

GRM4-01

Homecoming

A One-Round D&D LIVING GREYHAWK[®] Gran March Regional Adventure

Version 1.0

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“I need an immediate escort to Shiboletth,” says the white-haired man. “Some disturbing developments have endangered some family interests there, and I must address the issues quickly. I would be willing to pay you if you can get me there as soon as possible.” A Gran March Regional adventure for APLs 2-12, and Part One of the “For Commandant and Country” series.

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

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Foreword

Special thanks are due to those who provided me the feedback I needed to bring this scenario to your hands. I would not be here without the faith and help of my wife, Jenna, who co-wrote this adventure. What you now hold in your hands would not have taken the shape it took without the outstanding feedback of our playtesters and the hints and guidance of my fellow Triad members, Will Dover and John Freeman. Last, but certainly not least, without the important quality control and guidance of our representative from the Circle of Six, Steven Conforti, this scenario would not be possible. I hope that you all enjoy the fruits of my labors as much as I did laboring over the creation of this story and the challenges it brings to provide you with a year of fun at the gaming tables.

Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

cter level for each of the PCs participating in the adventure.

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This is the beginning scenario in a new series of adventures that are intended to change the fate of Gran March forever. It is designed for characters of Average Party Level 2 through 12.

The current state of the region of Gran March is puzzling. In the late autumn of CY593, Commandant Vrianian ordered Alicia Helenasdottir to hold in place in Hochoch, just when the combined forces of Geoff, Keoland, and the Yeomanry were poised to strike at the giants in Gorna and take the city once and for all. Because the Army of Retribution was not present at the siege, reinforcements from the giants repelled the attack once again. The giants still hold Gorna, and the Army of Retribution waits in Hochoch. Helenasdottir, when she received this order, was furious. She knew that her forces would make the difference between victory and defeat, and the order made no sense to her. She had hoped that she could achieve victory and bring her army home with a clear conscience, knowing that the Army of Retribution had helped a people who desperately needed it. Rumblings among the high-ranking officers eventually trickled down to the common soldiers of the Army of Retribution, and soon it was clear that a rift had begun between the commander of the Army of Retribution and the Commandant of Gran March.

On the home front, everything has seemed peaceful to the commoners of Gran March, except for some disturbances in the Dim Forest threatening Fort Endurance and nearby settlements. Security checkpoints have remained vigilant, and search patrols have fanned the Oytwood for operations that have been kidnapping young boys and training them to fight against Gran March and the Commandant.

The scenario begins in Lortenford, where military characters assigned to caravan duty have been escorting supply wagons sent to Lortenford to deliver supplies there and pick up building supplies destined for Orlane, where the 31st Battle garrison is being built. Non-military PCs have their own reasons for being in Lortenford, perhaps for the opportunity to obtain fine Keoish wines or other sought after goods that are harder to obtain elsewhere.

A white-haired gentleman in fine traveling clothes approaches the party and requests their help in making sure that he makes it safely and quickly to Shiboeth, as he is concerned about some familial interests he has there. He offers to pay the adventurers for their trouble, as he does understand that his request goes beyond the

parameters of caravan duty and is specific to his personal needs alone.

Adventure Summary

This scenario begins in Lortenford, a prominent trade center between the Duchy of Ulek and Gran March. This scenario is considered a Caravan Duty scenario. Military characters assigned to Caravan Duty may spend Military Time Units to play.

Encounter One

The party assembles in Lortenford. Military characters are here dropping off supplies and facilitating the loading of supplies destined for Orlane. When loading is complete, all military personnel who have been part of the caravan destined for Lortenford have one week of rotation before they are required to return with the next caravan heading west.

Encounter Two

The adventurers are approached by a white-haired man in his early fifties wearing fine traveling garments. He introduces himself as Gwalchen Wynnavwynn and requests an urgent escort to Shiboeth, where his family interests are endangered by some recent political and economic developments in Gran March and Geoff. He is concerned enough to require a fast trip, and he fears enough for his safety to request a special escort of armed and capable adventurers – including members of Gran March military. While he is not shy about approaching adventurers, he demonstrates some reluctance to approach members of the Knights of the Watch. Though he would prefer that Knights of the Watch remain uninvolved, he will not openly turn down help from a Watcher.

Encounter Three

As the party travels with Gwalchen along the road to Shiboeth, Gwalchen becomes more open to the military characters about relevant elements of his past, revealing that he is more than a merchant and that his mission might carry a more far-reaching implication than Gwalchen's familial interests. The party discovers that Gwalchen was apparently a highly respected soldier in the Gran March Army and possibly carried a high position in Gran March society – he demonstrates the demeanor and social grace of a noble or Elector, and some of the experiences he relates indicate that he might have been more than that.

The party might question Gwalchen about what he is really doing in Gran March, especially considering that he tries to come off as a common man but is clearly more

than that. It is possible that the party might ask why he travels with the veneer of being a merchant with a simple wagon when he wears such high quality armor and weaponry beneath. Gwalchen will speak plainly that he is a servant of his homeland who has been away from home for years. He has heard that the March is in terrible danger from threats lurking within its own borders, and he has come home to secure his interests before his investments are taken out from under him by these threats. He is not at liberty to say more, and he understands if the party feels that they cannot continue with him, but he would prefer it if they would escort him to Shiboeth in the event that he is attacked by those who would not take his return home kindly.

Encounter Four

Upon arriving in Shiboeth, Gwalchen's eyes alight with wonder at how the place looks after so long that he has been away, and then his eyes turn downcast as he recalls some private, sad events that caused him to leave. A Knight of the Watch shows intense interest in their arrival. As the Knight of the Watch mounts his horse and rides away as though with an urgent purpose, the party is ambushed by shady rogues intent on doing harm to Gwalchen. These men fight through the party, but their concern is Gwalchen. Gwalchen stays clear of the combat if possible, but if the rogues get past the party, Gwalchen dispatches them deftly as an experienced warrior who has lost very little in his ability to do battle. In fact, he seems to be very fit and able, not just for a man of his age, but for any man at all.

When the party searches the bodies of the attackers, they find that they bear symbols linking them to the cult of Hextor. An arrow flies from a nearby rooftop at Gwalchen. The party prevents the attempt on Gwalchen's life and runs the killer down. After some intimidation, the killer reveals that a contract was put out on Gwalchen's life. The leader of the cult feels that the merchant poses a potential threat to their plans with the Commandant. Gwalchen reveals that this news is disturbing, as he had hoped to enter Gran March quietly and check up on his family without incident. He invites the party to the home he has not seen in years so that he can thank them properly for preserving his life and reward them for their trouble. The party is about to leave the scene when the Shiboeth constabulary arrives on the scene and detains the party, Gwalchen included, for questioning.

Encounter Five

The Shiboeth constabulary questions everyone present about the disturbance in the streets. Once they get the testimony from the party and are satisfied that the party

acted in self-defense, one of the constables pull Gwalchen aside and speaks quietly to him. The facial expressions on the man change from concern to horror, and then Gwalchen comes back to the party and reveals that his wife, Leonora, has been abducted. The abductors left little in the way of clues, except for a letter indicating that if Gwalchen becomes active in Gran March, Leonora will be killed.

The constable indicates that they have been investigating the scene, and they uncovered tracks of filth that indicates that the abductors came to the house from the sewers. Gwalchen elects to send the party to find Leonora and bring her back, if this is possible. He determines that if the conspirators who took her see him, they might kill her on sight – so it is best to send heroes that might not inspire the kidnappers to act too hastily.

Encounter Six

The party wanders for hours beneath the city, finding the sewers are full of more twists and turns than there are city streets in Shiboeth. They encounter a trap in the sewer system and probably set off an alarm to alert the conspirators to their approach.

Encounter Seven

Eventually, they find an area in the sewers that feels eerie and evil. The air of malignance is heavy and overbearing. They find a secret door to the side of the sewer catacomb and find the unhallowed shrine of the priest of Hextor, Nolar Thotec, guarded by a devil. Nolar Thotec is not actually there for the lower-level encounters. For the higher-level encounters, he is there and ready for a fight.

Encounter Eight

The party returns to Gwalchen after defeating the minion of Nolar Thotec and driving the cleric of Hextor out of his hidden shrine to Hextor. Upon arrival at Gwalchen's estate, some characters might note the heraldry at the front gate is somehow familiar, though the device has not been seen much outside Shiboeth, if at all, for several years. In fact, the coat of arms has been so absent from Gran March workings that all of the PCs cannot even place to whom the arms belong. Gwalchen thanks them for their trouble and asks that they make themselves available to be contacted again for help in the near future, as he is concerned that the March will need valiant heroes in the coming months to root out the evil that threatens it. A couple of Knights of the Watch pays a visit to Gwalchen and openly confront him about his return. They ask him about the agreement they had, the one that stated that he would never return to Gran March. The party finds themselves in the middle of a very tense situation between the Knights and Gwalchen.

Introduction

Before play, the DM must obtain some information from players that will be important to this scenario. Ask players for the following information:

- Is this character a Knight of the Watch?
- Is this character military?

Encounter One

It is a brisk late winter morning in the town of Lortenford, a settlement on the bank of the Lort River positioned for trade with the Duchy of Ulek. A military caravan has just pulled up to a supply depot, and a driver in the lead wagon dismounts to converse with a depot clerk. Men emerge from their wagons to offload material, placing boxes, crates, and barrels in perfect formation at a loading zone nearby. Military characters, having escorted the caravan to Lortenford, have just finished their work, and are knocking off for their week-long leave.

Player characters who have adventured together before will spot each other amongst this activity and have the opportunity to greet each other and catch up on old times, conversing as activity around them continues oblivious to the meeting. PCs who do not know the others at the table are free to introduce themselves as they choose. This is the opportunity for all player characters to get to know one another.

Encounter Two

If there are no Knights of the Watch present among the players, read the following:

A stout man in his fifties with stark white hair and crystal blue eyes in a bright blue merchant robe approaches your group with some trepidation as though he is reluctant to break up happy reunions. He wears a sheathed longsword at his side. A golden lightning bolt, the holy symbol of Heironeous, dangles on a chain around his neck on his chest.

The observant will notice (Spot DC 15) that he also wears well maintained mithral chain under his robes.

He beckons to the party:

“Excuse me,” he says with a sophisticated accent as someone who has seen a life that requires some skill in social defense, “I hope that I am not disturbing a pleasant reunion.”

Once he has assurances that he is welcome to continue to speak if he has anything important to say, he continues, “My name is Gwalchen Wynnavwynn. I have been away from my home for several years. I have heard some grave news about recent developments here, and I have come to fear for some of my interests in Shibolet that these developments might affect. I must head for Shibolet immediately, and I fear for my safety on the roads these days, what with news of goblinoids running about freely – even in this otherwise well-defended state. I require an armed escort who can get me there ahead of this caravan.” He waves his arm indicating the caravan that is loading supplies now.

Gwalchen gives the party time to respond, and if he gets a positive answer, he says:

“I thank you for your willingness to help in this matter, and I will reward you accordingly.”

If player characters hesitate to respond or seem reluctant, he says:

“I would be willing to pay you. I understand that you have duties, but I would be most happy to compensate you for your time and effort.”

If player characters agree to the mission Gwalchen proposes, proceed to Encounter Three.

If Gwalchen recognizes any player characters as Knights of the Watch, he will be noticeably hesitant to approach the party when they are all together and will strike up a conversation with military player characters, making small talk about where the character is assigned, what sort of action he or she has seen in recent months, how things fare with the giants in Geoff. Soon, he will lead the conversation toward a request to speak with the player characters privately. Read aloud to any characters Gwalchen pulls aside the read-aloud text presented above, and anyone not pulled aside, such as Knights of the Watch will have to roll a successful Listen check (DC 18) to hear his proposition to the other player characters, as he will attempt to keep his situation under his breath and out of earshot of all Knights of the Watch. Attempting a Spot check to read lips will automatically fail, since he will interpose player characters between himself and all Knights of the Watch so that his lips cannot be observed.

