

GRM7-5

Currents

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

Version 0.9

by P. Dennis Waltman

Reviewers: Gran March Triad Circle Reviewer: Steven Conforti

Playtesters: Albert Degenaar, Stephanie Degenaar, Michael Roderick Sr, Daniel Buchmueller, David Lillthun, Colleen Shelby

A pleasant cruise down the Sheldomar River; the river does most of the work on the downward leg, so what will the characters find themselves doing? And with a full moon there should be plenty of visibility for travel at night. A dangerous Gran March Regional adventure for APLs 2-12 and Part 4 of the *Homefront* series. Creatures larger than medium are unlikely to participate, characters larger than medium cannot participate and wild animals will not find welcome on deck.

Note: This adventure will be of particular interest to River Guard, Military and Veteran characters, bearers of Githyanki Silver Swords, and members of organization(s) that do not exist.

Resources: *Complete Arcane* [by Richard Baker], *Complete Warrior* [by Andy Collins, David Noonan, and Ed Stark], *Spell Compendium* [by Matthew Sernett, Jeff Grubb, and Mike McArtor], *Stormwrack* [by Richard Baker, Joseph D. Carriker, Jr., and Jennifer Clarke Wilkes].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		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

gorize the
re given in
L of your
before the
e to play a
eir choice,
nt APL.

character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

While there has always been some piracy or thievery upon the river, launches manned by locals have historically kept these rogues in check. Recently however, with an upswing of merchant and military traffic, more sophisticated operations have moved into the area. Many of these have been merchant captains who earned a little extra money on the side taking the ships and/or cargos of their brethren. The fledgling River Guard has used its Keelboats to good advantage over these criminals, indeed confiscated keelboats have made it possible to reach full strength well ahead of schedule.

However, a much more well-trained force of thieves and pirates have set their sights on the Sheldomar River. They have started to pick off ships and crews on the river with excellent tactics and good intelligence. They are never where the River Guard boats are patrolling, and manage to skip any merchant traffic where River Guard marines have been stationed to catch such pirates. In more recent daring raids, these river pirates have stripped a barge of all its cargo in the

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

few hours between a River Guard patrol, with none of the barge crew remembering the previous few hours.

These river pirates, or Brotherhood as they seem to call themselves, do not leave the bodies of their fallen behind, and many of those captured have slain themselves rather than be questioned. |

THE BROTHERHOOD

There are two groups working together as the brotherhood symbol is a scimitar, rapier, dagger lined up a their hilt. Most members have this tattooed on their shoulder.

There are really two groups that make up the Brotherhood. These groups have a common goal in stopping Gran March shipping along the Sheldomar River, as well as some other criminal activity. The Brotherhood has an combined leadership structure as well.

The Swords of Kelanen make up the bulk of the Brotherhood. These are all sworn men and women of Kelanen. They will only use swords, daggers, and crossbows. They each have the nine pointed sword star tattooed at the bottom of each foot. They believe there is too much Order/Law and too much Goodness in Gran March and they have taken it upon themselves to add more Evil and Chaos. Stopping the shipping along the Sheldomar River is one method to add both. All Swords of Kelanen have the Brotherhood tattoo. Some swords were former (or current) members of the Corporation, but the Brotherhood views the Corporation as a too lawful organization on par with the Church of Heironeous which they also despise.

While most of the Garden of Men members make an appearance in the game, they are not part of the combats. To avoid spoiling the judges of this game, little will be said of them, except they view that much of the Sheldomar shipping is benefiting the Ulek states, and they vehemently believe that is wrong. The Garden do not like to do evil, but Chaos is just fine.

Most of the Brotherhood, carry a wooden holy symbol of Heironeous. It is only a ruse to lull people into a false sense of community. Heironeous is one of the reason there is so much Good and Law in Gran March.

Followers of Kelanen who do not work towards a balance of law, evil, good and chaos, are viewed as religious traitors or heretics.

The Brotherhood are fanatics. Those who are not a part of their membership are enemies. There are no innocents in their battle for balance. They will be largely immune to diplomacy, but not completely. An outsider who is their friend is likely someone that they will not torture, and will give a clean death, or invite to join the organization. Such invitees will be required to drop all weapons, spell pouches, lie prone, allow themselves to be blind folded, gagged and tied. And left. They must show trust in their brothers. All of the brotherhood have gone through similar rituals. There is no a chance of being a member here, but a willingness to join that will be noted on the AR.

ADVENTURE SUMMARY

The characters get their instructions by message so there is no authority to question or get more information about the mission. It also demands that military or authority figure characters leave their authority clothing and symbols behind. Adding to this travel on a boat, and there can be great anxiety among the characters.

The introduction shows the players the Captain, boat and situation.

Encounter One

The characters are called on deck of the Silver Rose. It seems something is stopping the keelboat from moving downstream and the boat is angling towards the short. The Captain wants his new crew to handle the situation.

At lower APLs, something can be seen just under the starboard (right) bow. While striking at it from the boat is possible, it is difficult due to cover from the boat and water, plus the diffraction of water makes it hard to target. Getting in the water is easier but since the boat is not moving with the river those in the water must swim to stay relative to the boat, or forward thinking characters may have tied ropes and are pulling the characters so they do not have to swim.

Once in the water beating on the elemental is not hard, and it does not beat back in a lethal manner. Those that know draconic can hear it singing and a conversation with it is the best way to get it to stop. Other useful information can be learned talking with Axial.

Encounter Two

After a longer sleep/nap in the hold, the characters are again called on deck. Ahead are the River Pirates dealing with three captured keelboats. The Captain will move closer, but he expects that characters to handle the danger. His crew is inside or in the hold. With four rowers the Silver Rose advances 15 feet per round.

There are crossbowmen firing from one of the keelboats and at higher APLs there are flying casters hampering their responding to missile fire.

Once the attackers are dealt with, the crewmen freed, the PCs can learn that leadership is heading off to a camp to clear away incriminating evidence. Looking at the bodies slain they can tell that three appear to be Clerics of Heironeous and the other nine have similar, but unknown symbols on their clothing (Corporation PCs will know).

If the PCs do not have a tracker one of the freed crewmen will offer to help out in that way.

DM Note: You can use one of the more scale drawings of a keelboat for character figures and move the boat on the battle map as the boat gets closer.

Encounter Three

While following the tracks of the pirates it gets dark. The tracks lead to a clearing of fallen burned trees where one man stands. The militia man wants to know why they are wandering the woods at night. The militia man knows that bandits or pirates came by earlier and has brought men to apprehend them. They think the PCs are such bandits. The militiamen will not initiate combat, but they have information that the PCs need to get to the next step.

If the PCs fail to convince the militia to help them, then they will tell them the PCs must come with them to the Elector's House, two miles away.

There they deal with the Elector's nephew who can provide them passes to return. Alternatively they can fight the militiamen following Avanti's orders to "do what is necessary."

Any of these methods will tell them that the people used fly potions and flew at an odd angle (SE).

Encounter Four

The characters come upon the camp as pirates have begun destroying important documents. Depending on whether they went aground or went

to the Elector's House, the burning may have already begun.

Conclusion

The PCs have information about the River Pirates and need to decide who all gets the information and the documents.

PREPARATION FOR PLAY

Determine which characters are Military, Veteran and non-Military or Veteran characters.

Determine if any character has a Gythyanki Silver Sword and if they intend to bring it with them,

Determine what religion, if any, each character follows, and whether they wear a holy symbol of that religion openly.

Find out what armor and shields the characters will be wearing on ship. Determine armor check penalty and determine Swim scores with their Swim ranks, ability, and double armor check penalty.

Determine how tall each character is. |

Determine what military unit each military character is assigned to. |

If the player does not know what unit they are in, suggest the 10th, 15th or 19th Battle.

THE RIVER

In this game, the Sheldomar River flows at a rate of 5 feet per round. Items floating in the river will move at this same rate. This means that the Silver Rose or other objects continue moving down stream even if no motive power is being used.

The Silver Rose cannot steer unless it is moving faster than the speed of the water. With eight men rowing, the keelboat can travel at a move of 10 feet (15 feet per round upstream, 25 feet per round downstream). Generally going down stream the Captain will have only four persons rowing for a move of 5 feet (15 feet per round counting river current) so he can maneuver without tiring out his crew. Generally downward travel crews are smaller because much of the work is done by the river.

It takes a minute at this speed to turn 180 degrees.

Once the PCs get to the Silver Rose, provide them with Player Handout #5, which describes the boat.

DM Note: With spells, pay special notice to what type of speed enhancement are made in what environment. Some only advance land speed, some give enhancements or give a swim speed, and some give a fly speed. Unless a spell gives a fly speed it does not allow movement through the air. Unless a spell gives a swim speed it does not allow movement in the water. Similarly powers that allow burrowing through earth do not work in air or water unless the spell is specific.

INTRODUCTION

Provide **Player Handout #1** to all players.

Provide Military characters with **Player Handout #2**.

Provide Veteran characters with **Player Handout #3**

Provide Non-Military Non-Veteran characters with **Player Handout #4**.

Provide Knights of the Watch or Knights of Dispatch with **Player Handout #8**. Squires do **NOT** get this handout. It must be full Knights. (if the PCs inquire about the knight that sent the item, their character would know this is the Great Beast that leads the Great Beasts).

Ask if any character is not going to Ghostgate to the Silver Rose. Those characters who are not, give them their AR.

The town of Ghostgate has many more buildings than the population needs, and to many this gives an empty feeling. Still, on this day, there is much bustling and activity on the docks of this small town.

The Silver Rose is a Sheldomar River Keelboat river craft. It has a flat-bottomed hull a bit less than third wide as it is long. A large deck house sits almost the entire width right in the center of the length. On top of the deckhouse is the ships wheel and where the mast would go, if there was wind available. On the river, four oars per side move the river boat when the wind is not available.

When you arrived, you met Sylus, the first mate. He is surly human who keeps the new crew together on the dock until the captain arrives. As the last of the new crew arrives, you look over each other, perhaps there is a face there you recognize.

Have character introductions take place at this time.

The Captain makes himself known to all, by ordering the ship to be ready to leave within the hour. While the regular crew jumps to follow his orders he turns to you.

“Most of you are here because you’ve been hired as special protection for cargo within. Know this, there are no passengers on this vessel. There is not enough room. Everyone works, everyone rows, and everyone stands watch. The first few nights we will travel as we can, rather than anchor or dock as is typical. There is some haste required for our cargos and if clouds do not cover the moons, we will use their light to make better time.

Captain Alcarta will not allow wild animals (animals other than dogs, hawks or eagles) on his vessel. Familiars he will allow because they are small, but if there are improved familiars, unless it looks like a dog, hawk or eagle, or is tiny, he will not allow them on deck. It can swim alongside the vessel or fly above it. He will definitely not allow anything larger than medium on his boat.

If there are non-military and non-military characters he will point to those characters and say:

Sylus will show you where you will be bunking down. Our cargo is heavy for its size, so there is room in the hold to stretch out some. Experienced crew get the deckhouse hammocks, new crew are in the hold. You’ll find your master’s cargo near the bow.

If there are military or veteran characters he will point to those characters and say:

“Your cargo has a special problem, come walk with me and we’ll discuss it.” The Captain leads you to a part of the docks where a ship could dock, but it remains empty. There is no activity here and you are as alone as possible in this bustling location.

“I know why you are here, “ Captain Alcarta begins. “I will help you as I can, but I will not endanger my crew or my ship to do this. Traveling by night, even with the full

moon is dangerous on this river, but Avanti has indicated it is likely necessary. Who here is nominally in charge of you here? Who has the highest rank?

He will wait until the players figure out the ranking person. If no one is of Corporal or higher rank, he will pick a person and say you'll be who I'll talk to. He will pick Halflings and gnomes first, humans last, and women not at all if he can help it.

My crew is very nervous around military and authority figures. None of them are veterans and all of them are near the end of their year and a day before having to join. Their logbooks are accurate and up-to-date, but they are nervous nevertheless. While I have no doubt you'll be able to defend yourselves, still a conflict on board ship is not wise. Keep your status to yourself. Besides, recently river pirates have been quite effective, they could have spies in Ghostgate.

If the PCs ask about the logbooks, the captain will tell them that they keep track of exactly how much time they spend on Gran March soil. He and the first mate checks it at each port. It is the reason most of his crew remains on ship when they dock in Gran March rather than Keoland ports.

Get on board. Your patron's cargo, steel rods and ingots, is along the sides of the length of the hold. Your hammocks can hang near the back of the ship in the hold.

Provide **Player Handout #5** to players.

ENCOUNTER 1: RESISTANCE IS FUTILE

True to Captain Alcarta's prediction, the Silver Rose left within the hour. Your belongings and yourselves are stowed below deck for the exit of Ghostgate, but soon after he invites you all on deck and introduces you to the crew, and the crew to you. The Captain tells you all that the first few nights if the clouds don't get in the way you may be doing night travel. This makes many of the other crew visibly unhappy.

After a short time in the open air, Sylus gets the outside rowers rowing and suggests that the rest of you and the other crew get some

rest as traveling at night is not restful and a full crew is needed.

Determine whether the PCs go to sleep or try to rest.

A couple hours later, several bells alert you all that something is wrong. Sylus sticks his head in the hold and shouts, "On deck now, the Captain wants to see you" On deck there are eight rowers pulling hard with the Captain turning the wheel hard to starboard (right), yet the vessel seems to be moving to the left bank a little.

The Captain shouts at you, "There is something at the bow, pushing us into the shore. Make it stop or we'll run hard aground.

Conditions: It is a clear blue sky, and a moderate temperature. There is no wind. It is two hours since the boat left Ghostgate.

It is crowded at the bow, with little enough room for all the PCs and the rowers. This could mean the PCs must Squeeze to fit in this space.

DM Note: This is skills and resource encounter, and not meant to be a real combat. At some APLs the water elemental does not defend itself much, if at all. The PCs may expend considerable resources in spells, arrows or consumables to get the Water Elemental to stop. Especially keep track of the number of arrows and bolts used. Also note that thrown weapons are lost into the river (unless magical, in which case detect magic can help find them). **It is possible that the characters will come up with imaginative methods using climbing, jumping or other skills to make this encounter easier to succeed at. Be open to these other possibilities.** Aquatic Adventures and Underwater combat can be found in the DMG on pages 92 and 93.

Some things they could do is lower the PC from the stern of the ship with a rope and have the river carry the PC to the bow or bottom and then tie off the rope. In such a case a swim check would not be needed. There may also be spells used in non-standard ways that could be of help.

DM Note: the Fly spell gives a Fly speed, it does not give a Swim Speed.

The characters have **30-APL rounds** to successfully stop Axial, the Water Elemental from pushing the boat to shore. If they are not successful, the boat grinds ashore. It will take an

hour to repair and get off the shore. This has consequences later in the game.

The elemental and the ship are not moving at the speed of the river. They are effectively not moving forward and moving slightly left at 5 feet per round. This means when PCs go into the water, they are moving at the speed of the river away from the boat. They will need to swim to keep next to the elemental. A swim check DC 10 is necessary to swim one quarter the PC move (minimum 5; if the character double moves take one quarter of the double move, not twice the single move). It is likely that the PC will be tied off with rope, but in order to keep adjacent to the elemental, the swim check will still be needed.

Note also, that the PCs could try and talk to the elemental. . While a PC talks to the elemental (if no one is attacks it) the Water elemental will cease pushing the boat to shore, but will keep pushing it upstream to prevent headway. This is not purely a diplomacy check, but an actual conversation. Assign the points below for each item that is accomplished in talking with the Water Elemental. **Five** points gets the Water Elemental stop pushing the boat to shore. The Diplomacy and Bluff checks are less about moving it to friendly (it is already sort of friendly) and more about talking nice to it.

2 Successful Diplomacy check of 15 + APL

1 PC asks Water Elemental's Name (it says its name is too hard for fleshies to pronounce but it can be called Axial)

1 PC asks it to stop pushing boat to shore

1 PC asks why it is pushing the boat

1 PC gives his/her own real name or introduces himself/herself

1 PC speaks Aquan to it

2 PC promises it a favor if it stops pushing*

2 Successful Bluff check DC 13 + APL that pushing boat to shore will harm elemental or similar bluff.

-1 PC demands it stop pushing boat to shore

-1 PC uses a fire spell successfully upon it

-1 PCs damaged it with weapons

* At APL 2-6 Axial can suggest they owe him a favor. If the PCs are successful Axial will call in his favor. That they always try and speak to water

elementals and to do that they should learn Aquan.

Axial is open to talking. He actually can speak and understand Aquan, Sylvan and Draconic. As he pushes the boat slightly to shore (the rowers are actually helping this inadvertently; with him preventing the boat from going forward it is sliding off him to the left with their rowing) he is singing to himself in Draconic (**Player Handout #6**). He can only be heard by people underwater.

In making conversation with Axial, he has the following information:

- Just a few weeks ago he was minding his own business in the Plane of Water, when a hard current caught him. Then he ended up here. He had been to this place before, but had always managed to get home.
- He met a kind two-legged in green who told him that he could serve others until the man figured how to re-open the rift and allow him back inside. The two legged said that he would have the rift open again soon.
- He would help others by pushing their hard floatie to the land where the two-leggeds would be able to breath. He was told to try and push two floaties a day. This floatie is green on bottom like the two-legged.
- The two legged in green said his name was Gardener Faulks.
- The rift is in the bottom of the river about 2-4 floatie hours upstream.

APLS 2, 4, 6, AND 8

At APLs 2 – 8: Looking over the right side (starboard) of the bow the water looks different. **Spot check DC 10** can determine that there appears to be a blob of water near the bottom of the bow, pushing the boat to shore. **Spot check DC 15** can determine its size. **Knowledge (The Planes) DC 10** to know it is a Water Elemental (this can be made untrained).

Part of the Water Elemental is visible from the right side of the bow, under the boat. It is possible to attack the water elemental from the boat with ranged attacks or reach spear weapons (if character has freedom of movement spell on

them, then other reach weapons can hit the elemental).

The water elemental has improved cover from attacks from the boat (+8 to AC +4 to Reflex saves) and the distortion of the water gives it a 50% miss chance. Ranged attacks are at -2 to hit shooting into the water, and fire based spells require a spell craft roll of 20 + level of the spell to get fire spells to work underwater. PCs also have improved cover from the water elemental should he try and strike them from under the bow.

From the surface of the water, the water elemental only has regular cover and reach weapons are not required. If the characters goes adjacent to the water elemental then it loses the cover. This requires the character goes underwater.

DM Note: This reluctance to do damage applies to two-legged creatures. Animals that attack Axial in the water will receive lethal damage.

APL 2 (EL 3)

Axial, Large Water Elemental; hp 72 ; see *Monster Manual*, page 100

Axial will not defend itself, and will leave once he takes 36 hit points.

APL 4 (EL 4)

Axial, Large Water Elemental; hp 72 ; see *Monster Manual*, page 100

Axial will only do non-lethal damage and will not power attack, and will leave once he takes 36 hit points. He will especially attack those on ship, but they have improved cover from him, like he has from them.

APL 6 (EL 4)

Axial, Large Water Elemental; hp 72 ; see *Monster Manual*, page 100

Axial will only do non-lethal damage and will not power attack, and will leave once he takes 36 hit points. He will especially attack those on ship, but they have improved cover from him, like he has from them.

APL 8 (EL 6)

Axial, Huge Water Elemental; hp 156 ; see *Monster Manual*, page 100

Axial will only do non-lethal damage and will not power attack, and will leave once he takes 78 hit points. He will especially attack those

on ship, but they have improved cover from him, like he has from them.

