

ONW3-04

SHADOW ON THE STORM

A One-Round D&D Living Greyhawk

Onnwal Regional Adventure

Version 2

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It is storm season in Sornhill. Mighty Procan vents his wrath upon land and sea and the works of mortal men. Upon the wings of the tempest come intrigue, treachery and murder.

An Onnwal Regional module for levels 1-10

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in grey boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud.

Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

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

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

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or

sometimes even five 1st level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Mialec, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per the LIVING GREYHAWK Campaign Sourcebook. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

A Brief History of the Norland Dispute

Almost two years has passed now since the disappearance of Garamon Relaster, Baron of Norland, in the Lortmil Mountains in Verbobonc. When he did not reappear rumours started about his fall in the Temple of All Consumption, and two claimants to his lands arose.

Milos Relaster, closest in line to Garamon, and his first cousin Wallace. Unfortunately for Wallace, it seemed a simple matter to settle. However, from nowhere a stranger appeared claiming to be the nephew of the old Duke of the Storm Coast by his sister – Harnashir Relaster. This brought a new ferocity to the argument, until at last the Szek himself stepped in and appointed Paradd, the young heir to Tygeld Carbani as the Provost of the province and the arbiter in its succession. The decision of who would become the Laird of Norland would fall to Paradd

Carbani.

The Rights of the Claimants

An outline of the nature and strength of each Relaster's claim.

The Right of Harnashir: Harnashir is closest in line. Veryanna, Duchess of the Storm Coast has not yet been legitimised by marriage and is at this time missing. Harnashir has only recently discovered his true heritage.

The Right of Milos: Milos is Baron of Saltirn and a powerful man, especially on the Storm Coast. Milos was Garamon's clear next in line, and in truth the province was all but his until Harnashir's arrival. His power slips with every day now, and he is rapidly losing support. He is absentee noble – and given the fate his seat of Greenfalls suffered by Rohal Soldas in 592 CY this may have saved his life.

The Right of Wallac: The most distant to the previous Baron, Wallac claims the lands as ceded to his father, and so to him, through a lost document written 50 years ago. Wallac was born and grew up in Norland, for the most part.

Wallac does not give any credence to Harnashir. Milos, he claims, is a coward for fleeing to Irongate, further proven in the defilement of the mage's lands at Greenfalls. Spurred on by recent business success, Wallac's star is rising, and the delay has given him time to build a growing power base on the Storm Coast. Associations with the Wreckers make him an outcast among the older nobility along with his lifestyle. However his charisma has made him very well liked among the common folk, army, some shadier merchants and so forth.

Paradd Carbani: As soon as he took the reins of the vast and dark swamps of Norland they began to teem with activity of bandits and worse. Paradd began to suspect that there was an active attack upon his rule, for the capture of missives upon a group of bandits, and a message from the Jade Mask itself led him to believe one of the claimants or someone very close to them who was behind it. These attacks worsened as the year went on, the forces seemed to be in possession of a great deal of knowledge about the province – knowledge the Carbani just didn't have.

Carbani desperately wants to delay his decision until he can find out the truth. Most have now labelled him a greedy manipulator merely trying to hold the lands for his own gain. Paradd cannot hold his office for more than a year and a day. He has yet to find the truth. Parties unknown are providing aid, both financial and military, to the unknown foe, and in large quantities.

Calling the final arbitration at long last, Paradd set one last test – informing only the claimants and his old tutor Elias Hadrel of the meeting, and feigning some excuse to travel to Sornhill. He fully expects some disaster to befall the meeting.

Adventure Summary

One of the claimants has been striking out across the province, backed by an elite group of mercenaries his patron has hired from Ahlissa, led by an assassin by the name of Darius Sejanus, from Kalstrand. They are based in the long abandoned Procanite holy place of Proshcan De'rmar, a great natural wonder off the Norland Peninsula.

Now aware of Paradd's information and suspicions, they are stepping up their plan. Paradd has been sentenced to die at the meeting by the hand of Darius, with two claimants also removed from the equation by capture or death.

With most of the Storm Coast Braetad of the Army of Rebellion tied up in the fighting in the Volanots, there will be little to get in their way. If all goes to plan, then there should be nothing but mere formalities between the remaining candidate and the Cantred of Norland.

However, the defilement of Proshcan De'rmar by the mercenaries has not gone unnoticed, by those with a deep and abiding concern in it. A clash of conspiracies is rapidly approaching...

Encounter Summary

Introduction

The PCs have been returning to Sornhill when a great tempest rolled in from the Gearnat. Before they could cross, the Saltirn River broke its bank, swept the bridge away and flooded the entire area.

The PCs are forced to make their way toward a fortified coaching inn a few miles to the east that should hopefully provide shelter.

Encounter One: Fight them on the Beaches

The PCs find a beached ship upon the shore and interrupt the party of hired Ahlissan assassins trying to murder Harnashir Relaster, returning from the Volanots for the meeting with Paradd.

Once the fight is over the occupant will introduce himself, and demand that the PCs escort him to safety and ask if they know anything about the half drowned Stormseeker they picked up while in the sea.

Encounter Two: Guess Who's Coming to Dinner

The PCs will arrive at the coaching inn Elverd's Steadfast and find that Milos Relaster and Paradd Carbani are there. Freeform roleplaying shall take place with them, and their cohorts. Wallac Relaster has failed to appear. After several hours have passed, Paradd Carbani asks the PCs to find Wallac, or at least what has happened to him.

Encounter Three: A Departure In the Night

During the night, before they can leave at dawn, the half-drowned Stormseeker, Eriann, believing he has

had a vision, awakes and comes to the PCs to speak with them. He will give them some cryptic instructions and disappear into the storm.

Encounter Four: The Corpse and the Stormseeker

The PCs find the smashed remains of Wallac's wain several hours travel along the coast, filled with nothing but bodies. A second Stormseeker witnessed the event, tells all that he saw to the PCs. He knows they have taken Wallac to great rock spiral of Proshcan De'rmarr and will warn the PCs what they shall find there.

Encounter Five: 'Ware the Breakers

The PCs reach the breathtaking natural wonder of Proshcan De'rmarr - where the Ahlissan assassins have made as their lair.

1. The Battle: Upon the PCs entering the Ahlissan mercenaries present will attempt to ambush them - along a water elemental spirit bound to their will. The PCs have a chance to free the spirit - for which it will later return and thank them.

2: The Ahlissan's Quarters and Wallac's Freedom: If the PCs open the great locked door at the head of the pool they will find the lair of the Ahlissans. Searching will allow the PCs to find documents. Among them will be the details of the plot to murder Paradd within at the meeting in Stormhaven this very night. Wallac is also chained in a cell elsewhere in Proshcan De'rmarr.

3. The Row to Freedom: The bridge having broken, the PCs will most likely have to row or swim their way back to shore.

Encounter Six: Stormhaven

The PCs arrive at the Red Tower just as Daius prepares to kill Paradd and Harnashir. Regardless of whether they know of this attack, the PCs must save the Provost's life.

A Note on the Storm

The description of the foul weather is entirely at your discretion to expand upon.

Visibility is very limited, as is hearing. Any of the NPCs and PCs outside and not in cover will generally have to shout to be heard.

Game Effects- Important

Throughout this module, except where stated otherwise, the weather outside approaches a light Windstorm class storm (*DUNGEON MASTER'S Guide*, page 87) with certain modifications. This makes ranged weapon fire *impossible* and imposes a -8 penalty to all Spot, Search and Listen checks.

Visibility is generally limited to 30 feet unless a move-equivalent action is spent peering through the storm at the start of a round. This will grant them

normal visibility as per their species and prevailing illumination.

In order to move at the start of each round each character (NPC and PC alike) must make a DC 8 + APL Fortitude save. Failure at APL 2 and 4 will mean that movement for medium size creatures is checked and they are unable to move. Small creatures are knocked prone.

At APL 6 and up failure more means that the medium size creatures are knocked prone and small creatures blown back (eastward) ten feet.

This only takes affects whilst in both combat rounds and outside - Encounter Six is as normal, and for the most part PCs can be judged to be handle the weather normally just by taking care and good time when unstressed. .

Only protected lights are usable and they dance wildly and have a 50 % chance of going out every five rounds.

The Persons of the Drama

The Merchant House of Carbani and their Supporters

☞ **Paradd Carbani**, Provost Arbiter of Norland, and heir to the Merchant House of Carbani

☞ **Elias Hadrel**, an aging Zilchan priest, and tutor to the Provost.

☞ **Arthun Dannard**, an acolyte of Elias in the Brotherhood of the Father of Coin.

☞ **Robrenn Kallrack**, a fellow merchant and friend of the Provost.

☞ **Kernan Dernail**, a young friend of Paradd and scion of a lesser noble House.

☞ **Torren Rendrash**, the Captain of Carbani's guard, a most grizzled old veteran.

☞ **The Provost's Guards, Servingmen, Attendants, Lackeys.**

The Baron Claimants and Hangers-on

The party of

☞ **Harnashir Relaster**, a recently appeared stranger from parts unknown, claiming to be the first cousin of the most noble Duchess Saielma Relaster - ruler of the Storm Coast, and a most devoted servant of Pholtus.

☞ **Alerdnia**, a most mysterious and graceful Priest of the Shining Light.

☞ **A small Number of Harnashir's Guards**

The party of

☞ **Milos Relaster**, Baron of Saltirn, and a mage of some power.

☞ **Sarisa Langdrenn**, a most dark and exotic young woman, apprentice to Baron Milos.

☞ **A small Number of Milos' Guards**

The party of

☞ **Wallac Relaster**, a most renowned and daring hellion. A rogue who fought with the Wreckers during the war, he claims the lands of Norland by dint of deed and by legacy of the document penned by his father and the father of his first cousin, Lord Milos.

☞ **Darien Kessel**, a Wrecker and raider. A close friend and comrade of Wallac from the their time in Headlands.

☞ **A small number of Wreckers, friends and supporters**

The Most Perfidious and Evil Villains

☞ **Daius Sejanus**, a most evil hired assassin and mercenary from Ahlissa – kidnapper of Wallac Relaster, and would be murderer of Harnashir and Provost Carbani.

☞ **Ehlissa**, a most alluring and evil sorceress and temptress, lover of Sejanus.

