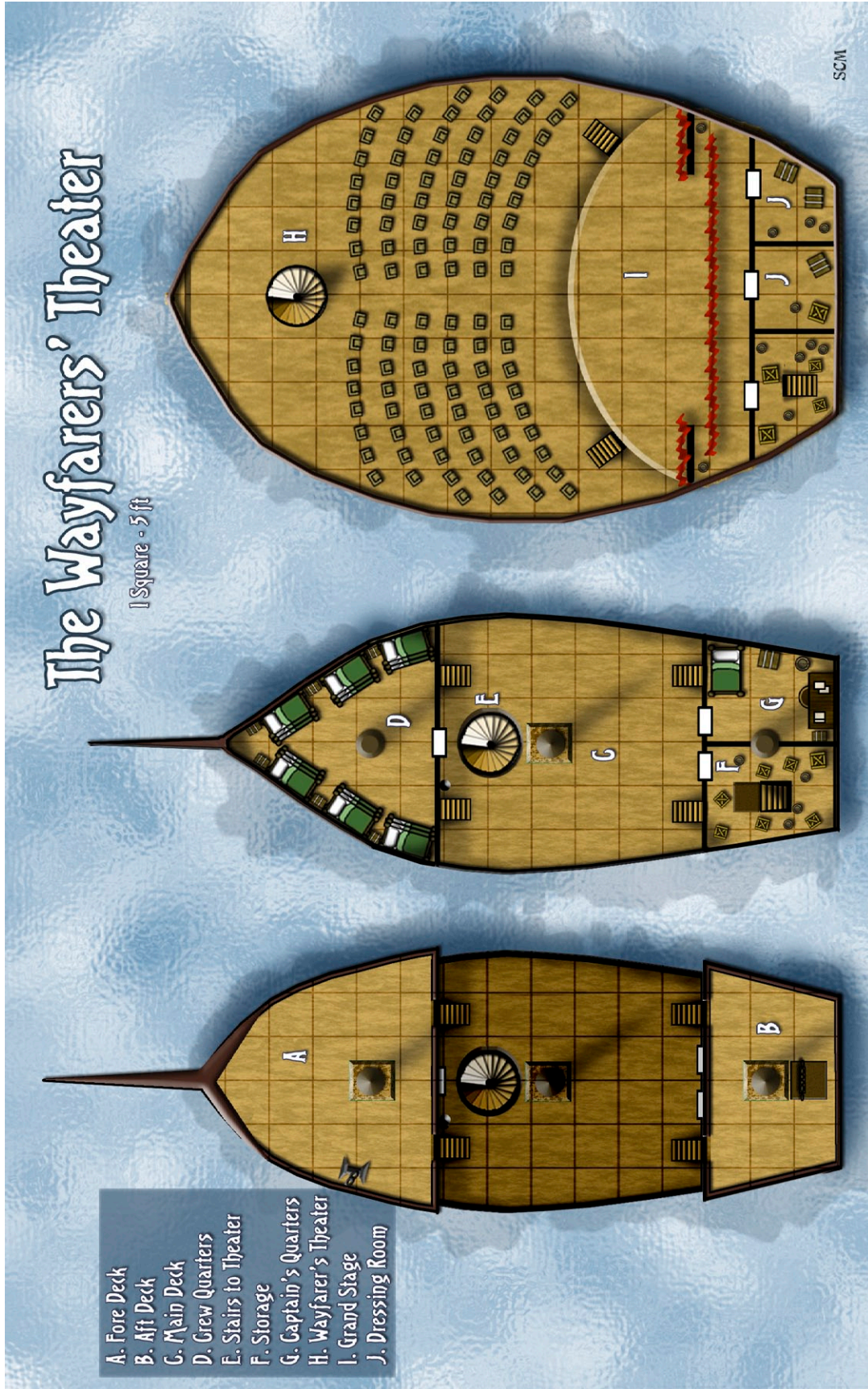
Rain makes the surface of the ship slick and rocks the boat slightly, adding +2 to the DCs of Balance, Climb, and Tumble checks. These modifiers are included in the DCs below.

Rigging lines can be reached from each square along the edge of the ship, except the very fore and aft. Climbing 5-ft. up into the rigging requires a Climb check (DC 12), but thereafter the rigging is angled and easy to move through (Climb DC 7 or Balance DC 12). A character fighting in the rigging is flat-footed unless he has 5 or more ranks of Balance or Climb. Each 5-ft. section of rigging has Hardness 0 and 20 hit points.

Brutus and Setales brought on board a few casks of alchemist's fire, just in case they had to set something on fire. There is a barrel in each of the squares directly port and starboard of the main mast. Each barrel contains 20 flasks of alchemist's fire. A blow mighty enough to shatter or cut open the barrel (hardness 5, 8 hp) cracks one flask and sets off a chain reaction, spraying flaming chemicals and shards of glass. Creatures in a 5-ft. radius take 2d6 points of fire damage plus 1d6 points of shrapnel damage (Reflex half DC 15) and catch on fire, taking an additional 1d6 points of damage the next round. Creatures within 10 ft. just take 1 point of splash fire damage. The deck is briefly coated with flaming oil,

ENCOUNTER LEVEL

This scene assumes that Katrina is with the party, providing a slight boost in power that is mitigated by Giorgio's foresight in applying *resist energy (fire)* to everyone. If she is not with the group, this is a very tough encounter for a group of 6th-level characters. However, they should be fully rested, and if things go badly for the heroes you can easily have the cavalry arrive, with Sheena, Simeon, and Kiernan forcing the portal open and striking down the assassins.



before the rocking of the ship and the cascading rain washes it over the side.

The damage from one exploding barrel *shouldn't* normally be enough to rupture the other barrel, but it might. We encourage you to improvise other classical ship combat elements.

Giorgio

CR 8

Flamboyantly bedecked in an eclectic and colorful vest, pants, and feathered hat, this man wears a wide smile on his large lips. He carries a quarterstaff adorned with ribbons and kerchiefs, which he carries as if it were a badge of honor, or a symbol of his virility.

Male human bard 6/wayfarer cirqueliste 2

N Medium humanoid (human)

Init +2; Senses Listen -1, Spot -1

Languages Common

AC 16, touch 12, flat-footed 14, dodge, mobility

hp 39 (8 HD)

Fort +3, Ref +10, Will +4

Resist electricity 20, fire 20

Speed 30 ft. (6 squares)

Melee +8 +1 quarterstaff (1d6+4) or +8 masterwork shortsword (1d6+2)

Ranged +7 grenade-like weapons

Base Atk +5; Grp +7

Combat Gear *feather token (whip)*, four vials of alchemist fire, four flasks of acid

Combat Options spring attack

Special Actions bardic music 6/day (inspire courage +1, countersong, fascinate, inspire competence, suggestion)

Spells Known (CL 8th)

2nd (3) – *blur*, *shatter* (DC 16), *sound burst* (DC 16)

1st (4) – *disguise self*, *feather fall*, *grease* (DC 15), *wayfarer's step* (pg. 69)

0 (3) – *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*

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

SQ bardic knowledge +6, sense teleportation, spell-like abilities, traveler

Feats Dodge, Mobility, Spring Attack, Weapon Focus (quarterstaff)

Skills Balance +12, Bluff +15, Climb +12, Perform (sing) +15, Tumble +12, Use Magic Device +15

Possessions +1 quarterstaff, masterwork shortsword, handy haversack, cloak of charisma +2, masterwork chain shirt, two *potions of water breathing*

Spell-Like Abilities: Giorgio can use the following spell-like abilities:

Wayfarer's step, 11/day. This lets Giorgio teleport 30 ft. as a full round action, though his path cannot pass through a solid barrier. Giorgio can also expend one of these uses to cast *resist energy*. He currently has 6 uses left.

Dimension door, 1/day.

Teleport, 1/day. This ability takes one minute to activate.

Traveler (Su): Giorgio can ignore effects that would restrict his movement. This acts as the *freedom of movement* spell, and can be used 4 rounds per day. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the daily limit of rounds).

Tactics: Expecting something might go wrong, Giorgio has already cast *resist energy* on himself twice, granting electricity and fire resistance 20, and he has also given fire resistance 20 to each of his three allies; this takes 5 uses of his *wayfarer's step* spell-like ability.

Giorgio is cocky, but hates to be hurt, so he makes for the rigging as quickly as possible, climbing up 15 feet in the first round, then moving amid the rigging each round thereafter to keep out of reach. He balances in the rigging, and is not treated as flat-footed.

If an enemy gets close enough to one of the alchemist fire barrels, Giorgio *shatters* it, with explosive results. Then he'll use *grease* and *sound burst* to keep the heroes off balance, or to let his allies more easily hurl them overboard. Only if he cannot contribute to the fight directly does he use *blur* or *inspire courage*.

If forced to fight he spring attacks weaker-looking enemies, smacking them with his quarterstaff as if it were a greatclub. He is loath to enter combat alone, and if he is out of allies, he will *dimension door* to the nearest ship, a ferry which is 500 ft. away. This deals 5d6 points of fire damage to him, but his fire resistance should protect him.

Brutus

CR 4

Somewhat unbelievably, this hulking half-orc, hands callused and great axe dented from much use, wears a wizard's robe, but he looks far too stupid to be a mage.

Male half-orc sorcerer 4

LN Medium humanoid (orc)

Init +1; **Senses** Listen +0, Spot +0, darkvision 60 ft.

Languages Common, Orc

AC 11, touch 11, flat-footed 10

hp 16 (4 HD)

Fort +2, **Ref** +2, **Will** +4

Resist fire 20

Speed 30 ft. (6 squares)

Melee +7 masterwork great axe (1d12+6, ×3)

Base Atk +2; **Grp** +6

Combat Gear scroll of *haste*, two *potions of cure serious wounds*

Combat Options power attack

Spells Known (CL 4th, +5 ranged touch)

2nd (3) – *bull's strength*

1st (7) – *burning hands* (DC 12), *disguise self*, *enlarge person*

0 (6) – *detect magic*, *flare*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

Abilities Str 18, Dex 12, Con 13, Int 6, Wis 10, Cha 12

SQ snake familiar

Feats Power Attack, Weapon Proficiency (great axe)

Skills Bluff +11

Possessions masterwork great axe, two *potions of water breathing*

Tactics: Brutus starts with the scroll of *haste* if he can, then buffs his brother with *bull's strength* and *enlarge person*, then does the same for himself if he doesn't get impatient and rush into combat. Since he has no ranks in Concentration, he's learned that the only way to safely cast his *burning hands* is to run past opponents, drawing out their attacks of opportunity, and then to cast the spell.

Setales

CR 4

This half-orc is dressed for heavy battle, and a lot of his gear looks like it came from the Ragesian army.

Male half-orc fighter 4

LN Medium humanoid (orc)

Init +5; **Senses** Listen –1, Spot –1, darkvision

Languages Common, Orc

AC 21, touch 11, flat-footed 20

hp 35 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Resist fire 20

Speed 20 ft. (4 squares)

Melee +10 masterwork battleaxe (1d8+6, ×3) or +8 shortsword (1d6+4, 19–20/×2)

Ranged +6 masterwork composite shortbow (1d6+4, ×3)

Base Atk +4; **Grp** +8

Combat Gear three *potions of cure light wounds*, *potion of cure serious wounds*

Combat Options improved bull rush, power attack

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 9

Feats Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Intimidate +4, Ride +3

Possessions full plate, heavy shield, masterwork battleaxe, masterwork composite shortbow [Str +4] with 20 arrows, shortsword, two *potions of water breathing*

Nira

CR 6

Female halfling rogue 5/assassin 1

NE Small humanoid (halfling)

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

Languages Common, Halfling, Orc

AC 20, touch 15, flat-footed 20

hp 36 (6 HD)

Fort +4, **Ref** +11, **Will** +2 (+4 vs. fear), evasion

Resist fire 20

Speed 20 ft. (4 squares)

Melee +9 +1 *shortsword* (1d4+1, 19–20/×2; first attack is poisoned, Fort DC 18, initial and secondary damage 1d6 Dexterity)

Ranged +8 daggers (1d3, 19–20/×2)

Base Atk +3; **Grp** –1

Combat Gear *elixir of swimming*, two *potions of cure light wounds*

Combat Options combat expertise, improved feint, sneak attack +4d6, death attack (DC 12)

Spells Known (caster level 1st)

1st (1) – *detect poison*, *true strike*

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 10

SQ uncanny dodge, poison use

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Balance +12, Bluff +9, Disable Device +10, Disguise +8, Hide +16, Move Silently +14, Search +10, Tumble +13

Possessions +1 *mithral chain shirt*, +1 *shortsword* dosed with giant wasp poison, four daggers, masterwork thieves' tools, two potions of *water breathing*

Tactics: Nira is just getting paid to do a job, and as soon as she drops below 20 hit points she looks for a way out. Until then, she feints and sneak attacks.

Aftermath: If the heroes are defeated, Giorgio may get a chance to activate the Wayfarers' Ship, killing everyone on board, if you want to end the campaign. Otherwise mages arrive from the theater and efficiently take out the surviving enemies, then tend to the heroes. Laurabec Adelsberg is among the passengers on the ship, and she congratulates on their heroism as she tends their wounds.

When the battle is done, the wayfarers begin to direct their ship back to shore. Winds are picking up, and the sea is starting to get choppy. Since the heroes should be immune to strong winds because of either *tidereaver's tears* or *Indomitability's boon*, they should notice soon that everyone else seems to be having a much harder time with the wind than them.

The wayfarers explain what Giorgio was trying to do, and are shocked that he would have betrayed them. If Giorgio is captured or killed, Simeon is able to extract information out of him to find out what the plot was. The other conspirators don't know anything other than what the assassination plot required them to do, which includes the fact that the elf corpses were a trick, and that Lee Sidoneth orchestrated the whole event. They don't know about the Ragesians in the Fire Tomb at all. Simeon wants to get back to Lyceum and get busy divining as to who was behind the plot, and he asks the heroes to go with Kiernan and a few other mages to look for Lee.

REACTIONS IN SEAQUEN

Over the next few hours, as the storm turns from drizzle to actual rain and strong winds, rumors spread through the town, saying that the Shahalesti tried to kill Simeon, Xavious, Laurabec, and so on. People are up in arms, agreeing that, even if they don't like each other, they can all agree the Shahalesti are enemies. Makung Shaftobem, Ostaliner mercenary and wannabe admiral, sends out word for captains to rally for an attack. Pickens Frankart, well-loved rabble-rouser, gets fully behind the idea, and quickly stirs up support.

While the rebel fleet outnumbered the elves, most of the crews are not trained for battle, especially not in stormy waters. Fighting now is stupid at best, suicidal at worst.

If the heroes have done a good job calming people down in the town up until now, and particularly if they have befriended Pickens or Makung himself, they can easily talk down the rebels from attacking during the storm. Otherwise, several hours later (about an hour before sunset), Makung gives the order to attack.

Three dozen ships of various sizes sail out from the South Harbor and assault the blockading Shahalesti ships along the south shore. While the rebels are able to board and conquer one of the elvish ships through sheer force of numbers, the other nearby Shahalesti vessels converge, and volleys of spells set the rebel fleet in a panic. A messy naval battle ensues, while the storm intensifies to hurricane strength.

SEEKING THE EYE OF THE STORM

The heroes might scour the town looking for Lee, but his home is abandoned, and no one saw him leave (because he swam). While town guards and Lyceum mages keep the search up for several hours, eventually the storm gets too strong and everyone begins to take shelter.

Lee Sidoneth is hidden from any divination anyone in Seaquen could use, for he has gone to the Fire Tomb to set the *lesser orb of storms* to create a hurricane. Only once the hurricane is at full strength, winds powerful enough to knock a grown man flat, does he emerge. He does not want to be too close

to the Ragesians, just in case someone manages to fight their way through the storm, so he swims to a small ruined island not far from the entrance to the Fire Tomb, and he waits, reveling in the power of the storm but keeping an eye out for trouble.

It should quickly become apparent to the heroes that something strange is going on, because the storm isn't impeding their movement. They might go to Lyceum to get guidance, but the windows have all been knocked out, and most of the students and faculty are hiding. Simeon and Kiernan are in the classroom theater, which is in the center of the tower and has no windows. Together they can figure out what magic in particular is protecting the heroes from the storm, but they don't have a way to duplicate it that won't take hours, and with the storm raging over the city they don't have time for it.

Simeon is at first dumbfounded that he cannot locate Lee through *greater scrying*, but then he gets an idea. The old stories of the Pyromancer's Tomb mention that the tomb had wards against divination, which is why no one has found it. Simeon suspects that Lee might be there, and a few lesser divinations verify that the magic controlling the storm is centered over the eastern coast of the peninsula.

While a hurricane of this size would normally be too small to have a true eye, the magic that created it creates an area of relative calm about a hundred feet across. Simeon has a scroll of a spell that is a wizard version of *find the path*, and he uses it on one of the heroes, to direct them precisely to where the spell is coming from. The storm is far too intense for anyone but the heroes to make it there in time, so they will have to go alone (barring any ingenious ideas, like carrying a flailing ally and holding onto him so the wind doesn't carry him away, or stuffing someone in a *bag of holding*).