APLS 10 AND 12

At APLs 10 & 12, the water elemental is entirely under the boat. These tables will need to get into the water to see the elemental enough to know what it is.

Swim checks at DC 10 will be needed to maintain distance with the Elemental. A successful swim check will give the character a standard action to damage the elemental. This is necessary even with Freedom of Movement

APL 10 and 12 (EL 6)

Axial, Huge Water Elemental; hp 156 ; see *Monster Manual*, page 100

Axial will only do non-lethal damage and will not power attack, and will leave once he takes 78 hit points.

After the water elemental is stopped, the Captain thanks the PCs, and invites them downstairs again to rest for night fall.

ENCOUNTER 2: READY OR NOT

The rest of the day went uneventfully. Captain Alcarta has been rowing with 4 oarsmen to keep steerage over the river, but otherwise giving his men, and you all a rest. Day is becoming dusk, and lights come on in houses along the banks, or in keelboats anchoring for the night. A dense fog has grown up on the river, making it unlikely you will continue through the night.

Without warning, the Captain calls for all rowers to get inside, and to ready fire buckets. Sylus calls out, "New crew to the captain, everyone else stay out of sight." A solid cover blocks light from the forward hatch, while the rear hatch opens.

Ask what the characters are going to do. If they go up to the deck, continue. It is possible they might question the crew coming down below,

or cast spells. Once casting of spells or battle preparation begins roll initiative and start the turn count down. If they question the incoming crew instead, they may do so, without advancing the boat or the encounter.

Be sure and count the rounds spent doing these things; each round the Silver Rose will get ten feet closer to the "situation."

If the crew is asked what is going on, they will say that it looks like pirates have taken some riverboats. Why the captain is not turning around or going to Keoland, they don't know. He is rowing towards the fray.

It is near dusk as you exit, and the stern lantern is lit. There is a fog on the river. Crew makes haste down the rear hatch as you come up. There is not room on top of the deckhouse for all of you with the Captain, but the rest can listen behind the deck house.

Once characters get to the bow or up with the Captain. Continue reading.

Ahead along the Gran March bank to the left are three keelboats. Like most of their brethren they have anchored for the night, possibly with some of their men camping ashore. Two have stern lanterns like the Silver Rose, but the third is an inferno blaze from stern to bow. Items being unloaded from the other boats are being tossed into the inferno, or dropped into the water. Other men kneel hands behind their heads, besides still other men who have been beheaded. As they notice the Silver Rose many of the pirates stop what they are doing, transform into a flying form. Most turn to owls or eagles, but a couple turn into bats and one into an air elemental. All these flee into the woods or fog.

Captain Alcarta says, "I can get you close to the shore, or even closer to those boats, but I will not come too close, or risk my ship. What is it you want to do?"

At this point there is enough light in the fog to see normally. Dusk and darkness is not far away

In the read-aloud-text, the druid pirates transform into flying forms and flee. They get away, and are not part of this encounter. However, the fact that about half of the pirates could take animal form is intelligence about the pirates; as is that two changes to tiny animals and one into an elemental.

What has happened

When the Silver Rose came around the a bend in the river the flames of the burning boat and the cries of the beheaded cut through the fog. The Captain has rowed towards the sound knowing the mission. This was highly unusual behavior from a normal riverboat in this situation (spotted by familiar and druids in the water) The leadership took this boat as a meddler as it was not reported by their military spies. The leadership left to deal with the temporary base. There is a rear guard for just such events. When the keelboat continued towards the pirates, spell casting rear-guard began casting spells. This represents the spells on Gerald and Hannah for the most part. At higher APL, some especially long lasting spells were cast at noon in anticipation of this action.

It will take Silver Rose roughly 10 rounds to get close enough (15 feet) for the PCs to jump to the first keel boat. The Captain will not stop but will continue down river. The water at this point is seven feet deep and rivers a swim roll. It is also possible that all opposing forces will be dealt with before the Silver Rose reaches the first keel boat.

At the end of the read-aloud-text the Silver Rose is 135 from point X (on the map). With only the deckhouse rowers, the keelboat has a speed of 5 feet (15 feet per round with the river). It will take 8 rounds to approach within 15 feet of the first keelboat (at which point the Silver Rose will be parallel to the shore).

There is 150 visibility in the fog. Beyond 150 feet, targets have total concealment.

The read guard hexblades will open fire when they have a target. The Captain is somewhat exposed, but he can take cover behind the wheel.

At APL 10 & 12, the Brotherhood are under the effects of a Hero's Feast (Caster Level APL +2). The earlier battle already used the temporary hit points, but they remain immune to poison and fear.

APL 2 (EL 4)

Alix & Hendrix, Male Human Hexblade1
Rogue1; hp 14 ; see Appendix 1

APL 4 (EL 6)

Alix, Hendrix, Tomas, Male Human Hexblade1
Rogue2; hp 22 ; see Appendix 2

APL 6 (EL 9)

Alix, Hendrix, Tomas, Male Human Hexblade2 Rogue2; hp 27 ; see Appendix 3

Hannah Female Human Favored Soul4; hp 30; see Appendix 3

Gerald, Male Human Sorcerer6, hp 23; see Appendix 3

APL 8 (EL 11)

Alix, Hendrix, Tomas, Male Human Hexblade4 Rogue2; hp 44; see Appendix 4

Hannah Female Human Favored Soul6; hp 45; see Appendix 4

Gerald, Male Human Sorcerer8, hp 36; see Appendix 4

APL 10 (EL 13)

Alix, Hendrix, Tomas, Male Human Hexblade6 Rogue2; hp 66; see Appendix 5

Hannah Female Human Favored Soul8; hp 60; see Appendix 5

Gerald, Male Human Sorcerer10, hp 45; see Appendix 5

APL 12 (EL 15)

Alix, Hendrix, Tomas Male Human Hexblade7 Rogue2; hp 76; see Appendix 6

Sara Female Human Favored Soul10; hp 75; see Appendix 6

Hannah Female Human Favored Soul10; hp 75; see Appendix 6

Gerald, Male Human Sorcerer12, hp 54; see Appendix 6

Tactics:

The rear guard hexblades start out on the top of the rear keelboat deckhouse. This gives them +4 bonus to AC versus ranged attacks. Also, if they are higher than their targets, they could get a cover bonus also to AC. Crossbows can be used prone, and they take advantage of this. Note that being prone does not affect their ability to make reflex saves or use evasion. They will continue to fire their crossbows until people engage them in melee, then they will take out their swords and fight. Their first priority targets are people that can target them with missile fire or magic.

At higher APLs Gerald and Hannah will have done their preparations. They will spend this time casting spells as they are shown in the statblocks. They start at the end of 150 feet away. They will advance out to the boat to harass it directly.

Hannah has the Silence spell, and she is not against using it. She will NOT cast the Silence spell until a) the PCs use a Silence Spell or b) the 3rd round of combat. Note that Silence is an emanation and NOT a spread. She can place the Silence on a corner of the top Deckhouse to get the entire top of the deckhouse and the front of the vessel, or the back, but not both. Of course she could use two silence spells to get both. She is a warrior of Kelenan as much as a spell caster in her mind.

At higher APLs Gerald has a Hold Portal spell. He can use this to close and shut the door forcing character that want to go from front to back to climb the deckhouse or use the narrow edge.

At higher APLs Gerald has a Wall of Dispel Magic spell. He will cast it at the front of the ship and the ship's movement will slide the characters through the wall. If the doors to the deckhouse are open its effect will even go inside. According to the spell, the Wall is invisible.

At APL 2, 4, 6:

At these APLs Captain Alcarta has a Dispel Magic scroll of caster level 5, that he had as emergency payoff loot, but will offer the party to use it on a Silence Spell. The scroll is water-proof should the character need to jump in the river.

Noncombatants

At the start of the encounter there are a dozen crewmen who are on their knees with hands behind their head. When the player characters arrive and the various Brotherhood and Garden folk leave, they will throw themselves flat. If they survive, they can tell the player characters that a group of four or five people who were giving orders had left just before the boat was sighted. They talked about breaking down their camp and destroying sensitive documents

They also can describe that the pirates separated out the crewmen, and killed some of them. Looking closely at the beheaded will show them to be typical crewmen types. Three have silver holy symbols of Heironeous and spell component pouches. The other nine have unusual markings that only members of the

Corporation will notice. A **search check DC 15** will find these symbols (**Search DC 20** for non-Corporation members; **DC 25 Decipher Script** for non-Corporation members to recognize the symbols as ones of identification, but specifics are not clear) The symbols identify full members of that organization.

The dead NPCs will not agree to return to life.

If the player characters do not have someone who can track, Gregor, one of the noncombatants, will volunteer to help. He would like to get a weapon to use in case he needs to defend himself. However when fighting breaks out he withdraw away a full move and wait for things to be over with.

Use Gregor for the other survivors except they have Skill Focus Profession (sailor) instead of Track.

Gregor, Male Human Warrior1 Expert1, hp 12 ; Survival +7 (Track feat); Fort +4, Refl +2, Will +4; Move 30 feet. (leather armor)

Conditions:

With sun setting and the full moons rising there is enough light open to the sky for five minutes, after which light without light sources becomes shadowy illumination for 30 minutes. Once into the woods, a light source will be needed for persons without Darkvision. The sky is clear, not windy, and of moderate temperature.

PRISONERS

Any of the people on the keelboat will surrender if they are close to dying. They know Gran March is lawful land, and many of its people are good. They also know that for most crimes, sentences are work gangs and they believe their brethren can rescue them. Finally, they know that dealing with prisoners is always a trouble with militaries. Note that at high APL the crossbowmen have styptic armor which automatically stabilizes unconscious wearers.

They will give their parole if asked, promising not to escape in return being tied up or left. They mean it. They will not escape from the parole, but if their buddies rescue them, they cannot help it. There are plenty of druids that went away, and they can come back.

Indeed, any prisoners left behind tied up, will not be there when the player characters return. There will be a note, from Brother Faulks saying that he

has taken the prisoners into custody and he will see they are punished appropriately.

Killing Prisoners or those that surrender or those that survived but are unconscious is an evil act, and should be recorded on the character's AR. Contact the Triad with the character name, player name and RPGA number. Likewise such killing is illegal and is murder. Knight Commodore's Avanti's influence will help with these murders as well.

BROTHERHOOD IN THE WATER

In addition to the druids on land, there are druids in the river itself. They will not take part in the fight. However, if any of the brotherhood fall in the water and are not retrieved within a minute, they will drag the bodies off. In regards to Hannah and Gerald, they both have water breathing spells on them, so even unconscious they will survive underwater.

The player characters might station a creature at the site where the body goes into the water, in which case the druids don't risk it.

The items on the bodies would be lost to the player characters.

IF THE BOAT RAN AGROUND IN ENCOUNTER ONE.

In the event that the player characters were unable to stop the elemental from guiding the boat ashore, then the player characters come upon this scene later in the day. It is twilight and the Silver Rose has full night running precautions (a bulls eye lantern in the bow (shining a 30 foot cone); lanterns at both doors to the deckhouse and a stern lantern) the entire boat is in light. The lit keelboat provides light on its deck and within 20 feet of it. Outside of light sources all areas are Shadowy Illumination and subject to a 20% miss chance. Gerald and Hannah will have the darkness to aid them; and the hexblades will have easy targets without showing much of them. Everyone has two sun rods with wood tied on them so they will float, to add potential light, but realize the sun rods move with the river current if they go in the water. All boat crewmen will be gone except Gregor who is unconscious (non-lethal, needs 1 point of healing) with the beheaded bodies.

Oddly enough, the fog ends at the forest..

ENCOUNTER 3: WHO GOES THERE?

If the player characters do not follow the leaders into the woods, then find out what the player characters plan to do. They might return to Ghostgate with information. If they want to take the crewmen back, the crewmen will instead want to get their boats into the water and get down stream.

Following the tracks into the woods is not difficult. It is a DC 10 survival check. player characters can also do a search check, DC 10 every 100 feet or so to pick up tracks. These NPCs are not trying to avoid tracks. They are seeking special looking barkless tree that they used as landmark. Then they plan to drink potions and fly to the site, at a sharp angle, thus throwing off any future pursuers.

The light of the full moon nor the lingering light of dusk penetrate the tree cover leaving a gloom reminiscent of the deepest Dim Forest by day. Those you are following seem not to care about their tracks, and they seem quite definite where they are going. They did not veer much from a direct path. Then ahead, the sky and moons are not blocked any longer. A large opening in the tree cover along with blackened fallen trunks rotting on the ground show signs of a long past fire. It is a little easier to see here. In the center of this clearing is a tree that survived the old fire, though some animal seems to have stripped much of the bark from the tree from the ground to eight feet up.

In this clear area it is shadowy illumination for every one without light sources to 60 feet (120 feet for those with low light vision)

At APLs 4-12 add:

A figure stands not far from the stripped tree, his crossbow out, and bolt in place, but pointed at the ground. He is a few inches taller than 5 feet tall, wears studded leather armor, and wears the tabard of a militiaman.

Members of the Elector's File of Garenti automatically recognize the symbol on the tabard. All others require a **Knowledge (royalty & nobility) check DC 12**, or a **Knowledge (local – Sheldomar Valley MR) DC 17** check to realize this is the militia tabard of Elector Garenti.

This man is Harmon, and he can see sixty feet in shadowy illumination, but he can see light sources even further out. At 120 feet when low light vision characters can see him, have player characters make Spot checks. If there is no one with low light vision, Harmon will speak when they are within 60 feet. Have the player characters make a Spot check (and at APL 2, a listen check). Ahead in this clearing, there are men waiting (apls 4-12)

Each man is dressed like Harmon with armor weapons and militia tabard.

See DM Map #3 for placement of the men

The Spot DCs vary by APL:

At APL 4-12, Harmon is out in the authority position, with the others hiding with crossbows ready (and rapiers at their sides).

Harmon will demand to know why the player characters are skulking through the woods at night. What nefarious purposes are they up to. Harmon likes the term "nefarious purposes" as he thinks it is a more cultured way to say bad things. He has heard Elector Garenti use such language (why use a small word when a large word means the same thing?).

Harmon knows that bandits/pirates have been by this location earlier, and that they expecting more of their number to follow them. He will indeed tell the PCs this, that he believes them part of the same bandit group. Indeed one of his men overheard their leaders talking about heading to their camp and even now bears a message to their Elector's House about the location.

DC 10 Sense Motive to know the first part is true, but he is not on his way to the Elector's House. **DC 20** would guess the man is still nearby, but further questioning can discern this also.

This is known because earlier than day Jonni and a few others were nearby as a large group of men planned to take a riverboat and loot it. Then they agreed to meet back at the naked tree as each were done with their part. Jonni stayed behind while the others went for help (at APL 2, help has not arrived). Jonni was still nearby when

the leadership group came here, drank their potions and flew south east. When Harmon (and others at higher APL) arrive, they set up positions to wait for stragglers to arrest. The player characters are a rather larger group than they expected, but the militia's experience is that most people will come quietly than get in trouble.

It is possible the player characters will claim military status, in which case Harmon will want to see any proof. If the player characters have followed orders they have no uniforms or identification as military. It is possible that they did not follow orders completely and brought some. Nevertheless, without some sort of proof, Harmon will demand they accompany him and his men back to the Elector's House where he can adjudicate the issue.

Diplomacy can indeed make Harmon and his men very friendly. This will mean that they will do what they can to expedite the issue, including sending a man ahead to warn the Elector. It will take very high bluffs to convince the men that they should skip the rules (20+APL) and the reason needs to be plausible.

There are a few ways that the player characters can pass this encounter without a fight, trip to the Elector, or giving the pirates warning.

- In an earlier game, active duty military were given a chance to join the Elector's file for Elector Garenti. If such a character is among the player characters and visible to Harmon, he will immediately recognize the character; he will ask to shake his hand to verify it is indeed him (and when done so) order his men out of hiding, and get the information that Jonni has to him.
- In games and Promotion review boards, persons have had the opportunity to join the Baronial Prides of Cragmor, Shiboeth or Farvale. Jonni has just mustered out of the military and he was a member of the Baronial Farvale Pride. He will recognize members of his own Pride, and he had the chance before he mustered to meet the Baronial Prides of Barony Cragmor and Barony Shiboeth. He will break hiding to identify any members he recognizes. A hand-shake to recognize its not an illusion and the same information gift is gained.
- They can convince Harmon that they are actually military (possibly breaking orders). Harmon will ask the PC

leader/speaker to give him an order like a person in the military would. He believes he can tell if a person was really military or not. This is a **Profession (Soldier) check DC 14+APL**. If the character has the Leadership feat, he/she gets a +3 competence bonus to this check. Also, if the character actually has military rank they get a circumstance bonus based on the chart below:

Corporal	+1
Sergeant or Staff Sergeant	+2
Pride Sergeant or higher	+3
Officer	+4

Being a member of Pathfinders, Couriers, Mountaineers or River Guard also gives a +2 bonus.

Being a Marine in the River Guard gives a +2 insight bonus to this check as well.

Note, profession (soldier) check cannot be made untrained.

- The PCs can accompany the militia to the Elector's House, where things will be straightened out. See Elector's House section below

It is quite possible that the player characters will ignore Harmon and his men, and continue trying to follow the pirates. The tracks end at the naked tree, plus Harmon and his men have tracked up the area as well.

Jonni knows which way the pirates went in their flight. He actually wrote it down and has the paper on him so he won't forget it, which he actually has forgotten the direction but not that they flew. If the player characters do not convince Harmon and his men that the player characters have a legitimate reason for being skulking on Garenti land at this time, then Harmon nor Jonni will tell them of the fly potions, nor the flight.

In such a case the player characters will likely strike up in the wrong direction and will possibly miss the final encounter altogether. In any case Harmon and his men will follow the player characters, talking loudly, walking noisily and making a nuisance of themselves. Stealth up to the pirate camp will not be possible.

It is also for the player characters to engage the militia in combat and learn of the pirates from

Jonni's notes. Or use mental assault to try and wrest information from them.

The Elector's house is only two miles away; the militia and player characters could be there in less than an hour and the same back.

APL 2

This encounter is a little different at APL 2. At this point Jonni is alone and keeping watch. He is not hiding well, and his teeth are chattering. | |

¶ It takes a **DC 10 Spot check** (+1 per 10 feet away) or a **DC 13 Listen check** (+1 per 10 feet away) to detect him. If called out, he will come out with his hands up. **Sense Motive DC 10** will tell he is very scared.. He ask that if they were going to kill him, could they leave his corpse away from the animals so his family can say proper goodbyes.

Any sort of military authority (charisma check DC 12; profession soldier check (see above), or a member of Garenti file, or Baronial Prides of Farvale or Cragmor) will cause him to snap out of his fear, and have him tell them of the bandits that can to the tree, said they had to break down their camp; drank potions and flew southeast.

An intimidate check, DC 14 or Diplomacy DC 14 can also get this information.

APL 2 (EL 1)

Jonni, Male Human Expert1 Warrior1; hp 12 ; see Appendix 1

APL 4 (EL 2)

Jonni & Harmon, Male Human Expert1 Warrior1; hp 12; see Appendix 2

APL 6 (EL 4)

Harmon, Jonni, Tomak, Alred Male Human Expert1 Warrior1; hp 12; see Appendix 3

APL 8 (EL 4)

Harmon, Jonni, Tomak, Alred Male Human Expert1 Warrior1; hp 12; see Appendix 4

APL 10 (EL 6)

Jalla, Jonni, Tomak, Alred Male Human Expert1 Warrior1; hp 12; see Appendix 5

Harmon Male Human Rogue2 Fighter2; hp 27; see Appendix 5

APL 12 (EL 8)

Jalla, Jonni, Tomak, Alred Male Human Expert1 Warrior1; hp 12; see Appendix 5

Harmon Male Human Rogue2 Fighter2; hp 27; see Appendix 5

Salmas Promani Female Human Fighter4 Cleric2; hp 58; see Appendix 5

militia.