☞ **Fellow evil Men and Orcs, assassins, thugs and other likewise mercenaries in large number.**

The Stormseekers

The Stormseeker, a most mysterious and deranged follower of Procan, God of Storms.

☞ **Eriann**, a likewise mad cultist, mortally wounded at sea.

☞ **The Spirit of Proshcan De'rmar**, a most pitiful spirit of the sea, bound to the malevolent will of Ehlissa and calling out for help and freedom.

☞ **Soldiers of Onnwal, citizens of Sornhill and Divers Alarums.**

Player's Introduction

The scenario begins with the PCs on the road some ways along the coast from Sornhill- trapped out in the storm after the sweeping away of parts of the Saltirn Bridge.

When the players are ready, read or paraphrase the following:

From where you stand, as travellers, merchants, fishermen and countless others have stood before, on the shores of Noxtia Bay, you would expect to see the brilliance of Osprem's Light, calling out through the darkness. As close to the coast as you are, its absence comes as a disturbing reminder of the predicament you have found yourself in.

The Light was built as a bastion and a beacon to the ships that sailed the violent waters of the Storm Coast. However, now the tempest that has descended upon the town of Sornhill shrouds the temple's beacon light in sheets of driving rain and clouds of spray scoured from the crests of the waves by the ferocious gale. The blackness of the seething clouds overhead is lifted only by the sporadic bolts of lightning that arc back and forth across the heaving waters of the Bay of Notxia.

Even the flickering lights of Sornhill, scarce a

mile away, can barely be made out through the fog and the blinding rain.

As soldiers of fortune, work has been plentiful of late as the ever-shifting fate of the Free State focuses upon events in the Volanots. You were returning to Sornhill from the east to find respite from the ceaseless patrol duties, when the storm broke.

Drenched and scattered you quickly found yourself cut off from the town, as the Saltirn River swelled, and broke its banks and overwhelmed the stone bridge spanning it, leaving succour and shelter tantalisingly close, but beyond your grasp. As the floodwaters seethed and mingled with the waves driven ever higher onto the shore by the tempest, the great tower keep of Darkbane, guarding Sornhill from the east bank of the river soon stood alone and beleaguered. All attempts to reach even its outer wall have been met with abject failure, the wind forcing you irresistibly eastward.

Now, as it howls straight through you and you trudge resolutely back east along the coast road, you know that if you do not find some form of shelter, in such weather, you will not last the night.

All that you can think of is a coaching inn you passed two hours ago- roughly three miles east of Sornhill along the coast, set on a headland jutting out into the sea. You can only hope that in such a place as that, it proved sturdier than the bridge over the River Saltirn.

The scenario has begun, and the PCs will likely be faced with little choice to head eastward to the coaching inn. Any attempts to magically alter the effects of the storm will instantly fail, and the PC making the attempt will feel deeply shaken, as if a colossal force is opposing them.

Attempts at flight will blow the PC spiralling eastward out of control, and trying to move back west against the wind will prove virtually impossible.

Proceed to Encounter One.

Encounter One: Fight them on the Beaches

Read aloud or paraphrase the following:

Steadying yourself against the wind, the long, slow march along the coast proves no less arduous than you were expecting, struggling for what seems like an age through the gale and downpour, barely able to keep you balance at times.

Then, very slowly, at first scarcely audible over the din of the wind, you almost think you can hear the sounds of voices raised in anger and pain. Suddenly an almost bestial roar pierces unmistakably through the tumult. Then, as quickly as they came, a gust of wind cuts a pause in the sounds of the cries.

As you slowly round the crest of a hill, peering through the gloom, you make out, about a hundred feet distant on the rocky beach, the shattered hull of a small ship, as well as the flickering of lanterns surrounding it.

At that very moment a spark of lightning arcs out across the sky, illuminating a flag fluttering wildly above the ruined hull ... a flag bearing the white chevron on black of the Great House of Relaster.

Once the PCs have approached close enough read or paraphrase the following:

You approach the wrecked hulk, forced to move slowly just to be able to stand upright on the open, unsheltered beach as you do. Drawing near, you catch sight of a dozen figures struggling in the midst of the ruined ship through the gloom, some wearing the garb of sailors, the others shrouded in black, hooded, cloaks.

All have weapons drawn and bodies lie strewn across the beach.

The moment the party gets to within 15 feet, one of the cloaked figures' hoods will fall back, just as an arc of lightning - outlining the ugly malformed head of a euroz, lights up the beach.

Once into combat rounds keep in mind the saves to stay standing in the wind.

The assassins are cautious and will attempt to eliminate all opposition instead of merely throwing all their efforts at Harnashir (who will be extremely weak at higher Apls compared to the opponents). They attempt to perform subdual damage upon Harnashir when hitting him – they have been told to make this death look accidental.

Troubleshooting: Teleporting PCs

At higher levels of play PCs may be capable of casting the spell *teleport* (or something similar). If they wish to do this, have them hear the cry and the roar just before they do so.

If they decide to ignore it completely then they arrive much more quietly at their destination. Harnashir, however, will be slain. In this event, Paradd Carbani decides to wait to see if Wallac turns up on his own, unaware of Harnashir's death. Paradd is killed the next day at the meeting as outlined in conclusion three.

If the PCs wish to *teleport* after the fight, Harnashir will refuse any form of foul magics to take him anywhere and will demand that the PCs accompany him (see below). If they still refuse he will appeal to their sense of charity as he has wounded, and Elverd's Stead is nearby in any case.

APL 2 (EL2)

➤ **Castamere:** human male Rog1/Ftr1; hp 14; see Appendix 1.

➤ **Orc Assassins (6):** Orc male; hp 8, 8, 7, 8, 6, 7; see Appendix 1.

➤ **Harnashir Relaster:** human male Ftr2; hp 26; see Appendix 1.

➤ **Bodyguards (3):** human male Ftr1; hp 10; see Appendix 1.

APL 4 (EL3)

➤ **Castamere:** human male Rog1/Ftr1; hp 14; see Appendix 1.

➤ **Orc Assassins (4):** Orc male Ftr1; hp 14, 13, 13, 14, 14, 14; see Appendix 1.

➤ **Harnashir Relaster:** human male Ftr2; hp 26; see Appendix 1.

➤ **Bodyguards (3):** human male Ftr1; hp 10; see Appendix 1.

APL 6 (EL5)

➤ **Castamere:** human male Rog3/Ftr2; hp 24; see Appendix 1.

➤ **Orc Assassins (4):** Orc male Ftr2; hp 29, 28, 27, 29, 29, 24; see Appendix 1.

➤ **Harnashir Relaster:** human male Ftr2; hp 26; see Appendix 1.

➤ **Bodyguards (4):** human male Ftr3; hp 21; see Appendix 1.

APL 8 (EL7)

➤ **Castamere:** human male Rog3/Ftr2/Ass2; hp 43; see Appendix 1.

➤ **Orc Assassins (4):** human male Ftr4; hp 36, 41, 39, 41; see Appendix 1.

➤ **Harnashir Relaster:** human male Ftr2; hp 26; see Appendix 1.

➤ **Bodyguards (4):** human male Ftr3; hp 21; see Appendix 1.

APL 10 (EL8)

➤ **Castamere:** human male Rog3/Ftr2; hp 43; see Appendix 1.

➤ **Orc Assassins (6):** male Orc Ftr4; hp 40, 41, 39, 41, 37, 38; see Appendix 1.

➤ **Harnashir Relaster:** human male Ftr2; hp 26; see Appendix 1.

➤ **Bodyguards (4):** human male Ftr3; hp 21; see Appendix 1.

The Aftermath

Once the enemies are defeated and dead, their target, Harnashir Relaster, will make himself known to the PCs.

Note that at no point should Harnashir ever directly thank the PCs, but he grills the PCs thoroughly before being satisfied. He is a paranoid self righteous sort, all the worse for the attempt on his life.

He brooks no impudence, nor answer any questions until his are answered.

Read aloud or paraphrase the following:

As the last of the attackers falls dead to the ground, you see most of those you have saved pause, panting, blooded and spent, then gradually look toward their dead and wounded.

One however, stares intently towards you. Dressed as plainly as the rest, but taller by far, he is gaunt, his hair shorn into the scalp.

With a sudden and surprising speed he darts forward, and then bellows at you over the wind:

"Who sent you?!"

❖ **Harnashir Relaster**, Ftr2 (LG): See Appendix 3 for character information.

Once the PCs have answered he will step back and beckon them into the shelter of the leeward side of the ship where they can crouch down low to be heard more easily.

Read aloud or paraphrase the following:

"Out, alone on the coast way, heading away from Sornhill, in weather such as this? And you just 'came across' us by the random luck of wanderers on the road? That is most strange chance... Why?" Harnashir asks.

Harnashir will probe for the answer as to why they are out travelling the road, and where they are going until he is satisfied, and then continue:

"Very well, the 'random travellers on the road' it is then. Your names? Whom DO you serve?"

Once the PCs have had a chance to answer, to Harnashir's satisfaction, he will continue:

"Very well, that is acceptable. Your aid proved useful. Know that you have served Onnwal this night with your actions.

"My name is Harnashir Relaster, rightful Baron of Norland, and Heir-Apparent to the Duchy of the Storm Coast.

"That blood is why I would have been seen dead this night. My men are now spent, our numbers diminished, and the night is harsh. We must find shelter as soon as possible. No one can live in this for long".

He pauses momentarily to wipe water from his brow then continues:

"You will need to escort me to safety, as soon as our wounded are gathered. I assume you concur?"

It is extremely likely at this point that the PCs may not concur. Harnashir thinks the PCs have a duty to him as Onnwalon subjects, drafting them into his service (technically he has no right to do this). Any requests for a reward or re-numeration of any kind will be

treated with cold fury.

At ANY point should any of the PCs show any behaviour mercenary, selfish, insubordinate, sly, distrustful or in any other form lacking in character in his eyes, he will step up to them and say slowly:

"These are dark, dark times, and it would seem the way of iniquity has fallen upon these lands. Its people have clearly turned from the light of the One True Path.

"But the will of Pholtus will win through in the end, by my hand, or by that of another, understand, and your despicable and dissolute character and its ilk will be cast down, by sword or by flame."