If the heroes don't bother going to Lyceum for help, they could simply notice that the greatest intensity of lightning bolts seem to be coming from the east, or they might receive a *sending* from Simeon, who knows they're the only ones who can make it.

WHAT ABOUT THE REST OF THE PLAY?

Did Eshu, the daughter of Toteth Topec, succeed in her quest? Was the world saved? What thinly-veiled political commentaries cropped up in the final three acts?

If the heroes were proactive enough to attend an earlier showing than the one where the assassins strike, they could learn the ending. They could also simply ask for a script afterward, but there won't be any more shows until the wayfarers find someone else to play Toteth.

The rest of the story? Eshu found the dragon and slew him, but discovered he had become repentant in the years after he slew her father, and that indeed the dragon – who originally only sought to steal from Toteth the secret of immortality – had devoted its life to trying to finish her father's work, to save the world from falling apart. The dragon's spirit accompanied Eshu to the underworld, and many adventures later they were able to free her father's spirit from torment.

Toteth hesitated at first, feeling his life a waste, until he realized that all his daughter had known was obsession and suffering, and that if the world ended it would be *her* life that was a waste. Father and daughter fought the guardians of the dead so he could return to life, and when all seemed lost they were aided by the ghosts of the other elemental mages.

Toteth reached the land of the living, but the world was in turmoil, storms and ash tearing it apart. They hurried to the mountain where Toteth was slain before, and this time he sacrificed his own life, binding his spirit to the mountain. His journeys had made the world part of him, and so as long as his soul was safe, the world would endure. The dragon's spirit vowed to defend the mountain, and Eshu was able to move on, perhaps to live a life just like anyone else's.

ACT FIVE: THE FIRE TOMB

Ages ago, a mage – now remembered only as the Pyromancer – created a tomb for himself under the peninsula Seaquen lies on, tapping the power of a natural rift to the elemental plane of fire to power the tomb’s defenses. No one has seen the tomb in centuries, but treasure hunters have sought it, and proprietors of steamy bathhouses on the peninsula are thankful for its presence.

The Ragesian inquisitors with their expansive libraries of magical lore were able to locate the tomb and learn of its peculiar antedivination properties, so when they snuck into Seaquen to prepare for its destruction, they established a base in the tomb. Lee Sidoneth provided them with the magic necessary to keep the place habitable, and with the *lesser orb of storms* with they are using to destroy the town above.

The Fire Tomb happened to lie a hundred feet beneath a prison from the old city that was destroyed in an old earthquake. The prison is now flooded, and the Ragesians stone-shaped a tunnel down to the fire tomb, using magic to hold the water at bay. They purchased biomancy equipment from Paradim Dogwood, and some modest furniture, and carted it all down into the tomb, expecting to stay at least a few weeks. By the time the heroes find them, the Ragesians have conjured the hurricane, and so now they wait, expecting to see no one except for intermittent visits by Lee to renew the storm. In three days they’ll emerge, survey the town and deliver a *sending* to High Inquisitor Kreven, and then meet up with a ship that will give them their new orders.

Because of the storm, only the heroes can make it out here. If the group seems to enjoy having Katrina around, she might come too, having been exposed to the witches’ magic enough to be briefly immune to the storm.

THE SUNKEN PRISON

Eventually the heroes will find an area of dead calm in the storm, centered over the remains of an old prison that has partially collapsed into the sea.

Terrain: On the map, light blue represents knee-deep water, which counts as difficult terrain. The

darkest water is neck deep, which must be swum through, or walked through at quadruple movement cost. While the ground outside the prison is very uneven and the water choppy (Swim DC 15), once inside the prison the water is calm (Swim DC 10), and it steadily gets deeper the further in the characters go, though there is always space to swim up to the roof and take a breath. Only in the downstairs rooms of the prison is there no air to breathe.

Dungeon Features: In the prison, the doors are too rotted away to provide any actual cover, and any furniture shown on the map is in advanced decay. A creature can move through a doorway, even if the door is ‘closed,’ by spending an extra 5 ft. of movement and making a Strength check (DC 5).

A. Rusty Gate

The path ends at a rusty gate that stands motionless, half open. An embossed metal placard beside the gate reads, “Carcer Tevensum,” the ancient name for “Teven’s Prison.”

Beyond the gate is what looks like a narrow courtyard, a high cliff on the west, north, and southern sides, and rusty guard railings – broken and useless in places – line the eastern side. Beyond the railings the ground drops twenty feet to the surface of the sea, which is still choppy despite the clear skies. A hundred feet away to the east, the sky is dark again, and lightning crackles nearly constantly over craggy islands, ruins of the old sunken city, which stretch away from the coast until the storm swallows them. Along the eastern edge of the courtyard, nine stone pillars rise ten feet, and are capped by gargoyles that leer down at the sea.

As the group enters the courtyard and gets their bearings, they realize this is the roof of a building. A staircase leads down from the northern side of the courtyard, stopping at a cobblestone-and-sand shore where strong waves crash in from the sea. The damaged ground slopes sharply down, and by the time the group can come around to an actual door that leads into the prison, the water is waist deep.

B. Prison Entrance

This is the back entrance to the prison, where supplies were once brought in. The front entrance further up the cliffs has long since been collapsed under rubble. The doorway is dark, and gargoyles loom ominously overhead. Just inside the door, a rusted gate has been torn off its hinges, and it scrapes back and forth along the ground as waves lap into the next room. There is no light inside the prison.

C. Loading Dock (EL 6)

The water in this room is waist-deep. A hallway leads on west, two doorways flanking it, though the doors themselves are practically rotted away. Another rotted door leads north, and a wide doorway with another damaged gate hangs open to the south. Unless the group is moving silently, the two tojanida who live in the south room swim out and attack.

Juvenile tojanida (2, CR 3): hp 19, MM. Possess the (native) subtype.

The tojanida are creations of the biomancer Paradim Dogwood, designed to guard the entrance to the Ragesian lair. They work as a team. The first grapples someone, squirts ink to turn the water murky, and then drags his victim off down the hallway to the prison cells. The second squirts ink out of the water into the eyes of a warrior, then attacks, trying to keep the group from rescuing its comrade. Once the first has dropped off its victim in the undead-infested prison cells, it returns to the fight in the loading dock.

Note that a creature being towed through the water down the hallway does not set off the trap in the hallway, since even if he does touch the ground he is not putting enough weight on the pressure plate. However a creature walking down the hallway does trigger the trap, causing spears to shoot out from the wall to the south and up from the floor.

Spear Trap (CR 3): Mechanical; location trigger; manual reset; Atk +10 melee (3d8, spears); Search DC 25; Disable Device DC 20.

D. Janitorial (EL 2)

Lumps of rotted shelves lie against the wall and float in the shallow water. As soon as someone enters the room, hordes of rats begin to pour out of cracks in the walls, their teeth sparking as they swim for food.

Rat swarm (CR 2): hp 18, MM.

E. Guard Room (EL 4)

The water here is only knee deep, but is full of the remains of fish, which look to have been half-devoured and then vomited up. On one wall, above the water line, is a shelf full of bottles of liquor, and beneath it in the water is a massive metal chest that has somehow managed to avoid rusting. A rotted table lies in the center of the room, and a handful of coins lie on the floor.

The chest is a mimic, Dogwood's creation.

Mimic (CR 4): hp 52, MM.

Treasure: The liquor, if it's not used to break the mimic's adhesive, is worth 5 gp per bottle, and there are ten bottles. A handful of silver and copper coins, worth 232 copper pieces in total, lie on the floor, the remains of a card game that was interrupted centuries ago by an earthquake.

F. Trap Room

This room holds the mechanism that controls the spear trap in the hallway. By pulling a lever here it can be deactivated or reactivated with a move action.

G. Storage

This used to be a room for storing clothing, bedding, and similar supplies for the prison. Now everything has rotted away, and the room is only the lair of the tojanida twins. If the heroes were stealthy in their approach, the tojanida are here, nervous because of the storm outside.

Treasure: In one corner lies the remains of a Lyceum mage who found the prison and came in to investigate. He wears a necklace with a *pendant of unity* that unfolds to reveal an etching of his wife, who was captured by the Ragesians.



NEW ITEM

Pendant of Unity: This pendant can be opened to reveal a small compartment. If the compartment contains an image of someone you are in love with, you can concentrate as a free action to determine whether that person is alive. In addition, as long as your beloved lives, this pendant can cast *heroism* on you once a week. The image must be in the compartment for one full day before either ability is available to you.

Faint enchantment; CL 5th; Craft Wondrous Item, *detect thoughts*, *heroism*; Market price 1000 gp.

H. Prison Cells (EL 6)

These cells have been warped by the earthquake, so anyone can squeeze into or out of them simply by spending an extra 5 ft. of movement. Twelve cells lining the path between the loading dock and the lobby each contain two skeletons, for a total of twenty-four. They lie on the ground, playing the part of prisoners who died long ago, though actual bones would have long since decayed. Two of the skeletons closest to the Upper Lobby wear a shiny gold necklace worth 10 gp.

The skeletons have been commanded to rise up and attack only if more than one humanoid creature is in the area, or if someone comes into their cell (such as to steal a necklace). The Ragesians would always go through the area one at a time.

Once they are roused, the skeletons stand and swarm their enemies, clawing out of the water. The water is only waist deep at the entrance, but the ground dips southward, and the far end of the room is deeper than a man's head, with only about a foot of breathing room at the top.

Human skeletons (24, CR 1/4): hp 6, MM.

Treasure: The two necklaces can be collected for a total value of 20 gp.

I. Upper Lobby (EL 5)

This room was once a meeting place for visitors. It consists of two stories, with a staircase leading down to the downstairs lobby. A bridge cuts across the room diagonally, serving little purpose now because the entire room is waist deep in water or deeper. A spiral stair in the southwest used to lead up to the ground level, but the earthquake destroyed that passage. Two rotted doors to the east led to prison guard living quarters.

When the heroes enter this room, they attract the attention of a trio of skum who lurk in the downstairs lobby. The skum, another of the biomancer's creations, swim up and grapple a victim, one holding him down so the others can claw and bite him to death.

Skum (3, CR 2): hp 11.

J. Living Quarters

These rooms are empty except for old, disintegrating furniture.

K. Downstairs Lobby

Aside from the skum who attack when the heroes enter the upper lobby, this room is fairly empty. A rotted door opens to the west, and dim red light peeks out of it.

L. Provisions

This room is dimly lit by a fiery glow coming from a 5-ft. wide hole in the ground, and the water is noticeably warmer here. A large pulley has been set up in this room, aligned so it could hoist or lower things down the shaft. The shaft descends one hundred feet, but is nearly smooth, like it was excavated with magic. It leads to the fire tomb.

A Search check (DC 20) detects a pair of thin wires crossing the entrance to the shaft. If someone enters the shaft without disabling the alarm (Disable Device DC 20), they break the wires, and a thunderstone dangling by another wire much further down is released. This stone plunges to the bottom of the shaft, falls into the fire tomb, and sends out a loud boom, alerting the Ragesians.

THE PYROMANCER'S TOMB

The air in the tomb is about 110 degrees, the air is hazy with heat and steam, and the faint rumbling of liquid stone churning through unseen tunnels fills the air with power. The ceiling is mostly 8 ft. high, though the magma flow is ten feet below the main level of the floor.

When the Pyromancer created his tomb, he used power from the plane of fire to make the area very resistant to divination. Effectively the entire place registers as being on the plane of fire. In addition to protecting the area from many outside divinations, it enhances fire magic. All fire spells cast here are maximized and enlarged, while spells that use or create water are impeded, requiring a Spellcraft check (DC 20 + spell level) to cast successfully. However, all creatures gain the benefit of *endure elements* while in the area.

A. Steam Tunnel

The bottom of the shaft from the prison opens into the ceiling of a steam tunnel. Some magic effect holds the water at bay, so it does not fall through the ceiling in more than a few drips that quickly turn to steam.

If the Ragesians have been alerted to the heroes' arrival, it takes them five rounds to alert the inquisitor, then line up on the far side of the magma flow. They begin firing their crossbows (one-handed, with a -2 penalty) as soon as the first enemy arrives. They don't reload, since they're wearing heavy shields, unless they cannot get into melee.

B. Magma Flow

A river of lava cuts the chamber in two. The source of the lava is visible down the south tunnel – a massive warding circle etched into the stone walls, its runes glowing with intense heat. It looks solid, but somehow flames are visible beyond it, and a slow flow of lava seeps out from the edge of the ring, as if it were a seal holding back the heat of the Elemental Plane of Fire.

A creature touching lava takes 2d6 points of fire damage. A creature submerged in lava takes 20d6 points of fire damage each round. Ragesians

won't try to bull rush heroes into the lava, being too nervous after one of their allies slipped and fell to a horrifying death.

C. Tomb Antechamber (EL 7)

A stone door leads to the entrance to the main tomb, a triangular room with two doors flanking a stone dragon head that snarls out of the west wall. The dragon's mouth is open like it is about to breathe fire, and a permanent *darkness* spell conceals what is inside. The Ragesians have not explored it. Three bedrolls lie near one wall, a card table near the other.

Right now all the Ragesians are awake and armed, just in case someone finds them during the hurricane. The antechamber is much cooler than the steam tunnel, so they keep that door closed. They keep the door to the laboratory closed so they don't have to hear the screams of the people the inquisitor tortures.

Ragesian Soldiers (8)

CR 1

Male half-orc fighter 1

LN Medium humanoid (orc)

Init +1; Senses Listen -1, Spot -1, darkvision

Languages Common, Orc

AC 19, touch 11, flat-footed 18

hp 12 (1 HD)

Fort +6, Ref +1, Will -1

Speed 20 ft. (4 squares)

Melee +5 masterwork battleaxe (1d8+3, ×3)

Ranged +2 light crossbow (1d8, 19-20/×2)

Base Atk +1; Grp +4

Combat Gear 2 potions of *cure light wounds*

Abilities Str 17, Dex 12, Con 14, Int 8, Wis 8, Cha 9

Feats Great Fortitude, Power Attack

Skills Intimidate +1, Ride +3

Possessions banded mail, heavy shield, masterwork

battleaxe, light crossbow with 20 bolts, 5 days of rations, *tidereaver's tears* (pg. 8), 10 gp

Tactics: If caught by surprise, the Ragesians send one man to alert the inquisitor, then try to hold the door. If the men at the door fall, they withdraw down the hallways, hoping to link up with their leader.

D. Master's Chamber

Originally this room held treasure that the Pyromancer wanted to bring with himself to eternity, but the Ragesians sold most of that to pay for the *tidereaver's tears* they commissioned from the witches H'andrea. Normally Damius the inquisitor sleeps here in a bed they brought in at great difficulty.

Treasure: On the desk sits an 8-inch sphere of black glass etched with unusual curving silver patterns. The sphere is held in an oval wooden setting, carved with images of two gods blowing storms from their lips. This is the *lesser orb of storms*. The control wand is not present, however. Lee has it.

Destroying the orb doesn't stop the storm, since the spell has already been cast. The wand can still control the spell and stop the storm, even if the orb itself is destroyed.

E. Tomb (EL 5, 8, or 17)

If a creature enters the mouth of the dragon in the antechamber, he enters a small room with a door at the far end, its edge traced by glowing red runes that read, in Ignan, "The spirit of the Pyromancer Damatarion shall destroy those who disturb his body's rest."

The door is *arcane locked*, and a person who tries to open the door, or unsuccessfully tries to disarm the trap, triggers a trap. The runes flare angrily and lava begins to drip from the ceiling.

Lava Trap (CR 8): Magic device; touch trigger; automatic reset. Search DC 25; Disable Device DC 35.

For three rounds after triggered, creatures in the room take 2d6 points of fire damage as lava rains from the ceiling (and the lava does half damage for a further 1d3 rounds). On the fourth round, enough lava pours down from the ceiling to entirely fill the room, and creatures who have not yet left the chamber are submerged in lava, taking 20d6 points of fire damage. Only a little lava reaches the antechamber, but creatures in the tomb will likely be slain. If a character escapes before the lava fills the room, reward them only for a CR 5 encounter. The lava vanishes and magically reloads the trap 5 rounds later.

NEW ITEM

Lesser Orb of Storms: This orb is attuned to a silver wand. Once per day, the wielder of the wand can have the orb cast *control weather*, and only the person with the wand can change what weather the spell creates. The weather conditions are centered above the orb, but the bearer of the wand can operate the storm from anywhere within the spell's 3-mile radius.

Each *lesser orb of storms* must be attuned to a particular location, which takes one day. Once it has been attuned, it can only affect the weather in that general region, even if it is later moved.