FIGHTING THE MILITIA

It is also possible the player characters will fight the militia, possibly preemptively on the hidden men. In such a case, the militia will fight using lethal force. The militia will not start the fight, but they will follow the player characters if the player characters try and go around and fight at a later time.

Doing damage to the militia is a crime. They are doing their duty and the player characters are interfering in that.

Damaging any of the militia constitutes assault, even with non-lethal damage or mental assault/domination. However, the Knight Commodore and Knight Colonel will intervene and prevent charges for non-lethal damage for military characters. And the Guildmaster will intervene with influence with non-military characters.

These leaders will also apply influence to cut penalties in half for those crimes that the player characters did commit in this service.

Lethal damage or mental domination/assault on a commoner is a crime with a penalty of 4 TU and 200 gp per person injured/assaulted in this game (cut to 2 TU and 100 gp per person assaulted)

Lethal damage or mental domination/assault on Salmas Promani is assault of a noble. If by a non-noble, this is punished by 26 TU of servitude and 200 gp fine. If the PC is a noble (knights count as nobles in this case), then the penalty is 4 TU and 200 gp. (these penalties are also cut in half by the leaders).

Murder of a commoner or noble is a penalty of 1040 TU of enforced servitude. However, at this point KC Avanti will intervene and make sure such charges become assault only. He also will arrange for a half-sentence as before.

Military or Veteran characters that commit the crimes in his service will receive the Special Favor of Knight Commodore Avanti

Characters could decide to resist arrest and become an outlaw. In such a case the Special Favor is not received, nor are other favors on this AR.

Since taking any of the equipment is theft, it is not counted in the treasure for this game.

THE ELECTOR'S HOUSE

It is two miles to the Elector's House, and the player characters can make it in 30 minutes with the militia.

Outside the house stands a young man in a Courier Uniform. Some player characters will recognize Jakol Garenti from "Gullet." Jakol will certainly recognize any of the player characters that save his life (that they saved his life or brought his body out will be evident on the AR). He will greet those player characters graciously. When Harmon explains why there were here, Jakol will exclaim that he would vouch for those who saved him, and anyone traveling with such heroes are undoubtedly also heroes.

Jakol is interested in why the player characters are here, why they are not in identifying tabards or rank insignia, if it is mentioned they are on a mission. And he'll ask if there is anything the Elector should know. The Elector himself is not present. He has traveled with Hookhill with six other Electors to demand that the Commandant withdraw the Army of Victory from the Principality of Ulek to fight the Ketites in Bissel.

If no players have played "Gullet" or did not save Jakol Garenti, then he will have a few questions. Jakol will recognize any fellow member of the Couriers or anyone who listed the 9th Battle as their assignment (he has spent most of his courier duties going to or from Fort Tribulation). In such a case, he will vouch for the PC and by association the others. Also, for political reasons he has memorized names who have won the Commandant Shield, Sword of the March, Fist of Honor, and Keepbreaker awards or medals. Both military and non-military people could have won these, and he can send them on their way.

Jakol will ask other military or activated veterans about their military service, battles they were in and so forth. Non-military parties will have a tougher time, but in the end he will offer to provide them a night hunting permit for this night, for a fee of 10 gp per person. Nothing in writing,

but Harmon and his folks are there, and they are likely the ones to enforce it.

When Jakol vouches for the player characters or provides them permits, Harmon and Jonni will tell the Elector about the flying pirates and the direction they took.

Going to the Elector's House will cause some documents to have been already burned.

The Elector's File

Only one member of the Elector's File is presently at his House. Dispatcher Captain Angus Tor, Pious Vigil, is the leader of the Elector's File. His men are off at various villages in the Elector's territory working with young lads to get them ready for mustering, or are with the Elector in Hookhill. Dispatcher Tor is a Seeker (a member of the KOTW Search) and can also serve as a conduit in game for intelligence to the Knights.

WITNESS

In the trees 40 feet behind where Jonni is hiding is a raven familiar. This belongs to Jonni's wife. She is keeping an eye on him when he is out (she suspects an illicit liaison). Her familiar will remain out of sight until a fight starts in which case it, and she, will be witnessed to any crimes against the

ENCOUNTER 4: KEEP THE HOME FIRES BURNING

If all has gone well, the player characters will have not spent much time with the militia, nor wasted time fixing the boat, nor wasted time with the river combatants. In such a case use the encounter as it is written here. Otherwise refer to the Delayed section.

A wolf howls in the west as you travel southeast. The trees seem to crowd you in the darkness. Then, suddenly a fire flares into life ahead. It is several hundred feet ahead of you, but the bright light in the darkness is very visible. As you continue to approach a little, the fire flares as if something flammable was tossed upon it.

Ask what the characters want to do. They start the encounter 200 feet from the pirate temporary camp (see DM Map #4) for the camp layout and PC direction. The forest is too crowded to run, but

double moves are possible. The flaring of the fire are papers and evidence being tossed into the flame. Use the chart below to determine what gets burned before the player characters get to the site.

APL 2 gets a delay in the document count-down of 3 rounds.

APL 4 gets a delay in the document count-down of 2 rounds

APL 6 gets a delay in the document count-down of 1 round.

Going to the Elector's House adds 4 rounds to what has already been burned.

Being run aground by Axial adds 4 rounds to what has already been burned

Heading off into the woods without knowing the direction of the flying travelers means all key documents have been burned. The people are just burning less important documents and will stop once combat begins.

These two adds are cumulative with the APL 2 to APL 6 delays.

While the characters are advancing or until they are damaged, Marie and Ferdinan will alternate picking up documents moving to the elemental and tossing them in. On the alternate rounds they go to the tent and find the next documents. (one round Marie picks up document, while Ferdinan is burning; next round Ferdinan is picking up and Marie is burning). Gammet (and at APL 12 Ion) will be keeping an eye out and wondering why they wasted such a valuable item or are overreacting. The elemental from the elemental gem will not fight unless attacked with cold damage (and then only if adjacent). It will disappear after everything is burned or Marie loses control of it. Note that pyrotechnics will not put out a fire elemental. Player characters need to be with 100 feet to get a **Knowledge (Planes) check DC 10** to determine the fire is a Large Fire Elemental.

Once melee fighting breaks out, Marie will continue to destroy papers every other round while the others fight. Once she is at half hit points, she will order the fire elemental to sit on the tent with the documents and burn everything. Since many documents are in containers, this will not be as efficient. Count down the rounds as normal, but after the elemental leaves or is killed, there is a 50% chance that a destroyed document is really only partly destroyed. Enough remain to

know what the document was, even if the main information itself is lost.

Destroyed in each round:

- 1) Hunting Permits signed by Jakol Gareti with blank name
- 2) Current Military Code Books
- 3) Schedule of River Guard Patrols
- 4) Detail Map of Elector Garenti Home and security as of last month.
- 5) Detailed Map of Elector Promani Home and security plan as of last month.
- 6) Detailed Map of Chancellor's residence and security plan as of the three months ago.
- 7) Detailed Map of Commandant's personal quarters and security plan as of the six months ago.
- 8) Descriptions and drawings of all currently serving Pathfinders.
- 9) Agreement between Swords of Kelanen and Garden of Men to form the Brotherhood. (**Player Handout #7**).
- 10) Ream of Parchment (Blank) [parchment used in military orders, with watermark]
- 11) List of all Civilian River Boats carrying military cargos for this week
- 12) Description and Drawing of all members of the River Guard 1st Flotilla (if the PC joined River Guard on the previous AR, they are **not** on this list)
- 13) Document labeled persons of interest. There are drawings of most persons in this document and names. Some have circles around their names and drawings. Two people are circled three times.

Document 13 (Persons of Interest)

Seventeen people are circled in ink. All members of the Corporation in the party are in this document with an accurate drawing and full name circled. Nine of the other circled people are the nine people beheaded on the beach. The two people circled three times are:

Pride Sergeant Norris Jabbar, Keepbreaker, 3rd Battle, Second Pride (he is human of average appearance).

Dispatcher Arju Callingstar, Elegant Weasel (a half-elf of average appearance)

(there are 17 circled names in case all members of the party are Corporation).

TAG-ALONGS

If the militia is following the player characters (with light sources they will break out), then the Pirates realize the player characters are coming much sooner than they realize. The player characters see the fire 100 feet further out, and the pirates have already burned through #3 (don't forget to subtract rounds for low apl). When the fight breaks out, they hang back and observe but do not get involved. In the event of all party members going down, they will rescue unconscious or dead bodies.

THE PIRATES

At low APL these are not leaders but people who the leaders sent to clean up the camp.

APL 2 (EL 4)

Marie Female Human Expert1 Warrior1; hp 12 ; see Appendix 1

Ferdinan Male Human Expert1 Warrior1; hp 12 ; see Appendix 1

Gammet Male Warmage2; hp 12; see Appendix 1

APL 4 (EL 6)

Ferdinan, Male Human Hexblade1 Rogue1; hp 14; see Appendix 2

Marie, Female Human Hexblade1 Rogue1; hp 14; see Appendix 2

Gammet, Male Warmage4; hp 24; see Appendix 2

APL 6 (EL 7)

Ferdinan, Male Human Hexblade2 Rogue2; hp 27; see Appendix 3

Marie, Female Human Hexblade2 Rogue2; hp 27; see Appendix 3

Gammet, Male Warmage4; hp 24; see Appendix 3

APL 8 (EL 9)

Ferdinan, Male Human Hexblade4 Rogue2; hp 44; see Appendix 4

Marie, Female Human Hexblade4 Rogue2; hp 44; see Appendix 4

Gammet, Male Warmage6; hp 36; see Appendix 4

APL 10 (EL 11)

Ferdinan, Male Human Hexblade6 Rogue2; hp 66; see Appendix 5

Marie, Female Human Hexblade6 Rogue2; hp 66; see Appendix 5

Gammet, Male Warmage8; hp 48; see Appendix 5

APL 12 (EL 13)

Ferdinan, Male Human Hexblade6 Rogue2; hp 66; see Appendix 5

Marie, Female Human Hexblade6 Rogue2; hp 66; see Appendix 5

Gammet, Male Warmage10; hp 60; see Appendix 5

Ion, Male Warmage10; hp 60; see Appendix 5

CONCLUSION

The player characters must decide what to do about the pirates and the documents they have saved.

It is possible that they will turn them (surviving pirates or documents) over to Jakol Garenti.

It is possible they will hold on to them and deliver them to the authorities elsewhere, or turn them over to Knight Commodore Avanti or the Guildmaster.

Also, the other information learned, such as the Garden of Men, the tattoos on the feet, the druids in the organization, etc.

It is possible copies will be made and delivered to others. These should be noted in the Critical Event summaries for all running of this game in August 2007.

DETERMINING AWARDS

If the player characters saved the boat from grounding, they receive Captain's Favor.

All members of the Corporation get the Marked for Death item.

If Axial was not forced away by damage then any character that spoke with Axial and did not damage him, receives Friendly Contact.

Any character that gave the favor to Axial gets the Axial's Favor.

If the characters committed crimes and were convicted, give them the Criminal for Country. Write the TUs and gold expended. In event someone chooses outlaw, write outlaw in TU spot and let Triad know you need a Outlaw MR for the player. Note that the person must have been a River Guard member BEFORE this game to get the promotion.

Knights of the Watch or Dispatch get the Seeker item.

If a Knight told other non-Knight characters about their mission or contents of their message, write "Precept of Retribution" in the notes section of their AR, record the name of the player, the RPGA # and the character, and send that information to the Triad immediately.

To determine the level of recognition for these characters receive add the following factors.

Ask the PCs what specifically they are telling them. "I'll tell them everything" does not suffice because little details are often missing in such tales. Stress particulars but if any character refuses to participate then don't punish those that participate. Think of this as a puzzle they must produce the pieces to solve. Allow everyone's discussion of items to count towards the whole score.

FOR MILITARY AND VETERAN CHARACTERS

1 point for each complete original document recovered from the pirate camp and turned over to the military.

Half point for a copy of each complete original document recovered from the pirate camp and turned over to the military. (cannot get the point for originals)

Half point for each partial document or copy of said documents recovered from pirate camp and turned over to the military (not cumulative with above)

1 point for telling military about the tattooed feet

1 point for telling military about the carrying Heironeous holy symbol

1 point for telling military about their targeting Heironeous spell casters

1 point for telling military about the druids that fled when they arrive

1 point for telling military about the forms and sizes the druids fled as

1 point for telling military about the Plane of Water Rift

2 points for telling military who sent the elemental Axial to harass shipping.

2 points for telling military about the nine person beheaded having similar secret symbols on person.

1 point for telling military that Jakol Garenti gave out hunting permits without any documentation.

4 points for getting Criminal for Country award.

If the player characters get ten or more points then they get the Special Commendation, Military Commendation, Gracious Thank You, and River Guard Invitation.

If the player characters get six to nine points then they get the Military Commendation, Gracious Thank you, River Guard Invitation,

If the player characters get three to five points then they get the Military Commendation and Gracious Thank you.

FOR NON-MILITARY AND NON-VETERAN CHARACTERS

1 point for each complete or partial document copy recovered from the pirate camp and turned over to Guildmaster. (it is OK to also turn over copies or originals to military)

1 point for telling Guildmaster about the tattooed feet

1 point for telling Guildmaster about carrying the Heironeous holy symbol.

1 point for telling Guildmaster about the use of fly potions.

2 point for telling Guildmaster about the druids that fled when they arrive

1 point for telling Guildmaster about the forms and sizes the druids fled as

2 points for telling the Guildmaster who sent the elemental Axial to harass shipping.

2 point for telling military about the Plane of Water Rift

2 points for telling Guildmaster about the nine person beheaded having similar secret symbols on person.

1 point for telling Guildmaster than members of their party were also circled on the one document.

If the player characters get ten or more points then they get the Gracious Thank You, Guild Invitation, and Gravedigger's Favor,

If the player characters get five to nine points then they get the Gracious Thank You, and Guild Invitation

If the player characters get two to four points then they get the Gracious Thank you.

Player Handout #9 has the requirements and benefits of being a Journeyman Gravedigger.

CAMPAIGN CONSEQUENCES

It is important for DMs during August 2007 collect what pieces of intelligence the player characters gathered and told others; and who those others were. Record that information on the critical event summary.

Any other helpful, odd or useful information should also be entered on the Critical Event summary.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter 1

Prevent Silver Rose being pushed aground.

APL 2: 90 xp.

APL 4: 120 xp

APL 6: 120 xp.

APL 8: 180 xp

APL 10: 180 xp.

APL 12: 180 xp

Encounter 2

Defeat Brotherhood Pirates

APL 2: 120 xp.

APL 4: 180 xp

APL 6: 270 xp.

APL 8: 330 xp

APL 10: 390 xp.

APL 12: 450 xp

Encounter 3

Defeat or Convince Militia to Give Information.

APL 2: 30 xp.

APL 4: 60 xp

APL 6: 120 xp.

APL 8: 120 xp

APL 10: 180 xp.

APL 12: 240 xp

Encounter 4

Defeat Brotherhood At Camp

APL 2: 120 xp

APL 4: 180 xp

APL 6: 210 xp.

APL 8: 270 xp

APL 10: 330 xp.

APL 12: 390 xp

Story Award

Learn about the Rift from Axial

APL 2: 15 xp.

APL 4: 23 xp

APL 6: 30 xp.

APL 8: 38 xp

APL 10: 45 xp.

APL 12: 53 xp

Avoid Meeting Jakol Garenti

APL 2: 15 xp.

APL 4: 22 xp
APL 6: 30 xp.
APL 8: 37 xp
APL 10: 45 xp.
APL 12: 52 xp

Save at least Five Documents From Being Burned.

APL 2: 30 xp.
APL 4: 45 xp
APL 6: 60 xp.
APL 8: 75 xp
APL 10: 90 xp.
APL 12: 105 xp

Discretionary Role-playing Award

APL 2: 30 xp.
APL 4: 45 xp
APL 6: 60 xp.
APL 8: 75 xp
APL 10: 90 xp.
APL 12: 105 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 adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2:

APL 2: L: 270 gp, C: 100 gp, M: *four cure light wounds potions* (17 gp).

APL 4: L: 270 gp, C: 0 gp, M: *four cure light wounds potions* (17 gp), *two extended delay poison potions*, (125 gp)

APL 6: L: 529 gp, C: 0 gp, M: *four cure light wounds potions* (17 gp), *two cure moderate wounds potions*, (50 gp), *four oil of magic weapon* (16 gp), *two cure moderate wounds scrolls*, (25 gp), *two resist energy scrolls* (CL 7), (58 gp), *two displacement scrolls*, (62 gp), *two wands of protection from law* (125 gp), *vest of resistance +1* (83 gp), *ring of protection*

+1 (166 gp), *metamagic rod of lesser enlarge* (250 gp)

APL 8: L: 451 gp, C: 0 gp, M: *three cloaks of charisma +2* (1000 gp), *metamagic rod of lesser enlarge* (250 gp), *falchion +1* (198 gp), *three greatswords +1* (588 gp), *ring of protection +1* (167 gp), *broach of shielding* (125 gp), *vest of resistance +1* (83 gp), *two resist energy (CL7) scrolls* (58 gp), *scroll of confusion* (58 gp), *two cure moderate wounds potions* (50 gp), *scroll of wind wall* (31 gp), *scroll of displacement* (31 gp), *cure moderate wounds scroll* (13 gp), *six cure light wounds potions* (25 gp)

APL 10: L: 413 gp, C: 0 gp, M: *three cloak of charisma +2* (1000 gp), *four rings of protection +1* (667 gp), *three greatsword +1* (588 gp), *vest of resistance +2* (333 gp), *gloves of dexterity +2* (333 gp), *three chain shirts +1* (313 gp), *metamagic rod of lesser enlarge* (250 gp), *eight cure moderate wounds potions* (200 gp), *falchion +1* (198 gp), *broach of shielding* (125 gp), *wand of entropic shield* (63 gp), *two resist energy (CL7) scrolls* (58 gp), *scroll of confusion* (58 gp), *scroll of wind wall* (31 gp), *scroll of displacement* (31 gp), *cure moderate wounds scroll* (13 gp)

APL 12: L: 931 gp, C: 0 gp, M: *gloves of dexterity +4* (1333 gp), *three chain shirts +1 styptic* (1063 gp), *three cloaks of charisma +2* (1000 gp), *ring of protection +2* (667 gp), *three greatswords +1* (588 gp), *three light crossbows +1* (584 gp), *three rings of protection +1* (500 gp), *vest of resistance +2* (333 gp), *ten cure moderate wounds potions* (250 gp), *metamagic rod of lesser enlarge* (250 gp), *falchion +1* (198 gp), *broach of shielding* (125 gp), *two resist energy (CL7) scrolls* (58 gp), *scroll of confusion* (58 gp), *scroll of wind wall* (31 gp), *scroll of displacement* (31 gp), *cure moderate wounds scroll* (13 gp)

Encounter 4:

APL 2: L: 225 gp, C: 100 gp, M: *oil of align weapon (law)* (25 gp), *two cure light wounds potions* (8 gp), *shield of faith (+2) potion* (4 gp)

APL 4: L: 378 gp, C: 100 gp, M: *remove blindness/deafness potion* (63 gp), *resist energy (20 fire) potion* (58 gp), *oil of reduce animal* (25 gp), *cure moderate wounds potion* (25 gp), *four cure light wounds potions* (17 gp), *shield of faith (+2) potion* (4 gp)

APL 6: L: 386 gp, C: 0 gp, M: *two wands of mount* (125 gp), *four cure moderate wounds potions* (100 gp), *remove blindness/deafness potion* (63 gp), *resist energy (20 fire) potion* (58 gp), *four oil of magic weapon* (17 gp), *four cure light wounds potions* (17 gp), *shield of faith (+2) potion* (4 gp),

APL 8: L: 263 gp, C: 0 gp, M: *two cloaks of charisma +2* (667 gp), *two greatswords +1* (392 gp), *broach of shielding* (125 gp), *chain shirt +1* (104 gp), *two cure moderate wounds potions* (50 gp), *remove blindness/deafness potion* (63 gp), *displacement potion* (63 gp), *resist energy (20 fire) potion* (58 gp), *four cure light wounds potions* (17 gp), *shield of faith (+2) potion* (4 gp)

APL 10: L: 263 gp, C: 0 gp, M: *two cloaks of charisma +2* (667 gp), *two greatswords +1* (392 gp), *gloves of dexterity +2* (333 gp), *tunic of steady spellcasting* (208 gp), *two remove blindness/deafness potions* (125 gp), *broach of shielding* (125 gp), *chain shirt +1* (104 gp), *resist energy (20 fire) potion* (58 gp), *two cure moderate wounds potions* (50 gp), *four cure light wounds potions* (17 gp), *shield of faith (+2) potion* (4 gp)

APL 12: L: 263 gp, C: 0 gp, M: *four cloaks of charisma +2* (1333 gp), *two vests of resistance +2* (667 gp), *two pairs of gloves of dexterity +2* (667 gp), *two tunics of steady spellcasting* (417 gp), *two greatswords +1* (392 gp), *four remove blindness/deafness potions* (250 gp), *eight cure moderate wounds potions* (200 gp), *two resist energy (20 fire) potions* (117 gp), *two shield of faith (+2) potions* (8 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 495 gp, C: 200 gp, M: 54 gp – Total: 749 gp (450 gp).