"I am the only nephew of he that was the last that wear the Silver Diadem of the Storm Coast. I am a rightful Laird of the Szek, and a humble warrior in service of the Blinding Light in the highest regard. And my life is under threat by the sworn enemies of Onnwal. Perhaps there is more to whom you say you serve than you told me..."

He will wait until a PC starts to answer then interrupt him:-

"But be that as it may, this weather will be the death of us if we do not find shelter, one way or another. Willing or otherwise, our paths lie together..."

This is indeed true. Harnashir enquires closely about the coaching inn, or any other forms of shelter the PCs know of.

As abrupt and arrogant as he may seem, he is a pragmatic man, willing to work with the PCs to ensure the safety of his retinue, including the Glimmering Priestess Alerdnia - whom Harnashir treats with a respect bordering on reverence.

Should the PCs enquire as to his purpose he will be guarded and circumspect, but if approached with diplomacy he alludes to a meeting that he is to attend - an arbitration of great importance in Sornhill.

Any of the PCs with a relevant knowledge skill receive a check (Knowledge (Local) or Knowledge (Nobility); DC 15) to see if they recognise Harnashir as one of the three claimants to Norland. Any players who already know about the Norland struggle may possess the knowledge in character for free in any case.

If asked about what had happened on the beach before the PCs got there he will explain:

"Our ship was bound for Sornhill, I would never have risked sea travel at this time of year, but it was vital that I got here in time. Even with the seas as they were things should not have gone as they did, even with that lighthouse a mere flicker through the dark."

He mops his sodden and bloody brow, grimaces, the goes on, hoarsely:

"The ship drove ITSELF eastward; it turned from the harbour and threw itself onto the rocks.

And then they were there. Waiting, in the shadows, like the blackguards they were."

The end of this sentence is punctuated by a deafening peal of thunder, as Harnashir looks thoughtful and turns toward the other end of the ship. You catch sight of a large bundle being offloaded from the wreck. The Pholtan steps forward, quickly, and beckons for you to follow. Looking more closely you see that shivering, twitching shape of a man.

We found him floating in a boat no bigger than a cart, all alone, half drowned," Harnashir says, gesturing down toward the figure.

"It was the moment after we took him aboard that the ship steered itself off course. Who he is, I have no idea."

He kneels down and pulls back the cloak of the pitiful, bedraggled shape, and points at a medallion around his neck.

"He wears a heretical icon of a false religion. The symbol of the one the blasphemous call Procan. Does this mean anything to you?" he asks.

The unconscious man cannot be woken by any means magical or otherwise. He lies in a trance.

Harnashir and his men gather the wounded but leave the dead on the beach - he will object to the PCs looting the assassins, but waits. Any attempt to loot the bodies of his men is met with swords.

Assuming the PCs have nothing else to say, he will want to be on his way as soon as possible.

Encounter Two: Guess Who's Coming to Dinner

In this encounter the PCs gain access to information that may prove crucial, as well as the long twisted convoluted story, turned bitter (and now bloody) argument over the Cantred of Norland. As they journey there, there is little room for conversation, words must be shouted too those close just to be heard, and most of the group's intent is just on getting to shelter as quickly as possible.

The entire march will be miserable and desperate, punctuated by thunder and lightning, and the roaring of the tide.

As they get there present the following:

Your journey is brought to a close mercifully quickly, as you soon reach the coaching inn of Elverd's Steadfast. Four dark, thick, brooding walls surrounding a fortified inn. The compound is perched on the edge of a cliff on a headland lancing out to the sea. .

Dripping, bedraggled and laden with wounded, you make a somewhat sorry sight as you trudge up the hill toward the open gateway into the courtyard. The moment you step through, however, a pike meets you, pointing right toward your throat.

To your left and right you see two young

soldiers, wearing tabards emblazoned with a brightly coloured gold-coin-on-blue emblem, hefting their weapons almost nervously in your direction. A third soldier behind them shouts out: "Hold travellers, explain your intent". His hoarse voice is barely a croak over the wind and rain.

The guards will be easily satisfied, merely wishing some verbal assurance that the party mean only to seek shelter

Uncharacteristically Harnashir will say nothing, leaving the PCs to answer. This is because he is now far too caught up in trying to see if these soldiers really are bearing the emblem of House Car bani upon them. Any PCs who don't engage the guards in conversation will easily notice him almost gawking at the men's tabards, and then shielding his face from their sight.

Harnashir is immediately suspicious of the strange chance of his being attacked with the others so very near. He does not believe in coincidence and take this as a matter of concern.

As the guard moves off, Harnashir will beckon for the PCs to step close so he can address them. Under the arch way out of the wind he will bellow, gesturing at the soldier's tabard:

"I know that emblem – and I was NOT expecting to see it quite yet. There is treachery in this mark my words."

He stops to hold up his hand.

"The truth may come sooner than I had thought – hold your tongue when we enter, those within must answer OUR questions before we answer theirs, and much may come to pass that is above you and yours".

Without waiting to see if the PCs understand his cryptic remarks Harnashir will storm up the steps – almost running- and heave the double doors open with both arms.

When the PCs follow in after him continue;

The doors bang back as the wind gusts into the room. At the frightening suddenness of Harnashir's entrance, the relaxed gaiety spilling out into the night ceases, and every eye in the room slowly turns toward the bedraggled fellowship upon the doorstep.

No one in the room seems to want to say anything, until, a young man, striking in the exquisite clothes he wears, slowly rises.

"Harnashir?"

His eyes dart back and forth from Harnashir to his men, and even yourselves, taking in the bloody and battered state with a rapidly growing apprehension on his face.

"Yes, My Lord Provost." Harnashir replies, "Perhaps you would condescend to tell me how, of all places, you came to find yourself here as well?"

"The same reason I imagine you found yourself here, Harnashir", snaps another man from the

shadows in the corner, a rich, sneering voice, its tone dripping with a profound irritation. The owner leans forward into the dim light slowly revealing a tall, scowling figure, in dark green robes, "It's a bit wet outside, in case you hadn't noticed, cousin," he continues, almost spitting the last word.

"You could not possibly imagine the circumstance that has forced me here, Milos."

Harnashir's eyes narrow,

"Or maybe you can. Maybe you know exactly what happened."

"Harnashir!," barks the young man, before the robed nobleman has a chance to react. "Whatever may have happened to you," his eye wanders to the ugly wound upon Harnashir's forehead, "This is not the time, nor the place.

"Baron Saltirn and I found ourselves outside needing shelter when the storm broke..."

Harnashir interjects: "Just you and Saltirn?"

"I thought Wallac was to be travelling with you?"

"Wallac has....not appeared."

Before Harnashir can interrupt again, the young man steps up to him, and speaks softer, almost whispering.

"But please Harnashir, whatever is the cause of all of this, we are all here and this is now."

He leans in slightly and has a very rapid whispered conversation, glancing over to you from time to time. He then holds up his hand sharply, motioning for Harnashir to be silent, then turns to face you.

"It would appear that we ALL owe you a great debt of gratitude."

If the party contains no half-euroz (orcs) he will extend his hand and shake those of the PCs while continuing warmly.

If there are half-orcs present however, he will not extend his hand and seem considerably more aloof and cold.

"I am Paradd Carbani, Lord Provost of the Cantred of Norland, and the arbiter of the... matter of its succession".

He inclines his head.

"Thank you. I think I will want to speak with you later tonight. You are of course more than welcome to stay here the night."

Any half-orcs in the party will notice him direct a sneer in their direction as he says the last sentence.

Paradd will then lead Harnashir off to a room at the back. Several clerics of Zilchus will approach and offer to tend to any wounded among Harnashir's party or the PCs, in particular taking the shivering unconscious Stormseeker into a bedroom to be cared for.

2A. The Common Room of Elverd's Steadfast

The broad, high raftered common room into which the PCs have entered is filled to bursting with people sheltering from the storm. Milos and Paradd are each accompanied by guards, courtiers, advisors and friends. There are also several of Wallac's companions who had been waiting for him. Following Harnashir's dramatic entrance all of these will be very interested in the PCs and in hearing their tale of events that brought them here.

The current proprietor of Elverd's Steadfast is Lakaster Felshas, semi-retired Sertern of the Free State Army. Lakaster was placed in command of Elverd's Stead (along with the small garrison that man the Inn and keep watch over the seaward approaches to Notxia Bay) after being heavily injured in the retaking of Sornhill. He keeps it open as a refuge and a supply base for travellers and the numerous parties of freeswords fighting around Notxia Bay.

Tonight however, Paradd has politely relieved him of command and placed his own guards around the walls. Since the failure of Wallac to arrive, Paradd has been growing more and more paranoid.

The Patrons of Elverd's Steadfast

This encounter is very complex and you should be conversant with it before continuing. It is here the PCs will have the chance to glean much information about the bitter (and now bloody) struggle among the upper echelons of the Storm Coast as well as the dark and mysterious things happening in Norland.

It is probable the characters may want to talk too many of the people here. Extensive roleplay notes will be found here and in Appendix 3.

Roleplaying Note: The complexity and the amount of information used are entirely up to the DM. Much of it is unnecessary to the plot at large, and the GM can supplement or replace less important NPCs if he wishes.

Ultimately almost all of the material is entirely optional and dependent on how much the PCs want to know.

All the information on Page 4- A Brief History of the Cantred of Norland should be available too them. You can give this to them as a player handout if you so wish or if time is an issue. The manner in which this encounter is run is up to you.

If the pace starts to slacken have Paradd Carbani send for them. They can always return to the conversation in the room afterwards.

Read aloud or paraphrase the following:

The room has now calmed down after the disturbance caused in the wake of Harnashir's dramatic entrance, and its busy clamour has once again risen. Even as large as it is, the room still seems ill-suited to contain the vast throng of people that crowds it now.

You do note, however, that many of the tap room's occupants seem to be paying you some attention- most casually, but a few less so.

Even in the dim light it is still easy to make out that the vast majority of its occupants look to be soldiers, or guardsmen.

Most bear the gold-coin-on-blue device that the sentirs outside wore. They cluster around the centre of the room drinking, telling tales and otherwise passing the bitter night.

A smaller number wear the uniforms of the Free State Army- including, interestingly, the men frenetically manning the keg taps.

The smallest numbers of guards bear proudly upon their chest the emblem of the Great House of Relaster- and they mingle with no one. Instead they hold closely around the man in green robes - who is staring unwaveringly at you while engaged in a serious conversation with the young woman next to him.