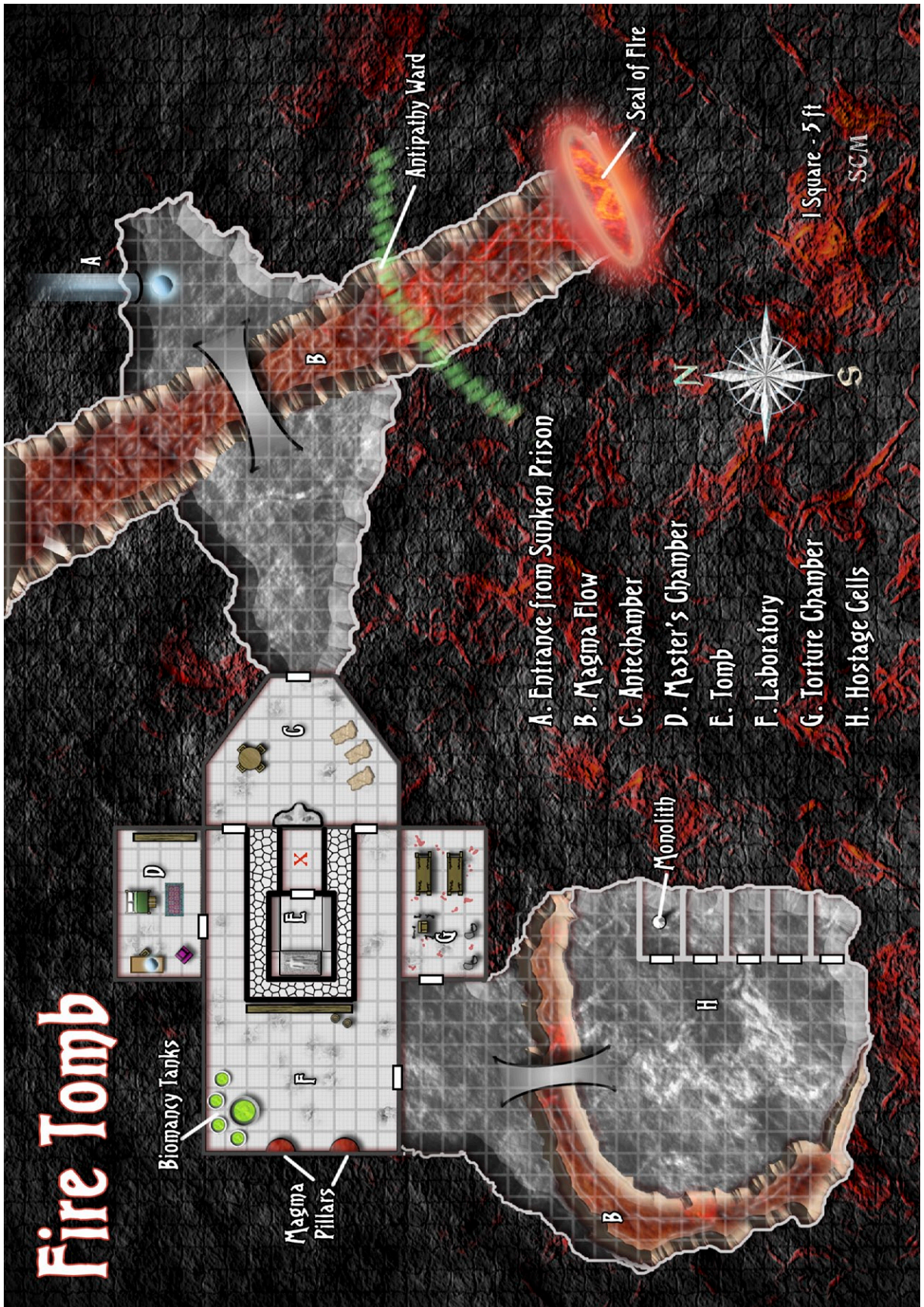
Strong transmutation; CL 13th; Craft Wondrous Item, *control weather*; Price 36,000 gp; Weight 8 lb.

The wall of the inner tomb is surrounded by sheets of brass filled with flowing lava, making breaking in difficult. Should characters manage to break in, the Pyromancer's sarcophagus bears a powerful curse, setting aflame any creature that touches it (or uses a tool or magic to move it), dealing 5d6 fire and 5d6 divine damage each round for ten rounds, or until the effect is dispelled (caster level 17).

A creature who still manages to heave open the sarcophagus (Strength DC 20) find a withered corpse wearing a jaggging gold and ruby *ring of fire elemental command*, which has no power except to grant *stand the heat* to its wearer, until the wearer is able to cast 8th level fire spells. Once activated, in addition to its other powers, the ring lets the wearer control the seal of fire.

F. Laboratory

In the northwest corner of this room is a large tank full of green biomancy fluid, in which is growing a skum. Several other tanks are stacked against the wall, and a shelf on the east wall contains biomancy craftsman tools, plus texts detailing various monstrous anatomies and the techniques of biomancy.



The shelf also holds a *bottle of air*, which the Ragesians use when they want to get up to the surface.

The west wall has two pillars of flowing magma, floor to ceiling, which somehow do not fill up the room. They are a good place to bull rush someone.

G. Torture Chamber (EL 7)

Damius the inquisitor, who is in charge of this operation, uses this room (once the burial place of the craftsmen who built the tomb) as his private torture chamber. Just as sometimes his men need to sleep with the prisoners, he sometimes needs to torture them, having no real agenda except to enjoy their suffering.

When the heroes arrive, unless he is alerted, Damius is full in the grip of joy as he tortures an elfwoman. Her body is covered with small scars, the result of numerous magical healed cuts. Damius may attempt to use the woman as a hostage.

Damius, Ragesian Inquisitor

CR 7

Clad only in leather cords, bearskins, and a carved bear skull, this man looks savage. A three-pronged metal claw is strapped to his right hand, and fire seems to burn in his eyes.

Male human cleric 7

LE Medium humanoid

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

Languages Common, orc

AC 9, touch 9, flat-footed 9

hp 49 (7 HD)

Fort +7, Ref +1, Will +8

Speed 30 ft. (6 squares)

Melee +6 hand claw (1d4+1)

Base Atk +5; Grp +6

Combat Gear *brooch of shielding* (101 charges), *scroll of break enchantment*, *scroll of mage armor*, *scroll of hold person* ×4, *scroll of invisibility*, *scroll of magic circle against chaos*, *wand of cure light wounds* (50 charges), *wand of hold portal* (10 charges)

Special Actions reactive counterspell, rebuke magic (4/day, 1d20+7), turn water creatures or command fire creatures (4/day, 1d20+1)

Spells Prepared (CL 7th, DC 13 + spell level)

4th – *sending*, *wall of fire*^D

3rd – *blindness/deafness*, *create food and water*, *dispel magic*^D, *invisibility purge*

2nd – *hold person*, *produce flame*^D, *resist energy*, *silence*, *sound burst*

1st – *bane*, *bless*, *burning hands*^D, *cause fear*, *command*, *endure elements*

0 – *cure minor wounds* ×4, *detect magic* ×2

D Domain spell **Domains** Fire, Magic

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

SQ rebuke magic (see below), spontaneous casting (inflict spells)

Feats Improved Counterspell, Improved Initiative, Reactive Counterspell (*Campaign Guide*, pg. 17), Skill Focus (Concentration)

Skills Concentration +13, Knowledge (arcana) +10, Speak Language (orc), Spellcraft +12

Possessions Hand claw and inquisitor's mask (*Campaign Guide*, pg. 16), *tidereaver's tears* (pg. 8), 400 gp

Reactive Counterspell (Ex): The inquisitor can counterspell even when he has not readied an action, as long as he is aware of a spell being cast. If he does so, he gives up his standard action on his next turn, having effectively already used it.

Rebuke Magic (Su): Four times a day, the inquisitor can attempt to counterspell or dispel, as if with *dispel magic*.



He rolls 1d20+7 against DC 11 + caster level of the targeted effect. A given use of Rebuke Magic can dispel no more than one magical effect. See the *Campaign Guide* for more details.

Tactics: If given a chance, before combat the inquisitor uses a *scroll of mage armor*. He seeks to terrorize his foes, trapping or dividing them with *wall of fire*, then blinding mages or holding warriors.

H. Hostage Cells

This steamy chamber contains four iron cells in the darkest corner. One of the chambers holds a white stone monolith, a foot square and six feet high, which radiates strong abjuration magic. The pillar is composed of an alchemically-crafted stone called opalite, which is the focus for a powerful magical beacon. Any creature teleporting to or from any space within 10 miles of Seaquen is magically drawn here if he attempts to teleport a distance more than half a mile. Massive objects (such as the Wayfarers' Theater) cannot fit, and so travel to their destination normally.

That same cell is filled with an *alarm* spell, a *glyph of warding* trap that casts *silence*, and a trap that sprays entangling goo like a tanglefoot bag. This serves as a trap for mages foolish enough to try to teleport to Seaquen. Even those warded with powerful enough anti-fire magic to survive the Burning Sky found themselves trapped and unable to cast spells. Most were wayfarers, though a few powerful mages fell prey to this too.

The cell's bars are stained with scorched blood. Most of the old prisoners were interrogated, then tossed into the lava.

Now there are only two prisoners, kept for Damius's and his guards' pleasures. One is an apprentice mage named Teymour (CN male human sorcerer 1) who teleported in with a wayfarer. The other is the woman being tortured by the inquisitor, Faquaniel (N female elf rogue 2), a Shahalesti spy who had planned to infiltrate Seaquen and lay the groundwork for the eventual arrival of the fleet. She likewise teleported in with an ally, and both the prisoners' allies were killed since they were too

dangerous to keep alive. Their gear has been sold off in the town.

The prisoners are thankful to be rescued, having suffered days of torture. After the first few sessions, the inquisitor even stopped asking questions, and just did it for sport. Faquaniel, however, has a vital piece of information. A few hours earlier, she saw a man (who by her description the party should recognize as Lee) come in and say he was taking 'the control wand, in case he had the change the weather in a hurry.' This should tip off the heroes that they need to find Lee and get this 'control wand' from him if they want to stop the storm.

Once the heroes have defeated the Ragesians, they might interrogate some prisoners and learn that what might be left for them to do, if anything. In particular, they have to find Lee Sidoneth and get the control wand from him, and they may also want to track down Paradim Dogwood and deal with him. When they get back to the prison, they can still hear the hurricane overhead, thundering even louder than before.

BACK INTO THE STORM

Lee Sidoneth watched the heroes enter the prison, and once he's confident they are well inside the bowels of the Fire Tomb he swims to shore and prepares an ambush. To make sure nothing can trace the hurricane back to the Monastery of Two Winds, Lee needs to make sure both the heroes and the Ragesians are silenced, and that the *lesser orb of storms* is removed from the scene after the hurricane does its work.

As the heroes near the exit to the prison, they can notice that the storm, if anything, seems to have grown more intense. The water is choppy even inside the prison, and it sounds like the stones of the building are moaning, wind cutting through every old crack. It looks like outside the prison the water will be rough and stormy. Any NPCs with the heroes recommend making sure everyone is healed before going any further.

Lee's squid, Lula, hides in the hallway between the loading dock and the prison cells, and it jets out of the prison to warn Lee as soon as it notices the

heroes coming out. Lee perches over the exit, and as soon as the heroes emerge he uses the control wand to call down a lightning bolt on the person in the lead, dealing 3d10 points of lightning damage (Reflex DC 14 half). Thunder booms and the sky is awash with brilliant lightning.

The silhouette of Lee appears overhead as he leans over the ledge and holds out the control wand, wagging it tauntingly

“Looking for this?” he laughs.

Then long grasping tentacles reach out from the stormy water, and the battle is joined.

Lee Sidoneth

CR 9

Bald, tanned, muscular, and dressed like a fisherman, this man stands with the calm of a sea seen in the distance, but up close you can tell he possesses great power, and is ready to unleash it, like a dam ready to burst.

Male human monk 1/druid (aspect of nature, UA) 8
LN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Druidic

AC 15, touch 13, flat-footed 14

hp 62 (9 HD)

Fort +10, **Ref** +5, **Will** +10, freedom of movement

Speed 40 ft. (8 squares)

Melee +12/+7 unarmed strike (1d6+5) or flurry
+10/+10/+5 (1d6+5), *greater magic fang* +2

Ranged +7/+2 shuriken (1d2+3)

Base Atk +6; **Grp** +13

Combat Gear *kapoacinth gem* ×2 (see below)

Combat Options cleave, power attack, reckless offense (–4 AC, +2 to attack rolls for entire round)

Special Actions aspect of nature, control wand

Spells Prepared (CL 8th)

4th – *control water*, *freedom of movement* (already cast)

3rd – *call lightning* (DC 15), *greater magic fang* (already cast), *sleet storm* (DC 15)

2nd – *bear's endurance*, *bull's strength*, *cat's grace*, *resist energy*

1st – *cure light wounds* ×4, *longstrider* (already cast)

0 – *create water* ×6

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

SQ animal companion, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*), trackless

step, wild empathy, woodland stride

Feats Cleave, Improved Bull Rush, Improved Grapple, Power Attack, Reckless Offense (XPH), Weapon Focus (unarmed)

Skills Balance +5, Bluff +5, Climb +7, Concentration +14, Handle Animal +7, Spellcraft +8, Swim +20

Possessions *tidereaver's tears* (pg. 8), *bracers of armor* +2, *ring of swimming*, 20 shuriken, *control wand*

Aspect of Nature (Su): Three times a day as a standard action, Lee can choose two of the following physical alterations. The effect lasts eight minutes, or until he chooses to end it or adopt a different pair of alterations. This replaces a druid's normal wild shape ability.

Agility. +8 Dex, –4 Str.

Aquatic. Lee can breathe air as well as water, and gains a swim speed of 40.

Endurance. +4 Con.

Vigor. +8 Str, –4 Dex.

Control Wand (Su): As long as Lee has the control wand for the *lesser orb of storms*, once per round as a standard action he can direct a bolt of lightning to strike any 5-ft. square within 150 ft., dealing 3d10 damage (Reflex DC 14 half). Once per round as a standard action he can generate a hurricane-force gust of wind in a 20-ft. radius centered on him. Medium or small creatures in the area must succeed a Fortitude save (DC 20) or be knocked prone and blown away, moving 1d4×10 feet and taking 1d4 points of nonlethal damage for each 10 ft. they are blown.

Tactics: Lula the squid attacks whoever is closest to it. Lee, if he gets a chance, uses his two *kapoacinth gems*. Similar to *water elemental gems*, these items let the user animate nearby stone of sufficient size into a *kapoacinth*, an aquatic gargoyle. In this case, Lee animates the already-present gargoyles on the nearby pillars, then orders them to keep the heroes from getting out of the water, giving him time to buff himself and control the battlefield.

The stony monsters dive into the water with the heroes, focusing their attacks on anyone heading for the staircase. Lee prefers to wait on the roof, where he casts *control water* to raise the water's level so that it is just 5 ft. below the level of the roof; this makes the water about 10 ft. deep. With the power of the

hurricane, this turns the seas dangerously choppy. (We understand this is not officially allowed in the spell's description, but it's more fun this way.)

Each round, characters in dangerously choppy water must spend a move action and succeed a Swim check (DC 15) or else take 1d6 points of nonlethal damage from being buffeted and bashed by waves and debris. Actually moving anywhere while swimming requires a separate check (DC 20). However, if the heroes have Indomitability's boon, or have not yet used up their one hour of protection from the *tidereaver's tears*, the strong currents won't bother them.

While waiting for his enemies to get close enough to fight, Lee first adopts the Endurance and Vigor aspects of nature. Then he casts *bear's endurance*, then *bull's strength*, then *cat's grace*, and then *resist energy* if he knows any of the heroes are fond of a particular type of energy attack. If still no one has come up to him, he takes cover and uses the control wand to blast them with lightning bolts. Only if things have stalemated does he rush into melee.

In melee combat, Lee likes to wade into the middle of a large group of enemies, striking wherever he sees an opening, like a wave shattering weakened stone. When he is suitably surrounded, he uses the



control wand's ability to knock enemies away with a gust of wind. If he thinks a normal attack will be ineffective, he instead grapples and attempts to move both himself and his foe over the side, or simply bull rushes an enemy down to the crashing waves.

Kapocacanth (2, CR n/a): hp 37, MM.

Lula (Animal Companion Squid) CR —

N Medium animal (aquatic)

Init +3; **Senses** Listen +7, Spot +7, low-light vision

AC 21, touch 14, flat-footed 17

hp 31 (7 HD)

Fort +3, **Ref** +7, **Will** +2 (+6 vs. enchantment), evasion

Speed swim 60 ft. (12 squares)

Melee +8 arms (0), and +3 bite (1d6+2)

Base Atk +5; **Grp** +16

Special Attacks improved grab

Abilities Str 16, Dex 19, Con 11, Int 1, Wis 12, Cha 2

Feats Alertness, Endurance, Improved Grapple

SQ ink cloud, jet

Skills Listen +7, Profession (squid) +3, Spot +7, Swim +10

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

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

Jet (Ex): Lula can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Climax: When Lee is reduced to 0 hit points or below, just before falling unconscious he drops the control wand and cries out, "Master, let your winds destroy them!"