APL 4: L: 648 gp, C: 100 gp, M: 334 gp – Total: 1082 gp (650 gp).

APL 6: L: 915 gp, C: 0 gp, M: 1236 gp – Total: 2151 gp (900 gp).

APL 8: L: 714 gp, C: 0 gp, M: 4330 gp – Total: 5044 gp (1,300 gp).

APL 10: L: 676 gp, C: 0 gp, M: 6344 gp – Total: 7020 gp (2,300 gp).

APL 12: L: 1194 gp, C: 0 gp, M: 10430 gp –
Total: 11624 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Sold Githyanki Silver Sword: You sold your Githyanki silver sword purchased on AR ____ to the Chancellor's Office for 75% of its cost (instead of the normal 50%)

Criminal for Country: You served ____ TU and paid a fine of ____ gp. Knight Commodore Avanti put a note in your records that this was done in defense of country and he recommends the crime be ignored. He recommends military and veteran characters be promoted during their next Promotion Review Board. If the offender was a Mariner, Marine, Oarsmen in the River Guard, they are immediately promoted to Senior Mariner, Marine Sergeant, Senior Oarsmen respectively waiving all requirements, including time in grade.

Captain Alcarta's Favor: You have access to the Spirit of the Sea and Well Read regional feats.

Commendation: Military and veteran characters receive a military commendation.

Gracious Thank You: As a thank you for your assistance, you may select one item at your APL or lower that will change from adventure access to regional access. Circle this item.

River Guard Invitation: You are invited to join the river guard as a marine or mariner or oarsman waiving any profession (sailor) requirements. You cannot be promoted until you meet requirements.

Special Commendation: this is an additional commendation given to the character for especially key service. This commendation counts double when counting commendations to promotion. The character also has regional access to the *blueshine* armor enhancement (MIC).

Special Guild Invitation: You are invited to become a Journeyman in the Gravedigger's union. All requirements (including residency) except TU costs and gold (gold is waived for first year) are waived on the condition that you send reports of interesting things you see on your travels quarterly. You get all benefits of a Journeyman Gravedigger.

Gravedigger's Favor: You have access to the skills tricks Healing Hands (CS) and Listen to This (CS).

Axial's Favor: This character has promised to learn Aquan and speak to water elementals before fighting.

Friendly Contact: This character has had friendly contact with a Water Elemental from the Plane of Water.

Marked for Death: Show this AR to DMs at all Gran March events. Any Brotherhood member that has the opportunity to coup de grace this character will do so, even if it costs him/her their life.

Seeker: You are a member of 'The Search' for the next Grandiose Imperial Wyvern.

Item Access

APL 2

- Adamantine Bolt (Adventure, Dungeon Master's Guide)
- Mithril Chain Shirt (Adventure, Dungeon Master's Guide)
- Oil of Align Weapon (Law)

APL 4

- Extended Delay Poison Potion (CL 5: Adventure, Dungeon Master's Guide)
- Oil of Reduce Animal (CL 3: Adventure, Dungeon Master's Guide)
- Brooch of Shielding (Adventure, Dungeon Master's Guide)

APL 6

- Wand of Protection from Law (CL 1: Adventure, Dungeon Master's Guide)
- Rod of Metamagic Lesser Enlarge (Adventure, Dungeon Master's Guide)
- Wand of Mount (CL 1: Adventure, DMG)

APL 8

- Wand of Lesser Spell Immunity [Limit 2] (CL 3: Adventure, Spell Compendium)
- Gloves of Swimming and Climbing (Adventure, Dungeon Master's Guide)
- Chain Shirt +1 Displacement (CL 1: Adventure, Magic Item Compendium)

APL 10

- Tunic of Steady Spellcasting (Adventure, Magic Item Compendium)

- Rod of Metamagic Enlarge (Limit 1) (Adventure, Dungeon Master's Guide)
- Chain Shirt +1 Styptic (Adventure, Magic Item Compendium)

APL 12

- Light Crossbow +1, Distance, Bane (elemental) (Adventure, DMG)
- Divine Scroll of Hero's Feast (CL 12: Adventure, Dungeon Master's Guide)
- Ioun Stone, Iridescent Spindle (Limit 1) (Adventure, Dungeon Master's Guide)

APPENDIX 1 – APL 2

ENCOUNTER 1

Axial, Large Water Elemental; hp 72 ; see *Monster Manual*, page 100

Axial will not defend itself, and will leave once he takes 36 hit points.

ENCOUNTER 2

ALIX & HENDRIX CR 2

Male Human Hexblade 1 Rogue 1
N Medium Human (Suel)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 14 (1D10+1D6+2);

Fort +1, **Ref** +6, **Will** +2

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +4 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +4 (1d8 19-20/x2); Tanglefoot bag +4

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear masterwork buckler, two masterwork rapiers, dagger, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags.

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12

SQ Sneak Attack +1D6, Trapfinding, Hexblade Curse

Feats Lightning Reflexes, Rapid Reload,

Skills Tumble +5, Intimidate +5, Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous, 50 gp.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has

holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

ENCOUNTER 3

JONNI CR 1

Male Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 **Grp** +0

Combat Gear masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat

Skills Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.

Description

ENCOUNTER 4

MARIE & FERDINAN CR 1

F/M Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee falchion +2 (1d6 1/18-20 x2) or dagger 1 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 Grp +0

Combat Gear masterwork banded , two masterwork falchion, dagger, light crossbow, 30 bolts, 2 tanglefoot bags

Abilities Str10, Dex 13, Con 12, Int 9, Wis 11, Cha 8

Feats Skill Focus: Profession (Sailor), Skill Focus: Swim,

Skills Profession (Sailor) +8, Handle Animal +4, Survival +5, Swim +9, Spot +5, Sense Motive +5, Ride+6

Possessions combat gear plus ever burning torch, 2 sunrods and herineous wooden holy symbol.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Possessions combat gear plus 100 gp

Description He has a tattoo on his back of three roses inside a triangle of vines. It is only a few inches across. He also has the 15th Battle emblem tattooed on his right shoulder (shield is half red and half white, with crossed swords in center. The swords are red on the white half and white on the red half).

GOMMET

CR 2

Male Human Warmage 2

LE Medium Human (Suel)

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

Aura Evil

Languages Common, Suloise

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 12 (2d6+4);

Fort +2, **Ref** +2, **Will** +3

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee long spear +0 (1d8-1 /x2); or spiked gauntlet +0 (1d4-1/x2);

Ranged Light Crossbow +4 (1d8 19-20/x2); Ranged Touch attack +3

Space 5 ft.; **Reach** 5 ft (10 ft with long spear)

Base Atk +1; **Grp** +0

Atk Options Will fire crossbow and cast spells from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear Long spear, spiked gauntlet, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, Potion Shield of Faith+2, Oil of Align Weapon (Law), Potion Cure Light Wounds x2

Warmage Spells Known (CL 2nd):

1st (5/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike

0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

† Already cast

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 13

SQ Armored Mage (light), Warmage Edge (+1 damage)

Feats Point Blank Shot, Precise Shot

Skills Concentration +7, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +9, Spot +2,

APPENDIX 2 – APL 4

ENCOUNTER 1

Axial, Large Water Elemental; hp 72; see *Monster Manual*, page 100

ENCOUNTER 2

ALIX, HENDRIX & TOMAS CR 3

Male Human Hexblade 2 Rogue 1

N Medium Human (Suel)

Init +2; **Senses** Listen +4, Spot +4

Aura

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 22 (2D10+1D6+3);

Fort +2, **Ref** +7, **Will** +4

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +5 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +5 (1d8 19-20/x2); Tanglefoot bag +4

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork buckler, two masterwork rapiers, dagger, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, Extended Delay Poison Potion, two tanglefoot bags.

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12

SQ Sneak Attack +1D6, Trapfinding, Hexblade Curse

Feats Lightning Reflexes, Rapid Reload, Prone Attack,

Skills Tumble +6, Intimidate +5, Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

ENCOUNTER 3

JONNI & HARMOR CR 1

Male Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 **Grp** +0

Combat Gear masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat

Skills Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.

Description

ENCOUNTER 4

MARIE & FERDINAN CR 2

Female/Male Human Hexblade 1 Rogue 1

N Medium Human (Suel)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 14 (1D10+1D6+2);

Fort +1, **Ref** +6, **Will** +2

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +4 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +4 (1d8 19-20/x2); Tanglefoot bag +4

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear masterwork buckler, two masterwork rapiers, dagger, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags.

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12

SQ Sneak Attack +1D6, Trapfinding, Hexblade Curse

Feats Lightning Reflexes, Rapid Reload,

Skills Tumble +5, Intimidate +5, Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Wounds, Oil of Reduce Animal, Potion of Remove Blindness/Deafness

Warmage Spells Known (CL 4th):

2nd (4/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike 0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

‡ Already cast

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14

SQ Armored Mage (light), Warmage Edge (+1 damage)

Feats Point Blank Shot, Precise Shot, Still Spell

Skills Concentration +9, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +9, Spot +3,

Possessions combat gear plus 100gp, 2 sunrods

Description He has a tattoo on his back of three roses inside a triangle of vines. It is only a few inches across. He also has the 15th Battle emblem tattooed on his right shoulder (shield is half red and half white, with crossed swords in center. The swords are red on the white half and white on the red half).

GOMMET

CR 4

Male Human Warmage 4

LE Medium Human (Suel)

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

Aura Evil

Languages Common, Suloise

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 24 (4d6+8);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee dagger +3 (1d4-1/x2);

Ranged Light Crossbow +5 (1d8 19-20/x2); Ranged Touch attack +4

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

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

Atk Options Will fire crossbow and cast spells from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear two masterwork daggers, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, Potion Shield of Faith+2, Potion Resist Energy: (Fire 20), Potion Cure Moderate

APPENDIX 3 – APL 6

ENCOUNTER 1

Axial, Large Water Elemental; hp 72; see *Monster Manual*, page 100.

ENCOUNTER 2

ALIX, HENDRIX & TOMAS CR 4

Male Human Hexblade 2 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7

Aura

Languages Common, Suloise

AC 18, touch 12, flat-footed 15

(+0 size, +3 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 27 (2D10+2D6+4);

Fort +2, **Ref** +9, **Will** +4

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +6 (1d6+2/18-20x2); or spiked gauntlet +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +7 (1d8 19-20/x2); Tanglefoot bag +6

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork buckler, two masterwork rapiers, spiked gauntlet, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, four tanglefoot bags, one antitoxin, Wand of Protection from Law, Oil of Magic Weapon x2, Cure Moderate Wounds Potion,

Note: Protection from Law is on the Hexblade Spell List

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance

Feats Lightning Reflexes, Rapid Reload, Prone Attack,

Skills Tumble +10, Intimidate +5, Swim +4, Listen +5, Spellcraft +1, Spot +7, Escape Artist +6, Balance +8, Climb76.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

GERALD

CR 6

Male Human Sorcerer 6

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +2

Languages Common

AC 17, touch 13, flat-footed 15

(+2 Dex, +4 armor, +1 deflection,)

hp 23 (6d4 + 6 HD); regeneration/fast healing; DR

Fort +3, **Ref** +4, **Will** +5

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +2 (1d4-1/19-20 x2)

Ranged light crossbow +7 (1d8/19-20 x2)

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear Metamagic Rod of Lesser Enlarge, Scroll of Displacement (CL 5th), ~~Scroll of Darkvision (CL 5th)~~, Ring of Protection +1

Class Spells Known (CL 6th) Saving Throw is 13 + Spell Level:

3rd (3/day)— Fly

2nd (5/day)— Glitterdust, Invisibility

1st (6/day)— Mage Armor, Ray of Enfeeblement, Magic Missile, Ray of Clumsiness

0 (6/day)— Acid Spray, Ray of Frost, Detect Magic, Read Magic, Light

‡ Already cast: Two Invisibility, Two Fly, One Mage Armor, Darkvision from scroll

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

SQ

Feats Point Blank Shot, Precise Shot, Sculpt Spell, Silent Spell

Skills Concentration +11, Spellcraft +9, Swim +3, ,

Possessions combat gear plus plus two sunrods and wood holy symbol of Hieroneous worn openly

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Ray of Clumsiness (Spell Compendium)

HANNAH**CR 4**

Female Favored Soul 4

N Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

hp 30 (4d8+8)**Fort** +6, **Ref** +5, **Will** +4**Speed** 30 ft. in light armor (6 squares), , other fly 60 ft (spell).; Swim 7.5 feet with successful Swim check.**Melee** masterwork falchion +7 (2d4+3/18-20x2) or dagger +5 (1d4+2, 19-20/x2)**Ranged** light crossbow +4 (1d8/19-20 x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options****Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +9 to a single skill check.**Combat Gear** Mithril Chain shirt, two masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, Cure Moderate Wounds scroll (CL 3), Resist Energy Scroll (CL 7), Vest of Resistance +1. two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen.**Class Spells Known** (CL 4th): Saving throw is 10 + spell level

2nd (4/day)— Silence, Close Wounds, Divine Insight

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

{ Already cast Divine Insight

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 14**SQ****Feats** Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Heavy Armor Proficiency, Weapon Focus: Falchion**Skills** Concentration +11, Heal +4, Swim +4, ,**Possessions** combat gear plus**Special Attack/Quality (XX)****Special Attack/Quality (XX)****Description** Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.**Sources** Favored Soul (Complete Divine), Close Wounds (Spell Compendium)**ENCOUNTER 3****JONNI, HARMON, ALRED, TOMAK****CR 1**

Male Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4**Languages** Common**AC** 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);**Fort** +3, **Ref** +1, **Will** +2**Speed** 30 ft. in light armor (6 squares), base movement 30 ft., othe**Melee** rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)**Ranged** light crossbow +2 (1d8/19-20 x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1 **Grp** +0**Combat Gear** masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,**Abilities** Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8**Feats** Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat**Skills** Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4**Possessions** combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.**Description****ENCOUNTER 4****MARIE & FERDINAN****CR 4**

Female/Male Human Hexblade 2 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7**Languages** Common, Suloise**AC** 18, touch 12, flat-footed 15

(+0 size, +3 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 27 (2D10+2D6+4);**Fort** +2, **Ref** +9, **Will** +4**Speed** 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.**Melee** rapier +6 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);**Ranged** Light Crossbow +7 (1d8 19-20/x2); Tanglefoot bag +6**Space** 5 ft.; **Reach** 5 ft**Base Atk** +3; **Grp** +5**Atk Options** Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)**Combat Gear** masterwork buckler, two masterwork rapiers, spiked gauntlet, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, four tanglefoot bags, Cure Light Wounds Potion x2, one antitoxin, Wand of Mount, Oil of Magic Weapon x2, Cure Moderate Wounds Potion,**Note:** Mount is on the Hexblade Spell List.**Abilities** Str 14, Dex 16, Con 13, Int 8, Wis 10, Cha 12**SQ** Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance

Feats Lightning Reflexes, Rapid Reload, Prone Attack,
Skills Tumble +10, Intimidate +5, Swim +4, Listen +5,
Spellcraft +1, Spot +7, Escape Artist +6, Balance +8,
Climb76.

Possessions combat gear plus two sunrods and wood
holy symbol of Hieroneous

Hexblade Curse (Su): Once per day the Hexblade may,
as a free action (range 60 feet) curse a visible target.
The recipient of the curse receives -2 penalty to
attack rolls, weapon damage rolls, saves, skill
checks, ability checks, for one hour. A Will save, DC
11, negates this effect.

Arcane Resistance (Su): A Hexblade gets her
charisma bonus (minimum +1) to all saving throws.

Description Has a tattoo on right shoulder of a
scimitar, rapier and dagger in parallel, hilts even. Six
foot, pale skin, blond hair, Suel male human. Also has
holy symbol of Kelanen tattooed (nine swords in star,
hilts touching) on bottom of each foot.

0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray
of Frost

‡ Already cast

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14

SQ Armored Mage (light), Warmage Edge (+1 damage)

Feats Point Blank Shot, Precise Shot, Still Spell

Skills Concentration +9, Intimidate +4, Knowledge
(Arcana) +7, Listen +2, Spellcraft +9, Spot +3,

Possessions combat gear plus 2 sunrods

Description He has a tattoo on his back of three roses
inside a triangle of vines. It is only a few inches across.
He also has the 15th Battle emblem tattooed on his
right shoulder (shield is half red and half white, with
crossed swords in center. The swords are red on the
white half and white on the red half).

GOMMET

CR 2

Male Human Warmage 4

LE Medium Human (Suel)

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

Aura Evil

Languages Common, Suloise

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +0
deflection, +0 insight, +0 natural)

hp 24 (4d6+6);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base
movement 30 ft.;

Melee dagger +3 (1d4-1/x2);

Ranged Light Crossbow +5 (1d8 19-20/x2); Ranged
Touch attack +4

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

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

Atk Options Will fire crossbow and cast spells from
prone position especially when melee attacks are
unlikely. Prone gives him +4 AC vs. ranged attacks
and could give cover depending on situation.