Paying just as close attention to you are the group of people around the table at which Paradd Carbani was seated, looks of deep interest playing across their faces.

It would appear you are in for an interesting night.

A Spot check (DC 18) will also let the PCs notice that the group of men around the fire are also paying them very close attention, but in a much more circumspect fashion. These are Wallac's Wrecker friends from Sornhill.

Allow the PCs to speak to any of the NPCs they choose and feel free to invent any additional characters as you see fit.

Most of the NPCs will be interested in the PCs, many to the point of fascination, and wanting to hear what it was that had happened with Harnashir. Several of the major characters will actively seek the PCs out for this information – In particular **Milos Relaster**, **Elias Hadrel**, **Darrien Kessel** and **Torren Rendrash**.

It should become rapidly apparent to the PCs while that for all the show of relaxation, the atmosphere in the common room is extremely tense and the separate groups – Milos and his men, the friends of Wallac, the Carbani men and Harnashir – are pointedly having nothing to do with each other.

Individuals Present in the Common Room:

Aside from those outlined in Appendix Three there is a small unit of Onnwalon Free Army soldiers – cheerfully relieved from duty and now serving as bartenders - as well as a number of retired soldiers, and a goodly number of farmers sheltering from the elements. Aside from these there are the guards of the two Relasters, the House Carbani guards (who seem to made up either of the very young or the very old) a small number of merchants and the group of Wreckers - friends of Wallac with Darrien, sitting by the fire.

The Relaster guards will be tight lipped and unfriendly – if asked about the Norland matter they

will be fiercely in favour of their master and vehemently critical of his opponents.

The Wreckers will be considerably more friendly and affable toward the PCs, joining them for a drink - but espousing nothing but the highest praises for Wallac and his superb nature.

The young Carbani soldiers for the most part will be friendly and eager to converse with the PCs. On Norland they will be broadly in favour of Wallac – most finding the other two to be aloof, stuck up and uncaring. Wallac as well is so much more exciting and a known hero.

The old ones will be less friendly and more cynical – a good few considering Wallac to be a thief and the black sheep of the Relaster's, having got into far too much trouble in his life to be trusted.

Any of the Carbani faction – soldiers and merchants alike will be quite reticent with Half-Euroz PCs. Not all will express the hatred that Paradd does, but there always be slight reservations.

Most of the patrons are all a typical Storm Coast mix of Sueloise and Oeridian's – save the pure Sueloise footmen of the Relasters' and the more firmly Oeridian merchants.

Events

1. A fight starts between a group of the Wreckers and Milos' men – beginning as a fierce and loud argument on Milos' flight to Irongate during the war - until one of the Wreckers throws a punch. The attempts of several of the Carbani guardsmen to bring hostilities to a close only make matters worse. No one will be seriously hurt and the fracas is brought to a close fairly quickly by their respective commanders. How the situation is handled is up to the DUNGEON MASTER to decide, but it should serve to illustrate the bitterness and tension between the factions.
2. Halfway through the evening a loud booming chanting starts to come from the room Eriann is in. Examination will find him still unconscious but chanting forcefully in some bizarre and incomprehensible tongue. Any PCs who speak aquatic will recognise it as a similar language but still not recognise the dialect. Casting *tongues* or any similar spell will bring the PC to their knees, after feeling a terrible, vastly powerful and unspeakably angry presence. They will hear the words “release”, “freedom” and “appeasement” but that is all they will make out.
3. Any of the PCs detecting evil in the room will notice Arthun Dannard – an acolyte of Zilchus- See Appendix 3. Although Arthun's crimes are many, he honestly has no involvement with the crimes at hand.

Rumours

Read or paraphrase rumours from the list given below. When imparting a rumour to the players do so in the character of the person they are talking to.

Who Knows What

Skew all rumours to match the political allegiance or general persona of the given NPC.

As a rule more liberal NPCs should support Wallac, more conservative ones Milos, and extremely conservative and Pholtans or utterly lawful ones Harnashir. More intelligent NPCs will deliver the rumour with a greater understanding and different perspective etc.

Overall most NPCs will be aware of the information given in the “Brief History of Norland”, and the “Rights of the Claimants” barring where exceptions are noted in the module. This should be to a lesser or greater degree depending on their character. Those not part of the Norland groups (the bartenders etc) will be less aware and less interested in the matter.

Unless they show complete apathy PCs should generally become aware of the basic history and parties involved.

Only rumours 1, 3, 6, 8 and 13 are of vital importance. The rest are just local gossip and trivia at this point.

1. Ever since Paradd became Provost, dark and terrible things have happening in Norland. Supply caravans have been destroyed, villages attacked, and the tracks of large numbers of what would appear to be soldiers moving through the swamp. Some smaller Hamlets seem to have disappeared without a trace.
2. As only the Provost Arbiter and not a full Baron, Paradd does not have full power within the law to deal with matters as he would wish – he cannot draw levies, nor appoint full judges of the sessions outside the larger settlements for example.
3. The attacks within Norland seem to have intent and purpose behind them – generally being co-ordinated to great effect, and by someone who knows the land incredibly well – far better than the Provost’s men.
4. Most of the more experienced, yet still fit fighting soldiers of the merchant house have been left behind to attempt to keep the Cantred safe – though, the way things have been going they will be hard pressed just to protect Verwald (the Cantred seat of government).
5. Paradd has been meeting with mysterious masked and cowled figures of late for reasons unknown. (Hadrel only will be aware of their identity as agents of the Jade Mask, though he will be circumspect about passing this around).

6. Milos has been pressing ardently for months now to end Paradd’s stalling of his decision and is quite incensed about the matter. Now, however, the matter is finally being brought to its conclusion
7. Paradd Carbani has been holding off making his decision on who is the rightful heir for as long as he can (some will say out of greed, others out of incompetence, others out of good reasons unknown and others out of a well weighted sense of caution about the matter). He can do so no longer and the purpose of this gathering is to decide the matter once and for all. He is said to be deeply reluctant and hesitant about it, but has little choice.
8. The meeting to decide the heir and Laird is to take place in Stormhaven, within the Red Tower, tomorrow night.
9. A group of men were seen sailing out in a tiny rowboat into the bay as the storm was breaking, appearing utterly unfazed, almost overjoyed in fact.
10. With the arrival of the Pomarji euroz into Onnwal, things are becoming more dangerous everywhere. Dark times are coming. What the Scarlet Brotherhood will do with their new army remains to be seen, but is a great source of worry.

Note: Any PCs who noticed that it was full Euroz and not Hochebi attacking Harnashir and mention it to anyone will inspire a storm of interest – along with a great many theories and gloomy worries.

11. The nature of the meeting in Sornhill was kept secret to all but Paradd, Elias Hadrel and the three claimants. The rest present only started to find out this morning, after the failure of Wallac Relaster to appear.
12. Wallac’s failure to appear seems to have sparked a deep panic in the young Provost. Almost as if all his fears are coming into being.
13. Wallac was supposed to meet them at the crossroads a few hours travel northeast, and was expected to be early. The Milos/Paradd party (travelling from Killdeer) waited for over half the day, until they were forced to press on by the encroaching weather.

A Commission from Carbani

Late on in the night, as things are beginning to quieten down, one of Paradd’s guards will emerge from the room at the back and approach the PCs, saying that the Lord Provost wishes to see them now.

They will be led into the office at the back that Paradd has taken for his chamber. When they enter they will see that a chair has been set out for each of

them - barring any half-euroz, who will not be admitted into Paradd's presence.

Paradd will ask the PCs to sit. He will then address his comments to one of the PCs showing preference to humans, and point blankly ignoring the existence of any Half-Euroz characters. Refer to Paradd's character notes for his manner during this conversation.

❖ **Paradd Carbani**; Human Male Arst3/Exp3; See Appendix 3:

The following conversation should be broken up and delivered piecemeal depending on what questions the players ask and their reactions to Paradd's request. He will speak slowly and give the PCs chances to interject before continuing.

The Provost stands and stares silently at the shuttered window – as if trying to see through it – his hands clasped tightly behind his back, for some time, seemingly lost in thought. Then at last he speaks, quietly, yet emphatically:

“How much do you know, about the whole damn mess?”

He is referring, in this, to the Norland struggle. He will make sure the PCs know the simplest facts of the matter, and then continue:

“And now it has come to this. I need your help. This is not the first time blood has been shed over the succession of Norland. Nor, I suspect, the last.”

He turns around then leans in closer,

“There are dark, dark things happening within the Cantred. Things which I seem powerless to do anything about. My soldiers and other...contacts...of mine have long been bringing information to my attention, and it has become quite clear that behind all of it lies either one of the claimants, or someone very close to them

“I would have brought the matter to the Szek, but I lacked strong enough evidence enough to do so. When Wallac failed to appear I knew immediately that something was deeply wrong.

“Before I heard of this attempt on Harnashir I had been content merely to wait and hope beyond hope that all would turn out well. Now I see that is no longer an option. I have no one else to turn too but you- and I have run out of time.”

He will wait to let the PCs ask what he wishes of them:

“I need you to find Wallac, or at least discover what has befallen him. He would never have delayed in getting here- not if it meant moving sky and earth.

“Were it not for you Harnashir would quite likely be dead. If the same has happened to Wallac then I must know. If any clue can be had to who is behind this, I need to see it.”

Paradd waits for any of the PCs to comment before continuing, slowly.

“This meeting was meant as a final test. Only Hadrel, the claimants and I were aware of the location and the timing of this meeting, everyone else was kept in the dark as long as they could be.

I had hoped to have been proven wrong. I was not.”

He sits back down, an expression of utter exhaustion on his countenance. For an instant Paradd looks, for want of a better word, almost broken. He then straightens up and continues,

“I have delayed my decision as long as I can. Without any damning evidence I must declare the true heir to the Cantred within a day or so.”

He snorts, and then mops his brow.

“I have an even chance of handing Norland over to an abject traitor.

Wait again before finishing:

“I’ve seen those swamps. You could hide an army in there for a year and it would never be found. Verwald damn near commands Dunhead Bay, and would be nigh on impossible to take by land. And that’s not the least of it.”

Paradd leans back in his chair and sighs.

“The whole of the Storm Coast sits on the edge of knife, and should I err in my decision the result will be catastrophic, and to the ruin of us all.”