An intense howling wind fills the air, and Lee's body is torn to pieces, disintegrating into dust. Lee screams until his voice and body are carried away

into the storm, which is growing stronger by the moment. The eye vanishes overhead, and strong winds assail the heroes. Lee is fully obliterated, and his clothes and gear fall to the ground. If no one manages to grab the control wand and deactivate the storm, in two rounds the winds rise to hurricane strength in the eye, and then to tornado strength two rounds thereafter. The hurricane shrinks to a precise, annihilating cyclone centered on the heroes.

The instant someone grabs the control wand and wills the storm to stop, the winds go still. Thunder still rumbles, but the rain slowly dies, and then the lightning. Over the next ten minutes the storm clouds fade, and the cool starry night emerges.

If the heroes somehow prevent Lee from calling down Pilus's vengeance, the hydromancer is still himself annihilated, as a unique contingency prepared by the distant air mage *disintegrates* Lee's body to keep him from being interrogated. The control wand lies on the top of the hollow pile of his clothes.

MESSENGER OF GENTLE WINDS

While the heroes were busy trying to stop the masters of the storm, the holy warrior Laurabec was trying to save people from it. She flew her giant eagle into the teeth of the storm, pulling people swept out to sea to safety, fighting to save as many lives as possible. Eventually, she was swept off her mount by hurricane-force winds, and her body was carried out to sea, but she managed to carry more than thirty people to the safety of a rocky island off the south shore, where they rode out the storm in a rough cave.

When the heroes are returning from defeating Lee and the Ragesian forces, above the fading winds of the storm comes the steady flap of giant wings. Takasi, Laurabec's giant eagle mount, glides past the group, then turns and lands before them. He drops Laurabec's ranseur from his beak, and bows his head in grief.

He tells them that the storm is fading all across the city, but many were lost to it, including his friend and master. A few ships that were not in harbor were destroyed, and most of the elvish fleet was destroyed, and those that weren't were crippled, and are now crawling away.

Takasi says that their heroism would have made his master proud, since they saved thousands of lives. Then he says that, with his master gone, he goes to die. Spreading his wings he bids them good luck on their quest, and flies west, vanishing into the horizon.

KEEPING TAKASI?

If one of the heroes would make a worthy successor to Laurabec, someone with confident morality and a love of freedom, Takasi might, if prompted, agree to serve a new master. Since he is no longer bonded to such a strong vessel of divine power, his own powers are reduced to those of a normal giant eagle, though he still has exceptional *+2 mithral chain shirt barding*.

If a Chaotic Good hero wins his favor, he will serve as mount and occasional ally in battle, though his devotion will have to be earned. He will faithfully serve a Lawful Good paladin, though will humbly question his new master's obsession with order from time to time. If there happens to be a Chaotic Good paladin or similar character among the heroes, Takasi serves eagerly, though it takes him a long time before he stops suggesting courses of actions as "what Laurabec would have done."

A paladin of 7th level or higher can have a giant eagle as a special mount, though his effective paladin level is reduced by 2 for the purposes of the mount's benefits. For a normal character or a paladin of less than 7th level, Takasi is simply a normal giant eagle.

CONCLUSION

The city of Seaquen is devastated, but in this time of trial its people were unified to defend each other. They now know that Ragesia is still a threat, even though far away, and this motivates them to join the war effort. It will take a long time to rebuild, but the heroes have little time to rest. Word has come that the winter storms over south Ragesia have faded, clearing the way for the third Ragesian army to march into Dassen. There is also news that the King of Dassen has survived an assassination attempt. Simeon thinks the heroes should go to the paranoid king and use their fame to convince him to ally with them, and to hold off the Ragesian army.

For the next week, the sky is clear, and the weather is beautiful. Everyone in Seaquen recognizes the heroes and wants to thank them for saving their lives. They find homes hospitable, drinks free, and favors easy to request. This is not to say that things

are easy for them, or that they have no enemies: there may still be spies in Seaquen, and so to keep the city safe the mages of Lyceum co-opt the teleportation beacon and *lesser orb of storms*, hoping to figure out how to control them and use them for defense.

The heroes have a few days to prepare to travel to Dassen, during which Simeon rallies as many students as necessary to craft any magic items they need, letting them get practically any item they can afford. If the heroes happen to be behind the curve on how much wealth they should have at their level, this is a fine time for the grateful city, through the Lyceum, to offer them gifts that will bring them up to the proper power level.

Simeon will call on the heroes after a week elapses to meet and discuss their next move. If the heroes are continuing with the campaign saga, the meeting is detailed in the next adventure, *The Mad King's Banquet*.

APPENDIX ONE – WAYFARERS

Travelers of a thousand lands. Performers of ancient legends and living myths. Those who are above borders. The Wayfarer Cirque has turned its humble beginning as a haven for traveling actor-mages into a near monopoly on a vital service in international travel and trade: teleportation.

From their base – a teleporting galleon known as the Wayfarers' Theater – the wayfarers operate in every country. Their reputation as tremendously entertaining performers gains them warm welcomes in all major ports, but their elaborately costumed theatrical productions are only the public front for a fabulously expensive network of elite couriers, freight delivery, and expert guides to the most dangerous places in the world.

Every wayfarer must be a talented acrobat or performer, and possess some level of magical skill. Most importantly, however, wayfarers are not beholden to any government, choosing instead to maintain strict control over the affairs of their members. Should one wayfarer raise the ire of an influential noble, a city, or an entire nation, the wayfarers will punish their own rather than have their entire business destroyed.

Wayfarers are required to pay the Cirque a fee for each teleportation spell they provide, even to friends and allies. Because of this fee, wayfarers usually charge for their services except in extreme circumstances. In exchange, the Cirque offers its members protection and rescue in times of trouble, and can practically ensure business. Those who need to get somewhere quickly know they can trust the wayfarers.

Those who join the Cirque merely to learn their secrets and then use the knowledge only for themselves are tracked down, and their punishment is fierce indeed.

Oath: The Wayfarers want to maintain their near-monopoly on teleportation-for-hire, and so new members of the Cirque must pledge to pay the Cirque a fee for every time they teleport someone. Wayfarers are not required to charge for their services, as long as the Cirque gets its money.

A wayfarer must speak to one of the Cirque

leaders at least once a month and submit to a *discern lies* spell, then report how many times he has provided teleportation services to others. A wayfarer who fails to hand over the mandated commission is put on probation, and is not allowed to make any profit from teleportation for a month. A wayfarer is not required to pay for teleportation used when his or an ally's life is at stake, but when rescuing strangers the wayfarer is still required to pay. The Cirque does not want to be viewed as a philanthropic organization.

A wayfarer who regularly shirks his responsibility is stripped of his powers quite violently. Stories tell of a trained wight that the head of the Cirque keeps in the Wayfarers' Theater ship, which sucks the life from those who transgress against their oath until they have no more power than an apprentice wizard. The former wayfarer is then placed in an oubliette for one year, removing from him even the freedom to travel by conventional methods.

Fee Owed:

Dimension door or other local teleportation – 20 gp
Teleport – 300 gp
Greater teleport – 500 gp

NEW SPELL

Wayfarer's Step

Conjuration (Teleportation)

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 full-round action

Range: Touch

Target: Personal

Duration: Instantaneous

You can teleport 10 ft., plus 5 ft. per two levels. You do not need line of sight to your destination, but you cannot teleport to any location if there is a physical barrier between you and it, so you could not teleport through a window, through prison bars, or past a door, but you could teleport across a chasm, through fog, around a corner, or up a cliff. If your intended destination is occupied, you do not teleport.

NEW PRESTIGE CLASS

Wayfarer Cirqueliste

While any one capable of teleporting with a penchant for performance can join the wayfarers, the most respected members are the specially-trained Cirquelistes. These agile, typically flamboyant performers, are masters of teleportation magic.

Requirements

Spellcasting: Ability to cast *wayfarer's step*.

Skills: From the following skills, you must have 9 ranks in one, and 2 ranks in any other two – Balance, Climb, Disguise, Jump, Knowledge (geography), Perform (any), Tumble.

Other: Must take the Wayfarers' oath, described above.

Class Features

All of the following are class features of the Wayfarer Cirqueliste.

Weapon and Armor Proficiency: A Wayfarer Cirqueliste gains no new weapon or armor proficiencies.

Spellcasting: Levels of Wayfarer Cirqueliste stack with your arcane caster level for the purposes of caster level and familiar advancement. Additionally, at 3rd, 5th, 7th, and 9th level, a Wayfarer Cirqueliste

WAYFARERS BEYOND THE BURNING SKY

Remember that the Burning Sky deals d6 points of fire damage to a creature for every 100 ft. it teleports, to a maximum of 40d6. This class is slightly overpowered in settings where you don't catch on fire for teleporting. In such cases, reduce the number of uses of *wayfarer's step* to one per level per day.

gains additional spells per day and spells known as if he had gained a level in his previous arcane spellcasting class.

Wayfarer's Step (Sp): A Wayfarer Cirqueliste can use *wayfarer's step* a number of times per day equal to his caster level plus three. His effective caster level for this and all other class spell-like abilities is the same as his arcane caster level.

Dimension Door (Sp): A Wayfarer Cirqueliste can use *dimension door* once per day at 1st level, twice at 4th level, and three times at 7th level. After using this ability, the Wayfarer Cirqueliste's turn does not end immediately, unlike normal *dimension door*.

Traveler (Su): A Wayfarer Cirqueliste can ignore effects that would restrict her movement. This acts as the *freedom of movement* spell, and can be used a number of rounds per day equal to twice the Wayfarer Cirqueliste's class level. This effect occurs

Wayfarer Cirqueliste

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|-------------|-------------------|-----------|----------|-----------|--|-------------------------|
| 1 | +0 | +0 | +2 | +0 | Wayfarer's step, dimension door, traveler | — |
| 2 | +1 | +0 | +3 | +0 | Expanded spells (2nd), sense teleportation, teleport | — |
| 3 | +1 | +1 | +3 | +1 | Extra passengers, splendid passage | +1 spells per day/known |
| 4 | +2 | +1 | +4 | +1 | Expanded spells (3rd), swift step | — |
| 5 | +2 | +1 | +4 | +1 | Abduct, celeritous strafe | +1 spells per day/known |
| 6 | +3 | +2 | +5 | +2 | Expanded spells (4th), greater teleport | — |
| 7 | +3 | +2 | +5 | +2 | Spellrunner, unanchored | +1 spells per day/known |
| 8 | +4 | +2 | +6 | +2 | Expanded spells (5th), planar spell, prescient dodge | — |
| 9 | +4 | +3 | +6 | +3 | Teleportation circle | +1 spells per day/known |

Hit Die: d6.

Class Skills: The Wayfarer Cirqueliste's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (the planes) (Int), Perform (Cha), Profession (Wis), Speak Language (none), Spellcraft (Int), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points Each Level: 4 + Int modifier.

automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the daily limit of rounds).

Expanded Spells (Sp): At 2nd level, a Wayfarer Cirqueliste may select one spell of 2nd level or lower from either the bard or sorcerer/wizard spell list. This spell must be related to travel or movement, such as *jump*, *levitate*, or *spider climb*; and in the War of the Burning Sky campaign saga, *resist energy* would be valid, since it protects against the fires of teleportation. The Wayfarer Cirqueliste may expend one of his daily uses of *wayfarer's step* to use the chosen spell instead as a spell-like ability.

At 4th level, the Wayfarer Cirqueliste gains another spell, which must be of 3rd level or lower. At 6th level he gains a spell of 4th level or lower, and at 8th level he gains a spell of 5th level or lower. Whenever he gains a new expanded spell, the wayfarer can choose to also replace one of his other expanded spells with a new spell.

Sense Teleportation (Su): A 2nd-level Wayfarer Cirqueliste can sense recent teleportation magic. If a wayfarer comes within 60 ft. of a location where teleportation either arrived or departed within the last ten minutes, he is immediately aware of it. By concentrating for one round he can locate the exact location the spell occurred, and by concentrating a second round he becomes aware if the spell was arriving or departing. Finally, by concentrating for a third round he can sense the point of departure or destination of the teleportation spell, getting the vaguest sense of the area, enough for him to *teleport* there as if he had viewed it once. If the wayfarer does not follow the teleportation within ten minutes, he loses this sense of that area, and treats that area as if he has never seen it (unless, in fact, he *has* seen it before).

Teleport (Sp): At 2nd level, a Wayfarer Cirqueliste can use *teleport* once per day, twice at 5th level, and three times at 8th level. Using this ability requires one full minute. At 8th level, the wayfarer can *teleport* as a standard action.

Extra Passengers (Ex): At 3rd level, a Wayfarer Cirqueliste can take additional creatures with him whenever he uses *dimension door*, *teleport*, or *greater*

teleport. For each use of *wayfarer's step* he expends, he can bring along one additional Medium creature.

Splendorous Passage (Ex): At 3rd level, a Wayfarer Cirqueliste adds his Charisma bonus (if any) to Balance, Climb, Escape Artist, Jump, Ride, Swim, and Tumble checks.

Swift Step (Ex): At 4th level, a Wayfarer Cirqueliste can use his *wayfarer's step* spell-like ability as a swift action. Only his *wayfarer's step* spell-like ability is quickened. Spells he has access through Expanded Spells are not swift.

Abduct (Su): Starting at 5th level, a Wayfarer Cirqueliste's teleportation spells and spell-like abilities can affect unwilling creatures as if they were willing. Such creatures may make a Will save (DC 10 + spell level + Wayfarer's Charisma modifier) to avoid being forced to teleport.

Celeritous Strafe (Ex): At 5th level, a Wayfarer Cirqueliste who uses a move action to move can take his standard action for the turn at any point during his movement.

Greater Teleport (Sp): At 6th level, a Wayfarer Cirqueliste can use *greater teleport* once per day. Using this ability requires one full minute. At 8th level, the wayfarer can *greater teleport* as a standard action.

Spellrunner (Su): At 7th level, whenever a Wayfarer Cirqueliste casts a spell with an instantaneous duration, he may expend a daily use of *wayfarer's step* to teleport to any space within that spell's area or adjacent to one of its targets, as long as that space is within 800 ft. of the wayfarer and is unoccupied.

Unanchored (Su): At 7th level, a Wayfarer Cirqueliste can attempt to use dimensional travel even when an effect – like *dimensional anchor* – prohibits such movement. Whenever he casts a spell or uses a spell-like ability with the teleportation descriptor he may make a caster level check against DC 11 + caster level of the prohibiting magic. If he succeeds, his teleportation spell or spell-like ability functions normally. If he fails, the spell or ability is wasted.

Planar Spell (Su): At 8th level, any spell a Wayfarer Cirqueliste casts can affect an incorporeal

or ethereal creature just as it would a corporeal creature, at the wayfarer's choice.

Prescient Dodge (Ex): At 8th level, once per day a Wayfarer Cirqueliste can take a move action as an immediate action. If he does this in response to an attack and moves to a space the attacker cannot target, the attack misses him. If he moves but is still

within reach or range, the attacker automatically readjusts his aim, and the attack is resolved normally. Using this ability must be declared after an attack is announced but before the attack roll is made.

Teleportation Circle (Sp): At 9th level, a Wayfarer Cirqueliste can use *teleportation circle* once per day. Using this ability requires ten minutes.

APPENDIX TWO ~ LAURABEC

Laurabec's stats aren't really needed for the adventure. However, you might find a use for them.

Laurabec Adelsburg

CR 12

This half-elf woman's short brown hair is ruffled by a constant wind, and her eyes have the intensity of an eagle's. Silvery chainmail crafted to resemble feathers protects her, and both her gear and her armor are tightly-secured.

Female half-elf fighter 1/paladin of freedom 11 (UA)

CG Medium humanoid (elf)

Init -1; **Senses** Listen +2, Spot +2, low-light vision

Languages Common, Auran, Elven

AC 17, touch 10, flat-footed 17, *gloves of arrow snaring*

hp 83 (12 HD)

Fort +14, **Ref** +6, **Will** +8 (+10 vs. enchantment)

Immune compulsion, sleep

Aura Good (overwhelming)

Speed 20 ft. (4 squares), Ride 90 ft. (average)

Melee +15/+10/+5 masterwork ranseur (2d4+3, ×3)

Ranged +12 masterwork heavy crossbow (1d10, 19–20/×2)

Base Atk +12; **Grp** +14

Combat Gear *wand of cure light wounds* (50 charges)

Combat Options smite evil (3/day, +4 atk, +11 damage),

lay on hands (44 hp), turn undead (as 8th level cleric,

7/day, 1d20+4, 2d6+12), power attack

Spells Prepared (CL 5th)

3rd – *heal mount*

2nd – *shield other*

1st – *bless weapon, lesser restoration*

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 18

SQ aura of resolve, detect evil, divine health, remove disease 2/week

Feats Jousting Blow, Mounted Combat, Mounted Strafe, Power Attack, Spirited Charge, Vow of Healing

Skills Heal +5, Knowledge (religion) +4, Ride +14, Sense Motive +8

Possessions masterwork ranseur with a slot that holds a *wand of cure light wounds*, +2 *elven chain*, +2 *mithral chain shirt barding*, *ring of protection +1*, *ring of feather falling*, *gloves of arrow snaring*, *silver raven figurine of wondrous power*, masterwork heavy crossbow, 20 bolts, 500 gp

The new mounted combat feats Laurabec possesses will show up later in the campaign saga.