Combat Gear 2 masterwork daggers, masterwork Light
crossbow, masterwork chain shirt, two adamantite
bolts, Potion Shield of Faith+2, Potion Resist Energy:
(Fire 20), Potion Cure Moderate Wounds x2, Potion
of Remove Blindness/Deafness

Warmage Spells Known (CL 4th):

2nd (4/day) --Blades of Fire, Continual Flame, Fire
Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's
Acid Arrow, Pyrotechnics, Scorching Ray, Shatter,
Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch,
Fist of Stone, Hail of Stone, Magic Missile, Orb of
Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity,
Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser,
Shocking Grasp, Tensor's Floating Disk, True Strike

APPENDIX 4 – APL 8

ENCOUNTER 1

Axial, Huge Water Elemental; hp 156; see *Monster Manual*, page 100

ENCOUNTER 2

ALIX, HENDRIX & TOMAS CR 6

Male Human Hexblade 4 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +3 Dex, +0 class, +4 armor, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 44 (4D10+2D6+6);

Fort +4, **Ref** +11, **Will** +8

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee great sword +8 (2d6+4/19-20x2); or dagger +3 (1d4+2/19-20x2);

Ranged Light Crossbow +9 (1d8 19-20/x2); Tanglefoot bag +6

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear greatsword +1, masterwork greatsword, dagger, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags, cloak of charisma +2

Class Spells Known (CL 2nd):

1st (1/day)—Tasha's Hideous Laughter, Protection from Good

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle

Feats: Lightning Reflexes, Rapid Reload, Prone Attack, Force of Personality

Skills Tumble +10, Concentration +6, Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Mettle (Su): A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping hexblade does not get the benefit of mettle.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

GERALD

CR 8

Male Human Sorcerer 8

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +2

Languages Common, Suel

AC 17, touch 13, flat-footed 15

(+2 Dex, +4 armor, +1 deflection,)

hp 36 (8d4 + 16);

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

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +2 (1d4-1/19-20 x2)

Ranged light crossbow +7 (1d8/19-20 x2) or Ranged Touch Attack +6

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork light crossbow, two daggers, 30 bolts, Metamagic Rod of Lesser Enlarge, Broach of Shielding, Scroll of Confusion (CL 7th), Scroll of Displacement (CL 5th), Two Cure Moderate Wounds Potions (CL 3rd), ~~Scroll of Darkvision (CL 3rd)~~, Scroll of Wind Wall (CL 5th), Ring of Protection +1, ~~Scroll of See Invisibility (CL 3rd)~~, ~~Scroll of Water Breathing (CL 5th)~~

Class Spells Known (CL 8th): Saving Throw = 13 + spell level

4th (3/day)—Orb of Force

3rd (5/day)—Fly, Ray of Dizziness

2nd (6/day)—Glitterdust, Invisibility, Fog Cloud

1st (6/day)—Mage Armor, Ray of Enfeeblement, Magic Missile, Ray of Clumsiness, Hold Portal

0 (6/day)—Acid Spray, Ray of Frost, Detect Magic, Read Magic, Light, Detect Poison, Mage Hand, Prestidigitation

‡ Already cast: Two Invisibility, Two Fly, One Mage Armor; From Scroll: Darkvision, Water Breathing (1/2 of effect) and See Invisibility

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

Feats Point Blank Shot, Precise Shot, Sculpt Spell, Silent Spell

Skills Concentration +13, Spellcraft +11, Swim +3

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous worn openly

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Ray of Clumsiness & Orb of Force (Spell Compendium)

HANNAH

CR 4

Female Favored Soul 6

N Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

hp 45 (6d8+12)

Resist Fire 10 (favored soul 5th);

Fort +7, **Ref** +6, **Will** +5

Speed 30 ft. in light armor (6 squares), , other fly 60 ft (spell).; Swim 7.5 feet with successful Swim check.

Melee masterwork falchion +8 (2d4+4/18-20x2) or dagger +6 (1d4+2, 19-20/x2)

Ranged light crossbow +5 (1d8/19-20 x2)

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

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

Atk Options

Special Actions Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.

Combat Gear Mithril Chain shirt, one falchion+1, one masterwork falchion, light crossbow, 30 bolts, spiked gauntlet, Cure Moderate Wounds scroll (CL 3), two Resist Energy Scrolls (CL 7), Vest of Resistance +1. two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen.

Class Spells Known (CL 4th): Saving throw is 10 + spell level

3rd (3/day)— Water Walk, Remove Blindness/Deafness, Weapon of Energy

2nd (6/day)— Silence, Close Wounds, Divine Insight, Cure Moderate Wounds

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon, Deathwatch

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Red Magic, Detect Poison

† Already cast Divine Insight, Deathwatch

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 14
SQ

Feats Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Heavy Armor Proficiency, Weapon Focus: Falchion, Silent Spell

Skills Concentration +13, Heal +4, Swim +5,

Possessions combat gear plus two corked sun rods

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Favored Soul (Complete Divine), Close Wounds, Divine Insight, Weapon of Energy (Spell Compendium),

ENCOUNTER 3

JONNI, HARMON, ALRED, TOMAK

CR 1

Male Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 **Grp** +0

Combat Gear masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat

Skills Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.

Description

ENCOUNTER 4

MARIE & FERDINAN

CR 6

Male Human Hexblade 4 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +3 Dex, +0 class, +4 armor, +0 deflection, +0 insight, +0 natural)

Miss Chance**hp** 44 (4D10+2D6+6);**Fort** +4, **Ref** +11, **Will** +8**Speed** 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.**Melee** great sword +8 (2d6+4/19-20x2); or dagger +7 (1d4+2, 19-20/x2);**Ranged** Light Crossbow +9 (1d8 19-20/x2); Tanglefoot bag +6**Space** 5 ft.; **Reach** 5 ft**Base Atk** +5; **Grp** +7**Atk Options** Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)**Combat Gear** greatsword +1, masterwork greatsword, dagger, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags, cloak of charisma +2**Class Spells Known** (CL 2nd):

1st (1/day)—Tasha's Hideous Laughter, Protection from Good

Abilities Str 14, Dex 16, Con 13, Int 8, Wis 10, Cha 14**SQ** Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle**Feats:** Lightning Reflexes, Rapid Reload, Prone Attack, Force of Personality**Skills** Tumble +10, Concentration +6, Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.**Possessions** combat gear plus two sunrods and wood holy symbol of Hieroneous**Hexblade Curse (Su):** Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.**Arcane Resistance (Su):** A Hexblade gets her charisma bonus (minimum +1) to all saving throws.**Mettle (Su):** A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping hexblade does not get the benefit of mettle.**Description** Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.**GOMMET**

Male Human Warmage 6

LE Medium Human (Suel)

Init +1; **Senses** Listen +3, Spot +2**Aura** Evil**Languages** Common, Suloise**CR 2****AC** 18, touch 12, flat-footed 16

(+0 size, +2 Dex, +0 class, +5 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 36 (6d6+12);**Fort** +4, **Ref** +4, **Will** +5**Speed** 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +4 (1d4-1/x2);**Ranged** Light Crossbow +6 (1d8 19-20/x2); Ranged Touch attack +5**Space** 5 ft.; **Reach** 5 ft**Base Atk** +3; **Grp** +2**Atk Options** Will fire crossbow and cast spells from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.**Combat Gear** 2 masterwork daggers, buckler, masterwork Light crossbow, chain shirt +1, six adamantine bolts, Potion Shield of Faith+2, Potion Resist Energy: (Fire 20), Potion Cure Moderate Wounds x2, Potion of Remove Blindness/Deafness, Potion Displacement, Broach of Shielding,**Warmage Spells Known** (CL 6th):

3rd (/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (4/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike
0 (6/day)—Acid Splash, Disrupt Undead, Light, Ray of Frost

‡ Already cast

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14**SQ** Armored Mage (light), Warmage Edge (+1 damage)**Feats** Point Blank Shot, Precise Shot, Still Spell, Eschew Materials**Skills** Concentration 11, Intimidate +4, Knowledge (Arcana) +7, Listen +5, Spellcraft +9, Spot +3,**Possessions** combat gear plus 12 sunrods**Description** Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot. He also has the 15th Battle emblem tattooed on his left shoulder (shield is half red and half white, with crossed swords in center. The swords are red on the white half and white on the red half).

APPENDIX 5 – APL 10

ENCOUNTER 1

Axial, Huge Water Elemental; hp 156 ; see *Monster Manual*, page 100

ENCOUNTER 2

ALIX, HENDRIX & TOMAS CR 6

Male Human Hexblade 6 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 19, touch 14, flat-footed 16

(+0 size, +3 Dex, +0 class, +5 armor, +1 deflection, +0 insight, +0 natural)

Miss Chance

hp 66 (6D10+2D6+16);

Fort +6, **Ref** +12, **Will** +7

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee great sword +10/+5 (2d6+4/19-20x2); or dagger +9 (1d4+2 19-20/x2);

Ranged Light Crossbow +11/+6 (1d8 19-20/x2); Tanglefoot bag +10

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear greatsword +1, masterwork greatsword, dagger, masterwork Light crossbow, chain shirt +1, two adamantine bolts, 80 cold iron bolts, Potion Cure Moderate Wounds x2, four tanglefoot bags, cloak of charisma +2, Ring of Protection +1

Class Spells Known (CL 3rd) Save = 12 + spell level: 1st (2/day)— Tasha's Hideous Laughter, Protection from Good, Phantom Threat

Under effects of Heros Feast (CL 13)

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Close Quarters Fighting, Combat Casting

Skills Tumble +10, Concentration +6 [+10 casting on defensive or in grapple], Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Twice per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill

checks, ability checks, for one hour. A Will save, DC 15, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Mettle (Su): A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping hexblade does not get the benefit of mettle.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot

GERALD

CR 10

Male Human Sorcerer 10

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +2

Languages Common, Suel

AC 18, touch 14, flat-footed 15

(+3 Dex, +4 armor, +1 deflection,)

hp 45 (10d4 + 20);

Fort +7, **Ref** +8, **Will** +9

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +4 (1d4-1/19-20 x2)

Ranged light crossbow +9 (1d8/19-20 x2) or Ranged Touch Attack +9

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork light crossbow, two daggers, 30 bolts, Metamagic Rod of Lesser Enlarge, Gloves of Dexterity +2, Cloak of Resistance +2, Broach of Shielding, Scroll of Confusion (CL 7th), Scroll of Displacement (CL 5th), Two Cure Moderate Wounds Potions (CL 3rd), ~~Scroll of Darkvision (CL 3rd)~~, Scroll of Wind Wall (CL 5th), Ring of Protection +1, ~~Scroll of See Invisibility (CL 3rd)~~, ~~Scroll of Water Breathing (CL 5th)~~

Class Spells Known (CL 10th): Saving Throw = 13 + spell level

5th (3/day)— Wall of Dispel Magic

4th (5/day)— Orb of Force, Ray Deflection

3rd (7/day)— Fly, Ray of Dizziness, Dispel Magic

2nd (7/day)— Glitterdust, Invisibility, Fog Cloud, Resist Energy

1st (7/day)— Mage Armor, Benign Transposition, Magic Missile, Ray of Clumsiness, Hold Portal

0 (6/day)— Acid Spray, Ray of Frost, Detect Magic, Read Magic, Light, Detect Poison, Mage Hand, Prestidigitation
‡ Already cast: Two Invisibility, Two Fly, One Mage Armor; From Scroll: Darkvision, Water Breathing (1/2 of effect) and See Invisibility
Under effects of Heros Feast (CL 13)

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

Feats Point Blank Shot, Precise Shot, Sculpt Spell, Silent Spell, Weapon Focus: Range Touch Attacks

Skills Concentration +13, Spellcraft +11, Swim +3,

Possessions combat gear plus plus two sunrods and wood holy symbol of Hieroneous worn openly

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Note: Ray Deflection protects against All Range Touch Attacks, not just Rays.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Ray of Clumsiness, Ray Deflection, Orb of Force (Spell Compendium)

HANNAH

CR 8

Female Favored Soul 8

N Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

hp 60 (8d8+16)

Resist Fire 10 (favored soul 5th);

Fort +9, **Ref** +8, **Will** +7

Speed 30 ft. in light armor (6 squares), , other fly 60 ft (spell).; Swim 7.5 feet with successful Swim check.

Melee masterwork falchion +10/+5 (2d4+4/18-20x2) or dagger +8/+3 (1d4+2, 19-20/x2)

With Divine Power Up: Melee +1 falchion +15/+9 (2d4+8/18-20x2) or dagger +13/+8 (1d4+2, 19-20/x2)

Ranged light crossbow +9 (1d8/19-20 x2)

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

Base Atk +6; **Grp** +8 (+11 with Divine Power)

Special Actions Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.

Combat Gear Mithril Chain shirt, one falchion+1, one masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, Cure Moderate Wounds scroll (CL 3), two Resist Energy Scrolls (CL 7), Vest of Resistance +2. Wand of Entropic Shield, two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen

Class Spells Known (CL 8th): Saving throw is 10 + spell level

4th (3/day)— Freedom of Movement, Divine Power, Cure Critical Wounds

3rd (5/day)— Water Walk, Remove Blindness/Deafness, Weapon of Energy, Dispel Magic

2nd (7/day)— Silence, Close Wounds, Divine Insight, Cure Moderate Wounds, Resist Energy

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon, Deathwatch, Obscuring Mist

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Red Magic, Detect Poison

‡ Already cast Divine Insight, Deathwatch, Freedom of Movement, Water Walking; has a Fly, Invisibility and ½ effect of Water Breathing CL 10 from Harold.

Under effects of Heros Feast (CL 13)

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 15

Feats Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Heavy Armor Proficiency, Weapon Focus: Falchion, Silent Spell

Skills Concentration +16, Heal +4, Swim +5, Spellcraft +0,

Possessions combat gear plus two corked sunrods

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Favored Soul (Complete Divine), Close Wounds, Divine Insight, Weapon of Energy (Spell Compendium),

ENCOUNTER 3

HARMON

CR 4

Male Human Fighter 2 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7

Languages Common, Suloise

AC 20, touch 12, flat-footed 18

(+0 size, +3 Dex, +0 class, +5 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 27 (2D10+2D6+4);

Fort +4, **Ref** +8, **Will** +1

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee rapier +7 (1d6+1/18-20x2); or spiked gauntlet +6 (1d4+2, 19-20/x2);

Ranged Light Crossbow +7 (1d8 19-20/x2); Alchem Fire bag +6

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

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

Combat Gear buckler +1, two rapiers, masterwork Light crossbow, chain shirt +1, spiked gauntlet, 40 bolts,

Potion Cure Moderate Wounds x2, five Alchemical Fire.

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 8
SQ Sneak Attack +1D6, Trapfinding, Evasion
Feats Lightning Reflexes, Rapid Reload, Prone Attack, Weapon Finesse, Quick Draw
Skills Tumble +10, Diplomacy +4, Swim +2, Listen +5, Appraise +4, Spot +8, Escape Artist +8, Balance +8, Climb +9, Jump +5, Ride +9, Profession (Soldier) +3
Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Description

JONNI, JALLA, ALRED, TOMAK **CR 1**

Male Human Expert 1 Warrior 1
LN Medium Human (Suel)
Init +1; **Senses** Listen +0, Spot +4
Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 **Grp** +0

Combat Gear masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat

Skills Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.

Description

ENCOUNTER 4

MARIE & FERDINAN **CR 8**

Female/Male Human Hexblade 6 Rogue 2
N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +3 Dex, +0 class, +4 armor, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 66 (6D10+2D6+16);

Fort +6, **Ref** +12, **Will** +7

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee great sword +10/+5 (2d6+4/19-20x2); or dagger +9 (1d4+2, 19-20/x2);

Ranged Light Crossbow +11/+6 (1d8 19-20/x2); Tanglefoot bag +10

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear greatsword +1, masterwork greatsword, spiked gauntlet, masterwork Light crossbow, chain shirt +1 displacement, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags, cloak of charisma +2

Class Spells Known (CL 3rd) Save = 12 + spell level:

1st (2/day)— Tasha's Hideous Laughter, Protection from Good, Phantom Threat

Under effects of Heros Feast (CL 13)

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Close Quarters Fighting, Combat Casting

Skills Tumble +10, Concentration +6 [+10 casting on defensive or in grapple], Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Twice per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 15, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Mettle (Su): A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that nomrally would have a lesser effect on a successful save, he instead completely negates the effect. An unconsciou or sleeping hexblade does not get the benefit of mettle.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot

Displacement enchantment on armor: Wearer may as a swift action once per day, activate a Displacement spell upon hmslf This spell lasts 5 rounds (CL 5).

GOMMET

Male Human Warmage 8
LE Medium Human (Suel)

CR 8

Init +1; **Senses** Listen +5, Spot +3

Aura Evil

Languages Common, Suloise

AC 18, touch 14, flat-footed 14

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 48 (8d6+16);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4-1/x2);

Ranged Light Crossbow +9 (1d8 19-20/x2); Ranged Touch attack +8

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

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

Atk Options Will fire crossbow and cast spells from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear gloves of dexterity +2, masterwork daggers, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, Potion Shield of Faith+2, Potion Resist Energy: (Fire 20), Potion Cure Moderate Wounds x2, two Potions of Remove Blindness/Deafness, Tunic of Steady Spellcasting (its bonus already figured to concentration).

Warmage Spells Known (CL 8th):

4th (3/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (5/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

† Already cast **Under effects of Heros Feast (CL 13)**

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

SQ Armored Mage (light), Warmage Edge (+1 damage)

Feats Point Blank Shot, Precise Shot, Still Spell, Silent Spell, Sudden Empower he has used this already

Skills Concentration 16, Intimidate +4, Knowledge (Arcana) +9, Listen +6, Spellcraft +9, Spot +3,

Possessions combat gear plus 2 sunrods and everburning torch heightened to 6th level

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, tan skin, red hair, Flan male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.. He

also has the 15th Battle emblem tattooed on his left shoulder (shield is half red and half white, with crossed swords in center. The swords are red on the white half and white on the red half).

APPENDIX 6 – APL 12

ENCOUNTER 1

Axial, Huge Water Elemental; hp 156 ; see *Monster Manual*, page 100

ENCOUNTER 2

ALIX, HENDRIX & TOMAS **CR 9**

Male Human Hexblade 7 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 19, touch 14, flat-footed 16

(+0 size, +3 Dex, +0 class, +5 armor, +1 deflection, +0 insight, +0 natural)

Miss Chance

hp 76 (7D10+2D6+18);

Fort +7, **Ref** +13, **Will** +10

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee great sword +11/+6 (2d6+4/19-20x2); or dagger +9 (1d4+2, 19-20/x2);

Ranged Light Crossbow +12/+7 (1d8+1, 19-20/x2); Tanglefoot bag +11

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

Base Atk +8; **Grp** +10

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear greatsword +1, masterwork greatsword, dagger, Light crossbow +1, chain shirt +1 styptic, two adamantine bolts, 80 cold iron bolts, Potion Cure Moderate Wounds x2, four tanglefoot bags, cloak of charisma +2, Ring of Protection +1

Class Spells Known (CL 3rd) Save = 12 + spell level: 1st (2/day)—Tasha's Hideous Laughter, Protection from Good, Phantom Threat

Already Cast: Alix has an Anticipate Teleportation spell on him

Under effects of Heros Feast (CL 13)

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Point Blank Shot, Combat Casting, Farshot

Skills Tumble +10, Concentration +6 [+10 casting on defensive or in grapple], Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous (Alix has a platinum hourglass on a chain)

Greater Hexblade Curse (Su): Twice per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -4 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 16, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Mettle (Su): A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping hexblade does not get the benefit of mettle.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot

Styptic Armor: ongoing bleeding is stopped; wearer is stabilized automatically with no further loss of hit points. Also has 25% to not lose constitution in a blood draining attack or wounding weapon.