If the PCs ask Paradd will answer any question that he can and provide all the information available in his character background and in the history of Norland.

It should become clear he feels has no choice, and is in a moment of utter desperation. Paradd's worry is startlingly sincere.

If asked for a reward Paradd will offer up the following amounts per party member based on APL:

APL2:	200 gp
APL4:	300 gp
APL6:	400 gp
APL8:	625 gp
APL10:	1,000 gp

If asked why he has chosen them, instead of sending his men:

“You’ve seen the men I was able to bring. Too old or too young.

All of my best and brightest, I had little choice but to leave in Verwald. Those who I can trust... them I cannot spare from my side, especially not to send off into the great unknown. The situation here is too dangerous to split my forces, and, in any case, they’re guards, not trackers or investigators.

“If I must, I will be forced to send some of them, but I cannot see it proving any help.”

If asked where/how they should go about finding Wallac:

"Well, while Milos and I were travelling the road from Dunheern, he was coming from the north, following the road from Verwald I believe. Something about visiting the hamlet he was born in, though I'm not sure. He was supposed to meet us at the crossroads by the sea, but just didn't appear.

"The path he was supposed to be travelling went back up north-east along the coast a while, then breaks off and heads inland. I can only suggest following it as far as you can. Though, if he's vanished into the fens, I wouldn't bet on your chances, especially in this weather. But anything you can find will be of assistance."

If the PCs accept Paradd will thank them and add:

"One last thing – my time is almost up. If you find anything, I must know as soon as possible.

"The arbitration will be tomorrow night and I will have no choice but to make a decision. Whatever you do, do it quickly! Then get yourself back to Stormhaven. I will see you are admitted to the Red Tower without delay.

"If you can find nothing, then that is what you may return and say, but anything you do discover I must know before midnight tomorrow. Time is not just of the essence; it is everything. Even the most vital information will be of little use if it comes too late."

He laughs darkly for a moment then adds "Though I'm sure if Wallac is still alive, somewhere, he'll probably have a slightly different opinion about that."

"I thank you for this. My family's capacity for gratitude is great, and I assure you that your assistance will not be forgotten."

The PCs will have to wait for a break in the storm to come, however urgent the situation is. If they do try to depart they will soon find themselves lost and blind, and their only choice will be to turn back.

Encounter Three:

A Departure in the Night

As the night goes on the patrons gradually start going to their rooms or (for most people) settling down to sleep on the common room floor. Any PCs wishing to rest the night in preparation for their travel tomorrow will have to accept the floor as well- the last rooms are long taken.

Very late into the night, Eriann will awake and, understanding the vision he has just received, goes to speak with the PCs before heading out into the storm

again. He will approach any PCs awake, or on watch first, but will wake them up if he must.

Read or paraphrase the following to the players:

The night has worn on into the early morning, but there still seems little let up from the storm. Outside you can still hear peals of thunder and the wind rattling at every door and shutter. Suddenly you notice you notice a shifting in the shadows in the far corner of the sleeping room. Shambling out of the darkness is half drowned mariner picked up by the Blinding Light...

Hair tangled and matted, his skin is pale and covered in bruises and his hands look to be turning blue.

He approaches you and smiles. "Thank for helping me - it was my life as well as theirs you saved - and my time is not yet done.... I know that now. I have heard the Roar." He steps up to the (the PC nearest to him) and grabs (his/her) shoulders, before continuing excitedly, "You will find me there- where you are going.... I looked the Tempest straight in the Eye and I was shown what I must do."

"Follow the coast north east- do not leave it. I will be waiting, with my brother."

At this he will cackle cheerfully and make to leave into the maelstrom outside.

Should the PCs attempt to stop him or follow him, he will easily escape and disappear into the darkness. If they continue after him the PCs will soon find themselves lost and blind, and their only choice will be to turn back.

Encounter Four: The Corpse and the Stormseeker

The storm starts to lift somewhat a few hours before dawn, and Wallac has still not appeared.

The weather is still foul, but survivable and the PCs may depart as soon as they wish.

Assuming they do head northeast, present the following:

Hugging the coast you wind this way and that through the progressively rockier, less hospitable terrain. Once sporadic, precipices and jagged cliffs now entirely make up the coastline. Pillars of coarse rock stand as islands in the heaving sea, alone, dark and brooding against the black sky. Dripping and battered, your journey northeast seems futile.

No sign of the missing Baron-Claimant has been seen, and the weather has gotten steadily worse- even though it must be high noon there is almost no light to be had, and the hard, cold wind makes every step a labour.

Then, out of the gloom, you hear a faint cry.

This cry is coming from one of the Ahlissan assassins who had come back to meet the group sent to kill Harnashir.

Another of Eriann's brethren, however, had also received a vision from his god, though less complete than the one Eriann had had. This Stormseeker made his way there and silently observed the entire attack on Wallac's retinue from the rocks nearby, then stayed, knowing that he was to wait for his brother.

Upon seeing the returning assassin the Stormseeker struck him down - believing him to have returned to finish off any that had been inadvertently left alive.

After struggling for many hours Eriann had eventually made it to meet his brother, and, after explaining everything to him, succumbed to the horrendous injuries he had endured.

Happy that Eriann's work was now done; the Stormseeker cast his body out to the waves, and set to waiting for the PCs.

Read aloud or paraphrase the following:

As you round the corner, amid the darkness your eyesight picks out what looks like the smashed remnants of a coach littered across the cliff.

Hard as it is to make anything out through the murk, you can see no movement, no life- nothing but strewn and abandoned wreckage.

Just then there is flash of light and a peal of thunder. In the sudden light your eyes are drawn irresistibly to the sight of what is impaled upon the sideboard of the carriage - the corpse of a young man, a six foot trident run through his back.

"So you have come," barks a resounding, sonorous voice out of the darkness beside you, cutting through the wind as if it were not there, "Just as he said that you would".

This is then followed by another bright flash of lightning, and boom of thunder. Any PCs who look to where the voice has come will see a man standing about four feet above them upon a pile of rocks.

Stormseeker: Human Male Cleric (?)

The Stormseeker is tall, wiry, and covered from head to toe in cuts and bruises, and his long, matted hair is blustering wildly in the wind. His left eye is covered by a patch, and he has a long white scar running across it from his cheek to his forehead. The set of robes he has on is ripped, torn and flapping open on the chest and in his right hand he carries a long, glinting trident.

The Stormseeker is somewhat more than slightly insane - though he often speaks with the startling lucidity of the truly deranged - and is utterly focused on his goals.

Once he has said what he must, he will talk happily with the PCs about his cult and his beliefs (See

Appendix 2). The Stormseeker is inclined to rant and rave, and any insolence or disrespect the PCs he will react furiously to - though he will not attack under any circumstances.

The PCs, of course may regard him as an aggressor - as he was indeed the killer of the man they have just seen in the cart. He will not attack them in any way - and should they attack him, he will laugh, fend them off in a non-harmful way, then say:

"Are you quite mad? What is it that you think you are doing? Let this end."

He will then raise his hand and cast an effect resembling a *gust of wind* (Fortitude check, [DC 28]). If the save is failed the PCs will be thrown prone to the ground, unhurt. He will then continue:

"Now, are we ready to be sane again?"

If they don't attack, or once this has been played out if they have he will lower his trident, hop down off the rock and look deep into the eyes of the one that looks the most to him like the leader, before asking:

"He spoke to you, my brother, before the end did he not? Yes he did, and so you have come. The Eye of the Storm sees all that it must, whatever it's fate." He turns his head and nods toward the ruined husk of the cart, "It saw that, and so I was there. It saw this and so I remained. Waiting. Watching." At this the heavens rumble, almost as if in agreement.

"He is not there you know. The one whom you seek. Blood was spilled upon the rock and sand, but not his. When they turned back, he was taken with them."

Another booming peal of thunder rolls out across the coast. The Stormseeker raises his head slightly and closes his eyes, before saying:

"Do you hear it? Do you hear the Roar? Not in the death of a thousand mariners will His wrath be sated this day. Those who came in shadow defile the Sender of Storm's place. They entrap his servant. They walk through Proshcan' De'rmar as thoughtlessly as the nations of Oerth send their trade over the sea. Well, the sea doesn't care about them, so it lets them pass, but for those who defile its beautiful creations with base evil- well now it shall give the landlubbers a lesson in humility.

"And you shall help us."

Questioning the stormseeker

Who are you?

"Who am I? My name is irrelevant, in this time, in this place. I am merely one who has heard the voice of the storm. I am a follower of Procan, and, now, his messenger. I am one of his Stormseekers."

If any interest in the Stormseekers is shown he will explain:

"We bring his war and his undiluted fury to those ships of the Brotherhood. Hunted, and pursued by them we fled to the Isles of Storm nigh on eight years ago. And so they feel our wrath as well as His."

"But now the time has come for us to return to the mainland. We have all felt it in our communions. We have all seen the signs. Now the time has come <he raises his arms to the sky> and such a rapturous welcome for this glorious occasion there has been."

Add on as much or as little here as you desire from Appendix 2. He will be very keen to tell the PCs of the beliefs of the Cult.

What happened here?

"Almost a day ago now, as that cart passed here on its way south, they leapt from the rocks- men and monsters cloaked in black. They slaughtered them all, save the one you hunt."

"Then they separated- most went south - but a few turned back. Those who did took him back to Proshcan De'rmar..."

"I could nothing but watch from behind the rocks."

Why didn't you help?

"What could one man have done against two dozen? In the depth of last night, with the full fury of the storms embrace behind me perhaps, maybe even now. But then - in the empty calm before? No. But that one returned, but recently, to finish the survivors I imagine - him I struck down. I tried to save some of the others from their wounds - but they could not outlast the wind and rain as the heavens opened. Such is fate."

What happened to Eriann?

"My brother came here to tell me what he, and the on passed on beyond this life. You saw how wounded he was."

"The damage to his mortal shell was already severe - the journey here proved both his making, and his unmaking. His destiny was achieved and Procan blessed him with a gift beyond measure. He saw into the very heart of the storm - he saw fury incarnate - what is there in this pitiful existence to compare with that?"

"He would not have been the only one of us who perished gloriously last night. Almost all sailed out last night, to make our communions with the sea."