Aura of Resolve (Su): Laurabec is immune to compulsions, and allies within 10 ft. of her gain a +4 bonus to their saves to resist compulsions.

Vow of Healing (Su): Twelve times per day, as a free action Laurabec can release a 10-ft. radius emanation of positive energy. Every living creature in the area immediately heals 1 point of damage, while undead creatures take 1 point of damage.

Tactics: Despite having aerial superiority when mounted upon her giant eagle Takasi, Laurabec typically eschews ranged combat, preferring to swoop in with a spirited charge, knocking her foes away with a jousting blow. With her reach she is also found of strafing a line of enemies, slashing at them as Takasi performs a majestic barrel roll to put Laurabec within range.

Takasi

CR —

Male giant eagle

CG Large Magical Beast

Init +3; **Senses** Listen +6, Spot +17, low-light vision

Languages Common, Auran

AC 27, touch 12, flat-footed 24

hp 52 (8 HD)

Fort +10, **Ref** +9, **Will** +4, improved evasion

Speed 20 ft. (4 squares), Fly 90 ft. (average)

Melee +13/+13 claws (1d6+5) and +7 bite (1d8+2)

Base Atk +8; **Grp** +17

Abilities Str 20, Dex 17, Con 12, Int 10, Wis 14, Cha 10

SQ evasion

Feats Alertness, Flyby Attack, Weapon Focus (claw)

Skills Knowledge (nature) +2, Knowledge (religion) +2, Listen +6, Sense Motive +4, Spot +17, Survival +3

NEW FEATS

Jousting Blow [Fighter]

Your charges knock your foes flying.

Prerequisite: Str 13, Ride 8 ranks, Mounted Combat, Power Attack, Ride-By Attack (or Mounted Strafe), Spirited Charge.

Benefit: When you use a charge action to attack while mounted, you may take a –4 penalty to your attack roll and deliver a jousting blow. If you hit a corporeal opponent that is smaller than your mount, that creature must succeed a Reflex save (DC = damage dealt) or be knocked flying 10 ft. in the direction of your charge, falling prone. If an obstacle prevents the completion of the opponent's move, both the obstacle and the creature take 1d6 points of damage, and the opponent stops in the square adjacent to the obstacle.

A mounted opponent may substitute a Ride check in place of his Reflex save to resist being dismounted, and he gains a +2 bonus if he is using a military saddle.

Mounted Strafe [Fighter]

You can attack as you ride past your foe.

Prerequisites: Ride 5 ranks, Mounted Combat

Benefit: When mounted, you may perform a standard action at any point during your mount's movement. When you attack a creature in melee when mounted, for the movement to and from that creature, neither you nor your mount provoke attacks of opportunity from that creature.

If you perform a charge action while mounted, you can attack any creature adjacent to or along the line of your movement. Your mount must still move in a straight line, but you can choose to attack a creature as you pass it by.

Normal: You can only make melee attacks while mounted at the beginning or end of your mount's movement. You can only make ranged attacks while mounted at the beginning, end, or precise middle of your mount's movement.

Special: You may use this feat to qualify for feats and prestige classes as if it were Ride-By Attack.

Improved Mounted Strafe [Fighter]

You can cut down foe after foe as you ride past them.

Prerequisites: Ride 8 ranks, Mounted Combat, Mounted Strafe

Benefit: When mounted, you may make a full attack while moving. Your attacks can each come at any point during your mount's movement, though if your mount moves more than 5 ft. you must move at least 5 ft. between each attack.

Normal: You can only make melee attacks while mounted at the beginning or end of your mount's movement. You can only make ranged attacks while mounted at the beginning, end, or precise middle of your mount's movement. You cannot make more than one melee attack in a round if your mount moves more than 5 ft.

Equine Stalwart [Fighter]

Your skill with horses is masterful, and your preferred mount stands above other horses because of how you have trained it.

Prerequisite: Handle Animal 4 ranks, Ride 9 ranks, Mounted Combat

Benefit: If you spend at least one day training with a warpony or light or heavy warhorse, that steed becomes more stalwart and attains an exceptional connection to you, like a druid's animal companion. You can only have one stalwart mount at a time.

You can handle your stalwart mount as a free action, and push it as a move action. You gain a +4 bonus to all Handle Animal checks with it.

Additionally, based on the number of ranks you have in Ride, your stalwart mount gains additional Hit Dice, similar to advancing an animal, so that the mount's total Hit Dice is equal to the number listed in the table below. Your ranks in Ride also grant your mount bonus tricks, and it gains evasion (or improved evasion) as long as you are within 5 ft. of it.

Stalwart Mounts

| Ride Ranks: | Total Hit Dice: | Bonus Tricks: | Special Ability: |
|-------------|-----------------|---------------|------------------|
| 9–10 | 5 | 1 | Evasion |
| 12–14 | 7 | 2 | |
| 15–17 | 9 | 3 | |
| 18–20 | 11 | 4 | |
| 21+ | 13 | 5 | Improved evasion |

For example, a rider with 9 ranks in Ride could give a stalwart light warhorse 2 extra Hit Dice, or a stalwart heavy warhorse 1 extra hit die, for a total of 6 either way. These extra Hit Dice grant new feats, skill points, and ability score increases, as normal for adding Hit Dice. Your horse does not increase in size.

Note: This feat is not used by Laurabec, but it could be useful to mounted characters who don't want to have to ride increasingly more exotic creatures just to keep their mounts from dying in high-level combat.

APPENDIX THREE – COMBAT STATS

This appendix contains all the statblocks from the third adventure of the War of the Burning Sky, *Shelter from the Storm*, to make it easier to find the combat stats you need for a particular encounter

without having to flip between pages. Some of the stats presented are for experienced versions of NPCs who may have accompanied the party from earlier adventures, advanced to 5th and 6th level.

ALLIES FROM PREVIOUS ADVENTURES

Tiljann

CR 5

This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. She is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.

Female seela bard 3/seela paragon 2

CG Medium fey

Init +2; **Senses** Listen +11, Spot +1, low-light vision

Languages Common, Elven, Ignan, Orc, Sylvan

AC 15, touch 12, flat-footed 13

hp 41 (5 HD)

Fort +5, **Ref** +8, **Will** +7

Speed 30 ft. (6 squares), fly 30 ft. (Average; limited flight)

Melee +4 masterwork spear (1d8) or +3 unarmed (1d3 nonlethal +1 lethal)

Ranged +6 +1 *shortbow* (1d6+1)

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

Combat Gear wand of cure light wounds (50 charges)

Spell-Like Abilities (CL 5th)

1/hour – *ghost sound*, *message*

Spells Known (CL 3rd)

1st (2/day) – *hideous laughter* (DC 15), *silent image*, *ventriloquism*

0 (3/day) – *dancing lights*, *detect magic*, *ghost sound*, *mending*, *prestidigitation*, *read magic*

Abilities Str 10, Dex 14, Con 6, Int 12, Wis 13, Cha 18

SQ bardic knowledge +6, bardic music (4/day – countersong, fascinate, inspire courage, inspire competence), fallow touch, glide, limited flight, longwalker

Feats Dodge, Mobility

Skills Bluff +12, Craft (clothing) +9, Diplomacy +14, Knowledge (history) +8, Listen +11, Perform (sing) +14, Tumble +8.

Possessions +1 leather armor enchanted with a mild glamer to make it look more revealing when worn by a woman, masterwork spear, +1 *shortbow*, 20 arrows, *wand of cure light wounds* (50 charges), 20 gp

Fallow Touch (Su): Tiljann's unarmed strikes deal an additional 1 point of damage, and she heals 1 point of damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Tiljann can heal no more damage than 12 hit points in a day in this way. She cannot harm another seela in this way.

Limited Flight (Ex): Tiljann can only fly for 4 rounds every ten minutes. After that, she must descend. Additionally, when falling, she can choose to descend as slowly as 60 ft. per round and to take no damage.

Longwalker (Su): Tiljann is considered to always be bonded to whatever natural terrain she is in. This allows her to avoid taking Constitution damage when singing the Song of Forms, and may have other benefits, at the game master's option.

Tiljann

CR 6

This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. She is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.

Female seela bard 3/seela paragon 2/sorcerer 1

CG Medium fey

Init +2; **Senses** Listen +11, Spot +1, low-light vision

Languages Common, Elven, Ignan, Orc, Sylvan

AC 15, touch 12, flat-footed 13

hp 48 (6 HD)

Fort +5, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), fly 30 ft. (Average; limited flight)

Melee +4 masterwork spear (1d8) or +3 unarmed (1d3 nonlethal +1 lethal)

Ranged +6 +1 *shortbow* (1d6+1)

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

Combat Gear wand of *cure light wounds* (50 charges)

Spell-Like Abilities (CL 6th)

1/hour – *ghost sound, message*

Bard Spells Known (CL 3rd)

1st (2) – *hideous laughter* (DC 15), *silent image, ventriloquism*

0 (3) – *dancing lights, detect magic, ghost sound, mending, prestidigitation, read magic*

Sorcerer Spells Known (CL 1st)

1st (4) – *comprehend languages, wayfarer's step*

0 (5) – *disrupt undead, flare, message, ray of frost*

Abilities Str 10, Dex 14, Con 6, Int 12, Wis 13, Cha 18

SQ bardic knowledge +6, bardic music (4/day – countersong, fascinate, inspire courage, inspire competence), fallow touch, glide, limited flight, longwalker, spellduelist

Feats Dodge, Mobility, Open Minded (XPH), Spellduelist

Skills Bluff +13, Craft (clothing) +9, Diplomacy +14, Disguise +6, Knowledge (history) +8, Listen +11, Perform (sing) +15, Tumble +8.

Possessions +1 *leather armor* enchanted with a mild glamer to make it look more revealing when worn by a woman, masterwork spear, +1 *shortbow*, 20 arrows, wand of *cure light wounds* (50 charges), 20 gp

Fallow Touch (Su): Tiljann's unarmed strikes deal an additional 1 point of damage, and she heals 1 point of

damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Tiljann can heal no more damage than 12 hit points in a day in this way. She cannot harm another seela in this way.

Limited Flight (Ex): Tiljann can only fly for 4 rounds every ten minutes. After that, she must descend.

Additionally, when falling, she can choose to descend as slowly as 60 ft. per round and to take no damage.

Longwalker (Su): Tiljann is considered to always be bonded to whatever natural terrain she is in. This allows her to avoid taking Constitution damage when singing the Song of Forms, and may have other benefits, at the game master's option.

Crystin Ja-Nafeel

CR 5

Slender yet strong-spirited, wavy dark hair frames this young woman's restrained face, dominated by wide blue eyes that seem to see beyond the material world. She holds a thin black staff comfortably, like she has had it all her life.

Female human sorcerer 4/monk 1

LG Medium humanoid

Init +4; **Senses** Listen +3, Spot +3

Languages Common, draconic, elven

AC 15, touch 14, flat-footed 15

hp 22 (5 HD)

Fort +4, **Ref** +3, **Will** +11

Speed 30 ft. (6 squares)

Melee +1 quarterstaff (1d6–1) or +1 unarmed strike (1d6–1)

Base Atk +2; **Grp** +1

Combat Options flurry –1/–1 (1d6–1), stunning fist (2/day, Fort DC 15)

Combat Gear potion of *cure light wounds* ×4, potion of *magic weapon* ×2, potion of *protection from evil* ×2, scroll of *arcane sight*, wand of *burning hands* (1st level, 30 charges)

Spells Known (CL 4th)

2nd (4/day) – *detect thoughts* (DC 14)

1st (7/day) – *magic missile*, *sleep* (DC 13), *true strike*

0 (6/day) – *detect magic*, *detect poison*, *mending*, *message*, *ray of frost*, *read magic*

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

SQ trillith spirit

Feats Blind Fight, Improved Initiative, Iron Will, Stunning Fist

Skills Concentration +9, Knowledge (arcana) +7, Sense Motive +11, Spellcraft +10.

Possessions combat gear plus quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit, *bracers of armor +1*, *ring of protection +1*, two sunrods.

Crystin Ja-Nafeel

CR 6

Slender yet strong-spirited, wavy dark hair frames this young woman's restrained face, dominated by wide blue eyes that seem to see beyond the material world. She holds a thin black staff comfortably, like she has had it all her life.

Female human sorcerer 4/monk 2

LG Medium humanoid

Init +4; **Senses** Listen +3, Spot +7

Languages Common, draconic, elven

AC 15, touch 14, flat-footed 15; Deflect Arrows

hp 27 (6 HD)

Fort +6, **Ref** +5, **Will** +13; evasion

Speed 30 ft. (6 squares)

Melee +6 quarterstaff (1d6–1) or +6 unarmed strike (1d6–1)

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

Combat Options flurry +5/+5 (1d6–1), stunning fist (3/day, Fort DC 16)

Combat Gear potion of *cure light wounds* ×4, potion of *magic weapon* ×2, potion of *protection from evil* ×2, scroll of *arcane sight*, wand of *burning hands* (1st level, 30 charges)

Spells Known (CL 4th)

2nd (4/day) – *detect thoughts* (DC 14)

1st (7/day) – *magic missile*, *sleep* (DC 13), *true strike*

0 (6/day) – *detect magic*, *detect poison*, *mending*, *message*, *ray of frost*, *read magic*

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

SQ trillith spirit

Feats Blind Fight, Deflect Arrows, Improved Initiative, Iron Will, Stunning Fist, Weapon Intuition

Skills Concentration +10, Knowledge (arcana) +7, Sense Motive +12, Spellcraft +10, Spot +7.

Possessions combat gear plus quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit, *bracers of armor +1*, *ring of protection +1*, *cloak of resistance +1*, *elixir of vision*, two sunrods, 50 gp.

Torrent

As tall and strong as the typical warrior, Torrent is a distinctive looking woman with tanned skin and short white hair. Under a dark winter coat she wears a breastplate decorated with blue wave-like etchings, and a holy symbol to a sea god is tied to her wrist with a leather cord. Her demeanor is smooth but forceful, like an ocean wave.

Female human fighter 1/cleric 4

CG Medium humanoid

Init -1; **Senses** Listen +2, Spot +2

Languages Common

AC 17, touch 9, flat-footed 17

hp 33 (5 HD)

Fort +7, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares)

Melee +9 masterwork battleaxe (1d8+3, ×3)

Ranged +3 light crossbow (1d8, 19–20), rapid reload

Base Atk +4; **Grp** +7

Combat Gear potion of *remove paralysis*, scroll of *water breathing*, two flasks of holy water, wand of *cure light wounds* (35 charges)

Special Actions feat of strength (+4 Str as free action, lasts 1 round, 1/day), turn undead 4/day (+1, 2d6+5, 4th), turn fire and command, rebuke, or bolster water creatures 4/day (+1, 2d6+5, 4th)

Spells Prepared (CL 4th)

2nd – *aid*, *bull's strength*^D, *shield other*, *sound burst* (DC 14)

1st – *bless* ×2, *divine favor*, *enlarge person*^D, *protection from evil*

0 – *create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink*

D Domain spell Domains Strength, Water

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

SQ spontaneous casting (cure spells)

Feats Negotiator, Rapid Reload, Skill Focus (Swim), Weapon Focus (battleaxe)

Skills Concentration +8, Diplomacy +6, Knowledge (geography) +1, Knowledge (local) +2, Knowledge (religion) +4, Sense Motive +6, Swim +4 (+10 without armor or shield)

Possessions Masterwork battleaxe, light crossbow, +1 breastplate, +1 light steel shield, dagger, 40 crossbow bolts, copious variety of beverages in backpack, 60 gp

CR 5

Torrent

Female human fighter 1/cleric 5

CG Medium humanoid

Init -1; **Senses** Listen +2, Spot +2

Languages Aquan, Common

AC 17, touch 9, flat-footed 17

hp 39 (6 HD)

Fort +7, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares)

Melee +9 masterwork battleaxe (1d8+3, ×3)

Ranged +3 light crossbow (1d8, 19–20), rapid reload

Base Atk +4; **Grp** +7

Combat Gear potion of *remove paralysis*, scroll of *water breathing*, two flasks of holy water, wand of *cure light wounds* (35 charges)

Special Actions feat of strength (+5 Str as free action, lasts 1 round, 1/day), turn undead 4/day (+1, 2d6+6, 5th), turn fire and command, rebuke, or bolster water creatures 4/day (+1, 2d6+6, 5th)

Spells Prepared (CL 5th)

3rd – *prayer*, *water breathing*^D

2nd – *aid*, *bull's strength*^D, *shield other*, *sound burst* (DC 14)

1st – *bless*, *divine favor*, *enlarge person*^D, *magic weapon*, *protection from evil*

0 – *create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink*

D Domain spell Domains Strength, Water

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

SQ spontaneous casting (cure spells)

Feats Craft Magic Arms & Armor, Negotiator, Rapid Reload, Skill Focus (Swim), Weapon Focus (battleaxe)

Skills Concentration +9, Diplomacy +6, Knowledge (geography) +1, Knowledge (local) +2, Knowledge (religion) +4, Sense Motive +6, Swim +4 (+10 without armor or shield)

Possessions Masterwork battleaxe, masterwork light crossbow, +1 breastplate, +1 light steel shield, dagger, 40 crossbow bolts, copious variety of beverages in backpack, 1060 gp

Tactics: Torrent uses buff spells before combat if she has time. Once battle begins, she relies on her heirloom battleaxe. She often stays back to protect allied spellcasters in case enemies get past front-line defenders.