SARA

CR 10

Female Favored Soul 10

N Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 17, touch 13, flat-footed 16

(+1 Dex, +4 armor, +2 deflection, +0 insight, +0 natural)

hp 75 (10d8+20)

Resist Fire 10 (favored soul 5th), Lightning 10 (favored soul 10th);

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

Speed 30 ft. in light armor (6 squares), other fly 60 ft (spell); Swim 7.5 feet with successful Swim check.

Melee masterwork falchion +11/+6 (2d4+4/18-20x2) or dagger +9/+4 (1d4+2, 19-20/x2)

Ranged light crossbow +8 (1d8/19-20 x2)

Space 5 ft.; **Reach** 5 ft. (increases to 10/10 with Righteous Might)

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

Special Actions Augment Healing adds +2 times the level of the conjuration (healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.

Combat Gear Mithril Chain shirt, one falchion+1, one masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, Ring of Protection +2, Cure Moderate Wounds scroll (CL 3), two Resist Energy Scrolls (CL 7), Vest of Resistance +2. two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen.

Class Spells Known (CL 8th): Saving throw is 10 + spell level

5th (x/day)— Mass Cure Light Wounds, Insect Plague, Divine Agility

4th (3/day)— Freedom of Movement, Dismissal, Cure Critical Wounds

3rd (5/day)— Water Walk, Remove Blindness/Deafness, Weapon of Energy, Dispel Magic

2nd (7/day)— Silence, Close Wounds, Divine Insight, Cure Moderate Wounds, Resist Energy

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon, Deathwatch, Obscuring Mist

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Red Magic, Detect Poison

‡ Already cast Divine Insight, Deathwatch, Freedom of Movement, Water Walking; Resist Energy (Acid; 20)

Under effects of Heros Feast (CL 13)

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 15

Feats Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Still Spell, Weapon Focus: Falchion, Silent Spell, Combat Casting

Skills Concentration +18 (+22 on defensive or in grapples), Heal +4, Swim +5, Spellcraft +2,

Possessions combat gear plus two corked sunrods

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Favored Soul (Complete Divine), Close Wounds, Divine Insight, Weapon of Energy (Spell Compendium),

GERALD

CR 12

Male Human Sorcerer 12

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +2

Languages Common, Suel

AC 18, touch 14, flat-footed 15

(+3 Dex, +4 armor, +1 deflection,)

hp 54 (12d4 + 24);

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

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +5 (1d4-1/19-20 x2)

Ranged light crossbow +11 (1d8/19-20 x2) or Ranged Touch Attack +11

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

Base Atk +6; **Grp** +5

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork light crossbow, two daggers, 30 bolts, Metamagic Rod of Lesser Enlarge, Gloves of Dexterity +4, Cloak of Resistance +2, Broach of Shielding, Scroll of Confusion (CL 7th), Scroll of Displacement (CL 5th), Four Cure Moderate Wounds Potions (CL 3rd), ~~Scroll of Darkvision (CL 3rd)~~, Scroll

of Wind Wall (CL 5th), Ring of Protection +1, ~~Scroll of See Invisibility (CL 3rd)~~, ~~Scroll of Water Breathing (CL 5th)~~

Class Spells Known (CL 12th): Saving Throw = 13 + spell level

6th (3/day)— True Seeing

5th (5/day)— Wall of Dispel Magic, Hold Monster

4th (6/day)— Orb of Force, Ray Deflection, Greater Invisibility

3rd (7/day)— Fly, Ray of Dizziness, Dispel Magic, Anticipate Teleportation

2nd (7/day)— Glitterdust, Invisibility, Baleful Transposition, Resist Energy, Scotching Ray

1st (7/day)— Mage Armor, Ray of Enfeeblement, Magic Missile, Ray of Clumsiness, Hold Portal

0 (6/day)— Acid Spray, Ray of Frost, Detect Magic, Read Magic, Light, Detect Poison, Mage Hand, Prestidigitation

‡ Already cast: Two Invisibility, Two Fly, One Mage Armor, Two Anticipate Teleportation (one on himself, one on Alix earlier that day); From Scroll: Darkvision, Water Breathing (1/2 of effect) and See Invisibility.

Under effects of Heros Feast (CL 13)

Abilities Str 8, Dex 18, Con 15, Int 10, Wis 12, Cha 16

SQ

Feats Point Blank Shot, Precise Shot, Sculpt Spell, Silent Spell, Weapon Focus: Range Touch Attacks, Sudden Maximize

Skills Concentration +13, Spellcraft +11, Swim +3,

Possessions combat gear plus plus 500gp platinum chain, two oitments for True Seeing, two sunrods and wood holy symbol of Hieroneous worn openly

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Note: Ray Deflection protects against All Range Touch Attacks, not just Rays. He will NOT use his Sudden Maximize on the Orb of Force; he prefers to use it on his Howling Chain.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Ray of Clumsiness, Ray of Dizziness, Ray Deflection, Orb of Force, Indomitability (Spell Compendium)

HANNAH

CR 10

Female Favored Soul 10

N Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 17, touch 13, flat-footed 16

(+1 Dex, +4 armor, +2 deflection, +0 insight, +0 natural)

hp 75 (10d8+20)

Resist Fire 10 (favored soul 5th), Lightning 10 (favored soul 10th);

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

Speed 30 ft. in light armor (6 squares), , other fly 60 ft (spell).; Swim 7.5 feet with successful Swim check.

Melee masterwork falchion +11/+6 (2d4+4/18-20x2) or dagger +9/+4 (1d4+2, 19-20/x2)

With Divine Power Up: Melee +1 falchion +17/+11 (2d4+8/18-20x2) or dagger +13/+8 (1d4+2, 19-20/x2)

With Divine Power and Righteous Might: Melee +1 falchion +21/+16 (2d6+14/18-20x2) or dagger +19/+14 (1d6+9)

Ranged light crossbow +8 (1d8/19-20 x2)

Space 5 ft.; **Reach** 5 ft. (increases to 10/10 with Righteous Might)

Base Atk +7; **Grp** +9 (+12 with Divine Power)

Special Actions Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.

Combat Gear Mithril Chain shirt, one falchion+1, one masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, Ring of Protection +2, Cure Moderate Wounds scroll (CL 3), two Resist Energy Scrolls (CL 7), Vest of Resistance +2. two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen.

Class Spells Known (CL 8th): Saving throw is 10 + spell level

5th (x/day)— Righteous Might, Flame Strike, Divine Agility

4th (3/day)— Freedom of Movement, Divine Power, Cure Critical Wounds

3rd (5/day)— Water Walk, Remove Blindness/Deafness, Weapon of Energy, Dispel Magic

2nd (7/day)— Silence, Close Wounds, Divine Insight, Cure Moderate Wounds, Resist Energy

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon, Deathwatch, Obscuring Mist

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Red Magic, Detect Poison

‡ Already cast Divine Insight, Deathwatch, Freedom of Movement, Water Walking; has a Fly, Invisibility and ½ effect of Water Breathing CL 10 from Harold.

Under effects of Heros Feast (CL 13)

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 15

Feats Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Heavy Armor Proficiency, Weapon Focus: Falchion, Silent Spell, Power Attack

Skills Concentration +18, Heal +4, Swim +5, Spellcraft +2,

Possessions combat gear plus two corked sunrods

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

Sources Favored Soul (Complete Divine), Close Wounds, Divine Insight, Weapon of Energy (Spell Compendium),

With Divine Power Up: Add +6 Str, 10 temporary Hit Points, raise BAB +3

With Righteous Might Up: Add +4 Str, +4 Con (+20 hit points), +4 Natural armor, gain DR 3/evil, -1 size penalty to attack and AC; increases one size category.

ENCOUNTER 3

SALMAS PROMANI

CR 6

Male Human Fighter 4 / Cleric 2

NG Medium Human (Suel)

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

Languages Common

AC 19, touch 12, flat-footed 19

(+0 size, +1 Dex, +0 class, +7 armor, +1 deflection, +0 insight, +0 natural)

hp 58 (4d10+2d8+17)

Fort +6, **Ref** +2; **Will** +5

Speed 20 ft. in chain mail +1 (4 squares), 30 ft with Longstrider, base movement 30 ft.;

Melee masterwork falchion +10 (2d4+6 18-20/x2) or dagger +8(1d4+3 19-20/x2)

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

Base Atk +4; **Grp** +7

Atk Options Power Attack

Combat Gear Chain mail +2, two Masterwork Falchion, two daggers, three Potion Cure Moderate Wounds, Ring of Protection +1, five alchemical fire

Cleric Spells Prepared (CL 2nd):

1st—Command, Doom, Divine Favor, ~~Longstrider~~^D

0—Guidance, Virtue, Resistance, Read Magic

D: Domain spell. Deity: Lydia. Domains: Travel, Knowledge

Already cast: Longstrider

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

SQ Turn Undead

Feats Power Attack, Toughness, Weapon Focus: Falchion Improved Toughness, Quick Draw, Dodge, Weapon Specialization (Falchion)

Skills Concentration +6, Hide -1, Diplomacy +0, Handle Animal +0, Heal +3, Knowledge (Nature) +5, Jump 0, Ride +7

Possessions combat gear two wooden holy symbols of Lydia (spray of color from open Hand; Know: Religion DC 15: Music, Daylight, Knowledge; Suel)

Sources Improved Toughness (Complete Warrior)

HARMON

CR 4

Male Human Fighter 2 Rogue 2

N Medium Human (Suel)

Init +2; **Senses** Listen +5, Spot +7

Languages Common, Suloise

AC 20, touch 12, flat-footed 18

(+0 size, +3 Dex, +0 class, +5 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 27 (2D10+2D6+4);

Fort +4, **Ref** +8, **Will** +1

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee rapier +7 (1d6+1/18-20x2); or spiked gauntlet +6 (1d4+2, 19-20/x2);

Ranged Light Crossbow +7 (1d8 19-20/x2); Alchem Fire bag +6

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

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

Combat Gear buckler +1, two rapiers, masterwork Light crossbow, chain shirt +1, spiked gauntlet, 40 bolts, Potion Cure Moderate Wounds x2, five Alchemical Fire.

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

SQ Sneak Attack +1D6, Trapfinding, Evasion

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Weapon Finesse, Quick Draw

Skills Tumble +10, Diplomacy +4, Swim +2, Listen +5, Appraise +4, Spot +8, Escape Artist +8, Balance +8, Climb +9, Jump +5, Ride +9, Profession (Soldier) +3

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Description .

JONNI, JALLA, ALRED, TOMAK **CR 1**
Male Human Expert 1 Warrior 1
LN Medium Human (Suel)
Init +1; **Senses** Listen +0, Spot +4
Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
hp 12 (1d6+1d8+2);
Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee rapier +1 (1d6-1/18-20 x2) or dagger 0 (1d4-1/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2)

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

Base Atk +1 **Grp** +0

Combat Gear masterwork chain shirt, heavy wooden shield, masterwork rapier, dagger, light crossbow, 30 bolts,

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Sense Motive, Dodge, Feat, Feat, Feat

Skills Profession (Lumberjack) +4, Move Silently +4, Survival 4, Hide +4, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and phyton wooden holy symbol.

Description

ENCOUNTER 4

MARIE & FERDINAN **CR 8**

Female/Male Human Hexblade 6 Rogue 2
N Medium Human (Suel)
Init +2; **Senses** Listen +5, Spot +7 [+10 at night; owl familiar]

Languages Common, Suloise

AC 19, touch 14 flat-footed 16
(+0 size, +3 Dex, +0 class, +5 armor, +1 deflection, +0 insight, +0 natural)

Miss Chance

hp 66 (6D10+2D6+16);

Fort +6, **Ref** +12, **Will** +7

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee great sword +10/+5 (2d6+4/19-20x2); or dagger +9 (1d4+2, 19-20/x2);

Ranged Light Crossbow +11/+6 (1d8 19-20/x2); Tanglefoot bag +10

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear greatsword +1, masterwork greatsword, dagger, masterwork Light crossbow, chain shirt +1, two adamantine bolts, 80 cold iron bolts, Potion Cure Moderate Wounds x2, four tanglefoot bags, cloak of charisma +2, Ring of Protection +1

Class Spells Known (CL 3rd) Save = 12 + spell level:

1st (2/day)—Tasha's Hideous Laughter, Protection from Good, Phantom Threat

Under effects of Heros Feast (CL 13)

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

SQ Sneak Attack +1D6, Trapfinding, Evasion, Hexblade Curse, Arcane Resistance, Mettle

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Close Quarters Fighting, Combat Casting

Skills Tumble +10, Concentration +6 [+10 casting on defensive or in grapple], Swim +6, Listen +5, Spellcraft +5, Spot +7, Escape Artist +6, Balance +8, Climb +6.

Possessions combat gear plus two sunrods and wood holy symbol of Hieroneous

Hexblade Curse (Su): Twice per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 15, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Mettle (Su): A hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping hexblade does not get the benefit of mettle.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot

GOMMET & ION

CR 10

Male Human Warmage 10

LE Medium Human (Suel)

Init +1; **Senses** Listen +6, Spot +3

Aura Evil

Languages Common, Suloise

AC 18, touch 14, flat-footed 14

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 60 (10d6+20);

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

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee dagger +6 (1d4-1/x2);

Ranged Light Crossbow +10 (1d8 19-20/x2); Ranged Touch attack +10

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

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

Atk Options Will fire crossbow and cast spells from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation.

Combat Gear cloak of charisma +2, vest of resistance +2, gloves of dexterity +2, masterwork daggers, masterwork Light crossbow, masterwork chain shirt, two adamantine bolts, Potion Shield of Faith+2, Potion Resist Energy: (Fire 20), Potion Cure Moderate Wounds x2, two Potions of Remove Blindness/Deafness, Tunic of Steady Spell Casting

Warmage Spells Known (CL 10th):

5th (3/day) Arc of Lightning, Cloudkill, Cone of Cold, Fire Shield, Mass, Fireburst, Greater, Flame Strike, Prismatic Ray.

4th (5/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (6/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

† Already cast **Under effects of Heros Feast (CL 13)**

Abilities Str 8, Dex 18, Con 14, Int 12, Wis 10, Cha 16

SQ Armored Mage (light), Warmage Edge (+1 damage)

Feats Point Blank Shot, Precise Shot, Still Spell, Silent Spell, Sudden Empower, Weapon Focus (Range Touch Attacks), Sudden Enlarge

Skills Concentration 20, Intimidate +4, Knowledge (Arcana) 139, Listen +6, Spellcraft +9, Spot +3,

Possessions combat gear plus 2 sunrods and everburning torch heightened to 6th level

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, tan skin, red hair, Flan male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.. He also has the 15th Battle emblem tattooed on his left shoulder (shield is half red and half white, with crossed swords in center. The swords are red on the white half and white on the red half).

oot

APPENDIX 9 – ALL APLS

INTRODUCTION & ENCOUNTER 2

GENERIC BOATMAN CR 1

Male Human Expert 1 Warrior 1

LN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 12 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft., othe

Melee dagger +0 (1d4-1/18-20 x2) o

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

Base Atk +1 **Grp** +0

Combat Gear masterwork leather armor , dagger

Abilities Str 9, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Feats Skill Focus: Profession (Sailor), Skill Focus: Swim,

Skills Profession (Sailor) +7, Craft(Carpentry or Sailmaking or Blacksmithing) +4, Survival 4, Swim +6, Spot +6, Sense Motive +7, Ride+3, Appraise +4

Possessions combat gear plus ever burning torch, 2 sunrods and harvest church wooden holy symbol.

Description

CAPTAIN ALCARTA CR 4

Male Human Fighter 2 Rogue 2

N Medium Human (mixedl)

Init +2; **Senses** Listen +5, Spot +7

Languages Common, Flan

AC 20, touch 12, flat-footed 18

(+0 size, +3 Dex, +0 class, +5 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 27 (2D10+2D6+4);

Fort +4, **Ref** +8, **Will** +1

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;

Melee rapier +7 (1d6+1/18-20x2); or spiked gauntlet +6 (1d4+2, 19-20/x2);

Ranged Light Crossbow +7 (1d8 19-20/x2); Alchem Fire bag +6

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

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

Combat Gear buckler +1, two rapiers, masterwork Light crossbow, chain shirt +1, spiked gauntlet, 40 bolts, Potion Cure Moderate Wounds x2, five Alchemical Fire.

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

SQ Sneak Attack +1D6, Trapfinding, Evasion

Feats Lightning Reflexes, Skill Focus: Professopm (Sailor), Prone Attack, Weapon Finesse, Quick Draw

Skills Tumble +10, Diplomacy +4, Swim +2, Listen +5, Appraise +4, Spot +8, Profession (Sailor) +10, Balance +8, Climb +9, Jump +5 , Ride +9 , Profession (Soldier) +3

Possessions combat gear plus two sunrods and wood holy symbol of Harvest Church

Description

SYLAR CR 3

Male Human Hexblade 2 Rogue 1

N Medium Human (Suel)

Init +2; **Senses** Listen +4, Spot +4

Aura

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 22 (2D10+1D6+3);

Fort +2, **Ref** +7, **Will** +4

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +5 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +5 (1d8 19-20/x2); Tanglefoot bag +4

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

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

Atk Options Will fire crossbow from prone position especially when melee attacks are unlikely. Prone gives him +4 AC vs. ranged attacks and could give cover depending on situation (another +4 AC bonus)

Combat Gear masterwork buckler, two masterwork rapiers, spiked gauntlet, masterwork Light crossbow, masterwork chain shirt, 80 cold iron bolts, Potion Cure Light Wounds x2, two alchem fire.