Where/What is Proshcan' De'rmar?

"It is a wonder. A holy place. Hewn from the living rock by the very waves themselves. But now defiled

by the iniquitous touch of men. They have bound its guardian brutally to their will - even now it cries out through the heavens for release. That is where they have taken your quarry."

"You need but hold north east along the coast with utter resolution, endure whatever trials, or arduous labour you must to get there. If you do this, soon you will come there. Very soon. And you will know it when you see it."

What do you mean "you shall help us"? What do you want us to do?

*"It is merely a statement of fact. One way or another, you *will* help us. But there is one thing more you must do."*

**"While the spirit remains entrapped, their will be no dawn for this land. Procan must be appeased, there, in that place, with all the power of the ages that it brings. Then, then you will be free to do what you must.*"*

"But ere you do this, or not - 'ware the Breakers. One ship adrift on ocean wave is as another. "

(* It is vital that he says this piece whether or not they ask this question).

How do we appease it?

"That much is known. Especially to those of faith and belief."

He will give no more answers on this. The answers should be available to the PCs from the Appendix 2.

Investigating the Wreckage

An investigation of the remains of the cart will turn up sixteen bodies - twelve looking to be the carts guards or its drivers - all human - and four clad in the same block cowls as those they the PCs fought earlier wore.

Two are human (including the one impaled upon the sideboard) and the other two orcs. Heal checks (DC 10) will confirm that most have been dead for a day or so, from sword wounds, crossbow bolts or strangulation.

Higher Search and Heal DCs (DC 15) will note that the scene and the nature of the deaths are those of an absolute massacre. The victims were caught completely by surprise, and most look like they would not even have had the chance to draw a weapon.

The only loot will be on the body of the impaled man - who carries 9 gp, a longsword, a dagger, studded leather armour and a trident (currently in his back).

The rest of the corpses have already been pillaged.

Trying to Track the Mercenaries

On hard ground like this, and after the storm last night, PCs who wish to try and search for tracks are in for a very hard time - but some information may be available

to the more skilled. Have them make a Wilderness Roll check:

DC 26: A party of around two dozen traveled this way from the northeast about a day ago. Where they went after that you cannot tell.

DC 30: A significantly reduced number (by ten or more) then headed south west along the coast- roughly in the direction you have come from.

DC 32: The rest (half a dozen or so) then returned northeast, up the coast.

This will be all the information available.

The main road now leads away from the coast- heading into lowland Norland, and the safer route to Verwald - if the PCs wish to head after Wallac they will need to leave it.

When the PCs prepare to leave the Stormseeker will say one last thing to them:

*"Other questions you will face this day- but hold North by North East in *ALL* things. That you must do. Keep to this advice and you will find the answers to the questions you have not yet asked."*

Encounter Five: Ware the Breakers

Read aloud or paraphrase the following:

Your path winds on, higher and higher into the coastal cliffs. The crashing of the Gearnat breaking against the rock faces now echoes up from far below and were it a clear day you imagine you could likely see to the edge of Notxia Bay and Sornhill, and down into the humid and muggy marshes of Norland.

But a clear day it is far, far from and your crawl up the coast of the Norland Peninsula has not been an easy one. Struggling almost blindly at times through the rain with only the pounding of the Breakers to guide you, the weather has been rapidly worsening...

Then, for a brief moment the cloud breaks, and a narrow ray of sun that darts through to light up a sight, just for one revelatory moment, that takes your breath away.

Barely a few hundred yards to the north, standing alone above the writhing Gearnat, fifty feet off the jagged cliffs that make up the coast, rises a natural wonder that looks to have been sculpted by the very waves.

Thin tendrils of rock arch upward, wending their way in and out of each other almost as if in a dance. Some broaden out toward the middle, forming gaping caverns through which yet more delicate spans weave, providing a solid structure,

which looks so weighty as to mock the laws of possibility.

From the zenith of the towering stack, over three hundred feet above the sea tumble five cascading waterfalls, flowing ceaselessly from some great pool that glints momentarily in the moment of light.

A great plane of rock appears to sit atop all the smooth lances of stone, providing the resting place for this unquenchable reservoir. Yet more stones and carvings lance out, and around the basin, forming pillars, and obelisks, walls and parapets with all the grace of natures all seeing hand.

This obscures almost all atop the plane, barring a slight glimpse of the pool at its centre from which the five cascades draw their source. It has all the majesty of a cathedral, yet the feeling that only the finishing touches have been added by man. A great stairwell runs from seaward end of the stack, spiraling downward and downward till it reaches the hard rock base that rises just barely out of reach of the swollen sea.

It does not escape your attention that a few boats are tied up by the base – moored closely to the last steps.

Apart from these, the only way across the fifty-foot abyss is a miniscule sliver of a bridge – so thin as to almost escape your attention.

This must surely be Proshcan De'rmar, and your goal.

This is indeed where Baron-Claimant Wallac Relaster has been taken. Of dozen or so (the number of all groups depends on APL) in the company of Ahlissan mercenaries remaining alive, only half have remained here to guard their lair.

The others departed with the group sent to kill Harnashir, but instead of tarrying to see the end of the Pholtan, made quickly for Sornhill, managing to cross the Saltirn Bridge shortly before the storm broke. This group includes Daius Sejanus – who, with his companions, have been busy infiltrating the staff of Stormhaven in preparation for the arrival of Paradd Carbani.

The mercenaries have been making the sea stack their base since they were commissioned, and have overcome the powerful water spirit that makes its home in Proshcan De'rmar and have bound it to their will.

Entering Proshcan' De'rmar

Unless they can all achieve some form of invisibility or similar concealment, the PCs will have to approach Proshcan De'rmar completely exposed - the only entry is the 50 ft. long painfully thin (barely one and a half feet across) bridge of rock over the abyss.

This will mean they will most likely be sighted by the mercenaries, who will prepare to ambush the PCs at the best opportunity and position themselves in hiding about the temple/rock.

The storm at this point suddenly worsens and visibility is reduced to around 60 ft. to see with any good detail - and the Spot/Listen/Search check penalty rises to -5 + (APL).

The Listen check penalty inside Proshcan De'rmarr itself however is -8 + (APL) as the contours and acoustics amplify the wind making anything not right beside the character practically inaudible over the noise it makes howling through the tunnels

Crossing the Bridge

Once the PCs have reached the span across the water present the following:

The thin span of rock spanning the abyss between you and your goal is indeed as skeletal as appeared from afar. Barely a foot of stone across and scarcely a sliver thick bridges the drop: over three hundred feet down to the endlessly seething straits below.

The shifting waters breaking against the jagged rocks far below, however, do not represent so much a worry as the thick glistening puddles of rain covering the bridge. Slick and sheer, the surface looks to offer very little purchase, even to the most assiduous step.

PCs will notice immediately there is two large wooden posts hammered into either end of the bridge that have the slashed ends of a single piece of rope tied between the two.

To walk across the span unaided will require a Balance check (DC 20).

This, for many PCs is, of course, likely impossible to achieve with any degree of certainty, especially those with heavy armor, low Dexterity or a heavy pack, and the three hundred foot drop would mean death for all but the toughest and most fortunate.

By taking precautions and being responsible and careful however - ropes threaded between the two posts or other pivots; characters tied carefully, or assisted by other PCs; removing heavy armour - should enable everyone to cross safely, and simply, albeit a little slowly.

Encourage the players to Take 10 if they are able - the surface is very blatantly extremely perilous, and not one most sane people would approach without care.

It is imperative that the DM makes this clear to the players before they make any foolhardy decisions.

Area 1. The Plateau

The surface here is truly a marvel, and looks too been carved almost all by the natural erosion of the sea and winds - and only had the finishing touches added on by men.

The water that flows out from the pool in the centre out to the sides and down into the sea, while greatly bolstered by the rain over the past two days, seems to flow continuously, and in far greater measure than would seem possible.

This is in fact due to stone embedded deep underneath the bottom of the pool that has the effect of a continuous *create water* spell, with the difference that the water is salty and briny rather than fresh.

The main pool itself is about five feet deep - with most of the outrunning streams reaching around three feet in the heavy rain.

Wallac Relaster has been locked in the cells overhanging the north side of the sea stack, as well as recently having been drugged. These cells can be entered by going down the right hand stairs on the west end.

The main quarters of the mercenaries however are sealed behind the great door at the head of the pool, with the compass inscription upon it - Player's Handout 3 (Hardness 10, 100 hp).

Being Blown of the Edge of Proshcan De'rmarr

It is not beyond the realms of possibility that smaller PCs, once in combat, may find themselves flying over the edge of the cliff towards the sea.

Fortunately the sides are broad and possess a great many handholds.

Any PC who falls off may make a Climb check (DC 10) to hold on to the edge. A successful Climb check (DC 12) allows them to climb ten feet up and a successful Climb check (DC 15) allows them climb up to half their movement (if this is more than ten feet) Failure means the PC slips ten feet down the side. After forty feet of this (four successive failures without any assistance) the PC comes to the end of the handholds and plummets toward the sea.

They will be exempt from having to make Fortitude saves to avoid the wind during this period however, sheltered by the massive cliff face.

The Attack

If the PCs do not make their Hide checks (likely considering the Spot penalty) the assassins will leap out upon the PCs at whatever moment they are most vulnerable after crossing the bridge (note: they will not attack until every PC has crossed over the bridge, and most have moved away from it - as it leaves them with an easy escape route).

Ehlissa, the sorceress will also call upon the Water Elemental spirit of the place - and command it to surprise the PCs and attack them after the ambush has begun.

It is your discretion where to pick for their hiding places - they have had more than enough time to prepare themselves - assuming the PCs did not approach invisible or a similar illusion.

In the unlikely even they have done that then they will find all of them huddled under Point A on the map- obviously with no spells pre-cast.