Gwalchen is reluctant to trust Knights of the Watch, but he will not overtly turn down their presence if they want to help. Though he will demonstrate body language to suggest that he is tentative in their presence, Gwalchen will not be openly hostile with them. Player characters might try a Sense Motive check to determine his

sincerity. With a successful DC 0 check, they will be able to determine that he distrusts the Knights of the Watch, for his body language suggests a visible discomfort that he tries to keep in check in his interactions. With a successful DC 15 check, they will be able to discern that he is holding some information back. If characters can furtively cast spells to determine his alignment, he will be visibly offended if he notices but will not raise any public objections among numerous people. If the party casts *detect evil*, they will determine that he is not evil. If a *detect alignment* spell is cast, they will discover that he is lawful good.

If confronted about why he is so uncomfortable around Watchers, he will respond that his last encounter with Watchers was not a pleasant one, and he will try to leave it at that. If pursued on it, he will say that he would prefer not to discuss such unpleasant matters.

Higher level characters possess abilities and spells that might enable them to instantly – or near instantly – transport them and Gwalchen to Shibolet, skirting any real travel across the March. When PCs suggest this, Gwalchen will express elation at this notion and point to the wagon and team of horses that he is traveling with and ask if the party's magic can get that to Shibolet, too.

If the party can teleport him, the party, and his wagon and horse team to Shibolet at once, he would be most grateful for it. Otherwise, he will refuse to leave his belongings behind.

Encounter Three

Shibolet is 95 miles from Lortford. It will take four days to make it to the front gate of the city. The journey is quiet but not without conversation. Gwalchen wakes up very early every morning and spends one hour undergoing a grueling regimen of physical conditioning, including strength training and cardiovascular work. He has numerous implements for weight training in the back of his wagon, but while on the road, he practices sword form with a special weighted longsword. His physical fitness levels are truly impressive, and he can share conditioning and training techniques with any military characters who ask. He will be a little reluctant to share this with Knights of the Watch, but if they demonstrate interest and prove that they are trustworthy to him, he will share with them, too.

Gwalchen becomes more open to military characters on the journey to Shibolet. He will pass the time in travel getting to know these characters. He will ask about their duties and experiences in the Army since they entered into service and will share his own experiences as well.

Gwalchen served as an officer in the Army and participated in the wars against the Paynims in Bissel. He stresses frequently that although the Paynims were the enemies of Gran March, they were also human, and he never let his men forget that. When he could achieve an objective without killing the enemy, he took prisoners, and when he took prisoners, he always treated them with dignity.

He was even more than that, and should conversation move in that direction, he will indicate that he was of noble birth. He will not come out and say, "I am a noble."

He will talk about how he grew up on a manorial estate with numerous servants and his father made frequent trips to Hookhill. While his conversation will be more concentrated on the mundane experiences and appreciation for natural boyhood life, it will always be from the perspective of someone who did not have to struggle to make ends meet. All the same, Gwalchen comes off as an assuming, on-the-level nobleman who is in touch with the common man.

Gwalchen will be more or less tight-lipped around Knights of the Watch, but he will ask Knights and Squires of the Watch about their service and experiences to get a feel for their level of trustworthiness and nobility. A Sense Motive check (DC 15) will reveal that he is not engaging in small talk for idle reasons but rather that he is trying to draw conclusions about their character. Any Knight of the Watch who notices this is free to confront him on it, and he will be perfectly open about why he is engaging such conversation.

He will then turn to reveal to the party his true concerns and reason for his return to Gran March:

"When I was here last, this realm was fighting the Paynims in Bissel. Then, the giants invaded Geoff. We were concerned that the giants would expand into our territory next. But, on the other hand, we required so many resources to fight the Paynims. There was conflict about whether to continue the campaign there or to divert troops to fight in Geoff. I made a decision that placed me at odds with a powerful group in Gran March. To avoid further problems, I left the country when they asked me to."

If the party asks about the factions, Gwalchen will be reluctant to identify that faction, stating that it does not matter now. There are more important matters at hand.

"I spent these years traveling throughout the Flanaess, and about six months ago, while at a trading post in Keoland, I encountered a tall, powerfully built man in brilliant blue chain mail with a gleaming battleaxe of keen steel. He approached me as Heironeous himself and told me that the March is in

terrible danger, the sort of danger that a magnificent army does not see coming, and I must return immediately to ensure the safety of my family, my friends, and my homeland. My family has strong ties to the Commandant, and I think that I can obtain an audience to speak with him. It is urgent that I warn the Commandant, but before I do that, I must know who I can trust, and I need heroes on whom I can depend to root out a conspiracy that is in progress as we speak." He patiently waits, watching the faces of the heroes.

If Gwalchen has the agreement of the party, the rest of the journey is spent swapping old war stories and physical conditioning techniques. The remainder of the journey will be uneventful.

Encounter Four

The party arrives in Shibolet without further incident, and you arrive at the entrance to a bustling commercial center. The guards at the front gate halt your approach and ask to verify your identification and business in the city, and once satisfied with your legitimacy, they allow you to enter.

The streets are full of people walking to wherever they have their business, minding their own. All walks of life are represented, from the beggar accosting you for a couple of coppers to the noble negotiating with a merchant over the price of a catered feast for an afternoon. As you make your way into the city, you see out of the corners of your eyes, an imposing warrior in chain mail with a coat of arms on a blue tabard indicating affiliation with the Knights of the Watch. He appears to take an intense interest in your arrival, as though he has recognized Gwalchen. He immediately mounts his horse and gallops away as if on a mission.

Use **DM Aid: Map #1** for this encounter.

A group of black rogue assassins have planned an ambush for Gwalchen's party upon arrival. They are led by a rogue named Shrike. They are hiding behind crates or barrels, awaiting the party's approach into the city to make an attempt on Gwalchen's life. The assassins have already consumed any elixirs or potions that they are carrying to assist their Hide checks. At APL 2, 4, and 6, they have just consumed *elixirs of hiding*. At APL 8, 10, and 12, they have also just consumed *potions of invisibility* and *potions of shield of faith +4*. At APLs 6 and up, they have also just taken *potions of protection from arrows 15/magic*. Two are hiding in the alleys, next to a rope that they will pull up to stop the wagon. At APL 8 and up, one of these rogues is a sorcerer named Zoldar. The

other two are on the rooftops of the surrounding buildings, 20 feet above street level, and will use missile fire from there, with cover.

As the PCs continue on their way, perhaps discussing the mysterious figure, the rogue/assassins launches their attack as the wagon reaches the intersection of two alleyways with the main street. The assassins raise a rope they have previously placed across the street to trip the horses pulling the cart and cause them to panic. Gwalchen will be occupied with controlling the horses during the battle. Any PCs that pass through their area will risk an accidental attack by the hooves.

Each PC needs to roll a Spot check against the assassins' Hide checks to detect them. In cases of the highest APLs where the rogues have used *potions of invisibility*, only a PC that has previously cast *true seeing* or *see invisibility* (or a similar spell) is likely to make a successful Spot check, given the +40 bonus to Hide checks an invisible, immobile individual gets. Only those characters with a successful Spot check may roll initiative in the first round. All others are considered flat-footed.

The primary target is Gwalchen, and the assassins will take any opportunity that presents itself to target him. They will fight the party only to get to Gwalchen. The party, therefore, must do everything in their power to protect Gwalchen from harm.

APL 2 (EL 4)

☛ **Black Rogues, male human Rog1 (3):** hp 7 each; see Appendix I.

☛ **Shrike, male human Rog1 (1):** hp 6; see Appendix I.

APL 4 (EL 7)

☛ **Black Rogues, male human Rog3 (3):** hp 21 each; see Appendix I.

☛ **Shrike, male human Rog3 (1):** hp 18; see Appendix I.

APL 6 (EL 9)

☛ **Black Rogues, male human Rog4/Asn1 (3):** hp 34 each; see Appendix I.

☛ **Shrike, male human Rog4/Asn1 (1):** hp 30; see Appendix I.

APL 8 (EL 11)

☛ **Black Rogues, male human Rog4/Asn3 (2):** hp 48 each; see Appendix I.

☛ **Shrike, male human Rog4/Asn3 (1):** hp 42; see Appendix I.

☛ **Zoldar, male human Rog2/Sor5 (1):** hp 37; see Appendix I.

APL 10 (EL 13)

☛ **Black Rogues, male human Rog4/Asn5 (2):** hp 61 each; see Appendix I.

☛ **Shrike, male human Rog4/Asn5 (1):** hp 54; see Appendix I.

☛ **Zoldar, male human Rog2/Sor7 (1):** hp 51; see Appendix I.

APL 12 (EL 15)

☛ **Black Rogues, male human Rog4/Asn7 (2):** hp 75 each; see Appendix I.

☛ **Shrike, male human Rog4/Asn7 (1):** hp 66; see Appendix I.

☛ **Zoldar, male human Rog2/Sor9 (1):** hp 61; see Appendix I.

Tactics: The attack initiates with two rogues in the flanking alleys raising a rope laid across the thoroughfare to trip up the horses and cause the wagon to stop while spooking the horses and causing chaos to throw the party off guard. Rogues on the rooftops will then target Gwalchen with their crossbows. When the party engages them with their weapons, they will return fire at the party until they can eliminate the immediate threat so they can get at Gwalchen. The rogues on the rooftops benefit from the parapets on the rooftops in two ways: first, the parapets provide cover (+4 bonus to AC), and second, they can use the parapets to steady the aim of their crossbows, which provides a +2 circumstance bonus on their attack rolls. After the wagon is stopped, the rogues in the alleys will engage the party using ranged weapons at first, and join melee with the party as necessary. Zoldar has *wands of magic missile* and *Melf's acid arrow* (at APL 12, he also has a *wand of fireball*). He will use the *wand of magic missile* against fighters who do not have defense against the spell. At APL 12, he will open up with *the wand of fireball* until it is evident that his comrades will be caught in the blast; then, he will switch to *wand of magic missile* or *wand of Melf's acid arrow*. As the situation unfolds, he will use spells to get through the party to Gwalchen, and then he will target Gwalchen. Be mindful of the fact that all of the rogues begin the encounter behind cover. The rogues on the ground hide behind crates and barrels. The rogues on the rooftops will try to stay in place, firing with their

crossbows, but they will make any necessary adjustments when player characters climb the walls of the buildings to engage them in melee combat. They will run to the back sides of these buildings and descend rapid descent ladders (they will slide down the sides of the ladders and reach the alleyway behind the buildings in a single move equivalent action). At APL 4 and above, they take *potions of spider climb* to make their descent easier. If forced onto the ground level, they will attempt to flank party members to gain the benefits of flanking and sneak attack. At higher levels, the rogues are assassins and will use their death attacks and spells, as they are able. They will use *true strike* with the assassin dagger to take down any spell casters in the party that appear threatening.

Note: At higher APLs, these rogues are assassins with the death attack ability. Although this ability gives the assassins the chance to kill Gwalchen outright, the first attack automatically does not kill Gwalchen (assume that he made his save against the death attack – he is actually a high-level fighter type). After this first attack, if things go particularly badly for the PCs, all bets are off, and the assassins' death attack will work as normal should a second opportunity arise for them.

Note: Zoldar has a rat familiar, and he will not be afraid to use the rat to deliver touch spells for him. The rat will attempt to move stealthily while combat is taking place, taking advantage of the chaos of the battle to sneak into position and touch the intended victim. The rat will then scurry for the nearest hiding place and take cover from the battle until Zoldar determines to send him to deliver another spell.

If things go particularly afoul for the rogues, one of these rogues will attempt to flee the scene.