CR 6

NEW ALLIES

Katrina

CR 8

This woman of fiery red hair and slender curves holds herself with a sultry air of practiced overconfidence. She dresses as if she is the iconic pyromancer, wearing a red robe with extravagantly flowing sleeves, a tight belt with spell components, and long leather boots. A bulky velvet glove covers her left hand, and with the heavy sleeve it nearly hides the silvery gauntlet and metal guard that protects her forearm.

Female human sorcerer 8

N Medium humanoid

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

Languages Common, Orc

AC 14, touch 11, flat-footed 13

hp 38 (8 HD)

Fort +4, **Ref** +3, **Will** +5

Resist fire 10

Speed 30 ft. (6 squares)

Melee +3 dagger (1d4-1, 19-20)

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

Spells Known (CL 8th, +5 ranged touch)

4th (4) – *fire shield*

3rd (6) – *fireball* (DC 20), *protection from energy*

2nd (7) – *invisibility*, *mirror image*, *scorching ray*

1st (8) – *burning hands* (DC 18), *disguise self*, *mage armor*, *protection from evil*, *unseen servant*

0 (6) – *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

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

SQ spellduelist

Feats Greater Spell Focus (evocation), Improved Initiative, Skill Focus (Concentration), Spell Focus (evocation)

Skills Bluff +16, Concentration +16, Knowledge (arcana) +2, Spellcraft +12, Tumble +6

Possessions *ring of minor fire resistance*, *ring of sustenance*, +2 *mithral buckler* that covers her forearm, *gloves of dexterity* +2, *tindertwig*, beautiful red robe enchanted to clean and mend itself.

Spellduelist (Ex): See the Spellduelist feat (pg. 36).

Tactics: Katrina is impulsive, overconfident, and smart enough to pretend that those are weaknesses. Out of combat she pretends to be vain and invincible, but when actually endangered her tactics are intended to get her out of danger as quickly as possible. If facing more foes than she can handle, she casts *disguise self* or *invisibility* and flees. When she chooses to go on the offensive, however, she does her best to keep foes away from her, either by proactively killing them, or defensively setting up *mirror image* or *fire shield*. She's not above *fireballing* herself if she's surrounded.

Lyceum Upperclassman

Male human wizard 5

N Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2**Languages** Common, Draconic, Dwarven**AC** 11, touch 11, flat-footed 10**hp** 14 (5 HD)**Fort** +1, **Ref** +2, **Will** +6**Speed** 30 ft. (6 squares)**Melee** +1 dagger (1d4–1, 19–20/x2)**Base Atk** +2; **Grp** +1**Spells Prepared** (CL 5th, ranged touch +3)3rd – *dispel magic*, *summon monster III*2nd – *invisibility*, *acid arrow*, *touch of idiocy*1st – *magic missile*, *minor image*, *shield*, *summon monster I*0 – *detect magic*, *ghost sound*, *mage hand*, *prestidigitation***Abilities** Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13**SQ** spellduelist**Feats** Brew Potion, Craft Wondrous Item, Scribe Scroll, Skill

Focus (Knowledge (arcana)), Spellduelist

Skills Bluff +9, Knowledge (arcana) +14, Knowledge (one other) +11, Sense Motive +10, Spellcraft +13**Possessions** spellbook, various incidentals

Tactics: Pristina's duels are well-liked by the students, since she almost always starts off by casting *mirage arcana*, turning the arena into a visually interesting location that gives her cover. Often this is something elaborate, like a forest gully filled with dozens of caves she can hide inside, tall bushes and cascading waterfalls providing concealment. She is particularly fond of making the area of the illusion not match the actual area of the arena, which has tricked many mages into accidentally wandering outside the ring and being disqualified, or searching

CR 5**Pristina Whitehair**

Female human conjurer 9

CG Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2**Languages** Auran, Common, Celestial**AC** 11, touch 11, flat-footed 10**hp** 24 (9 HD)**Fort** +5, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares)**Melee** +3 dagger (1d4–1, 19–20/x2)**Base Atk** +4; **Grp** +3**Spells Prepared** (CL 9th, ranged touch +5)5th – *mirage arcana* (DC 20), *summon monster V*4th – *lesser globe of invulnerability*, *solid fog*, *wall of ice* (DC 19)3rd – *dispel magic* x2, *fireball* (DC 17), *major image* (DC 18), *summon monster III*2nd – *invisibility* x2, *glitterdust* (DC 17), *gust of wind*, *see invisibility*, *summon monster II*1st – *disguise self*, *magic missile*, *minor image* (DC 16), *obscuring mist*, *shield*, *summon monster I*0 – *acid splash*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation***Prohibited Schools** enchantment, necromancy**Abilities** Str 8, Dex 12, Con 10, Int 19, Wis 14, Cha 13**SQ** spellduelist**Feats** Augment Summoning, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Spell Focus (illusion), Spellduelist**Skills** Bluff +13, Knowledge (arcana) +18, Knowledge (the planes) +15, Sense Motive +14, Spellcraft +17**Possessions** spellbook, *lesser metamagic silent rod*, *cloak of resistance* +2, *witch's pointy hat of intelligence* +2, various incidentals

for her inside the illusion while she stands on the outside.

Pristina's general tactic is to separate herself from her foe with illusions, *solid fog*, or a *wall of ice*, and spend a few rounds summoning monsters before removing the partition and assaulting her foe. She tries not to give her foes the option of making saving throws, so for instance she would use a wall of ice to simply divide the battlefield in two, rather than trying to trap her foe in a hemisphere of ice.

Shalosh**CR 11**

Regal and beautiful, by the sword at her hip and her silvery chainmail this blond elf woman looks prepared for combat, but her demeanor is genuinely peaceful. Her elegant and rich attire – a cloak, long gloves and high boots, all brilliant silver and blue – mark her as nobility, but the gleam in her sapphire eyes hints at something otherworldly in her blood.

Female elf commander 1/wizard 6/eldritch knight 4
CG Medium humanoid (elf)

Init +1; **Senses** Listen +5, Spot +5, low-light vision, celestial sight

Languages Celestial, Common, Draconic, Elven, Orc

AC 18, touch 12, flat-footed 17

hp 48 (11 HD)

Fort +9, **Ref** +4, **Will** +7 (+9 vs. enchantment)

Immune sleep, blinding or dazzling from bright light

Speed 30 ft. (6 squares)

Melee +11/+6 +1 *merciful longsword* (1d8+1d6+4 nonlethal, 19–20/x2)

Ranged +9/+4 masterwork composite longbow [Str +2] (1d8+2, x3)

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

Combat Gear 8 potions of *cure light wounds*, 2 oils of *bless weapon*, potion bracer.

Special Actions combat expertise, direct orders +1, spring attack

Spells Prepared (CL 9th, ranged touch +8)

5th – quickened *magic missile*

4th – *dimension door*, *fire shield*, *greater invisibility*

3rd – *fly*, *heroism*, *lightning bolt* (DC 17), *protection from energy*

2nd – *bull's strength*, *hideous laughter* (DC 16), *invisibility* x2, *resist energy*

1st – *magic missile* x2, *protection from evil*, *shield*, *true strike*

0 – *detect magic*, *detect poison* x2, *prestidigitation*

Prohibited School necromancy

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

SQ mageknight, celestial sight

Feats Combat Expertise, Dodge, Mobility, Quicken Spell, Shining Warrior (*Player's Guide*, pg. 14), Spring Attack, Weapon Focus (longsword)

Skills Concentration +15, Diplomacy +13, Listen +5, Knowledge (arcana) +18, Knowledge (nobility & royalty) +9, Knowledge (the planes) +10, Ride +4, Sense Motive +4, Spot +5, Spellcraft +20, Swim –1 [+3 without armor].

Possessions +1 *merciful longsword*, +1 *elven chain*, *ring of protection* +1, *earrings of intellect* +2 (as headband),

masterwork composite longbow [Str +2] w/40 arrows, royal outfit, spellbook (listed spells plus *charm person*, *daylight*, *disguise self*, *identify*, *scrying*, *sending*, *sleep*, *summon monster I*, *teleport*, and *cantrips*)

Direct Orders (Ex): Each round as a swift action, Shalosh may choose one of the following types of rolls. She grants every ally within 30 ft. a +1 bonus to rolls of that type for one turn: Attack rolls to confirm critical hits. Attack rolls while charging. Caster level checks. Disarm attempts, both to make and resist. Fortitude saves. Grapple checks. Reflex saves. Sunder attempts, both to make and resist. Trip attempts, both to make and resist. Will saves.

Celestial Sight (Su): Shalosh is of a royal elvish bloodline with a distant celestial heritage. She has a unique form of vision in which all living things shine with an inner light, and all inanimate objects and non-living creatures appear as gleaming crystal. In this vision, she can see regardless of light conditions, since the inner light of any living creature effectively illuminates a 60-ft. radius. This does not allow her to see invisible creatures, but she can detect the presence of creatures behind cover or concealment by noticing their glow.

Celestial sight functions just as well in well-lit areas as it does in dark areas. However, magical darkness blocks her line of sight for this ability, and a shadowdancer using its hide in plain sight ability does not appear to emit light.

Shalosh cannot be blinded or dazzled by bright light.

Shining Warrior (Su): Shalosh can choose to intensify the light shed by her longsword, increasing from the strength of a *light* spell to that of a *daylight* spell (60 ft. radius, with shadowy light another 60 ft.) as a standard action once a day, lasting 10 minutes. While so illuminated, whenever she inflicts a critical hit on a creature with the longsword, that creature must make a Fortitude save (DC 14) or be blinded for 1 round. On a successful save, the creature is merely dazzled for 1 round.

While in an area that is brightly illuminated, Shalosh gains a +2 bonus to saves against fear and negative energy effects.

Tactics: Neither the Shahalesti nor any of the members of the war council will initiate a battle, but if the heroes do, Shalosh and her allies start off defensive. Simeon and Kiernan quickly subdue the heroes, not wanting overeager warriors to start an international incident.

ENEMIES OF ACT ONE

H'andrea the Cleric**CR 5**

Strands of bone-white hair hang across the face of this emaciated woman, her skin seeping black ichor from countless sores. A trembling gray cloak hugs her hideous form, and green water oozes from her mouth.

Female tiefling cleric 5

NE Medium outsider (native)

Init +0; **Senses** Listen +3, Spot +3, darkvision 60**Languages** Common, Infernal, Orc, Sylvan**AC** 20, touch 10, flat-footed 20**hp** 31 (5 HD)**Fort** +5, **Ref** +1, **Will** +7**Resist** cold 5, electricity 5, fire 5**Speed** 20 ft. (4 squares)**Melee** +2 pole (1d6–1)**Base Atk** +3; **Grp** +2**Combat Gear** scroll of *cure serious wounds***Special Actions** *darkness* 1/day**Spells Prepared** (CL 5th)3rd – *cure serious wounds* ×2, *dispel magic*^D2nd – *enthrall* (DC 17), *hold person* (DC 17), *invisibility*^P, *shield other* (already cast)1st – *cause fear* (DC 14), *command* ×2 (DC 16), *disguise self*^P, *obscuring mist*0 – *cure minor wounds* ×3, *mending*, *purify food & water***D** Domain spell **Domains** Magic, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14**SQ** spontaneous casting (*inflict* spells), rebuke undead (5/day, 1d20+2, 2d6+7)**Feats** Greater Spell Focus (enchantment), Spell Focus (enchantment)**Skills** Bluff +10, Disguise +8, Spellcraft +9**Possessions** full plate, heavy wooden shield, dagger, pole, four *elixirs of love*, silver necklace with red glass beads worth 100 gp (heavily encumbered), brass key.**New Item**

Tidereaver's Tears: This glass sphere appears to be filled with blood, and leaks it constantly, though the drips soon evaporate. The bearer of the sphere likewise drips blood, which is eerie but harmless. The bearer can, for about an hour a day, travel through strong winds or water currents as though traveling through calm air or water. The sphere of bloody tears must be held in hand to provide this benefit.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements*; Price 1400 gp; weight 1 lb.

H'andrea the Druid**CR 5**

Black-haired and wide-eyed, this slender witch drips blood as she emerges from the swamp, threatening with a long dagger in her left hand. She wears a thick green reptilian skin like armor, and carries a bloody glass sphere in her right hand.

Female tiefling druid 4/barbarian 1

NE Medium outsider (native)

Init +4; **Senses** Listen +1, Spot +1, darkvision 60**Languages** Aquan, Common, Druidic, Infernal, Sylvan**AC** 19, touch 14, flat-footed 15**hp** 33 (5 HD)**Fort** +7, **Ref** +5, **Will** +5**Resist** cold 5, electricity 5, fire 5**Speed** 30 ft. (4 squares)**Melee** +9 dagger (1d4+4, 19–20), combat reflexes**Ranged** +9 dagger (1d4+4, 19–20)**Base Atk** +4; **Grp** +8**Special Actions** *darkness* 1/day, rage 1/day (6 rounds, +2 damage, +10 hp)**Spells Prepared** (CL 4th)2nd – *bull's strength* (already cast), *hold animal* (DC 13)1st – *cure light wounds*, *detect animals and plants*, *magic fang*, *speak with animals* (already cast)0 – *cure minor wounds* ×3, *detect magic*, *know direction***Abilities** Str 14 (18 w/*bull's strength*), Dex 18, Con 12, Int 10, Wis 13, Cha 6**SQ** spontaneous casting (*summon nature's ally*), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, fast movement**Feats** Combat Reflexes, Weapon Finesse**Skills** Handle Animal +2, Hide +11, Move Silently +9, Swim +9**Possessions** four masterwork daggers, dragonhide breastplate, *tidereaver's tears*, brass key.

H'andrea the Wizard**CR 5**

Chubby-faced with short brown hair, this witch leans her youthfully feeble body on a twisted staff. A flaming lantern swings from a crook at the top of the staff.

Female tiefling wizard (prescient diviner, UA) 5

NE Medium outsider (native)

Init -1; **Senses** Listen +1, Spot +1, darkvision 60

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

Current Effects *shield, shield other*

AC 16, touch 12, flat-footed 15

hp 24 (5 HD)

Fort +4, **Ref** +3, **Will** +6

Resist cold 5, electricity 5, fire 5; *magic missiles*

Speed 30 ft. (6 squares)

Melee +2 touch attack *torchstaff* (1d6 fire)

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

Special Actions *darkness* 1/day

Spells Prepared (CL 5th)

3rd – *slow* (DC 16), *stinking cloud* (DC 16)

2nd – *hideous laughter* (DC 15), *scare* (DC 15), *web* (DC 15)

1st – *burning hands* (DC 14), *magic missile*, *shield* (already cast), *sleep* (DC 14)

0 – *detect magic* ×2, *mage hand*, *prestidigitation*

Prohibited School illusion

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 6

SQ bat familiar, prescience

Feats Brew Potion, Craft Wondrous Item, Scribe Scroll, Skill Focus (Concentration)

Skills Concentration +13, Knowledge (arcana) +7

Possessions *Torchstaff*, spellbook (listed spells plus *comprehend languages*, *identify*, *detect thoughts*, *locate object*, *arcane sight*, and *clairvoyance/clairaudience*), and a once-beautiful green dress that would be worth 1000 gp if it received *make whole* and *prestidigitation* to fix and clean it, brass key.

Prescience (Ex): Instead of gaining bonus divination spells, twice per day H'andrea can add a +3 insight bonus to any attack roll, saving throw, skill check, or level check she makes. She must choose to use this ability before the die roll is made.

New Item

Torchstaff: Resembling a shepherd's crook with a flaming bronze lantern swinging from the end, this quarterstaff can be used as a standard to deal 1d6 points of fire damage as a melee touch attack.