APL 2 (EL 5)

➤ **Ehlissa:** human female Sorc; hp 5; see Appendix 1

- **Human Assassins (3)**: human male Ftr1; hp 10, 9, 9; see Appendix 1
- **Visceris**: Orc male Rog1; hp 9; See Appendix 1.
- **Spirit of Proshcan De'rmarr**: small water elemental; hp 11; See Appendix 1

APL 4 (EL7)

- **Ehlissa**: human female Sor1; hp 12; see Appendix 1
- **Human Assassins (3)**: human male Rog2; hp 12, 12, 13; See Appendix 1.
- **Visceris**: Orc male Rog1/Ftr1; hp 21; see Appendix 1
- **Spirit of Proshcan De'rmarr**: medium water elemental; hp 24; see Appendix 1

APL 6 (EL 10)

- **Ehlissa**: human female Sor5; hp 20; see Appendix 1
- **Nialith**: human male Ftr5; hp 39
- **Visceris**: Orc male Rog3/Ftr2; hp 45; see Appendix 1
- **Spirit of Proshcan De'rmarr**: large water elemental; hp 62; see Appendix 1
Appendix 1
- **Dagnarur**: Medium Shadow Mastiff; hp 30; see Appendix 1
Appendix 1 (Shadow Blend ability will be functioning fully in the current light).
- **Adreth**: human male Rog5; hp 28; see Appendix 1

APL 8 (EL11)

- **Ehlissa**: human female Sor6; hp 26; see Appendix 1
- **Nialith**: human male Ftr5; hp 41
- **Visceris**: Orc male Rog3/Ftr3; hp 54; see Appendix 1
- **Spirit of Proshcan De'rmarr**: huge water elemental; hp 152; see Appendix 1
- **Dagnarur**: medium shadow mastiff, Advanced; hp 80; See Appendix 1 (Shadow Blend ability will be functioning fully in the current light).
- **Adreth**: human male Rog5; hp 40; see Appendix 1

APL 10 (EL 14)

- **Ehlissa**: human female Sor9; hp 55; See Appendix 1.
- **Nialith**: human male Ftr8; hp 64
- **Visceris**: Orc male Rog5/Ftr4; hp 63; See Appendix 1.
- **Spirit of Proshcan De'rmarr**: greater water elemental; hp 152; See Appendix 1
- **Dagnarur**: large shadow mastiffs, Advanced; hp 198; See Appendix 1 (Shadow Blend ability will be functioning fully in the current light).
- **Adreth**: human male Rog9; hp 60, see Appendix 1

Tactics

Ehlissa will have pre-cast all of her buffing spells upon herself (dependant upon APL) and the other assassins as you deem appropriate. In particular, at APL 10 she should employ *improved invisibility* on each of the assassins just prior to the PCs arrival.

The Spirit will move through the streams of flowing water and attack any PCs adjacent, or who stand in the water. It will actually leave the water to reach enemies at APLs 6 and up, but only if it has no choice

Remember that if the PC and the Spirit are not both standing in the streams the Spirit will be at -4 to attack and damage.

Once Ehlissa has been slain, the Spirit - if it is still alive - will go berserk and simply attack the nearest living creature.

The PCs can also perform the Appeasement ritual to deal with the Spirit (see below).

The moment the spirit is slain or Appeased special events will occur- see below.

The Appeasement Ritual

The Ritual of Appeasement to Procan is a simple tradition that is performed by most Onnwalon captains and fisherman. By casting salt into the water, or a clay doll representing a sailor, the wrath of the Stormlord is thought to be sated, so that their voyage may pass safely.

It is a simple form of worship and performed by all followers of Procan as a prayer.

Here, however, in Proshcan De'rmarr it has greater, far more potent powers. As most fundamental of the rituals of the Eye of the Tempest it has been performed countless times here, in centuries gone by - often with a potent purpose behind it. Thus in its very act a great deal of power is unleashed if it is done here.

The PCs should have had Appendix 2, and from that they may have inferred what the Stormseeker was asking them to do to "appease Procan"

There is two ways that they perform the appeasement ritual, if they wish to:

They need to cast some salt into the pool in the centre If they have paid at least Adventurers Standard Upkeep then they should have some in their rations.

A Knowledge (religion) (DC 12) or Knowledge (local) (DC 16) will let them know that it must be done in the centre pool.

Any priests of Procan or members of its Established Church will know this automatically.

Secondly, Ehlissa carries upon her a clay effigy of a man: she is using this as part of the focus with which to bind the Spirit.

If this is taken from her and thrown into the water, the Appeasement Ritual will also be affected.

In the moment of deep veneration of his Lord, the Spirit gains the power to break free from his bounds. He will thank the PCs for this later.

If the Spirit is slain in combat, however, neither has any effect.

If/when the ritual is performed, present the following:

The hand that gave draws back as you watch your offering settle into the waters of the pool. As the wave heaves back toward the shore, it looks for a moment as if it is going to spit the offering right back out at you.

Then, all across the pool, and all along the inlets and streams the water begins to effervesce. In the blink of an eye a towering crest rolls toward you, and but for the rock beneath your feet it would be as if you were adrift upon the ocean.

A strange sensation begins to make itself felt. While all around you chaos erupts, and an upsurge of bitter, briny water floods out across the entire rocky mesa - you feel only warmth, and the joyous glow of a freedom too long withheld. But even as this sensation builds, in a startling moment of clarity you see it only as a veil to an overwhelming rage and fury.

But a fury now controlled, focused and utterly intent...

As these feelings suddenly flee your body you are left with one final thought, albeit faint and almost unconcerned - one of gratitude.

The Water Spirit then disappears. This is followed on **immediately** with the text in the following section:

The End of the Struggle and the Fall of The Bridge of Proshcan De'rmarr:

Whenever the Spirit of Proshcan De'rmarr is dealt with - be it by killing it or Appeasing it - a colossal shudder will rock the temple, and the thin bridge across to the coast will shatter and collapse into the sea, leaving Proshcan De'rmarr, by all appearances, completely cut off from the mainland.

If anyone happens to be standing on the bridge for some reason during this, give them an extra obvious warning about it starting to crack beneath their feet and plenty of chance to get off.

Read or paraphrase the following when the Elemental is dispatched, or Appeased (in the case of Appeasement immediately after that boxed description):

The water froths and bubbles one final time, and then goes still. For a moment a great impression of calm and serenity fills you, and all of Proshcan De'rmarr seems to stop, and mourn the sudden emptiness, the startling quiet.

But slowly you start to realize the subtle deception that this sense of tranquility is. A reverberation so slight it is almost beneath perception starts preying on your senses, more and then more, until you see the very rock around you starting to shake and quiver.

The rumbling continues increasing, until the quaking around you makes a din loud enough to drown out the howling wind as it thunders through the tunnels and passages of the great sea stack.

The stones start toppling down from the pillars above crashing into the ground around you.

The pitch builds higher and higher till it is nigh on deafening!

Then suddenly there a silence... broken only by an almighty crack - drawing your eyes irresistibly toward the slender span of rock to the east - the only link between Proshcan De'rmarr and coast of Onnwal - as its edges start to shatter and hurtle down into the chasm below.

In less than a second the bridge in its entirety has plummeted, and sunk beneath the waves...

If combat has not yet finished it may now continue.

Area 2: The Caves Below

Since having come here, the mercenaries have been using these caves as their quarters - secure behind the giant rock door.

The door is opened by touching the North-North-East arm of the compass, whereupon it swings back revealing the stairs behind.

2A. The Sleeping Chambers

Each of these rooms seems to be filled with nothing more than the sleeping gear of common soldiers - bedrolls and refuse and so on. From the amount there an Intelligence check (DC 15) or a Knowledge (war) (or similar) (DC 10) would reveal about twenty common troopers in all were in residence, maybe a few more or less. The quarters are sparse and hardly lived in - being little more than caves. In total about 23 gp in coins will be found after searching - all in Ahlissan Nobles and Crowns rather than Onnwalon Geese and Waders.

2B. The Armoury

The door here takes an Open Lock check (DC 15) to open. Inside the PCs will find racks and racks of swords, spears and crossbows - most of middling to poor quality. The room is about thirty feet across and is piled throughout with the kind of weapons the PCs have been seeing on the assassins, as well as several suits of lighter armour. Even after thorough searching nothing shines out as being particularly valuable.

2C. Food Storage

The smell of spoilt supplies will greet the PCs when they open the door and they will see sodden, spilt grain piled over the floor and several lumps of beef floating the numerous puddles dotted across the room. Careful searching will find a large hole in the rock through to the outside and several more barrels of supplies, each of which appears to have been soaked through and wasted, either today or last night.

2D. Sejanus's Chambers

This room resembles most of the other cells, but is larger by a long shot. A makeshift bed has been set up, as well as what looks like a cistern to collect water for bathing. All in all it is much better appointed most notable having several rugs on the floor (of little value albeit) and a large locked chest in the corner.

An Open Lock check (DC 20) will open the chest. Inside are several sets of good quality male and female clothes, a good many stained with blood. If the chest is searched all the way to the bottom the players will find **Handout 1, Letter to Ehliissa** and a pouch containing 5 Platinum Nightingales - the currency of the United Kingdom of Ahliissa.

2E. Sejanus's Office

At the end of the corridor lies a room like no other – carved carefully instead of roughly hewn like the other rooms – this chamber is centered on a large stone altar, currently covered in papers, maps and documents.

A small set of shelves lines the wall containing several recently emptied, unlabeled bottles. A successful Alchemy check (DC 16) will reveal that they contained a series of different poisons and toxins. A successful Alchemy check (DC 20) will reveal that they contained Wyvern Poison, Oil of Taggit, Black Lotus and Deathblade, among others.

Should the PCs wish to examine the papers they will quickly find a map of Stormhaven, the guard duty rota, several unerringly accurate descriptions of several members of Paradd Carbani's staff, a seating plan for the meeting.

Closer searching will find Player Handouts 2 and 3, along with the precise travel plans of Paradd Carbani, Milos, Harnashir and Wallac Relaster, minutely detailed maps of the Cantred of Norland with crosses marked (these will be found to correspond with the sites of recent attacks) and a Silver Dagger - its pommel made up of a shining golden sun, a web encrusted upon its hilt and *D.Sejanus* etched upon the blade

The Dagger

Upon examination any PCs who have had any contact with the Glaives of Azharadian will note that the golden sun pommel motif is identical to that borne by the Glaives.

Knowledgeable PCs successfully making a Knowledge (history/politics/nobility/bardic) check (DC 14) will realize the truth of the matter that the symbol borne by the glaives is of course the same as the Golden Sun of the former Great Kingdom of Aerdy, and it will be that on which the dagger is modeled.

The web symbol does not appear to resemble anything known to the PCs, however.