The PCs can attempt to catch him and drag information from him if they act quickly. Gran March military characters have the authority to act with deadly force if necessary. Civilians do not unless military characters vouch for their purpose.

The rogue will run for all he is worth through crowded streets, knocking over fruit carts, beer barrels, or anything else near enough to leave behind him as an obstacle as he goes. This, he can do as a free action. Each obstacle left behind will slow player character movement by 5 ft. The streets are also fairly crowded, with people going about their daily routines. The killer will shove and weave around people to interpose them between himself and the party as he runs, to slow the party down and to provide cover from missile fire (+4 bonus to AC). He will draw weaponry only if the party draws near enough to threaten him. In desperation, he will grapple an unsuspecting citizen and attempt to use that person as

a hostage, threatening that person's life in the event he is not allowed to go free.

Development: If the party catches the rogue, he will not speak freely, but if the PCs search him, they will find that he wears a tattoo emblazoned on his forearm depicting the symbol of Hextor. They will also find a large sum of gold lions (Gran March coins minted in the year 591). A successful Intimidate check (DC 10 + the APL) will convince the killer to reveal that his band was hired by a Priest of Hextor named Nolar Thotec who heard of the arrival of the white-haired traveler from spies at work in the country, and he ordered the man killed. He offered a hefty price for the man's head and a bonus if it could be achieved prior to him making contact with anyone in the Gran March military power structure. If asked what reason they want Gwalchen dead, the killer will say only that this pilgrim is a potential threat to their plans.

Gwalchen, upon hearing of the crime of Hextor worship, will express no real surprise at the revelation. He will turn to the PCs and invite them to his home as soon as all this is straightened out.

Treasure: The possessions of the rogues are the treasure in this encounter.

Encounter Five

The Shiboeth constabulary and guard arrives on the scene and apprehend all persons, PCs included, involved in the disturbance.

They will ask the party to come to headquarters with them. If the party refuses, they will become more insistent. Gwalchen will intercede, saying that considering they have done nothing wrong, they have no problem with accompanying the guards to headquarters to give official statements. The guards just need to take statements and are not looking for a confrontation. If the guards recognize military or Knights of the Watch among the party, they will inform them that it is procedure, and they will need to get statements from all involved.

When the guards and the party arrive at headquarters, the police question everyone present about the disturbance in the streets. The questions are aimed only at getting the basic story of what happened. Once they get the testimony from the party and are satisfied that the party acted in defense, one of the constables pulls Gwalchen aside and speaks quietly to him. The facial expressions on the man change from concern to horror, and then Gwalchen comes back to the party and reveals that his wife, Leonora, has been abducted. The abductors left little in the way of clues, except for a letter indicating that

if Gwalchen interferes with the affairs of Gran March, she will die.

The constable indicates that his department has been investigating the scene, and they uncovered tracks of filth that indicates that the abductors came to the house from the sewers.

Gwalchen turns to the party with the look of a man who has been brought to the emotional bridge. "I have not seen Leonora for five years. If I lose her..." He trails off for a moment, and then, he looks more intently at the party. "They don't want my involvement. If I go in search of them, they might act rashly and kill her when they see me. They might hesitate if you go. I have no intention of leaving because the enemy has told me to. Please, bring my wife back to me. You will have my gratitude for it, and I would reward you as befits your station and deeds."

If the party agrees to bring Leonora back, Gwalchen thanks them and urges them to be careful.

Encounter Six

You remove a nearby manhole cover to enter the sewers. The stench of the filth of thousands assaults your olfactory senses. You descend into the darkness below, offended by the smell rising with the steam of the sewers.

The sewer passageways are lined with waste and two feet of tainted water running down the center of the tunnel system. You wander for three hours beneath the city, finding that the sewers are full of more twists and turns than there are city streets in Shiboeth. You come to a point in the sewer tunnel in which you are traveling where the walls narrow. A light from a disk in the ceiling beams down over the area, making the party's vision in a 20 ft radius perfectly clear.

Use **DM Aid: Map #2** for this encounter.

The light is a glass ball with a continual flame spell cast on it. Characters can see for a 20 ft radius. Other creatures in the darkness can also see the party clearly. Beneath the filthy water at this point is a covered water-filled pit. This is used as a barrier and an early warning system in one. The pit is in the narrow corridor and is triggered by the first PC to step on it. After falling in, the lid snaps shut immediately and the pit is already filled with water (or acid at higher APLs). This character must get out before drowning (or dissolving in acid at higher APLs). As soon as the lid snaps shut, an archer in black armor steps out of the shadows and starts shooting

arrows at the party. Characters will have to work to pull out the character that falls in while the archer fires arrows at them from behind a waist-high barricade (cover for a +4 bonus to AC) at the end of the sewer hallway.

The lid to the pit trap always springs shut immediately after someone falls into the pit. It has a Break DC of 21 (25 at APL 10 and 12), and PCs get a -4 circumstance penalty to attempt to break the lid as it under a thick layer of filthy water. The lid has hardness 5 and 20 hp. Any blows against the trap door deal half damage due to the water above it.

APL 2 (EL 3)

↗ **Camouflaged Water-Filled Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10 ft deep (no damage, drowning – rules in *DMG*); Search DC 15; Disable Device 15.

♣ **Black Archer, male human Ftr1 (1):** hp 9; see Appendix I.

APL 4 (EL 4)

↗ **Camouflaged Water-Filled Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10 ft deep (no damage, drowning – rules in *DMG*); Search DC 15; Disable Device 15.

♣ **Black Archer, male human Ftr2 (1):** hp 17; see Appendix I.

APL 6 (EL 6)

↗ **Camouflaged Water-Filled Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft deep (no damage, drowning – rules in *DMG*); Search DC 24; Disable Device 20.

♣ **Black Archer, male human Ftr4 (1):** hp 33; see Appendix I.

APL 8 (EL 8)

↗ **Camouflaged Acid-Filled Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft deep (2d4 acid damage per round, drowning – rules in *DMG*); Search DC 24; Disable Device 20.

♣ **Black Archer, male human Ftr6 (1):** hp 50; see Appendix I.

APL 10 (EL 10)

↗ **Camouflaged Acid-Filled Pit Trap:** CR 8; mechanical; location trigger; manual reset; DC 25 Reflex

save avoids; 10 ft deep (2d4 acid damage per round, drowning – rules in *DMG*); Search DC 25; Disable Device 20.

♣ **Black Archer, male human Ftr8 (1):** hp 66; see Appendix I.

APL 12 (EL 12)

↗ **Camouflaged Acid-Filled Pit Trap:** CR 10; mechanical; location trigger; manual reset; DC 30 Reflex save avoids; 10 ft deep (2d4 acid damage per round, drowning – rules in *DMG*); Search DC 25; Disable Device 25.

♣ **Black Archer, male human Ftr10 (1):** hp 83; see Appendix I.

Treasure: The archer's possessions are the only treasure here.

Encounter Seven

You travel further into the subterranean maze below the streets of Shibolet in search of the secret shrine of Nolar Thotec. The squeaking of rats and occasional sound of water flow breaks the monotony of the otherwise silent corridors. The passages are wet with dirty liquid lined with filth. From time to time, you hear the muffled conversations of people above you in the streets.

After 20 minutes, you arrive at a place in the sewers with a particularly dark atmosphere about it.

Use **DM Aid: Map #3** for this encounter.

A *detect evil* spell will detect evil powerful enough to stun the individual detecting it. There are no doors or other entrances to any passages or rooms in the corridor.

A successful Search check (DC 15 + the APL) will reveal a secret door. This is the entrance to the unhallowed shrine of Nolar Thotec. If any character attempts to go through the secret door, they set off a *symbol of pain* set here by Nolar to protect the shrine.

↗ **Symbol of Pain:** CR 6; spell; spell trigger; no reset; spell effect (*symbol of pain*, 10th level cleric, DC 17 Fortitude negates); Search DC 30; Disable Device 30.

The symbol gives the victim a -4 penalty on attack rolls, skill checks, and ability checks which lasts for 1 hour after the creature moves farther than 60 feet from the symbol. This symbol remains active for 90 minutes after it is triggered.

If the party set off the trap in Encounter Six, the creatures in Nolar Thotec's *unhallowed* shrine will be

ready for them. The shrine has been *unhallowed* and carries the effects of an *aid* spell. All lawful evil creatures within the unhallowed shrine enjoy a +1 morale bonus on all attack rolls and saves against fear effects and 15 temporary hit points, as per the *aid* spell. At APL 2, 4, and 6, Nolar Thotec has a fiend to slay anyone who invades the shrine. At APL 8, 10, and 12, Nolar Thotec has an assistant there as well with the following spells pre-cast in preparation for the party's arrival: *bear's endurance* and *bull's strength* on one bone devil.

As the PCs enter the room, they see Nolar Thotec and his minions. Thotec is not planning to stick around as he is confident that his minions can take care of the dirty work. He wishes only to bully them before he leaves.

As you enter the dark shrine, you see a tall, gaunt man in dark plate mail armor that bears the symbol of the evil god Hextor. He is surrounded by fiendish looking creatures from some evil plane. Upon your entrance, this dark man looks at you with a sly smile. "So, you found me and my prisoner. You should have stayed out of this. Now, your days are over." With a quick look at his minions, he says, "Kill them." With that, he turns around and exits through a sudden opening in the wall.

Anyone attempting to follow Nolar will run into a *glyph of warding* that he has left on the secret door.

✦ ***Glyph of Warding (Blast)***: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* (blast), 10th level cleric, 5d8 sonic, DC 14 Reflex halves); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device 28.

After Thotec leaves, his minions will attack the PCs with the intent to kill them all.

APL 2 (EL 5)

✦ **Shaliforn, male fiendish orc Bbn3/Ftr1 (1)**: hp 50; see Appendix I.

APL 4 (EL 7)

✦ **Shaliforn, male bearded devil Bbn2 (1)**: hp 84; see Appendix I.

APL 6 (EL 9)

✦ **Bone Devil (1)**: hp 98; see *Monster Manual*.

APL 8 (EL 11)

✦ **Bone Devil (1)**: hp 98; see *Monster Manual*.

✦ **Azure Modell, male human Clr9 of Hextor (1)**: hp 61; see Appendix I.

APL 10 (EL 13)

✦ **Bone Devils (2)**: hp 98 each; see *Monster Manual*.

✦ **Azure Modell, male human Clr11 of Hextor (1)**: hp 75; see Appendix I.

APL 12 (EL 15)

✦ **Bone Devils (4)**: hp 98 each; see *Monster Manual*.

✦ **Azure Modell, male human Clr13 of Hextor (1)**: hp 88; see Appendix I.

Tactics: At APL 2, 4, and 6, the fiendish guardian fights openly and savagely. At APL 8, 10, and 12, the bone devils will assault the party, keeping them from Azure while he casts defensive spells to prepare for combat. When his defenses are up, he will then start casting offensive spells to the best possible effect while working his way to a place of retreat in case things go badly. If forced to engage in melee, he first casts *spiritual weapon* to summon a spiritual flail to fight the most threatening foe and fight immediate threats with his magical flail. The devils at all APLs are summoned creatures and cannot summon more devils.

Treasure: The possessions of the guardians/minion are the only treasure here. If Azure is here, he also has written orders to exterminate anyone who has made contact with the white-haired merchant. These orders are signed by "The Official."

Development: The unhallowed shrine of Hextor is full of unholy religious items, including an altar with black candles and a human skull. Laying on the altar next to the skull is a mailed fist clutching eight crimson arrows bundled tightly. Leonora is bound and gagged in a cache beneath the altar. If the party does not kill Azure Modell outright, they can deliver him to the local garrison, where the priest will fall under the custody of Captain Lagin Zardos. Captain Zardos will comment that Azure Modell is the administrative assistant to a prominent counselor of law in Shiboeth and express shock that he is a worshiper of Hextor. After the party defeats Nolar, they can meet again with Gwalchen.