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12

SQ Sneak Attack +1D6, Trapfinding, Hexblade Curse

Feats Lightning Reflexes, Rapid Reload, Prone Attack,

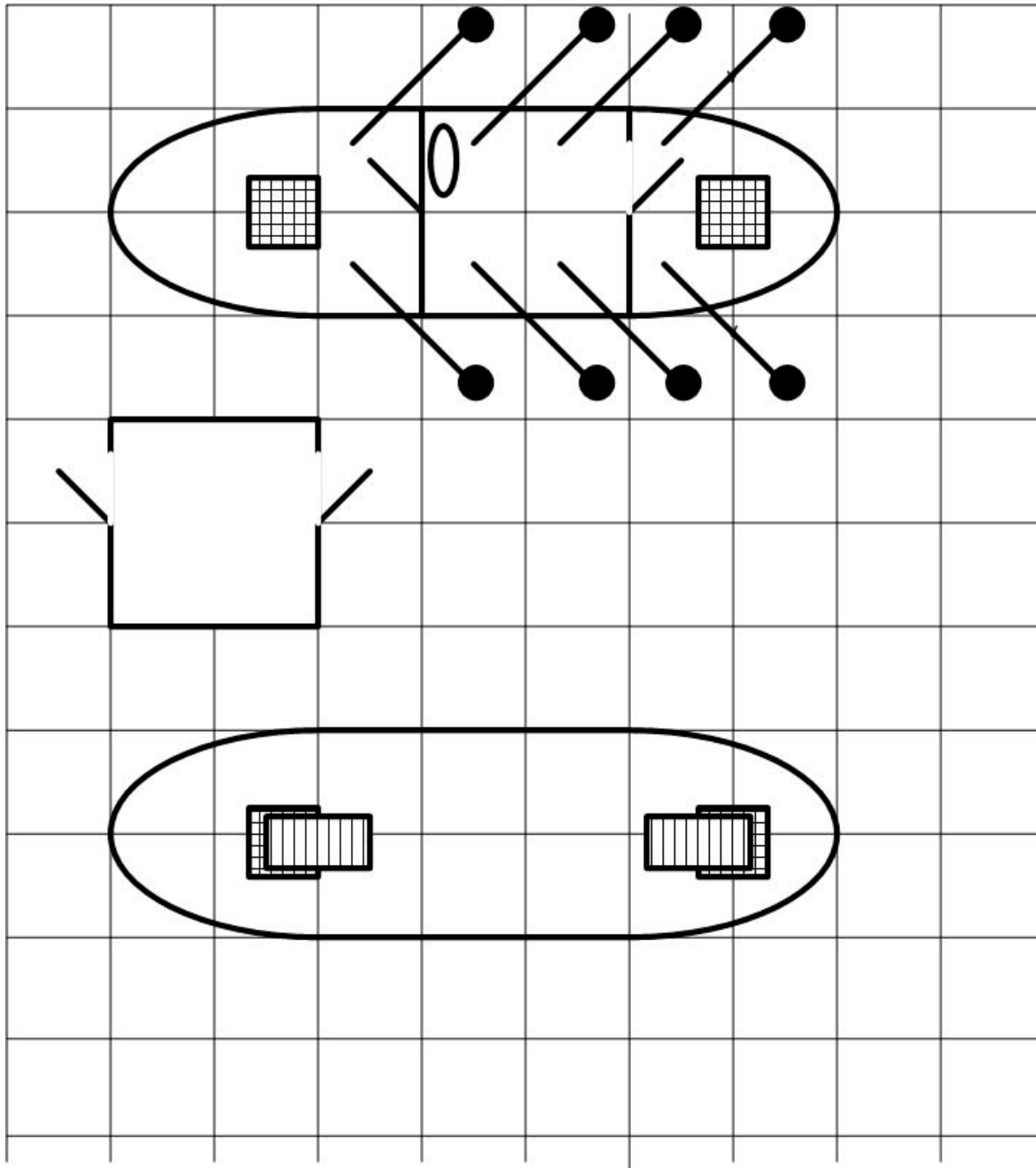
Skills Tumble +6, Profession (Sailor) +4 , Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.

Possessions combat gear plus two sunrods and wood holy symbol of Saint Cuthbert

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

DM AID: MAP #1 – SHELDOMAR RIVER KEELBOAT

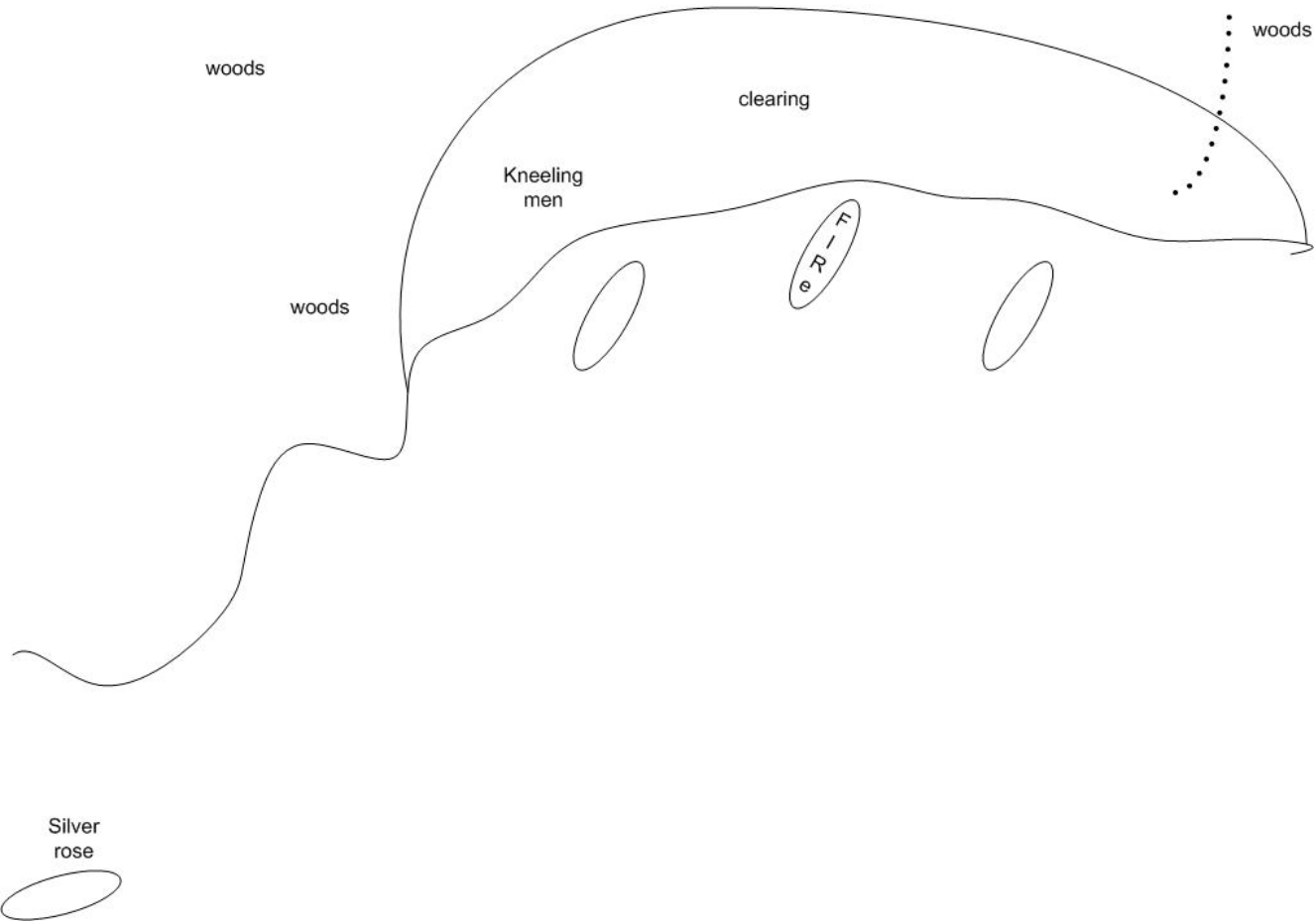


The Deckhouse is can be approximated as 5 feet tall (it generally was a little taller). The DC to climb the ladder is 0. If water gets splashed on ladder you can add +2 to DC. A person climbs at half speed.

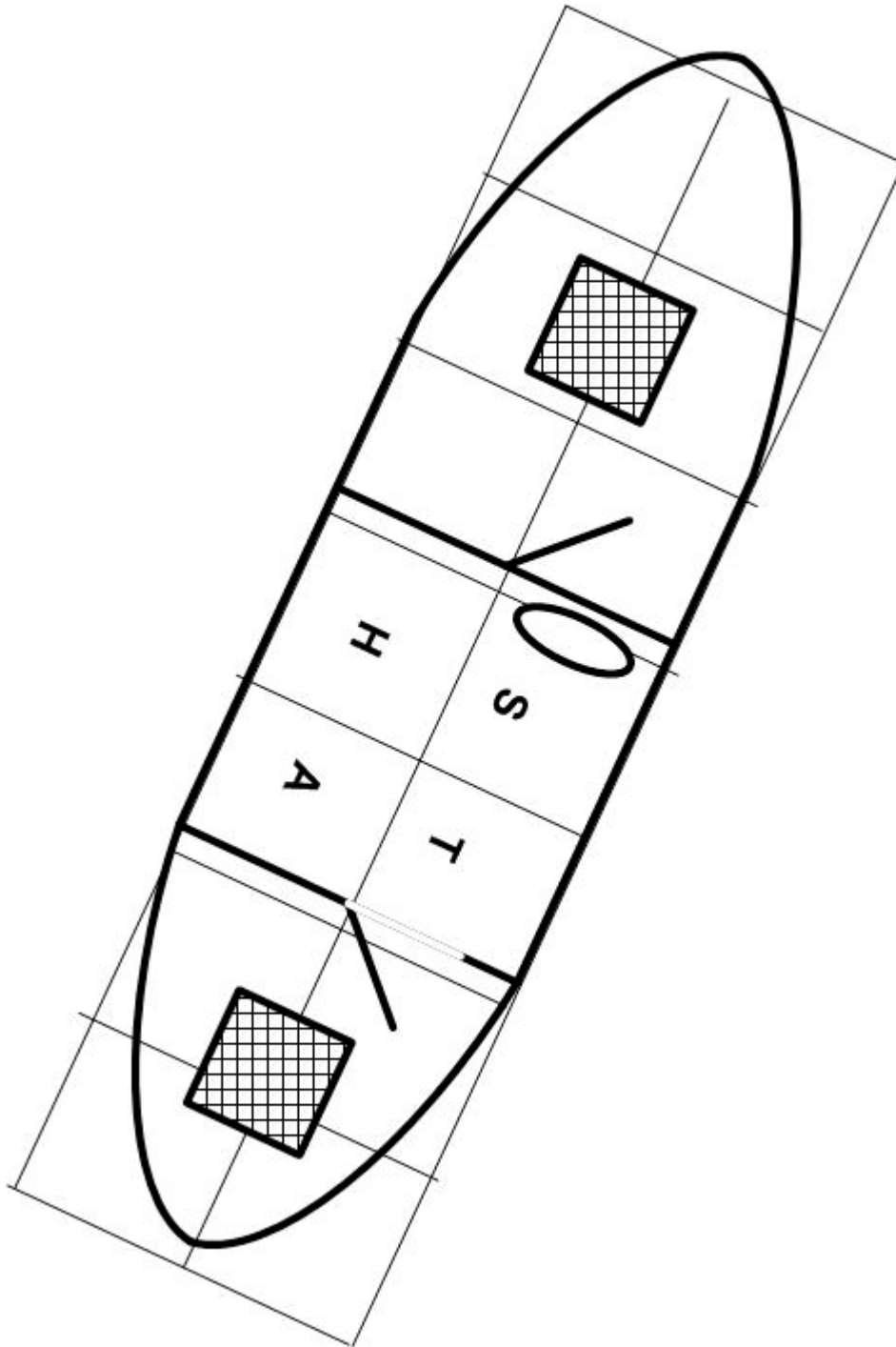
The port side of the deckhouse side holds mast and rigging, to walk along that takes a Balance check DC 24 (6" wide, Severely obstructed, slanted, lightly slippery). The starboard (left) side is clear of the mast and only requires a DC 17 Balance check (6" wide, lightly slippery) One is denied dex while balancing unless you have 5 ranks in the skill. This only likely attempted if one of the doors is under the Hold Portal spell.

By centering an emanation (like silence) on the front or rear top corner of a the deckhouse you can cover the top of the deckhouse and either the front or rear of boat. It takes a spread to affect front, top and rear of boat at the same time. The doors being left open most of the time will allow spreads inside. Often the rowers are rowing from there so casting spells require a concentration check even when not threaten if rowing is going on.

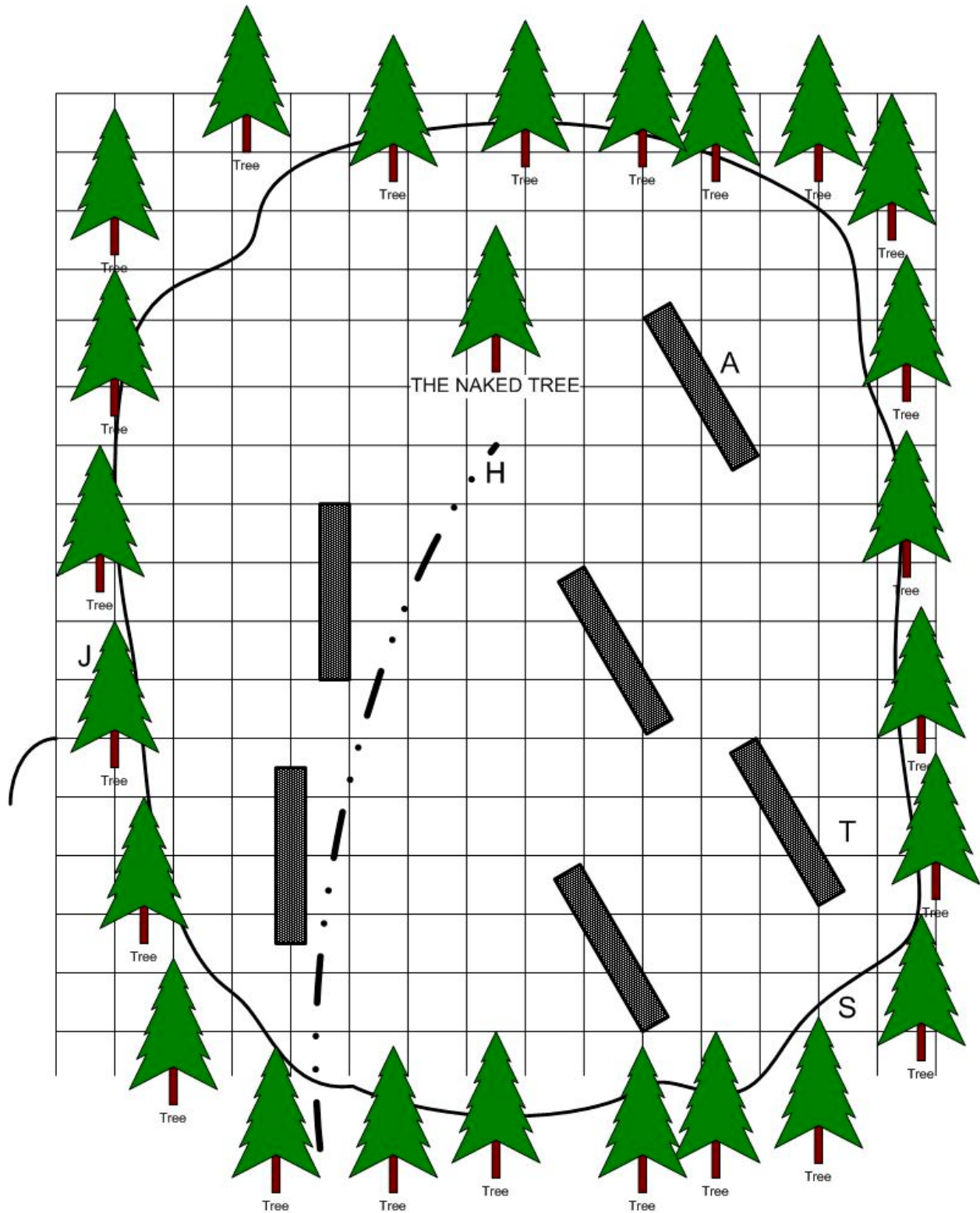
DM AID: MAP #2 – ENCOUNTER 2 – A



DM AID: MAP #3 – ENCOUNTER 2– B

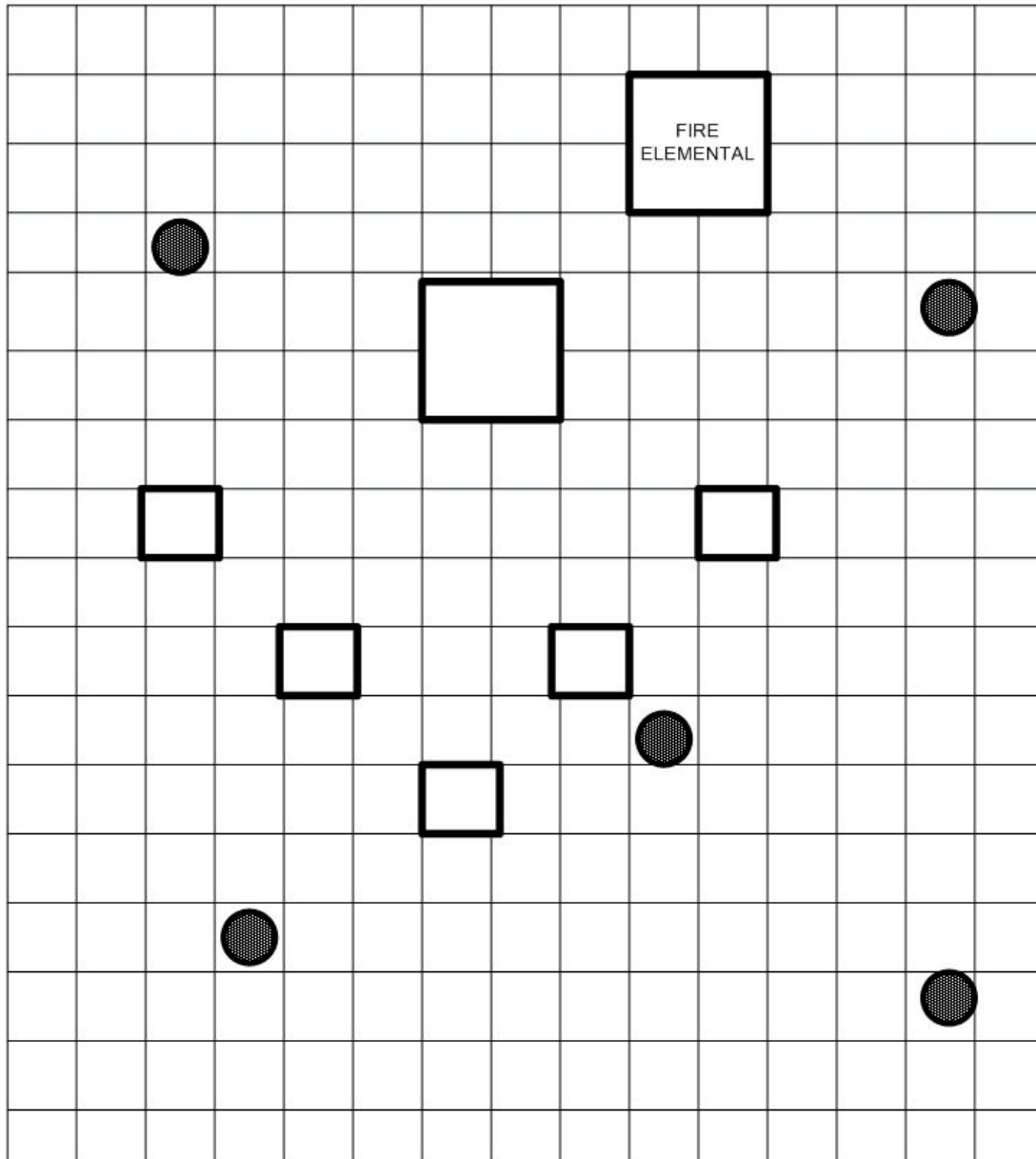


DM AID: MAP #4 – ENCOUNTER 3 – NAKED TREE



DM AID: MAP #4 – ENCOUNTER 4 – CAMP

Objects are tents. Documents are
being removed and burned from
big tent.



Circles are large tree trunks
making square not passable

PCs are coming from this direction.
Tents might provide cover

DM AID: NEW RULES

NEW FEATS

Prone Attack (Complete Warrior)

You can attack from a prone position without penalty

Prerequisites: Dex 15, Lightning Reflexes base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feat immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

NEW ITEMS

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Accuracy (CA p96)

Transmutation

Level: Warmage 1, wu jen 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact

location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay. Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Arc of Lightning (Complete Arcane)

Conjuration (Creation) [Electricity]

Level: Drd 4, Sor/Wiz 5, Warmage 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Baleful Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object, such as the ground, a bridge, or a rope, must connect the creatures. Both subjects must be within range. Objects carried by the subject must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke an attack of opportunity. If either creature succeeds on its Will save, the spell is negated.