Faint evocation; CL 1st; Craft Wondrous Item, *burning hands*; Price 1000 gp; weight 2 lb.

Tactics: The witches' goal is to kill the party, to capture one or two alive if possible, then to carry them back quickly to use in a brew. As long as the group does not take any hostile action, the cleric and wizard pole up to shore, and then the wizard, druid, and crocodile attack simultaneously.

Before launching the ambush, the druid casts *bull's strength* and *speak with animals* on herself and *magic fang* on her crocodile animal companion. She also knows whether the party has any animals that might be a danger, due to *detect animals and plants*. If there are animals that might be a threat, she disables them with *hold animal*, then rages and leaps into the midst of the group. Her crocodile stays near the edge of the island, attacking anyone who gets near the water or into a boat. Characters in a boat have cover against attacks by the crocodile if it is swimming.

Before the attack the cleric casts *shield other* to protect the wizard, then casts *disguise self* to appear hideous, and *obscuring mist* to conceal the boat. Then she casts *enthrall*. The round before combat begins, she dismisses the *obscuring mist* so she can target her spells. She stands in the back of the boat and readies to counterspell any particularly dangerous spell, then uses *hold person* or *command* on any vexing warrior.

The wizard only casts *shield* on herself before combat. She starts by *slowing* her enemies, then *webs* or *stinking clouds* those who the druid isn't fighting, with an intention of getting them later. She saves her offensive spells for foes who get too close, and she prefers to stay on the shore next to the boat so she can easily get back to the cleric for healing.

Crikey, Crocodile

Medium animal

Init +1; **Senses** Listen +4, Spot +4**Languages** none**AC** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14**hp** 22 (3 HD)**Fort** +6, **Ref** +4, **Will** +2**Speed** 20 ft. (4 squares), swim 30 ft.**Melee** bite +6 (1d8+6) or tail slap +6 (1d12+6)**Base Atk** +2; **Grp** +6**Atk Options** improved grab; if H'andrea the druid has cast *magic fang*, Crikey has a +1 enhancement bonus to bite attack and damage**SQ** hold breath, low-light vision**Abilities** Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2**Feats** Alertness, Skill Focus (Hide)**Skills** Hide +7, Swim +12**Human Skeletons (20)****CR** 1/4

NE Medium Undead

Init +5**Languages** none**AC** 13, touch 11, flat-footed 12**hp** 6 (1 HD); **DR** 5/bludgeoning**Immune** cold**Fort** +0, **Ref** +1, **Will** +2**Speed** 30 ft. (6 squares)**Melee** two claws +1 melee (1d4+1)**Base Atk** +0; **Grp** +1**Abilities** Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Initiative**Skills** —**Thalan****CR** 5

A few strands of blonde hair peek out from this elf's blue cloak. He carries a sword at his hip and a bow on his back, but his armor, if any, is hidden under loose robes, and he carries himself like a scholar, not a warrior.

Male elf wizard (evoker) 5

N Medium humanoid (elf)

Init +3; **Senses** Listen +3, Spot +3, low-light vision**Languages** Common, Celestial, Draconic, Elven**AC** 17, touch 13, flat-footed 14**hp** 13 (5 HD)**Fort** +0, **Ref** +4, **Will** +5 (+7 vs. enchantment)**Immune** sleep**Speed** 30 ft. (6 squares)**Melee** +1 longsword (1d8–1, 19–20)**Ranged** +5 longbow (1d8–1, ×3)**Base Atk** +2; **Grp** +1**Combat Gear** two *potions of cure moderate wounds*, *potion of fly*, *potion of invisibility*, *potion of cure light wounds*, *wand of magic missile* (1st level, 25 charges)**Spells Prepared** (CL 5th, +5 ranged touch)3rd – *haste*, *lightning bolt* ×2 (DC 16)2nd – *flaming sphere*, *minor image*, *invisibility*, *still magic missile*1st – *magic missile* ×3, *protection from evil*, *shield*0 – *detect magic*, *light* ×2, *prestidigitation*, *ray of frost* ×2**Prohibited Schools** conjuration, enchantment, necromancy**Abilities** Str 8, Dex 16, Con 10, Int 16, Wis 13, Cha 10**SQ** mageknight (*Player's Guide*, pg 14), hawk familiar**Feats** Armor Proficiency (light), Spell Penetration, Still Spell**Skills** Concentration +7, Diplomacy +5, Knowledge (arcana) +11, Knowledge (the planes) +6, Spellcraft +13**Possessions** spellbook (contains listed spells plus *cantrips* and *daylight*, *fly*, *jump*, *scorching ray*, *shocking grasp*, and *spiderclimb*), spell components, chain shirt, 10 pp, *hand of the mage*

Tactics: When supported by allies, Thalan starts by casting *haste* on his allies, followed by *flaming sphere*, which he can make use of for several rounds while casting other offensive spells. The *still magic missile* is a last-resort spell for if he is captured or grappled.

Thalan's hawk familiar departs as soon as combat begins, and will fly to deliver news of his defeat to the fleet if he falls.

Thalan's Bodyguards (2)

Male elf fighter 4
 N Medium humanoid (elf)
Init +3; **Senses** Listen +3, Spot +3, low-light vision
Languages Common, elf

AC 18, touch 13, flat-footed 15
hp 31 (4 HD)
Fort +5, **Ref** +4, **Will** +2 (+4 vs. enchantment)
Immune sleep

Speed 30 ft. (6 squares)
Melee +8 mstwk longsword (1d8+2, 19–20), or +6 shortsword (1d6+2, 19–20)
Ranged +9 mstwk longbow (1d8+4, ×3), point blank shot, precise shot
Base Atk +4; **Grp** +6
Combat Gear 2 thunderstones, 2 potions of *cure moderate wounds*

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 8
Feats Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow)
Skills Climb +6, Ride +10
Possessions masterwork chain shirt, buckler, masterwork longsword, shortsword, masterwork composite longbow [+2 Str] with 40 arrows

CR 4

Shahalesti Scouts (4)

Male elf ranger 2/fighter 1/wilderness rogue (UA) 1
 N Medium humanoid (elf)
Init +4; **Senses** Listen +10, Spot +10, low-light vision
Languages Common, elf, orc

AC 19, touch 14, flat-footed 15
hp 24 (4 HD)
Fort +7, **Ref** +10, **Will** +2 (+4 vs. enchantment)
Immune sleep

Speed 30 ft. (6 squares)
Melee +4 longsword (1d8+1, 19–20), or +4 spiked gauntlet (1d4+1)
Ranged +9 longbow (1d8+1, ×3), point blank shot, precise shot, rapid shot
Base Atk +3; **Grp** +4
Combat Gear 2 tanglefoot bags, 2 thunderstones, wand of *cure light wounds* (5 charges), and wand of *entangle* (5 charges)

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 8
Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track
SQ favored enemy (orcs) +2, wild empathy, sneak attack +1d6
Skills Climb +6, Hide +9, Listen +10, Move Silently +9, Spot +10, Survival +7
Possessions masterwork chain shirt, masterwork buckler, longsword, spiked gauntlet, masterwork composite longbow [+1 Str] with 20 arrows, *cloak of resistance +1*

CR 4

Naizelasa

CR 12

Female adult green dragon

LE Huge dragon (Air)

Init +0; **Senses** Listen +24, Spot +24, darkvision 120 ft., low-light vision

Aura frightful presence (180 ft. radius, HD 19 or less, Will DC 21)

Languages Common, Draconic

AC 27, touch 8, flat-footed 27

hp 230 (20 HD); **DR** 5/magic

Immune acid, sleep, paralysis

SR 21

Fort +17, **Ref** +12, **Will** +15

Speed 40 ft. (8 squares), swim 40 ft., fly 150 ft. (poor).

Melee bite +26 (3d8+8), 2 claws +21 (2d6+4), 2 wings +21 (1d8+4), tail slap +21 (2d6+12)

Base Atk +20; **Grp** +36

Space 15 ft.; **Reach** 10 ft. (bite 15 ft.)

Atk Options breath weapon, crush; power attack

Special Actions flyby attack, hover, wingover; cleave

Spells Known (CL 5)

2nd (5/day) – *blur*, *detect thoughts* (DC 15)

1st (7/day) – *expeditious retreat*, *shield*, *true strike*, *undetectable aura*

0 (6/day) – *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *read magic*, *resistance*

Spell-Like Abilities (CL 6)

3/day – *suggestion* (DC 16)

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

SQ water breathing

Feats Alertness, Cleave, Flyby Attack, Hover, Improved Natural Attack (bite), Power Attack, Wingover.

Skills Bluff +20, Concentration +15, Diplomacy +13, Hide +0, Intimidate +25, Knowledge (arcana) +18, Knowledge (nature) +18, Move Silently +20, Search +14, Sense Motive +6, Spellcraft +15, Swim +16

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Breath Weapon (Su): 50-ft. cone, damage 12d6 acid, Reflex DC 25 half.

Crush (Ex): Area 15 ft. x 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage, and must succeed on a DC 25 Reflex save or be pinned; grapple bonus +36.

Water Breathing (Ex): Naizelasa can breathe underwater indefinitely and can freely use her breath weapon, spells, and other abilities while submerged.

Attercop Pouncer (12)**CR 1**

N Medium vermin

Init +2; **Senses** Listen +0, Spot +0, darkvision 60, tremorsense 60**Languages** none**AC** 13, touch 12, flat-footed 11**hp** 11 (2 HD)**Fort** +4 (+8 vs. poison), **Ref** +2, **Will** +0**Speed** 50 ft. (10 squares), climb 20 ft.**Melee** +3 bite (1d6 plus poison)**Base Atk** +1; **Grp** +1**Special Attacks** knockdown**Abilities** Str 11, Dex 15, Con 12, Int —, Wis 11, Cha 6**Feats** Skill Focus (Jump)B, Weapon Finesse**SQ** animal cunning, webs**Skills** Climb +11*, Hide +3, Listen +23*, Move Silently +3

Animal Cunning (Ex): Though a vermin, an attercop pouncer can be trained, handled, and affected by mind-affecting magic as if it were an animal with an Intelligence score of 2. It is affected by magic as if it were either an animal or a vermin. A druid or ranger may choose an attercop pouncer as an animal companion as if it were a wolf.

Knockdown (Ex): Attercop pouncers often attempt to overrun fleeing creatures, jumping as part of a charge, and attempting to knock its target down. As long as the attercop pouncers has enough space to jump at least 4 feet vertically, it gains a +4 bonus to its overrun check, it does not incur an attack of opportunity for entering its target's space, and its target cannot choose to avoid it.

Poison (Ex): Injury, Fortitude DC 12, initial damage none, secondary damage unconsciousness for 1 minute. An attercop pouncer only generates enough poison to deliver once per eight hours. It can choose not to inject its poison on a successful bite.

Webs (Ex): An attercop pouncer cannot use its web in combat, and if it plans to eat its foe it simply chews on it without wrapping it up. However, if the spider plans to plant its eggs, after knocking a foe unconscious it will slowly encase the creature in a web, then drag it away to some place safe. The eggs incubate for a week before slowly eating the victim from within. A Heal check (DC 25) can remove them safely, as does a *remove disease* spell.

Escaping from the webs after being wrapped up requires a Strength check (DC 22), or they can be cut open with 5 points of damage. Attercop pouncers do not live in vast webs, instead making nests in high places, packing dirt into a hanging tunnel, reinforced by webbing. When prey comes by, they leap out from above.

Skills (Ex): An attercop pouncer has a +10 racial bonus on Jump checks. It uses its Dexterity modifier for Climb checks. It has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

ENEMIES OF ACT TWO

Jezska

CR 8

Female erinyes devil

LE Medium outsider (Evil, Extraplanar, Lawful)

Init +5; **Senses** Listen +16, Spot +16, darkvision 60 ft., see in darkness, true seeing

Languages Common, Infernal, Celestial, Draconic, telepathy 100 ft.

AC 23, touch 15, flat-footed 18

hp 85 (9 HD); **DR** 5/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 20

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

Speed 30 ft. (6 squares), fly 50 ft. (good)

Base Atk +9; **Grp** +14

Melee longsword +14/+9 (1d8+5/19–20)

Ranged masterwork composite longbow (+5 Str bonus) +15/+10 (1d8+5/x3) or rope +14 (entangle)

Atk Options entangle, Precise Shot, Rapid Shot, Shot on the Run

Special Actions summon devil

Spell-Like Abilities (CL 12th)

At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19)

Abilities Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (arcana) +14, Knowledge (religion) +14, Move Silently +17, Search +14, Sense Motive +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)

Possessions *hat of disguise*, erinyes rope, masterwork composite longbow, longsword

Aligned Attacks (Ex): An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Entangle (Ex): Jezska carries a stout rope some 50 feet long that can entangle opponents of any size (Reflex DC 11) as if she were using an *animate rope* spell (caster level 16th). Jezska can hurl this rope 30 feet with no range penalty.

Summon Devil (Sp): Once per day Jezska can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Jezska continuously uses *true seeing*, as the spell (caster level 14th).

Rat Swarm

CR 2

N Tiny Animal (Swarm)

Init +2; **Senses** Listen +6, Spot +7

Languages none

AC 14, touch 14, flat-footed 12

hp 18 (4 HD)

Fort +4, **Ref** +6, **Will** +2

Resist half damage from slashing and piercing

Speed 15 ft. (3 squares), climb 15 ft.

Base Atk +3; **Grp** –

Melee swarm (1d6 plus disease); distraction (nausea)

Space 10 ft.; **Reach** 0 ft.

SQ swarm traits

Abilities Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Feats Alertness, Stealthy, Weapon Finesse

Skills Balance +10, Climb +10, Hide +16, Move Silently +4, Swim +10

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

ENEMIES OF ACT FOUR

Giorgio

CR 8

Flamboyantly bedecked in an eclectic and colorful vest, pants, and feathered hat, this man wears a wide smile on his large lips. He carries a quarterstaff adorned with ribbons and kerchiefs, which he carries as if it were a badge of honor, or a symbol of his virility.

Male human bard 6/wayfarer cirqueliste 2

N Medium humanoid (human)

Init +2; Senses Listen -1, Spot -1

Languages Common

AC 16, touch 12, flat-footed 14, dodge, mobility

hp 39 (8 HD)

Fort +3, Ref +10, Will +4

Resist electricity 20, fire 20

Speed 30 ft. (6 squares)

Melee +8 +1 quarterstaff (1d6+4) or +8 masterwork shortsword (1d6+2)

Ranged +7 grenade-like weapons

Base Atk +5; Grp +7

Combat Gear feather token (whip), four vials of alchemist fire, four flasks of acid

Combat Options spring attack

Special Actions bardic music 6/day (inspire courage +1, countersong, fascinate, inspire competence, suggestion)

Spells Known (CL 8th)

2nd (3) – *blur*, *shatter* (DC 16), *sound burst* (DC 16)

1st (4) – *disguise self*, *feather fall*, *grease* (DC 15), *wayfarer's step* (pg. 69)

0 (3) – *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*

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

SQ bardic knowledge +6, sense teleportation, spell-like abilities, traveler

Feats Dodge, Mobility, Spring Attack, Weapon Focus (quarterstaff)

Skills Balance +12, Bluff +15, Climb +12, Perform (sing) +15, Tumble +12, Use Magic Device +15

Possessions +1 quarterstaff, masterwork shortsword, handy haversack, cloak of charisma +2, masterwork chain shirt, two potions of water breathing

Spell-Like Abilities: Giorgio can use the following spell-like abilities:

Wayfarer's step, 11/day. This lets Giorgio teleport 30 ft. as a full round action, though his path cannot pass through a solid barrier. Giorgio can also expend one of these uses to cast *resist energy*. He currently has 6 uses left.

Dimension door, 1/day.

Teleport, 1/day. This ability takes one minute to activate.

Traveler (Su): Giorgio can ignore effects that would restrict his movement. This acts as the *freedom of movement* spell, and can be used 4 rounds per day. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the daily limit of rounds).

Tactics: Expecting something might go wrong, Giorgio has already cast *resist energy* on himself twice, granting electricity and fire resistance 20, and has given fire resistance 20 to each of his three allies; this takes five uses of his *wayfarer's step* spell-like ability.

Giorgio is cocky, but hates to be hurt, so he makes for the rigging as quickly as possible, climbing up fifteen feet in the first round, then moving amid the rigging each round thereafter to keep out of reach. He balances in the rigging, and is not treated as flat-footed.

If an enemy gets close enough to one of the alchemist fire barrels, Giorgio *shatters* it, with explosive results. Then he'll use *grease* and *sound burst* to keep the heroes off balance, or to let his allies more easily hurl them overboard. Only if he cannot contribute to the fight directly does he use *blur* or *inspire courage*.

If forced to fight he spring attacks weaker-looking enemies, smacking them with his quarterstaff as if it were a greatclub. He is loath to enter combat alone, and if he is out of allies, he will *dimension door* to the nearest ship, a ferry which is 500 ft. away. This deals 5d6 points of fire damage to him, but his fire resistance should protect him.