The party has duly earned the enmity of Nolar Thotec for driving him out of his shrine, and he will stop at nothing to see to it that PCs suffer. Nolar leads a double life, and he is a prominent member of the Shiboeth community as a counselor of law in good standing with the court system in Shiboeth. He has enough influence to make things very uncomfortable for player characters any time they venture into Shiboeth again, which means that authorities will question them without necessary cause and hinder movement throughout the city whenever

possible. In any instance wherein an arbitration in court is necessary, Nolar will make sure that the decision goes badly for the player characters who have earned his enmity.

Encounter Eight

Once the priest of Hextor has been defeated, the party returns Leonora to Gwalchen at his estate. Both Gwalchen and Leonora are very grateful, and Gwalchen even drops his guardedness around Knights of the Watch. Gwalchen is elated that his wife has been returned to him, and then, he sobers, reminding the party that the conspiracy is much larger, and the members of this conspiracy have identified him as a threat. He leans forward finally and says that Gran March needs heroes now. More, he requests to know how he can contact them, as he might need their valor again soon.

Gwalchen thanks the party for their trouble, and no sooner than he can hand over the 100 lions he promised each character than there is a knock at the front door. Three stout warriors in chain mail with the well-known insignia of the Knights of Watch enter the foyer. Gwalchen greets the men cordially and asks if he can have refreshments brought to them.

The leader of the Knights, a stout warrior with well-groomed auburn hair and a piercing gaze, responds, "Thank you, no. We will not be staying long."

Gwalchen, somewhat shaken, but still maintaining his cool, replies, "Well, do come sit in the sitting room."

"Again, I choose to decline, Sir." He glances at his two fellows and turns back to Gwalchen. "I have come on business."

"Very well, then. To whom do I owe the honor of this visit, then?"

"I am Watcher Terrian Socarvan, Invincible Minotaur. My companions are Watchers Randen Solavaran and Aldren Felix, Vigilant Bears. We have come to inquire as the reason for your return."

Gwalchen pauses as if to consider his response. "Family business. Nothing more."

"How long do you intend to stay?"

"I had not considered a lengthy stay; however, you must understand that I left family, my wife, here."

The player characters might choose to interject at any time. The Watchers will be cordial but subtly hostile

toward the notion of Gwalchen staying in Gran March. They will bring up the fact that the agreement he had made years ago was to leave Gran March, never to return.

Gwalchen will acknowledge that this is true, but he was given important news that overrode that agreement. He has no choice but to go back on that word, for the good of the March. The Watchers will note that they are perfectly capable of protecting the country against its enemies and that he is not needed. Gwalchen will then relate the events that led to the abduction of his wife, and he will state that he now intends to stay in Gran March for as long as he is needed.

To conclude the interaction, Gwalchen orates the following:

"Your Commandant, the man you elected to lead you, is in danger. I have returned here only to ensure his safety. Nothing more. I have but one concern, and that is that there is a growing enemy intent upon the destruction of our state, and he is working within our borders. He is not a Baklunish barbarian from Ket. He is not a storm giant from Geoff. He is not an orc from the Pomarj. He is a man or woman from Gran March, and he or she is working in the shadows to bring about the downfall of our nation. You must warn your Commandant that dark times are here. I am here only to warn the Commandant of this and to offer him myself to protect him and this nation from enemies both foreign and domestic."

The Knights, obviously unimpressed by his words, respond calmly and politely, "You have not been in this country for the past few years. We are perfectly capable of protecting the Commandant. We thank you for your concern, but we have everything in order here. We will pass your words on to the Commandant. Meanwhile, you realize that your presence here is problematic at best. This was the main reason why you left in the first place. For the good of all, you should strongly reconsider your decision to return. Heed our warning, Sir." With that, the Watchers bow cordially, as if to request their leave, which Gwalchen grants. They exit the door from which they entered.

Conclusion

As soon as the Knights of the Watch leave, Gwalchen addresses the party formally, "I thank the magnificence of Heironeous that my homeland produces such valiant heroes as you. You have done me a great service this day, keeping me safe and restoring my wife, Leonora, to me. Please, tell me how I can contact you in the future should I need

your bravery and courage again. The work I must do in the coming months requires the help of men and women like you, patriotic supporters of Gran March. I promise to be in touch.” Then, he turns to Leonora and says solemnly, “My love, I very nearly lost my wits when I learned of what had happened to you. I fear that the enemies of Gran March might try to use you to persuade me again, and you and our country are both too important to be forced into choosing to preserve one by abandoning the other. Please, while I am here, go to our daughters in Sterich. Stay with them for a time while I undertake the work I must do here. I will stay in touch with you as I am able.” With a warm embrace and a light kiss on the forehead, he urges her to go prepare for her journey, for she should leave at the earliest possible convenience.

Then, Gwalchen turns again to the party as Leonora leaves the room. “I have been gone for too long. Our enemies have placed themselves deep within the roots of the highest places of this country and too close to our leadership. Terrible influences are at work here, the sort that comes not from an army that our forces can test on the battlefield. Be wary of traitors in high places. You cannot necessarily confront them openly without solid evidence or proof, as there might be enough of an influence to bring you down for trying by now. Watch out for traitors, but also be on the lookout for people you can trust. We must gather support if we are to protect our home from a shadowed enemy such as this.”

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter Four

Defeat the black rogues

- APL 2 – 120 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Encounter Six

Defeat the black archer and survive/disarm the trap

- APL 2 – 90 xp.
- APL 4 – 120 xp.
- APL 6 – 180 xp.
- APL 8 – 240 xp.

APL 10 – 300 xp.

APL 12 – 360 xp.

Encounter Four

Defeat the fiends

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp.
- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.
- APL 12 – 315 xp.

Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.
- APL 12 – 1,575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for

some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four

APL 2: L: 182 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each).

APL 4: L: 122 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each), 4 *+1 studded leather armor* (98 gp each), 4 *potions of spider climb* (25 gp each).

APL 6: L: 222 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each), 4 *+1 studded leather armor* (98 gp each), 4 *potions of spider climb* (25 gp each).

APL 8: L: 139 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each), 4 *+2 mithral chain shirts* (425 gp each), 4 *potions of spider climb* (25 gp each), 2 *+1 shock light crossbows* (695 gp each), *+1 shock rapier* (693 gp), *wand of magic missile – 7th level caster* (438 gp), *wand of Melf's acid arrow – 3rd level caster* (375 gp), *cloak of charisma +2* (333 gp).

APL 10: L: 139 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each), 4 *+2 mithral chain shirts* (425 gp each), 4 *potions of spider climb* (25 gp each), 2 *+1 shock light crossbows* (695 gp each), *+1 shock rapier* (693 gp), *wand of magic missile – 7th level caster* (438 gp), *wand of Melf's acid arrow – 3rd level caster* (375 gp), *cloak of charisma +2* (333 gp).

APL 12: L: 139 gp; C: 100 gp; M: 4 handfuls of *dust of tracelessness* (21 gp each), 4 *+2 mithral chain shirts* (425 gp each), 4 *potions of spider climb* (25 gp each), 2 *+1 shock light crossbows* (695 gp each), *+1 shock rapier* (693 gp), *wand of magic missile – 7th level caster* (438 gp), *wand of Melf's acid arrow – 3rd level caster* (375 gp), *cloak of charisma +2* (333 gp), 3 *headbands of intellect +2* (333 gp each), *wand of fireball – 8th level caster* (1,500 gp).

Encounter Six

APL 2: L: 26 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp).

APL 4: L: 26 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp), *potion of shield of faith +2* (4 gp).

APL 6: L: 1 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp), *potion of shield of faith +2* (4 gp), *+1 composite longbow (+2 Str bonus)* (217 gp).

APL 8: L: 1 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp), *potion of shield of faith +2* (4 gp), *+1 composite longbow (+2 Str bonus)* (217 gp), *pipes of the sewers* (96 gp), *Quaal's feather token – swan boat* (38 gp).

APL 10: L: 1 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp), *potion of shield of faith +2* (4 gp), *+2 seeking composite longbow (+2 Str bonus)* (1,550 gp), *pipes of the sewers* (96 gp), *Quaal's feather token – swan boat* (38 gp).

APL 12: L: 1 gp; C: 0 gp; M: *+2 mithral chain shirt* (425 gp), *circlet of continual flame* (10 gp), *potion of shield of faith +2* (4 gp), *+2 seeking composite longbow (+2 Str bonus)* (1,550 gp), *pipes of the sewers* (96 gp), *Quaal's feather token – swan boat* (38 gp), *cloak of resistance +3* (750 gp).

Encounter Seven

APL 2: L: 0 gp; C: 50 gp; M: *+2 chainmail* (358 gp), *gauntlets of ogre power* (333 gp), *+1 greataxe of mighty cleaving* (693 gp).

APL 4: L: 0 gp; C: 50 gp; M: *+2 chainmail* (358 gp), *gauntlets of ogre power* (333 gp), *+1 wounding glaive* (1,526 gp).

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 2 gp; C: 100 gp; M: *+1 light fortification full plate* (471 gp), *+1 heavy steel shield* (98 gp), *+1 thundering flail* (692 gp), *bead of force* (250 gp), *periapt of wisdom +2* (333 gp), *divine scroll of mass inflict light wounds – 9th level caster* (94 gp).

APL 10: L: 2 gp; C: 100 gp; M: *+1 light fortification full plate* (471 gp), *+1 heavy steel shield* (98 gp), *+1 thundering flail* (692 gp), *bead of force* (250 gp), *periapt of wisdom +2* (333 gp), *divine scroll of mass inflict light*

wounds – 9th level caster (94 gp), wand of searing light – 6th level caster (1,125 gp), wand of silence – 3rd level caster (375 gp).

APL 12: L: 2 gp; C: 100 gp; M: +1 moderate fortification full plate (1,471 gp), +1 heavy steel shield (98 gp), +2 thundering flail (1,526 gp), bead of force (250 gp), periapt of wisdom +2 (333 gp), divine scroll of mass inflict light wounds – 9th level caster (94 gp), wand of searing light – 6th level caster (1,125 gp), wand of silence – 3rd level caster (375 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 208 gp; C: 150 gp; M: 1,903 gp – Total: 2,261 gp (450 gp).

APL 4: L: 148 gp; C: 150 gp; M: 3,232 gp – Total: 3,530 gp (650 gp).

APL 6: L: 223 gp; C: 200 gp; M: 1,232 gp – Total: 1,655 gp (900 gp).

APL 8: L: 142 gp; C: 200 gp; M: 7,811 gp – Total: 8,183 gp (1,300 gp).

APL 10: L: 142 gp; C: 200 gp; M: 10,674 gp – Total: 11,016 gp (2,300 gp).

APL 12: L: 142 gp; C: 200 gp; M: 15,757 gp – Total: 16,099 gp (3,300 gp).

Special

☛ Influence Point with Gwalchen Wynnavwynn

For saving the life of Gwalchen Wynnavwynn and rescuing his wife, Leonora, this PC now has some influence with Gwalchen Wynnavwynn and gains him as a point of contact. Any time the PC is in Shibolet, she can look up Gwalchen to obtain information about current political workings in Shibolet or even request a favor. Contact the Gran March Triad for further details.

Also, Gwalchen lifts his distrust of any Knights of the Watch who kept him safe from harm and rescued his wife. If this PC is a Knight of the Watch, this Influence Point will affect how Gwalchen reacts to this PC in the future.

☛ Enmity of Nolar Thotec

For discovering his shrine and forcing him to abandon it, the character has earned the enmity of Nolar Thotec. His reach is long, as he leads a double life shrouded in mystery. Any future legal proceedings involving this PC are likely to be resolved in a way negative to the PC. All Diplomacy checks by this PC with anyone in a legal profession or court system in the Gran March are made at a -4 circumstance penalty. Future scenarios in which Nolar Thotec's enmity can be felt, no matter how remotely, will bestow other twisted outcomes against this PC. Essentially, Nolar Thotec has

far-reaching legal means of making life uncomfortable for this PC at every turn.