Benign Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Blades of Fire (Spell Compendium p31)

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Blast of Flame (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped blast

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Blessed Aim (Spell Compendium)

Divination

Level: Blackguard 1, Cleric 1, Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50-ft. radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

With the blessing of your deity, you bolster your allies' aim with an exhortation.

This spell grants your allies within the spread a +2 morale bonus on all ranged attack rolls.

Close Wounds (Spell Compendium)

Conjuration (Healing)

Level: Clr 2

Components: V

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

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

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes its Will saving throw).

Divine Agility (Complete Divine)

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living Creature Touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, a +4 enhancement bonus to Dex, and the Spring Attack feat on the target for the duration of the spell.

Divine Insight (Spell Compendium)

Divination

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.

Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one *divine insight* effect active on you at the same time.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 5, Warmage 5

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Effect: Burst of fire extending 15 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

Material Component: A bit of sulfur.

Fist of Stone (Complete Arcane)

Transmutation [Earth]

Level: Sor/Wiz 1, Warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Spell Resistance: No

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Hail of Stone (Spell Compendium p108)

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

Ice Knife (Spell Compendium p119)

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deal 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Orb of Acid (Complete Arcane)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Cold, Lesser (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Complete Arcane)

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Orb of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Sound, Lesser (Complete Arcane)

Conjuration (Creation) [Sonic]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sound energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Panacea (Spell Compendium)

Conjuration (Healing)

Level: Clr 4, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away afflictions. It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened and stunned. It negates sleep effects and the effect of the *feeblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Prismatic Ray (Complete Arcane)

Evocation

Level: Sor/Wiz 5, Warmage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 HD or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as *insanity* spell; Will negates).

Ray Deflection (Spell Compendium)

Abjuration

Level: Bard 4, sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As the spell is cast, a brief shimmering field appears around you. Small motes of silver float within the field.

For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

Focus: A glass prism.

Ray of Clumsiness (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity

equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Ray of Dizziness (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You release a drab violet ray from your palm. The ray shoots toward your target in a spiraling corkscrew.

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can take only a move action or a standard action each round (but not both, and it cannot take a full-round action).

Focus: A small top.

Ring of Blades (Spell Compendium p177)

Conjuration (Creation)

Level: Cleric 3, warmage 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your

turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Wall of Dispel Magic (Spell Compendium)

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic* effect (*PH* 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and *true seeing* reveals its presence.

Weapon of Energy (Spell Compendium)

Transmutation [see text]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (harmless object)

You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of damage of that energy type on a successful hit. On a critical hit, the weapon deals an additional 1d10 points of energy damage. If the weapon's critical multiplier is -3, add 2d10 points of energy damage instead, and if the multiplier is -4, add 3d10 points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a *+1 flaming longsword* to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit.

This spell has a descriptor that is the same as the energy created by the target weapon. For example, *weapon of energy* is a fire spell when used to give a weapon bonus fire damage.

Whirling Blade (Spell Compendium)

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to

substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

Warmage Spells

0-level (cantrips): Acid Splash, Disrupt Undead, Light, Ray of Frost.

1st: Accuracy, Chill Touch, Fist of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike.

2nd: Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

3rd: Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

4th: Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

5th: Arc of Lightning, Cloudkill, Cone of Cold, Fire Shield, Mass, Fireburst, Greater, Flame Strike, Prismatic Ray.

6th: Acid Fog, Blade Barrier, Circle of Death, Disintegrate, Fire Seeds, Otiluke's Freezing Sphere, Tenser's Transformation.

7th: Delayed Blast Fireball, Earthquake, Finger of Death, Fire Storm, Mordenkainen's Sword, Prismatic Spray, Sunbeam, Waves of Exhaustion.

8th: Horrid Wilting, Incendiary Cloud, Polar Ray, Prismatic wall, Scintillating Pattern, Shout, Greater, Sunburst.

9th: Elemental Swarm, Implosion, Meteor Swarm, Prismatic Sphere, Wail of the Banshee, Weird.

PLAYER HANDOUT #1 – GENERAL ORDER

Attention to Orders:

Githyanki Swords are no longer allowed to be used or worn while on duty in any military capacity.

If any active duty personnel are injured or killed in githyanki attempts to retrieve the sword, it is as if the owner of said sword drew it and struck the victim themselves.

Knowingly bearing such a weapon into highly populated areas or near the Commandant constitutes treason.

The Chancellor's Office is interested in purchasing such swords from persons who no longer wish to endanger others by bearing such weapons.

What does this mean?

For all scenarios from GRM 7-5 and later, one is violating military rules to bear or use a Githyanki Silver Sword while using military time units or while on a military mission; the penalties are automatic demerit, and possibly loss of rank.

In addition, bringing such a weapon into Shibolet, Hookhill, Porman, Orlane or Buxton's Crossing constitutes a violation of a Great Law.

Also, any injuries or deaths caused by attempt to get the sword from your character counts as if your character did the injuries themselves.

PLAYER HANDOUT #2 – MILITARY ORDERS

You receive the following orders. Inside this order package is a sealed letter.

You are hereby detached from your current duties and assigned to a special duty under the command of Knight Commodore Avanti. You will find detailed instructions within.

You are not to wear, nor bring, any military insignia, rank, or uniform unless expressly commanded to do so by Knight Commodore Avanti. You will not wear, nor bring, any organizational uniform, rank, or insignia that might be construed as an authority figure within Gran March or Keoland. This includes, but is not limited to, the following organizations: Knights of the Watch and Dispatch, Knights of Luna, Heironeon Inquisition, Cuthbertine Martials, Pholtian Hands of Light, Merciful Order, Militia, Silent Ones, or Syrloch. You will comport yourself as a person off-duty to those outside your mission but make no mistake this is a military mission and wherever possible within the confines of these restrictions you should act appropriately to your status and station.

Knight Colonel Harad Jacobi

HQ: Army of Security

SEALED LETTER

In the last months there has been more and more pirate activity along the Rivers between Ghostgate and Lortenford. Recently we have become aware that this activity is a coordinated and skillful effort of an unknown organization. Your ultimate mission is to find out what you can about this organization, its leaders and its bases of operations. Any damage you do to that organization along with the gathering of information is a plus. It is very important that people are not aware you are acting in a military capacity.

While I would not normally relate reasons for odd conditions in missions where I sent sailors or soldiers, these circumstances are important enough that it might be useful for you to know why you are not traveling as military forces. For sometime this unknown force has shown excellent intelligence on our operations. We would like them to believe that we are not onto their intelligence capabilities. To them you will appear as a previously unknown non-military organization that seeks to fight them. If they are chasing at shadow organizations perhaps they will make some mistakes.

You will proceed immediately to the city of Ghostgate to the independent shipping docks. There you will find the river boat Silver Rose. Captain Alcarta is expecting you, by name, and is the only one who knows that you are Gran March military. He will also know the other military members of his crew and will identify them for you. You will serve as crew upon his vessel until such time as you need to leave it to fulfill your ultimate mission. Captain Alcarta and the Silver Rose is an important asset, as are the common people of Gran March, nevertheless you may need to ignore the suffering or death of innocents to make this mission work. You should do what you deem necessary to make this mission work. Do not lose sight of the ultimate goal to determine facts about our enemy and to reduce his resources accordingly

Knight Commodore Avanti

PLAYER HANDOUT #3 – VETERAN ORDERS

You receive the following orders. Inside this order package is a sealed letter.

You are hereby activated. Your employer and/or lord have been informed that you may be away for several weeks. You are assigned to a special duty under the command of Knight Commodore Avanti. You will find detailed instructions within.

You are not to wear, nor bring, any military insignia, rank, or uniform unless expressly commanded to do so by Knight Commodore Avanti. You will not wear, nor bring, any organizational uniform, rank, or insignia that might be construed as an authority figure within Gran March or Keoland. This includes, but is not limited to, the following organizations: Knights of the Watch and Dispatch, Heironeon Inquisition, Cuthbertine Martials, Pholtian Hands of Light, Merciful Order, Militia, Silent Ones, or Syrloch. You will comport yourself as a person off-duty to those outside your mission but make no mistake this is a military mission and wherever possible within the confines of these restrictions you should act appropriately to your status and station.

Knight Colonel Harad Jacobi

HQ: Army of Security

SEALED LETTER

In the last months there has been more and more pirate activity along the Rivers between Ghostgate and Lortenford. Recently we have become aware that this activity is a coordinated and skillful effort of an unknown organization. Your ultimate mission is to find out what you can about this organization, its leaders and its bases of operations. Any damage you do to that organization along with the gathering of information is a plus. It is very important that people are not aware you are acting in a military capacity.

You will proceed immediately to the city of Ghostgate to the independent shipping docks. There you will find the river boat Silver Rose. Captain Alcarta is expecting you, by name, and is the only one who knows that you are Gran March military. He will also know the other military members of his crew. You will serve as crew upon his vessel until such time as you need to leave it to fulfill your ultimate mission. Captain Alcarta and the Silver Rose is an important asset, as are the common people of Gran March, nevertheless you may need to ignore the suffering or deaths of innocents to make this mission work. Do not lose sight of your ultimate mission.

Knight Commodore Avanti

PLAYER HANDOUT #4 – NON-MILITARY AND NON-VETERAN CHARACTERS

Greetings Friend,

Mutual acquaintances between us have recommended your ever capable “problem solving” skills to my attention. There are matters that could greatly use your expertise in resolving. I would like you to assist me in this matter.

Shipping along the Sheldomar River has become very dangerous for ships without extra protection. Somehow an organized band of river pirates have managed to avoid detection by the Gran March military and are skilled at avoiding their patrols and trap-ships. I would like you to find out, for me, whatever you can about these Pirates and hamper their ability to raid the cargos of river traffic.

I am shipping cargo aboard the Silver Rose leaving Ghostgate. I would like you to board the ship there as escorts for my cargo. When or if the opportunity presents itself to investigate the river pirates you may leave my cargo safely aboard the vessel.

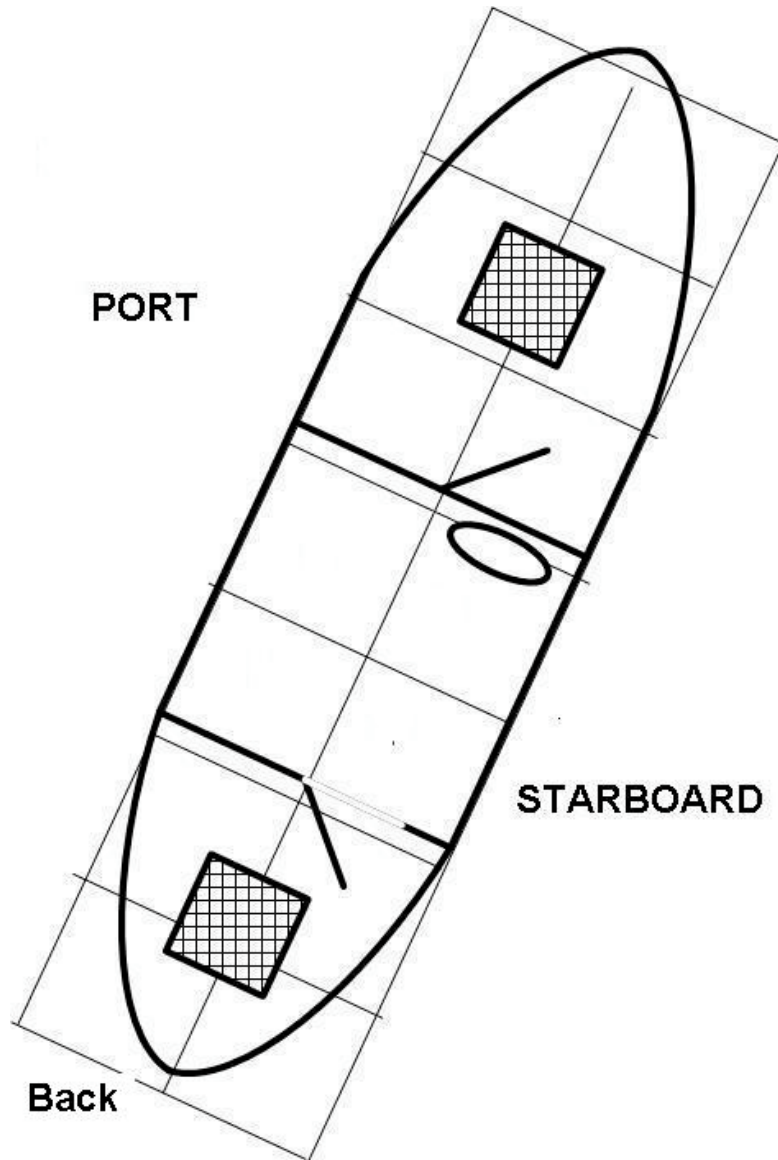
I have included a fee of 50 gp for your to begin this mission, and I will pay handsomely for information about these river pirates, their bases, contacts, etc. If you choose not to go, then accept the 50 gp as a consulting fee. Please keep our arrangement secret between us; though if you are asked or tasked by law enforcement professionals, Nobles or Knights you have my permission to disclose what you would also tell me.

Guildmaster Salah Shimano

Gravedigger’s Union

Gran March

PLAYER HANDOUT #5– THE SILVER ROSE



The deck of the Silver Rose is only a foot (two feet at the bow/front) or so above the water level. The river keelboat is not designed to take much in the way of waves

The Sheldomar Valley Keelboat is roughly 35 feet long, ten feet wide, with a draft of 5 feet. The deckhouse sits slightly towards the stern (rear) of the ship.

The deckhouse is usually a little taller than 5 feet but for abstraction this game uses a 5 foot height. The deckhouse is nine feet wide leaving roughly six inches to each side. The mast and rigging for the boat is kept on the starboard side of the deckhouse. The wheel for the keelboat is on top of the deckhouse, and is either located forward or rear. The Silver Rose has it located forward so the helmsman can see for himself where he is going.

The ladder on the deckhouse is on the port side; the doors are on the starboard side. It is a DC 0 to climb the ladder when the ship is moving.

It takes a DC 24 Balance check to walk the starboard side of the deckhouse. Failure by 5 or more means you fall, in the water.

It only takes a DC 17 Balance check to walk the port side of the deckhouse.

Usually neither of these is needed as people walk through the deckhouse or over the ladder up and down. The deckhouse doors are usually closed in battle if there is enemy missile fire or darkness to allow those inside to sleep.

The hashed squares are the grated hatch covers to below decks. Some of the crew and all player characters bunk below decks with hammocks around or over the cargo.

PLAYER HANDOUT #6– SONG IN DRACONIC

**Take the floaties off the stream
Gently not to break them.
Lucky second of this day,
Soon I rest within the flow.
Do the Gardener's will for weeks,
Then he will send me home.**

PLAYER HANDOUT #7– DECLARATION

Be it declared that all previous members of the Swords of Kelenan and the Garden of Men have joined in one Brotherhood of common purpose. That each member should consider the other as they would a brother, with no previous divisions to divide our will.

We are united in common purpose to restore Balance to the land called Gran March and bring about the separation by segregation of the impure from the pure.

All resources of each organization are combined into one, and a ruling council will oversee activities.

Rejoice for the time of Balance shall be at hand. The excessive grasp of Order will be broken and enough evil brought into the land so that Good is also balanced

The Brotherhood will stand as long as it needs to, for even when Balance is achieved it must be maintained. We must be especially vigilant against organizations that claim to serve Chaos but actually serve or aid Order.

First Sword Aspar Lanier (now Brother Lanier)

Gardener Faulks (now Brother Faulks)

PLAYER HANDOUT #8– KNIGHT’S MISSION

You are now part of the search for our next Grandiose Imperial Wyvern. Prophecy has led us to discover much. There is a Squire named Norris Jabbar, who recently mustered out from the Gran March military. He has spoken in the presence of the next Grandiose Imperial Wyvern.

We need to find this young man or find out more about him. Unfortunately his sponsor, Dispatcher Arju Callingstar, Elegant Weasel, was slain by the Shadow Dragon of the Dim Forest on the east side of the Realstream, and we are unable to locate his spirit.

In your travels, keep an eye out for Squire Norris Jabbar, and let the Order know where you have spotted him. If you can get him in conversation, ask about Knights he has met, so we might have better ideas of who our next leader might be. Do not apprehend him, and do not let him come to harm.

Send any communications regarding information related to Squire Norris Jabbar to my attention. That we seek this squire or for why we seek him is no business of anyone outside our of those in our order involved in the search. Do not discuss this message or what you learn regarding this message to anyone except another member of the search. The Precept of Retribution shall be visited upon anyone who violates this sacred charge. Destroy this message after you have committed pertinent details to memory.

Watcher Carlon Von Jagerstien, Most High Magnificent Dauntless Vampire

PLAYER HANDOUT #9– JOURNEYMAN GRAVEDIGGER OFFER

Normal Requirements for Journeyman Gravedigger

Be a citizen, active military member or legal resident of Gran March (waived on this offer)

Have at least three ranks in both Craft (carpentry) and Profession (digger) (waived on this offer)

Pay a one-time cost of 50gp upon becoming a Journeyman (waived on this offer), as well as 50 gp annually to maintain their Journeyman status (waived for first year on this offer)

Spend 2 TUs each year on Guild Business (not waived)

Additional requirement to this offer is that regularly you will send reports to the Guildmaster about what you have been doing and what has been happening where you are living at the time.

Benefits for being a Journeyman Gravedigger

+2 circumstance bonus to Bluff and Sense Motive checks with craftsmen, professionals, merchants, military officers and governmental officials in Gran March

+2 circumstance bonus to Forgery to spot forged documents.

+2 circumstance bonus to Spot to oppose Sleight of Hand and Disguise checks

+2 circumstance bonus to Craft (carpentry) and Profession (digger); this represents special training.

Open access to the feat: Subduing Strike (BoED)

Free Standard Lifestyle in Gran March

Regional (Gran March) Access to the following items:

- Earthsilk Jersey (RS)

- Hollow book (CS)

- Inside pocket (CS)

- Money belt (AEG)

- Sleeve blade (CS)

CRITICAL EVENT SUMMARY: GRM7-5 CURRENTS

For use only events in August 2007.

1. Circle the number of each document the characters managed to recover
 - 1) Hunting Permits signed by Jakol Gareti with blank name
 - 2) Current Military Code Books
 - 3) Schedule of River Guard Patrols
 - 4) Detail Map of Elector Gareti Home and security plan
 - 5) Detailed Map of Elector Promani Home and security plan
 - 6) Detailed Map of Chancellor's residence and security plan
 - 7) Detailed Map of Commandant's personal quarters and security plan
 - 8) Descriptions and drawings of all currently serving Pathfinders.
 - 9) Agreement between Swords of Kelanen and Garden of Men to form the Brotherhood. Division of spoils and conduct of the battle
 - 10) Ream of Parchment (Blank) [parchment used in military orders, with watermark]
 - 11) List of all Civilian River Boats carrying military cargos for this week
 - 12) Description and Drawing of all members of the River Guard.
 - 13) Document labeled persons of interest. There are drawings of most persons in this document and names. Some have circles around their names and drawings,. Two people are circled three times.

If any documents were recovered, what organizations got originals or copies of which documents (use the numbers)

- | | | |
|---|-----|----|
| 2. Did the player characters meet Jakol Gareti? | Yes | No |
| Did Jakol recognize any of them as the people who saved him? | Yes | No |
| Did Jakol give/sell a Hunting Permit to the characters? | Yes | No |
| 3. Did the player characters kill any militia men? | Yes | No |
| 4. Did the players learn of the Plane of Water rift from Axial? | Yes | No |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):