Setales**CR 4**

This half-orc is dressed for heavy battle, and a lot of his gear looks like it came from the Ragesian army.

Male half-orc fighter 4

LN Medium humanoid (orc)

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

Languages Common, Orc

AC 21, touch 11, flat-footed 20

hp 35 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Resist fire 20

Speed 20 ft. (4 squares)

Melee +10 masterwork battleaxe (1d8+6, x3) or +8 shortsword (1d6+4, 19-20/x2)

Ranged +6 masterwork composite shortbow (1d6+4, x3)

Base Atk +4; **Grp** +8

Combat Gear three *potions of cure light wounds*, *potion of cure serious wounds*

Combat Options improved bull rush, power attack

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 9

Feats Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Intimidate +4, Ride +3

Possessions full plate, heavy shield, masterwork battleaxe, masterwork composite shortbow [Str +4] with 20 arrows, shortsword, two *potions of water breathing*

Brutus**CR 4**

Somewhat unbelievably, this hulking half-orc, hands callused and great axe dented from much use, wears a wizard's robe, but he looks far too stupid to be a mage.

Male half-orc sorcerer 4

LN Medium humanoid (orc)

Init +1; **Senses** Listen +0, Spot +0, darkvision 60 ft.

Languages Common, Orc

AC 11, touch 11, flat-footed 10

hp 16 (4 HD)

Fort +2, **Ref** +2, **Will** +4

Resist fire 20

Speed 30 ft. (6 squares)

Melee +7 masterwork great axe (1d12+6, x3)

Base Atk +2; **Grp** +6

Combat Gear *scroll of haste*, two *potions of cure serious wounds*

Combat Options power attack

Spells Known (CL 4th, +5 ranged touch)

2nd (3) – *bull's strength*

1st (7) – *burning hands* (DC 12), *disguise self*, *enlarge person*

0 (6) – *detect magic*, *flare*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

Abilities Str 18, Dex 12, Con 13, Int 6, Wis 10, Cha 12

SQ snake familiar

Feats Power Attack, Weapon Proficiency (great axe)

Skills Bluff +11

Possessions masterwork great axe, two *potions of water breathing*

Tactics: Brutus starts with the *scroll of haste* if he can, then buffs his brother with *bull's strength* and *enlarge person*, then does the same for himself if he doesn't get impatient and rush into combat. Since he has no ranks in Concentration, he's learned that the only way to safely cast his *burning hands* is to run past opponents, drawing out their attacks of opportunity, and then to cast the spell.

Nira

CR 6

Female halfling rogue 5/assassin 1

NE Small humanoid (halfling)

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

Languages Common, Halfling, Orc

AC 20, touch 15, flat-footed 20

hp 36 (6 HD)

Fort +4, **Ref** +11, **Will** +2 (+4 vs. fear), evasion

Resist fire 20

Speed 20 ft. (4 squares)

Melee +9 +1 *shortsword* (1d4+1, 19-20/x2; first attack is poisoned, Fort DC 18, initial and secondary damage 1d6 Dexterity)

Ranged +8 daggers (1d3, 19-20/x2)

Base Atk +3; **Grp** -1

Combat Gear *elixir of swimming*, two potions of *cure light wounds*

Combat Options combat expertise, improved feint, sneak attack +4d6, death attack (DC 12)

Spells Known (caster level 1st)

1st (1) – *detect poison*, *true strike*

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 10

SQ uncanny dodge, poison use

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Balance +12, Bluff +9, Disable Device +10, Disguise +8, Hide +16, Move Silently +14, Search +10, Tumble +13

Possessions +1 *mithral chain shirt*, +1 *shortsword* dosed with giant wasp poison, four daggers, masterwork thieves' tools, two potions of *water breathing*

Tactics: Nira is just getting paid to do a job, and as soon as she drops below 20 hit points she looks for a way out. Until then, she feints and sneak attacks.

ENEMIES OF ACT FIVE

Juvenile Tojanida (2)**CR 3**

N Small outsider (Native, Water)

Init +1; **Senses** Listen +7, Spot +9; darkvision 60 ft.**Languages** Aquan**AC** 22, touch 12, flat-footed 21; cannot be flanked**hp** 19 (3 HD)**Immune** acid, cold**Resist** fire 10, electricity 10**Fort** +5, **Ref** +4, **Will** +4**Speed** 10 ft. (2 squares), swim 90 ft.**Melee** bite +6 (2d6+2), 2 claws +1 (1d4+1)**Base Atk** +3; **Grp** +1**Atk Options** improved grab, ink cloud**Abilities** Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9**SQ** all-around vision**Feats** Blind-Fight, Dodge**Skills** Diplomacy +1, Escape Artist +7, Hide +11,

Knowledge (the planes) +6, Search +6, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* (caster level 3rd). Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save (DC 13) or be blinded for 1 round.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Rat Swarm**CR 2**

N Tiny animal (Swarm)

Init +2; **Senses** Listen +6, Spot +7**Languages** none**AC** 14, touch 14, flat-footed 12**hp** 18 (4 HD)**Fort** +4, **Ref** +6, **Will** +2**Resist** half damage from slashing and piercing**Speed** 15 ft. (3 squares), climb 15 ft.**Base Atk** +3; **Grp** –**Melee** swarm (1d6 plus disease); distraction (nausea)**Space** 10 ft.; **Reach** 0 ft.**SQ** swarm traits**Abilities** Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2**Feats** Alertness, Stealthy, Weapon Finesse**Skills** Balance +10, Climb +10, Hide +16, Move Silently +4, Swim +10

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Mimic

N Large aberration (Shapechanger)

Init +1; **Senses** Listen +8, Spot +8; darkvision 60 ft.**Languages** Common**AC** 15, touch 10, flat-footed 14**hp** 52 (7 HD)**Immune** acid**Fort** +5, **Ref** +5, **Will** +6**Speed** 10 ft. (2 squares)**Melee** two slams +9 (1d8+4)**Base Atk** +5; **Grp** +13**Atk Options** adhesive, crush**Special Actions** mimic shape**Abilities** Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10**Feats** Alertness, Lightning Reflexes, Weapon Focus (slam)**Skills** Climb +9, Disguise +13

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

CR 4**Human Skeletons (24)****CR 1/4**

NE Medium Undead

Init +5**Languages** none**AC** 13, touch 11, flat-footed 12**hp** 6 (1 HD); **DR** 5/bludgeoning**Immune** cold**Fort** +0, **Ref** +1, **Will** +2**Speed** 30 ft. (6 squares)**Melee** two claws +1 melee (1d4+1)**Base Atk** +0; **Grp** +1**Abilities** Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Initiative**Skills** —**Skum (3)****CR 2**

LE Medium Aberration (Aquatic)

Init +1; **Senses** Listen +7*, Spot +7***Languages** Aquan**AC** 13, touch 11, flat-footed 12**hp** 11 (2 HD)**Fort** +1, **Ref** +1, **Will** +3**Speed** 20 ft. (4 squares), Swim 40 ft.**Melee** bite +5 (2d6+4), two claws +0 (1d4+2)**Base Atk** +1; **Grp** +5**Atk Options** Rake +0 melee (1d6+2; only if swimming)**Abilities** Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6**Feats** Alertness**Skills** Hide +6*, Move Silently +6, Swim +12**

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills (Ex): *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

**A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Damius, Ragesian Inquisitor**CR 7**

Clad only in leather cords, bearskins, and a carved bear skull, this man looks savage. A three-pronged metal claw is strapped to his right hand, and fire seems to burn in his eyes.

Male human cleric 7

LE Medium humanoid

Init +3; **Senses** Listen +3, Spot +3**Languages** Common, orc**AC** 9, touch 9, flat-footed 9**hp** 49 (7 HD)**Fort** +7, **Ref** +1, **Will** +8**Speed** 30 ft. (6 squares)**Melee** +6 hand claw (1d4+1)**Base Atk** +5; **Grp** +6

Combat Gear *brooch of shielding* (101 charges), scroll of *break enchantment*, scroll of *mage armor*, scroll of *hold person* ×4, scroll of *invisibility*, scroll of *magic circle against chaos*, wand of *cure light wounds* (50 charges), wand of *hold portal* (10 charges)

Special Actions reactive counterspell, rebuke magic (4/day, 1d20+7), turn water creatures or command fire creatures (4/day, 1d20+1)

Spells Prepared (CL 7th, DC 13 + spell level)4th – *sending*, *wall of fire*^D3rd – *blindness/deafness*, *create food and water*, *dispel magic*^D, *invisibility purge*2nd – *hold person*, *produce flame*^D, *resist energy*, *silence*, *sound burst*1st – *bane*, *bless*, *burning hands*^D, *cause fear*, *command*, *endure elements*0 – *cure minor wounds* ×4, *detect magic* ×2**D Domain spell Domains** Fire, Magic**Abilities** Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 13**SQ** rebuke magic (see below), spontaneous casting (inflict spells)

Feats Improved Counterspell, Improved Initiative, Reactive Counterspell (*Campaign Guide*, pg. 17), Skill Focus (Concentration)

Skills Concentration +13, Knowledge (arcana) +10, Speak Language (orc), Spellcraft +12

Possessions Hand claw and inquisitor's mask (*Campaign Guide*, pg. 16), *tidereaver's tears*, 400 gp

Reactive Counterspell (Ex): The inquisitor can counterspell even when he has not readied an action, as long as he is aware of a spell being cast. If he does so, he gives up his standard action on his next turn, having effectively already used it.

Rebuke Magic (Su): Four times a day, the inquisitor can attempt to counterspell or dispel, as if with *dispel magic*. He rolls 1d20+7 against DC 11 + caster level of the targeted effect. A given use of Rebuke Magic can dispel no more than one magical effect. See the *Campaign Guide* for more details.

Tactics: If given a chance, before combat the inquisitor uses a scroll of *mage armor*. He seeks to terrorize his foes, trapping or dividing them with *wall of fire*, then blinding mages or holding warriors.

Ragesian Soldiers (8)**CR 1**

Male half-orc fighter 1

LN Medium humanoid (orc)

Init +1; **Senses** Listen –1, Spot –1, darkvision**Languages** Common, Orc**AC** 19, touch 11, flat-footed 18**hp** 12 (1 HD)**Fort** +6, **Ref** +1, **Will** –1**Speed** 20 ft. (4 squares)**Melee** +5 masterwork battleaxe (1d8+3, ×3)**Ranged** +2 light crossbow (1d8, 19–20/×2)**Base Atk** +1; **Grp** +4**Combat Gear** 2 *potions of cure light wounds***Abilities** Str 17, Dex 12, Con 14, Int 8, Wis 8, Cha 9**Feats** Great Fortitude, Power Attack**Skills** Intimidate +1, Ride +3

Possessions banded mail, heavy shield, masterwork battleaxe, light crossbow with 20 bolts, 5 days of rations, *tidereaver's tears* (pg. 8), 10 gp

Tactics: If caught by surprise, the Ragesians send one man to alert the inquisitor, then try to hold the door. If the men at the door fall, they withdraw down the hallways, hoping to link up with their leader.

Lee Sidoneth**CR 9**

Bald, tanned, muscular, and dressed like a fisherman, this man stands with the calm of a sea seen in the distance, but up close you can tell he possesses great power, and is ready to unleash it, like a dam ready to burst.

Male human monk 1/druid (aspect of nature, UA) 8

LN Medium humanoid (human)

Init +1; Senses Listen +2, Spot +2

Languages Common, Druidic

AC 15, touch 13, flat-footed 14

hp 62 (9 HD)

Fort +10, Ref +5, Will +10, freedom of movement

Speed 40 ft. (8 squares)

Melee +12/+7 unarmed strike (1d6+5) or flurry
+10/+10/+5 (1d6+5), *greater magic fang* +2

Ranged +7/+2 shuriken (1d2+3)

Base Atk +6; Grp +13

Combat Gear *kapoacinth gem* ×2 (see below)

Combat Options cleave, power attack, reckless offense (–4 AC, +2 to attack rolls for entire round)

Special Actions aspect of nature, control wand

Spells Prepared (CL 8th)

4th – *control water*, *freedom of movement* (already cast)

3rd – *call lightning* (DC 15), *greater magic fang* (already cast), *sleet storm* (DC 15)

2nd – *bear's endurance*, *bull's strength*, *cat's grace*, *resist energy*

1st – *cure light wounds* ×4, *longstrider* (already cast)

0 – *create water* ×6

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

SQ animal companion, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*), trackless step, wild empathy, woodland stride

Feats Cleave, Improved Bull Rush, Improved Grapple, Power Attack, Reckless Offense (XPH), Weapon Focus (unarmed)

Skills Balance +5, Bluff +5, Climb +7, Concentration +14, Handle Animal +7, Spellcraft +8, Swim +20

Possessions *tidereaver's tears* (pg. 8), *bracers of armor* +2, *ring of swimming*, 20 shuriken, *control wand*

Aspect of Nature (Su): Three times a day as a standard action, Lee can choose two of the following physical alterations. The effect lasts eight minutes, or until he chooses to end it or adopt a different pair of alterations. This replaces a druid's normal wild shape ability.

Agility. +8 Dex, –4 Str.

Aquatic. Lee can breathe air as well as water, and gains a swim speed of 40.

Endurance. +4 Con.

Vigor. +8 Str, –4 Dex.

Control Wand (Su): As long as Lee has the control wand for the *lesser orb of storms*, once per round as a standard action he can direct a bolt of lightning to strike any 5-ft. square within 150 ft., dealing 3d10 damage (Reflex DC 14 half). Once per round as a standard action he can generate a hurricane-force gust of wind in a 20-ft. radius centered on him. Medium or small creatures in the area must succeed a Fortitude save (DC 20) or be knocked prone and blown away, moving 1d4×10 feet and taking 1d4 points of nonlethal damage for each 10 ft. they are blown.

Tactics: Lula the squid attacks whoever is closest. Lee, if he gets a chance, uses his two *kapoacinth gems* to turn already-present gargoyles on the nearby pillars into kapoacinth, then orders them to keep the heroes in the water, giving him time to buff himself and control the battlefield.

The kapoacinth dive into the water and focus their attacks on creatures heading for the staircase. Lee prefers to wait on the roof, where he casts *control water* to raise the water's level so that it is just 5 ft. below the level of the roof; this makes the water about 10 ft. deep. With the power of the hurricane, this turns the seas dangerously choppy.

Characters in dangerously choppy water must spend a move action and succeed a Swim check (DC 15) or else take 1d6 points of nonlethal damage from waves and debris. Swimming anywhere requires a separate check (DC 20). If the heroes have Indomitability's boon, or have not yet used up their one hour of protection from *tidereaver's tears*, strong currents won't bother them.

While waiting for his enemies to get close enough to fight, Lee adopts the Endurance and Vigor aspects of nature. Then he casts *bear's endurance*, then *bull's strength*, then *cat's grace*, and then *resist energy* if he knows any of the heroes are fond of a particular type of energy attack. If still no one has come up to him yet he takes cover and uses the control wand to blast them with lightning bolts. Only if things have stalemated does he rush foes.

In melee combat, Lee likes to wade into the middle of a large group of enemies, striking wherever he sees an opening, like a wave shattering weakened stone. When he is suitably surrounded he uses the control wand's ability to knock enemies away with a gust of wind. If he thinks a normal attack will be ineffective, he instead grapples and attempts to move both himself and his foe over the side, or simply bull rushes an enemy down to the crashing waves.

Kapoacinth (Aquatic Gargoyles) (2) CR —

CE Medium Monstrous Humanoid (Aquatic, Earth)

Init +2; **Senses** Listen +4, Spot +4, darkvision 60 ft.

Languages Common, Terran

AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

hp 37 (4 HD), DR 10/magic

Fort +5, **Ref** +6, **Will** +4

Speed 40 ft. (8 squares), swim 60 ft. (12 squares)

Melee 2 claws +6 (1d4+2), bite +4 (1d6+1), and gore +4 (1d6+1)

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

Abilities Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

SQ freeze

Feats Multiattack, Toughness

Skills Hide +7*

Freeze (Ex): A kapoacinth can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the kapoacinth is really alive.

Skills (Ex): Kapoacinth have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a kapoacinth is concealed against a background of stone.

Lula (Animal Companion Squid) CR —

N Medium animal (aquatic)

Init +3; **Senses** Listen +7, Spot +7, low-light vision

AC 21, touch 14, flat-footed 17

hp 31 (7 HD)

Fort +3, **Ref** +7, **Will** +2 (+6 vs. enchantment), evasion

Speed swim 60 ft. (12 squares)

Melee +8 arms (0), and +3 bite (1d6+2)

Base Atk +5; **Grp** +16

Special Attacks improved grab

Abilities Str 16, Dex 19, Con 11, Int 1, Wis 12, Cha 2

Feats Alertness, Endurance, Improved Grapple

SQ ink cloud, jet

Skills Profession (squid) +3, Swim +10

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

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

Jet (Ex): Lula can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

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