☛ Circlet of Continual Flame

This is a beautiful silver circlet with a continual flame spell upon it.

Faint Evocation; CL: 3rd; Prerequisites: can't be created; Market Price: 120 gp; Weight: 0 lbs.

Items for the Adventure Record

Item Access

APL 2:

- ❖ Dust of Tracelessness (Adventure, DMG)
- ❖ Gauntlets of Ogre Power (Adventure, DMG)
- ❖ +2 Chainmail (Adventure, DMG)
- ❖ +1 Mighty Cleaving Greataxe (Adventure, DMG)
- ❖ Circlet of Continual Flame (Adventure, see above)
- ❖ +2 Mithral Chain Shirt (Adventure, DMG)

APL 4/6 (APL 2 Items plus):

- ❖ +1 Wounding Glaive (Adventure, DMG)

APL 8 (APL 2, 4/6 Items plus):

- ❖ Wand of Magic Missile (Adventure, 7th level caster, DMG)
- ❖ Wand of Melf's Acid Arrow (Adventure, 3rd level caster, DMG)
- ❖ Divine Scroll of Mass Inflict Light Wounds (Adventure, 9th level caster, DMG)
- ❖ +1 Light Fortification Full Plate (Adventure, DMG)
- ❖ +1 Heavy Steel Shield (Adventure, DMG)
- ❖ +1 Thundering Flail (Adventure, DMG)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Cloak of Charisma +2 (Adventure, DMG)
- ❖ Bead of Force (Adventure, DMG)
- ❖ +1 Shock Light Crossbow (Adventure, DMG)
- ❖ +1 Shock Rapier (Adventure, DMG)

- ❖ *Pipes of the Sewers (Adventure, DMG)*
- ❖ *Quaal's Feather Token – Swan Boat (Adventure, DMG)*

APL 10 (APL 2, 4/6, 8 Items plus):

- ❖ *Wand of Searing Light (Adventure, 6th level caster, DMG)*
- ❖ *Wand of Silence (Adventure, 3rd level caster, DMG)*
- ❖ *+2 Seeking Composite Longbow - +2 Str Bonus (Adventure, DMG)*

APL 12 (APL 2, 4/6, 8, 10 Items plus):

- ❖ *Wand of Fireball (Adventure, 8th level caster, DMG)*
- ❖ *Headband of Intellect +2 (Adventure, DMG)*
- ❖ *Cloak of Resistance +3 (Adventure, DMG)*
- ❖ *+1 Moderate Fortification Full Plate (Adventure, DMG)*
- ❖ *+2 Thundering Flail (Adventure, DMG)*

Appendix I: NPCs

APL 2

Encounter Four

Black Rogues (3): Male human Rog1; CR 1; Medium Humanoid (Human) (6 ft tall); HD 1d6+3; hp 7 each; Init +3 (Dex); Spd 30 ft. AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +0; Atk +0 melee (1d6/ 18-20, rapier) or +4 ranged (1d8, masterwork light crossbow), Full Atk +0 melee (1d6/18-20, rapier) or +4 ranged (1d8, masterwork light crossbow); SA sneak attack +1d6; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Balance +7, Escape Artist +7, Hide +7 (+17), Jump +4, Listen +3, Move Silently +7, Search +5, Spot +3, Tumble +7; Point Blank Shot, Precise Shot.

Possessions: masterwork studded leather armor, rapier, masterwork light crossbow, 10 crossbow bolts, *dust of tracelessness*, *elixir of hiding*.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: Male human Rog1; CR 1; Medium Humanoid (Human) (6 ft tall); HD 1d6+2; hp 6; Init +2 (Dex); Spd 30 ft. AC 15, touch 12, flat-footed 13; Base Atk +0; Grp +0; Atk +3 melee (1d6+2/ 18-20, masterwork rapier) or +2 ranged (1d8, light crossbow), Full Atk +3 melee (1d6+2/18-20, masterwork rapier) or +2 ranged (1d8, light crossbow); SA sneak attack +1d6; AL NE; SV Fort +2, Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +8, Escape Artist +6, Hide +6 (+16), Jump +6, Listen +6, Move Silently +6, Search +5, Spot +6, Tumble +8; Acrobatic, Dodge.

Possessions: masterwork studded leather armor, masterwork rapier, light crossbow, 10 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness*, *elixir of hiding*.

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Encounter Six

Black Archer: male human Ftr1; CR 1; Medium; HD 1d10+1; hp 9; Init +3; Spd 30 ft. AC 19, touch 13, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork composite longbow (Str +2)), Full Atk +3 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork composite longbow (Str +2)); AL NE; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +6, Swim +6; Point Blank Shot, Weapon Focus (composite longbow).

Possessions: +2 mithral chain shirt, longsword, masterwork composite longbow (+2 Str bonus), 40 arrows, quiver, *circlet of continual flame*.

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

Encounter Seven

Shaliforn: male fiendish orc Bbn3/Ftr1; Medium Humanoid (Orc, Evil, Lawful); CR 5, HD 3d12+1d10+20; hp 50; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d12+7/x3, +1 greataxe of mighty cleaving); Full Atk +9 melee (1d12+7/x3, +1 greataxe of mighty cleaving); SA Smite good, rage 2/day; SQ Damage reduction 5/magic, darkvision 60 ft, resistance to cold 5, spell resistance 9, uncanny dodge, trap sense +1; SV Fort +12, Ref +8, Will +7; Str 17 (19), Dex 13, Con 14, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +11, Intimidate +1, Jump +11; Cleave, Improved Initiative, Power Attack.

Possessions: gauntlets of ogre power, +2 chainmail, +1 mighty cleaving greataxe.

Smite Good (Su): Once per day Shaliforn can make a normal melee attack to deal 4 extra points of damage against a good foe.

APL 4

Encounter Four

Black Rogues (3): male human Rog3; CR 3; Medium Humanoid (Human); HD 3d6+9; hp 21; Init +3 (Dex); Spd 30 ft. AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d8, masterwork light crossbow), Full Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d8, masterwork light crossbow); SA sneak Attack +2d6; SQ trapfinding, evasion, trap sense +1; AL NE; SV Fort +3, Ref +6, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Balance +9, Escape Artist +9, Hide +9 (+19), Jump +6, Listen +5, Move Silently +9, Search +7, Spot +5, Tumble +11; Point Blank Shot, Precise Shot, Rapid Reload.

Possessions: +1 studded leather armor, rapier, masterwork light crossbow, 10 crossbow bolts, *dust of tracelessness*, *potion of spider climb*, *elixir of hiding*.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: male human Rog3; CR 3; Medium Humanoid (Human); HD 3d6+6; hp 18; Init +6 (Dex); Spd 30 ft. AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk +5 melee (1d6+2/18-20, masterwork rapier) or +4 ranged (1d8, light crossbow), Full Atk +5 melee (1d6+2/18-20, masterwork rapier) or +4 ranged (1d8, light crossbow); SA sneak Attack +2d6; SQ trapfinding, evasion, trap sense +1; AL NE; SV Fort +2, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +10, Escape Artist +8, Hide +8 (+18), Jump +8, Listen +8, Move Silently +8, Search +7, Spot +8, Tumble +12; Acrobatic, Dodge, Improved Initiative.

Possessions: +1 studded leather armor, masterwork rapier, light crossbow, 10 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness*, *elixir of hiding*.

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Encounter Six

Black Archer: male human Ftr2; CR 2; Medium; HD 2d10+2; hp 17; Init +3; Spd 30 ft. AC 19, touch 13, flat-footed 16; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +7 ranged (1d8+2/x3, masterwork composite longbow (Str +2)), Full Atk +4 melee (1d8+2/19-20, longsword) or +7 ranged (1d8+2/x3, masterwork composite longbow (Str +2)); AL NE; SV Fort +4, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +6, Swim +6; Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Possessions: +2 mithral chain shirt, longsword, masterwork composite longbow (+2 Str bonus), 40 arrows, quiver, *circlet of continual flame*, *potion of shield of faith* +2.

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

Encounter Seven (EL 7)

Shaliform, male bearded devil Bbn2: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 7; HD 6d8+2d12+40; hp 84; Init +8 (+4 Dex, +4 Improved Initiative); Spd 50 ft (10 squares); AC 28, touch 14, flat-footed 17; Base Atk +8; Grp +12; Atk +14 melee (2d8+7 plus infernal wound plus 1 Con, +1 *glaive of wounding*) or +13 melee (1d8+5, claw); Full Atk +13/+8 melee (2d8+7 plus infernal wound plus 1 Con, +1 *glaive of wounding*) or +13/+13 melee (1d8+5, claws); SA Infernal wound, beard, battle frenzy, summon

baatezu; SQ Damage reduction 5/silver or good, darkvision 60 ft, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft; SV Fort +12, Ref +8, Will +7; Str 19 (21), Dex 18, Con 20, Int 6, Wis 9, Cha 12.

Skills and Feats: Climb +22, Diplomacy +2, Hide +10, Jump +5, Listen +1, Move Silently +14, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 19 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 19 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 19 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Possessions: +1 wounding glaive, +2 chainmail, *gauntlets of ogre power*.

APL 6

Encounter Four

Black Rogues (3): Human Rog4/Asn1; CR 5; Medium; HD 5d6+15; hp 34; Init +3; Spd 30 ft. AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d6/18-20, masterwork rapier) or +7 ranged (1d8, masterwork light crossbow), Full Atk +4 melee

(1d6/18-20, masterwork rapier) or +7 ranged (1d8, masterwork light crossbow); SA sneak attack +3d6; SQ evasion, trap sense +1; AL NE; SV Fort +4, Ref +7, Will +0; Str 10, Dex 17, Con 16, Int 14, Wis 8, Cha 6.

Skills and Feats: Balance +11, Escape Artist +11, Hide +11 (+21), Jump +8, Listen +7, Move Silently +11, Search +9, Spot +7, Tumble +13; Point Blank Shot, Precise Shot, Rapid Reload.

Spells Prepared (1; base DC=12 + Spell Level): 1st – true strike.

Possessions: +1 studded leather armor, masterwork rapier, masterwork light crossbow, 10 crossbow bolts, *dust of tracelessness*, *potion of spider climb*, ~~*elixir of hiding*~~, ~~*potion of protection from arrows 15/magic*~~.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: Human Rog4/Asn1; CR 5; Medium; HD 5d6+10; hp 30; Init +6; Spd 30 ft. AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +6 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d8, masterwork light crossbow), Full Atk +6 melee (1d6/18-20, masterwork rapier) or +6 ranged (1d8, masterwork light crossbow); SA sneak attack +3d6; SQ evasion, trap sense +1; AL NE; SV Fort +3, Ref +6, Will +3; Str 14, Dex 14, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +12, Escape Artist +10, Hide +10 (+20), Jump +10, Listen +10, Move Silently +10, Search +10, Spot +10, Tumble +14; Acrobatic, Dodge, Improved Initiative.

Spells Prepared (1; base DC=11 + Spell Level): 1st – true strike.

Possessions: +1 studded leather armor, masterwork rapier, masterwork light crossbow, 10 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness*, ~~*elixir of hiding*~~, ~~*potion of protection from arrows 15/magic*~~.

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Encounter Six

Black Archer: male human Ftr4; CR 4; Medium; HD 4d10+4; hp 33; Init +3; Spd 30 ft. AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8+5/x3, +1 composite longbow (+2 Str bonus)), Full Atk +4 melee (1d8+2/19-20, longsword) or +7/+7 ranged (1d8+5/x3, +1 composite longbow (+2 Str bonus)); AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 17, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Swim +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus

(composite longbow), Weapon Specialization (composite longbow).

Possessions: +2 mithral chain shirt, longsword, +1 composite longbow (+2 Str bonus), 40 arrows, quiver, *circlet of continual flame*, *potion of shield of faith* +2.

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

APL 8

Encounter Four

Black Rogues (2): male human Rog4/Asn3; CR 7; Medium Humanoid (Human); HD 7d6+21; hp 48; Init +3 (Dex); Spd 30 ft. AC 23, touch 17, flat-footed 23; Base Atk +5; Grp +5; Atk +6 melee (1d6/18-20, masterwork rapier) or +10 ranged (1d8 plus 1d6 electrical plus poison, +1 shock light crossbow); Full Atk +6 melee (1d6/18-20, masterwork rapier) or +10 ranged (1d8 plus 1d6 electrical plus poison, +1 shock light crossbow); SA death attack, sneak attack +4d6, poison use; SQ Spells, evasion, trap sense +1, improved uncanny dodge, +1 save against poison; AL NE; SV Fort +4, Ref +10, Will +0; Str 10, Dex 17, Con 16, Int 14, Wis 8, Cha 6.

Skills and Feats: Balance +13, Escape Artist +13, Hide +13 (+23), Jump +10, Listen +7, Move Silently +13, Search +11, Spot +7, Tumble +15; Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (light crossbow).

Spells Prepared (3/1; base DC=12 + Spell Level): 1st – jump, obscuring mist, true strike, 2nd – invisibility.

Possessions: +2 mithral chain shirt, masterwork rapier, +1 shock light crossbow, 10 crossbow bolts (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), *dust of tracelessness*, *potion of spider climb*, ~~*elixir of hiding*~~, ~~*potion of protection from arrows 15/magic*~~, *potion of shield of faith* +4, *potion of invisibility*.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: male human Rog4/Asn3; CR 7; Medium Humanoid (Human); HD 7d6+14; hp 42; Init +6 (Dex); Spd 30 ft. AC 22, touch 16, flat-footed 22; Base Atk +5; Grp +5; Atk +9 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 shock rapier) or +8 ranged (1d8, masterwork light crossbow); Full Atk +9 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 shock rapier) or +8 ranged (1d8, masterwork light crossbow); SA death attack, sneak attack +4d6, poison use; SQ Spells, evasion, trap sense +1, improved uncanny dodge, +1 save against poison; AL NE; SV Fort +4, Ref +10, Will +0; Str 14, Dex 14, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +12 (+22), Jump +12, Listen +10, Move Silently +12, Search +11, Spot +10, Tumble +16; Acrobatic, Dodge, Improved Initiative, Weapon Focus (rapier).

Spells Prepared (3; base DC=11 + Spell Level): 1st – *jump, obscuring mist, true strike*.

Possessions: +2 mithral chain shirt, +1 shock rapier (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), masterwork light crossbow, 10 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness*, ~~*elixir of hiding, potion of protection from arrows 15/magic, potion of shield of faith 14, potion of invisibility*~~.

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Zoldar: male human Rog2/Sor5; CR 7; Medium Humanoid (Human); HD 2d6+4d4+18; hp 35; Init +3 (Dex); Spd 30 ft. AC 22, touch 16, flat-footed 22; Base Atk +3; Grp +3; Atk +6 melee (1d6/18-20, mw rapier) or +6 ranged (1d8, mw light crossbow); Full Atk +6 melee (1d6/18-20, mw rapier) or +6 ranged (1d8, mw light crossbow); SA sneak attack +1d6; SQ Spells, evasion, summon familiar; AL NE; SV Fort +6, Ref +6, Will +3; Str 10, Dex 15, Con 16, Int 10, Wis 8, Cha 15 (17).

Skills and Feats: Balance +7, Bluff +8, Concentration +11, Gather Information +8, Hide +7 (+17), Jump +5, Move Silently +7, Open Lock +5, Spellcraft +7, Tumble +9; Combat Casting, Iron Will, Point Blank Shot, Weapon Finesse.

Spells Prepared (6/7/5; base DC=13 + Spell Level): 0 – *acid splash, flare, mage hand, ray of frost, resistance, touch of fatigue*; 1st – *magic missile, protection from good, ray of enfeeblement, true strike*; 2nd – *protection from arrows, touch of idiocy*.

Possessions: +2 mithral chain shirt, wand of magic missile (7th level caster), wand of Melf's acid arrow (3rd level caster), masterwork rapier, masterwork light crossbow, crossbow bolts (10), *cloak of charisma* +2, ~~*elixir of hiding, potion of protection from arrows 15/magic, potion of shield of faith 14, potion of invisibility*~~.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Rat Familiar: CR na; Tiny Magical Beast; HD 5d8; hp 17; Init +2; Spd 15 ft, climb 15 ft, swim 15 ft, AC 14, touch 14, flat-footed 12; Base Atk +4; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ ft/0 ft; SQ Low-light vision, scent, SV Fort +2, Ref +6, Will +5; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +15, Climb +12, Hide +19, Move Silently +11, Swim +10; Weapon Finesse.

Encounter Six

Black Archer: male human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+6; hp 50; Init +3; Spd 30 ft. AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19-20, longsword) or +7/+7 ranged (1d8+5/x3, +1 composite longbow (+2 Str bonus)), Full Atk +8 melee (1d8+2/19-20, longsword) or +9/+9/+4 ranged (1d8+5/x3, +1 composite longbow (+2 Str bonus)); AL NE; SV Fort +6, Ref +5, Will +3; Str 14, Dex 17, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Swim +8; Blind-Fight, Point Blank Shot, Manyshot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +2 mithral chain shirt, longsword, +1 composite longbow (+2 Str bonus), 40 arrows, quiver, *circlet of continual flame, potion of shield of faith +2, pipes of the sewers, Quaal's feather token (swan boat)*.

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

Encounter Seven

Azure Modell: male human Clr9 of Hextor; Medium Humanoid (Human) (5 ft, 9 in. tall); CR 9; HD 9d8+9; hp 61; Init +0; Spd 20 ft; AC 22, touch 10, flat-footed 22; Base Atk +6; Grp +7; Atk +9 melee (1d8+2/19-20 plus 1d8 sonic, +1 thundering flail); Full Atk +9/+4 melee (1d8+2/19-20 plus 1d8 sonic, +1 thundering flail); SA Spells, Rebuke Undead; SQ None; AL LE; SV Fort +7, Ref +3, Will +9 (10); Str 13, Dex 10, Con 12, Int 11, Wis 17 (19), Cha 14.

Skills and Feats: Concentration +7, Heal +9 (+10), Knowledge (arcana) +6, Knowledge (religion) +6, Profession (lawyer) +9 (+10), Spellcraft +6; Combat Casting, Extra Turning, Great Fortitude, Improved Critical (flail), Weapon Focus (flail).

Possessions: +1 light fortification full plate, +1 heavy steel shield, +1 thundering flail, *bead of force, periapt of wisdom +2, divine scroll of mass inflict light wounds (9th level caster)*, silver unholy symbol of Hextor.

Spells Prepared: (6/5+1/5+1/4+1/3+1/1+1; base DC=14 + Spell Level) 0 – *guidance, resistance, virtue, cure minor wounds* x3; 1st – *bane, cause fear, doom, obscuring mist, protection from good**; *shield of faith*; 2nd – *bear's endurance, bull's strength, darkness, hold person, sound burst, spiritual weapon**; 3rd – *blindness/deafness, deeper darkness, magic vestment**;

*magic circle against good, wind walk, 4th – cure critical wounds, divine power**; *freedom of movement, spell immunity, 5th – flame strike*, spell resistance.*

*Domain Spell. *Deity*: Hextor; *Domains*: Evil, War.

APL 10

Encounter Four

Black Rogues (2): male human Rog4/Asn5; CR 9; Medium Humanoid (Human); HD 9d6+27; hp 61; Init +4 (Dex); Spd 30 ft. AC 24 touch 18, flat-footed 24; Base Atk +6; Grp +6; Atk +7 melee (1d6/18-20, masterwork rapier) or +12 ranged (1d8 plus 1d6 electrical plus poison, +1 *shock light crossbow*); Full Atk +7 melee (1d6/18-20, masterwork rapier) or +12/+7 ranged (1d8 plus 1d6 electrical plus poison, +1 *shock light crossbow*); SA death attack, sneak attack +4d6, poison use; SQ spells, evasion, trap sense +1, uncanny dodge, +2 save against poison; AL NE; SV Fort +6, Ref +11, Will +1; Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 6.

Skills and Feats: Balance +13, Escape Artist +13, Hide +13 (+23), Jump +10, Listen +8, Move Silently +13, Search +11, Spot +8, Tumble +15; Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (light crossbow).

Spells Prepared (4/3; base DC=12 + Spell Level): 1st – *ghost sound, jump, obscuring mist, true strike, 2nd – cat's grace, fox's cunning, invisibility.*

Possessions: +2 *mithral chain shirt*, masterwork rapier, +1 *shock light crossbow*, 20 crossbow bolts (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), *dust of tracelessness, potion of spider climb, elixir of hiding, potion of protection from arrows 15/magic, potion of shield of faith 14, potion of invisibility.*

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: male human Rog4/Asn5; CR 9; Medium Humanoid (Human); HD 9d6+18; hp 54; Init +6 (Dex); Spd 30 ft. AC 18 touch 12, flat-footed 20; Base Atk +6; Grp +8; Atk +10 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 *shock rapier*) or +9 ranged (1d8, masterwork light crossbow); Full Atk +10/+5 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 *shock rapier*) or +9 ranged (1d8, masterwork light crossbow); SA death attack, sneak attack +4d6, poison use; SQ spells, evasion, trap sense +1, uncanny dodge, +2 save against poison; AL NE; SV Fort +6, Ref +11, Will +1; Str 14, Dex 14, Con 14, Int 14, Wis 14, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +12 (+22), Jump +12, Listen +11, Move Silently +12, Search +12, Spot +11, Tumble +16; Acrobatic, Dodge, Improved Initiative, Weapon Focus (rapier).

Spells Prepared (4/2; base DC=12 + Spell Level): 1st – *ghost sound, jump, obscuring mist, true strike, 2nd – cat's grace, invisibility.*

Possessions: +2 *mithral chain shirt*, +1 *shock rapier* (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), masterwork light crossbow, 20 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness, elixir of hiding, potion of protection from arrows 15/magic, potion of shield of faith 14, potion of invisibility.*

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Zoldar: male human Rog2/Sor7; CR 9; Medium Humanoid (Human); HD 2d6+7d4+27; hp 51; Init +3 (Dex); Spd 30 ft. AC 22, touch 16, flat-footed 22; Base Atk +4; Grp +4; Atk +7 melee (1d6/18-20, mw rapier) or +7 ranged (1d8, mw light crossbow); Full Atk +7 melee (1d6/18-20, mw rapier) or +7 ranged (1d8, mw light crossbow); SA sneak attack +1d6; SQ Spells, evasion, familiar; AL NE; SV Fort +4, Ref +10, Will +0; Str 10, Dex 15, Con 16, Int 10, Wis 8, Cha 16 (18).

Skills and Feats: Balance +7, Bluff +8, Concentration +13, Gather Information +8, Hide +7 (+17), Jump +5, Knowledge (arcana) +2, Move Silently +7, Open Lock +5, Spellcraft +9, Tumble +9; Combat Casting, Iron Will, Point Blank Shot, Weapon Finesse.

Spells Prepared (6/7/7/5; base DC=14 + Spell Level): 0 – *acid splash, flare, mage hand, prestidigitation, ray of frost, resistance, touch of fatigue*; 1st – *burning hands, magic missile, protection from good, ray of enfeeblement, true strike*; 2nd – *Melf's acid arrow, protection from arrows, touch of idiocy*; 3rd – *fireball, protection from energy.*

Possessions: +2 *mithral chain shirt, wand of magic missile (7th level caster), wand of Melf's acid arrow (3rd level caster), masterwork rapier, masterwork light crossbow, crossbow bolts (20), cloak of charisma +2, elixir of hiding, potion of protection from arrows 15/magic, potion of shield of faith 14, potion of invisibility.*

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Rat Familiar: CR na; Tiny Magical Beast; HD 7d8; hp 25; Init +2; Spd 15 ft, climb 15 ft, swim 15 ft, AC 14, touch 14, flat-footed 12; Base Atk +4; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ ft/0 ft; SQ Low-light vision, scent, SV Fort +2, Ref +7, Will +6; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +15, Climb +12, Hide +19, Move Silently +11, Swim +10; Weapon Finesse.

Encounter Six

Black Archer: male human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+8; hp 66; Init +4; Spd 30 ft. AC 20, touch 14, flat-footed 16; Base Atk +8; Grp +10; Atk +10 melee (1d8+2/19-20, longsword) or +11/+11 ranged (1d8+6/x3, +2 *seeking composite longbow* (+2 *Str bonus*)), Full Atk +10 melee (1d8+2/19-20, longsword) or +13/+13/+8 ranged (1d8+6/x3, +2 *seeking composite longbow* (+2 *Str bonus*)); AL NE; SV Fort +7, Ref +6, Will +3; Str 14, Dex 18, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Swim +8; Blind-Fight, Point Blank Shot, Greater Weapon Focus (composite longbow), Manyshot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +2 *mithral chain shirt*, longsword, +2 *seeking composite longbow* (+2 *Str bonus*), 40 arrows, quiver, *circlet of continual flame*, *potion of shield of faith* +2, *pipes of the sewers*, *Quaal's feather token* (*swan boat*).

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

Encounter Seven

Azure Modell: male human Clr11 of Hextor; Medium Humanoid (Human) (5 ft 9 in. tall); CR 11; HD 11d8+11; hp 75; Init +0; Spd 20 ft; AC 23, touch 10, flat-footed 23; Base Atk +8; Grp +9; Atk +11 melee (1d8+3/19-20 plus 1d8 sonic, +1 *thundering flail*); Full Atk +11/+6 melee (1d8+3/19-20 plus 1d8 sonic, +1 *thundering flail*); SA Spells, Rebuke Undead; AL LE; SV Fort +8, Ref +4, Will +10 (+11); Str 13, Dex 10, Con 12, Int 11, Wis 17 (19), Cha 14.

Skills and Feats: Concentration +8, Heal +10 (+11), Knowledge (arcane) +7, Knowledge (religion) +7, Profession (lawyer) +10 (+11), Spellcraft +7; Combat Casting, Extra Turning, Great Fortitude, Improved Critical (flail), Weapon Focus (flail).

Possessions: +1 *light fortification full plate armor*, +1 *heavy steel shield*, +1 *thundering flail*, *bead of force*, *periapt of wisdom* +2, *scroll of mass inflict light wounds* (9th level caster), *wand of searing light* (6th level caster), *wand of silence* (3rd level caster), silver unholy symbol of Hextor.

Spells Prepared: (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC=14 + Spell Level) 0 – *guidance*, *resistance*, *virtue*, *cure minor wounds* x3; 1st – *bane*, *cause fear*, *doom*, *entropic shield*, *obscuring mist*, *protection from good**, *shield of faith*; 2nd – *bear's endurance*, *bull's strength*, *darkness*, *hold person*, *sound burst*, *spiritual weapon**; 3rd – *blindness/deafness*, *deeper darkness*,

dispel magic, *magic vestment**, *magic circle against good*, *wind walk*, 4th – *cure critical wounds*, *divine power*, *freedom of movement*, *spell immunity*, *unholy blight**; 5th – *flame strike**, *slay living*, *spell resistance*; 6th – *blade barrier*, *harm**.

*Domain Spell. *Deity:* Hextor; *Domains:* Evil, War.

APL 12

Encounter Four

Black Rogues (2): male human Rog4/Asn7; CR 11; Medium Humanoid (Human) (6 ft tall); HD 11d6+33; hp 75; Init +4 (Dex); Spd 30 ft. AC 24, touch 18, flat-footed 24; Base Atk +7; Grp +7; Atk +8 melee (1d6/18-20, masterwork rapier) or +13 ranged (1d8 plus 1d6 electrical plus poison, +1 *shock light crossbow*); Full Atk +8 melee (1d6/18-20, masterwork rapier) or +13/+8 ranged (1d8 plus 1d6 electrical plus poison, +1 *shock light crossbow*); SA death attack, sneak attack +5d6, poison use; SQ Spells, evasion, trap sense +1, uncanny dodge, improved uncanny dodge, +3 save against poison; AL NE; SV Fort +6, Ref +13, Will +4; Str 10, Dex 18, Con 16, Int 14 (16), Wis 8, Cha 6.

Skills and Feats: Balance +18, Escape Artist +18, Hide +18 (+28), Jump +5, Listen +3, Move Silently +18, Search +10, Spot +3, Tumble +20; Iron Will, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (light crossbow).

Spells Prepared (4/4/3; base DC=13 + Spell Level): 1st – *ghost sound*, *jump*, *obscuring mist*, *true strike*; 2nd – *cat's grace*, *fox's cunning*, *invisibility*, *undetected alignment*; 3rd – *deep slumber*, *false life*, *magic circle against good*.

Possessions: +2 *mithral chain shirt*, masterwork rapier, +1 *shock light crossbow*, 20 crossbow bolts (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), *dust of tracelessness*, *potion of spider climb*, *headband of intellect* +2, ~~*elixir of hiding*~~, ~~*potion of protection from arrows 15/magic*~~, ~~*potion of shield of faith +4*~~, ~~*potion of invisibility*~~.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Shrike: male human Rog4/Asn7; CR 11; Medium Humanoid (Human) (6 ft tall); HD 11d6+22; hp 66; Init +4 (Dex); Spd 30 ft. AC 22, touch 16, flat-footed 22; Base Atk +7; Grp +9; Atk +11 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 *shock rapier*) or +10 ranged (1d8, masterwork light crossbow); Full Atk +11/+6 melee (1d6+3/18-20 plus 1d6 electrical plus poison, +1 *shock rapier*) or +10 ranged (1d8, masterwork light crossbow); SA death attack, sneak attack +5d6, poison use; SQ Spells, evasion, trap sense +1, uncanny dodge, improved uncanny dodge, +3 save against poison; AL

NE; SV Fort +5, Ref +11, Will +7; Str 14, Dex 14, Con 14, Int 14 (16), Wis 14, Cha 8.

Skills and Feats: Balance +18, Escape Artist +18, Hide +18 (+28), Jump +5, Listen +3, Move Silently +18, Search +10, Spot +3, Tumble +20; Acrobatic, Dodge, Improved Initiative, Iron Will, Weapon Focus (rapier).

Spells Prepared (4/4/3; base DC=13 + Spell Level): 1st – *ghost sound, jump, obscuring mist, true strike*; 2nd – *cat's grace, fox's cunning, invisibility, undetectable alignment*; 3rd – *deep slumber, false life, magic circle against good*.

Possessions: +2 mithral chain shirt, +1 shock rapier (poisoned with Terinav Root [Contact DC 16, 1d6 Dex/2d6 Dex]), masterwork light crossbow, 20 crossbow bolts, silver unholy symbol of Hextor, *dust of tracelessness, headband of intellect* +2, ~~*elixir of hiding, potion of protection from arrows*~~ +5/magic, ~~*potion of shield of faith*~~ +4, ~~*potion of invisibility*~~.

Physical Description: Wearing black armor, with a black bandana hiding his face, except for his eyes. He wears a silver unholy symbol of Hextor.

Zoldar: male human Rog2/Sor9; CR 11; Medium Humanoid (Human); HD 2d6+9d4+33; hp 61; Init +3 (Dex); Spd 30 ft. AC 22, touch 16, flat-footed 22; Base Atk +5; Grp +5; Atk +8 melee (1d6/18-20, mw rapier) or +8 ranged (1d8, mw light crossbow); Full Atk +8 melee (1d6/18-20, mw rapier) or +8 ranged (1d8, mw light crossbow); SA sneak attack +1d6, spells; SQ evasion, trap sense +1, familiar; AL NE; SV Fort +6, Ref +8, Will +5; Str 10, Dex 15, Con 16, Int 10, Wis 8, Cha 16 (18).

Skills and Feats: Balance +7, Bluff +8, Concentration +15, Gather Information +8, Hide +7 (+17), Jump +5, Knowledge (arcana) +4, Move Silently +7, Open Lock +5, Spellcraft +11, Tumble +9; Empower Spell, Combat Casting, Iron Will, Point Blank Shot, Weapon Finesse.

Spells Prepared (6/7/7/7/5; base DC=14 + Spell Level): 0 – *acid splash, flare, ghost sound, mage hand, prestidigitation, ray of frost, resistance, touch of fatigue*; 1st – *burning hands, magic missile, protection from good, ray of enfeeblement, true strike*; 2nd – *protection from arrows, resist energy, touch of idiocy, web*; 3rd – *fireball, protection from energy, vampiric touch*; 4th – *lesser globe of invulnerability, ice storm*.

Possessions: +2 mithral chain shirt, wand of fireball (8th level caster), wand of magic missile (7th level caster), wand of Melf's acid arrow (3rd level caster), masterwork rapier, masterwork light crossbow, crossbow bolts (20), *cloak of charisma* +2, ~~*elixir of hiding, potion of protection from arrows*~~ +5/magic, ~~*potion of shield of faith*~~ +4, ~~*potion of invisibility*~~.

Physical Description: All wear black armor, with black bandanas hiding their faces except for the eyes.

Rat Familiar: CR na; Tiny Magical Beast; HD 9d8; hp 30; Init +2; Spd 15 ft, climb 15 ft, swim 15 ft, AC 14, touch 14, flat-footed 12; Base Atk +4; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ ft/0 ft; SQ Low-light vision, scent, SV Fort +3, Ref +8, Will +7; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +15, Climb +12, Hide +19, Move Silently +11, Swim +10; Weapon Finesse.

Encounter Six

Black Archer: male human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+10; hp 83; Init +4; Spd 30 ft. AC 20, touch 14, flat-footed 16; Base Atk +10; Grp +12; Atk +12 melee (1d8+2/19-20, longsword) or +13/+13 ranged (1d8+6/19-20x3, +2 *seeking composite longbow* (+2 *Str bonus*)), Full Atk +10 melee (1d8+2/19-20, longsword) or +15/+15/+10 ranged (1d8+6/19-20x3, +2 *seeking composite longbow* (+2 *Str bonus*)); AL NE; SV Fort +8, Ref +7, Will +4; Str 14, Dex 18, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Swim +8; Blind-Fight, Greater Weapon Focus (composite longbow), Improved Critical (composite longbow), Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +2 mithral chain shirt, longsword, +2 *seeking composite longbow* (+2 *Str bonus*), 40 arrows, quiver, *circlet of continual flame, cloak of resistance* +3, *potion of shield of faith* +2, *pipes of the sewers, Quaal's feather token* (swan boat).

Physical Description: The black archer wears a black mithral chain shirt. He is lanky and greasy with an ornately carved composite longbow.

Encounter Seven

Azure Modell: male human Clr13 of Hextor; Medium Humanoid (Human) (5 ft, 9 in. tall); CR 13; HD 13d8+13; hp 88; Init +0; Spd 20 ft; AC 23, touch 10, flat-footed 23; Base Atk +9; Grp +10; Atk +13 melee (1d8+3/19-20 plus 1d8 sonic, +2 *thundering flail*); Full Atk +13/+8 melee (1d8+3/19-20 plus 1d8 sonic, +2 *thundering flail*); SA Spells, Rebuke Undead; AL LE, SV Fort +9, Ref +4, Will +12 (+13); Str 13, Dex 10, Con 12, Int 11, Wis 18 (20), Cha 14.

Skills and Feats: Concentration +8, Heal +12 (+13), Knowledge (arcana) +8, Knowledge (religion) +8, Profession (soldier) +12 (+13), Spellcraft +8; Combat Casting, Extra Turning, Great Fortitude, Improved Critical (flail), Improved Turning, Weapon Focus (flail).

Possessions: +1 moderate fortification full plate armor, +1 heavy steel shield, +2 thundering flail, bead of force, periapt of wisdom +2, scroll of mass inflict light wounds (9th level caster), wand of searing light (6th level caster), wand of silence (3rd level caster), silver unholy symbol of Hextor.

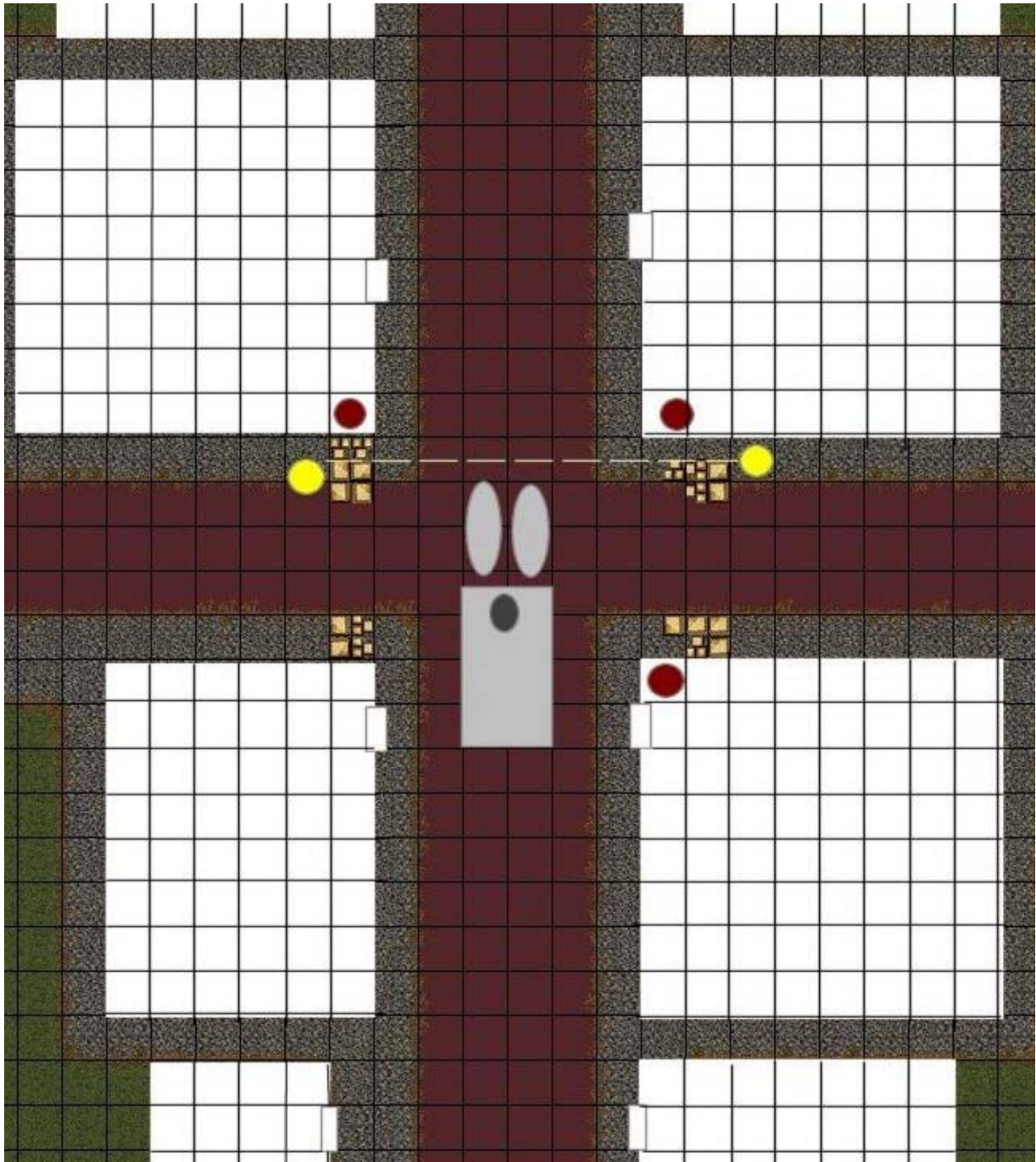
Spells

Prepared

(6/7+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC=15 + Spell Level): 0 – guidance, resistance, virtue, cure minor wounds x3; 1st – bane, cause fear, divine favor, doom, entropic shield, obscuring mist, protection from good*; shield of faith; 2nd – align weapon, bear's endurance, bull's strength, darkness, hold person, sound burst, spiritual weapon*; 3rd – blindness/deafness, deeper darkness, dispel magic, magic vestment*; prayer, wind walk; 4th – cure critical wounds x2, divine power, freedom of movement, spell immunity, unholy blight*; 5th – flame strike*, righteous might, slay living, spell resistance, true seeing; 6th – blade barrier, harm*, heal; 7th – blasphemy*; power word blind.

*Domain Spell. *Deity:* Hextor; *Domains:* Evil, War.

DM Aids: Map #1 – Encounter Four



Ovals: horses

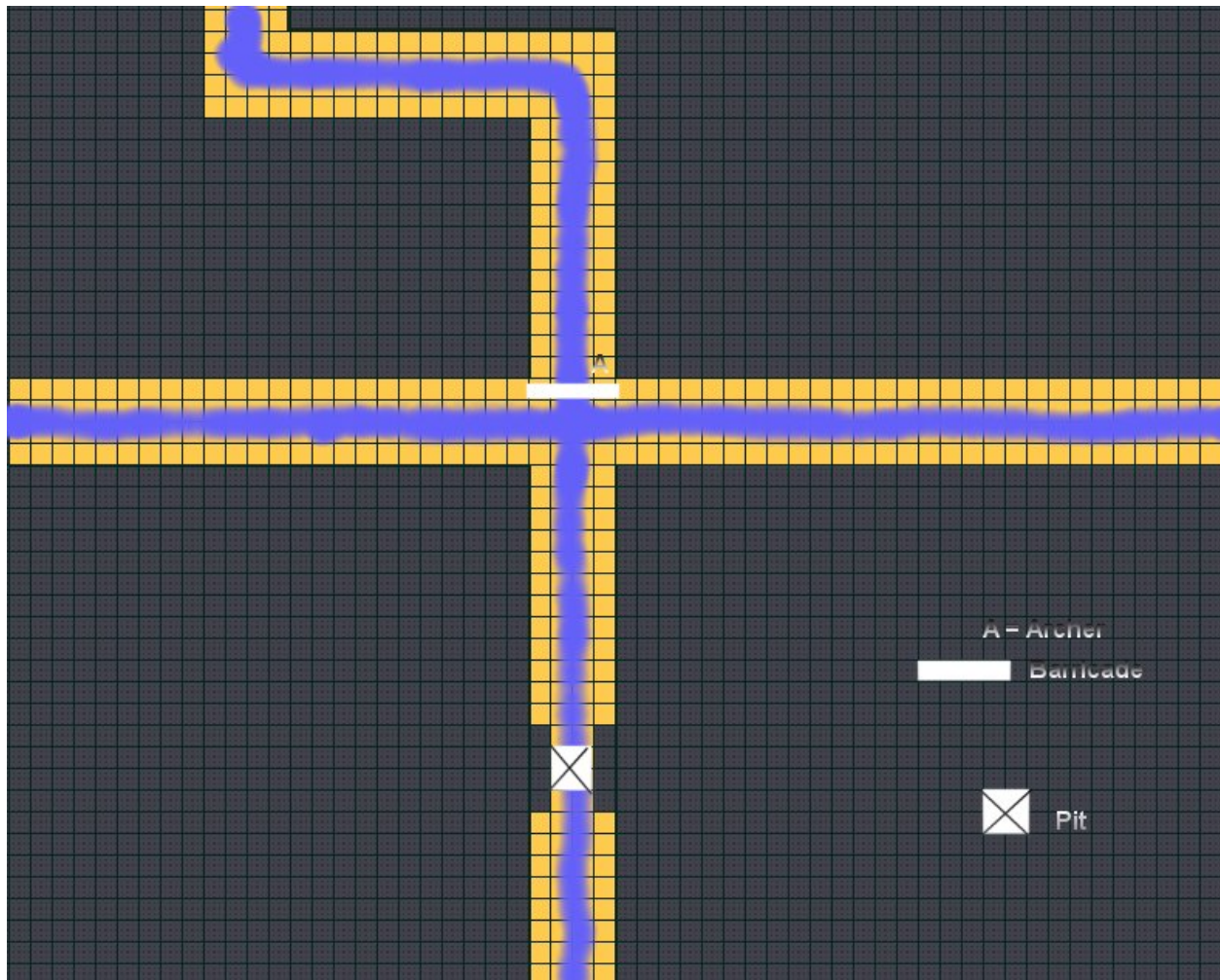
Brown rectangle: wagon

Light circles: Rogues with rope // Dark circles: Other two rogues (pick two of three circles)

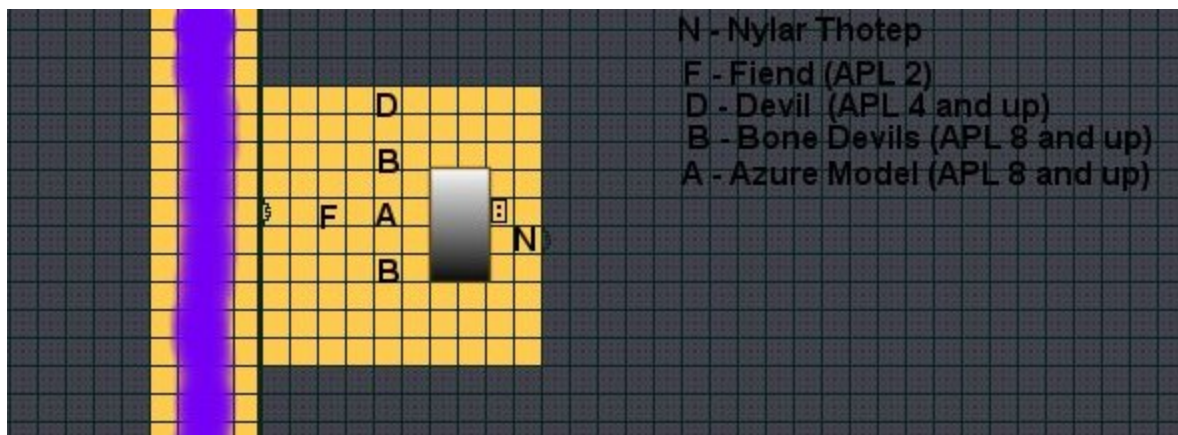
Dotted line: rope

$\frac{1}{4}$ inch = 5 ft

DM Aids: Map #2 – The Pit and the Archer (Encounter Six)



DM Aids: Map# 3 –Unhallowed Shrine of Nolar Thotec (Enc. Seven)



Critical Events Summary

1. What was the general reaction to Gwalchen Wynnavwynn throughout this scenario?
2. Did the party leave any survivors amongst the assassins in Encounter 4? Did any of the assassins escape?
3. Did the party defeat Nolar Thotec's thugs?
4. Did the party gain Gwalchen Wynnavwynn as a point of contact?
5. Were there any Knight of the Watch player characters who earned Gwalchen as a point of contact? If so, who?

Please send all results to Michael D. Moore at Mayhawk@mindspring.com.