Area 3: The Storm Cells

Towering over the ocean, this minute sliver of a stairway winds down and out of sight, clinging

almost pitifully to the rock face.

Looking to be the shorter of the two sets of stepping stones hewn roughly out of the hard grey rock of the sea stack, this one appears to truncate abruptly about fifty feet down.

It would be a likely guess that it leads into a cavern in rock surface.

After making their way down the characters will come into a small curving passageway. Almost immediately they will a clattering of chains coming from around a corner - and when they get there they will see a shackled, disheveled figure in torn clothes of a once-high quality.

This is Wallac Relaster. When he sees the PCs he will reel back in shock and surprise for a moment, having had an extremely bad experience with his hosts in the past 30 hours, but once he sees they are here to rescue then his face will fill with relief and profound gratitude.

♣ **Wallac Relaster, Baron-Claimant of Norland:** Male Human Rog5.

In his early forties, but looking much younger, Wallac usually cuts an extremely dashing looking figure, with his flowing blonde hair and catlike elegance. Tall and broad shouldered despite his startling quickness he possesses the languid manner of a noble born man who greatly enjoys life and its pleasures, but has a keen and sharp wit, as well as a shrewd understanding of reality.

Wallac will be extremely friendly, incredibly grateful to the PCs for their aid and deeply, deeply relieved that they have set him free from the dank, freezing cell. He seems to have nothing whatsoever of the sense of snobbery or aloofness of many nobles. Wallac considers himself a man of the common people, and of the future.

A Heal or Spot check (DC 10) will let the PCs see that he is pale, shaking somewhat and looking dangerously ill.

More detailed examination will see that Wallac has been drugged – though not dangerously, but it seems to be making him weak and sickly. His mental facilities are all intact, though he is much the worse for wear.

Magical means of healing seem to have little effect – any advanced healers will see that it needs rest to wear off, nothing more and nothing less.

Wallac is capable of making the journey back, and will never protest or complain about his difficulties.

Wallac will quiz them closely on anything they have found out or know about the would-be assassins and their motives- and when he find's out that Harnashir has also been the target of an attack his eyes will bulge, and he will whisper quickly:

“As well? By the gods...”

His face darkens with anger and rage starts to harden in his eyes, before he continues, barely

above a breath:

"Milos...the dog..."

His tone steadies and his eyes become like glass. "We have to leave here, now, we have to hurry!" he says.

Wallac appears resolutely convinced of his course of action. There is nothing else to be found here.

A Gift I Give

If the PCs performed the Appeasement ritual, upon their re-emergence from the cells with Wallac (regardless if the rest has been explored or not) present the following to the PC that performed it:

You feel your gaze being drawn toward the water of the stream nearest to you- an uneasy sense of foreboding starting to play on your mind.

It is then you realize that flowing river has come to a halt, its cascading flood over the edge of Proshcan De'rmar into the Gearnat ceasing in an instant, its water starting to twist and swirl and spin. The vortex starts to rise above the plateau, the wind gusting out from it whipping at your clothes.

Before you can react, a torrent of the water blasts out violently from the spout, spurting toward you in a tapering jet. The spray shoots at your arm with a terrifying speed...and then halts the second it covers your hand.

The water seems to slow, and then solidify, first to ice, and then to cold steel. As you wrench your arm back from the jet you see, now clutched in your fingers a long, glimmering dark blue trident laced with veins of dancing silver.

All noise but the wind as it howls in your ears seems to fade into the background, then a voice booms through your skull, every word as leaden and deep as peals of thunder rolling out across the sky.

"Release you have given me, so spared will you be of the wrath of the Storm's End in this time, while the wind and the wave keeps you in its thoughts.

"But a short memory do we have. One ship is as another out upon the cresting sea. Go from this place, before you are forgotten.

"Keep this token of my thanks – the men who left it in my keeping have long left these lands. Perhaps in the hands of a new wielder will the Rider on the Storm reign the fury of my father down once again."

"Now.... Begone."

Area 4. The Stairs to the Sea

Unless the PCs are capable of flight, or leaping (this would most likely require the *jump* spell or similar), or otherwise managing to cross the 50 foot gulf to the mainland the PCs' only recourse will be to climb down to the base of Proshcan De'rmar.

Any PCs looking will see that the land appears stable and, more importantly there are several small boats upended on the surface. As unappealing as this may seem- if they cannot cross the gulf, the boats may be their only way to the land...

Read aloud or paraphrase the following:

You inch carefully further and further down the long winding staircase as it twists and reels around Proshcan De'rmar, the dizzying plummet toward the sea an inescapable reminder of the consequence of a single errant footstep.

The roar of the Breakers as they crash and foam against the rocks below, growing nearer and nearer, gradually begins to swallow almost all the other noises of the storm completely.

After what seems like an age of clinging to the face of Proshcan De'rmar - its summit now looming far up overhead - you reach the base of the great rock.

The ten feet of smooth stone jutting out from the base seems has managed to keep the three small boats safe, but the question as to whether this will be enough to brave the heaving sea - even for so short a journey - remains unanswered and entirely unsure.

The nearest safe landfall lies about seventy feet or so away and the boats can carry 3-4 people each.

To steer the boat successfully through the storm will take 3 successive Profession (sailor) checks (DC 14) at APL 2 or (DC 16) APL 4 and up.

If failed the boat will drift and founder for a round, and if the next check is also failed the boat will overturn and passengers will be thrown into the sea.

If the PCs thrown overboard can make a Swim check (DC 14 + APL), they will eventually manage to make their way to the shore after much gasping and spluttering.

Failing even that the PCs will slip underwater and start to drown. The land is close enough that they will in the end be thrown up unconscious onto the beach, but they will take the following Subdual damage from drowning:

APL	Subdual Damage
2	2d6
4	4d6
6	7d6
8	10d6
10	14d6

If the PCs possess the Rider of the Storm then the boat in which it is carried automatically succeeds the Profession (sailor) check seeming to cut effortlessly across the top of the waves.

If the boat containing Wallac Relaster is upturned then assume he makes his Swim Check.

Encounter Six: Storm Haven

The PCs next action should be to return with Wallac Relaster to the Red Tower for the meeting

They by now may, or may not, be armed with the knowledge that Daius Sejanus is preparing to assassinate Paradd Carbani at the meeting in Stormhaven.

After a brief climb back up along the cliffs the PCs will make it back on track - and it should take them another six to seven hours of forced march back down the coast to Sornhill.

Assuming they have made no unusual detours - which Wallac will greatly oppose - they will arrive just prior to Sejanus making his play - and, hopefully, in time to prevent the Provost Arbiter's death.

Reaching Sornhill

The Saltirn Bridge has been hastily cobbled back together with wooden planks and duckboards, and, although unstable and shaky, it serves its purpose in getting most traffic across into Haven Town.

Sornhill is a complete mess - flooded, the harbour smashed and dozens of houses and shops completely ruined.

Up in High Town though, things seem to have been mostly spared, though the PCs will notice that there seem to be far fewer guards on duty than usual - quite a considerable number in fact.

If the PCs inquire about this it is down to a few reasons: the great advancement of Free State Army westward into the Volanots being the main one. More are employed with the aftermath in the storm - helping bring the harbour, the bridges and the rest of the crucial facilities of the port back into action.

The Red Tower

When the PCs arrive at the Red Tower they will be given entry right away by the guards.

The room in which the meeting is being held is the audience chamber on the third floor - See Map 4.

Paradd Carbani, Milos, Harnashir, several of their guards and some of their courtiers are already gathered - but most of those coming have not yet arrived, so the room is far from full yet.

All five of Paradd's remaining guards were drugged this morning at breakfast by Grunt'hir - to the point where all of them are feeling faint and uncoordinated, but not quite ill - currently they appear more or less fine, but should combat break out they will be next to useless.

Wallac, faint from hunger and the drugging will also be little use in fight. The poison has already been poured into the goblets of Harnashir, Kiernan Dernail and Hadrel. Sejanus is currently in the process of administering Paradd's goblet with the same toxin (he has been moving anti-clockwise around the room).

If the PCs are unaware of the planned assassination

As soon as the PCs enter with Wallac Relaster, Sejanus, disguised as a serving man, will realize that something has gone very deeply wrong. After pouring Carbani's wine Sejanus will freeze, and not budge from the Provost Arbiter's shoulder.

Paradd's eyes will light up at the PCs' entrance - he will exclaim Wallac's name and demand to know what had happened and if they have found anything out about who was behind the attacks.

A Spot check (DC 20) in Milos' direction will notice a look of pure loathing passing between him and Wallac as this happens.

Shortly after the PCs enter Paradd, while quizzing them, will start to sip from his goblet, followed by the other's whose glasses have already been poured.

The PCs may notice a few things at this point with a successful Spot check (DC 15) - one being that only those four are drinking; another that no one else's glasses have been poured, and another that the wine server has not moved from Carbani's shoulder since they entered the room.

Two seconds later all four will start to cough and splutter, suffering from:

Wyvern Poison: Fort DC 17; Initial Damage 2d6 Con; Secondary 2d6 Con.

Having been distilled to react in wine, the poison reacts strangely in Harnashir's glass of water - merely fizzing and rendering him incapacitated rather than hurt.

What the PCs do next is up to them. Assisting any one of the poisoned NPCs will bring the assassins whirling into action.

The Assassins Strike

If and when the PCs attack or in any other way directly disrupt the death of the poisoned the four assassins will leap into action.

Daius Sejanus will pull out a locking garrote in a lightning fast movement, lock it around Paradd's neck, drop him choking to the floor and whip out the Arbiter's rapier from its sheath.

Two of Paradd's guardsmen will then drop to their knees and start vomiting. Tadreych, disguised as a butler, will step forward and plunge his knife into the back of Harnashir's last guard.

Hadrel will start to rise to see to Harnashir, and at that point Grunt'hir, having taken the place of one of the Carbani guards will heft his halberd and swing it into the side of his head, killing him instantly.

Andalleth, also disguised as a butler, will attempt to sneak attack the nearest of the PCs that he can - note he only gets a 5 foot step before this as it is a surprise round.

The Assassins will try and do this all in a single surprise round.

After this they will focus their attacks entirely on the PCs. The PCs have been identified them as the primary threat and they will finish them off before returning to the NPCs.

Wallac will be capable of only partial actions, and all attacks will be at a -6 penalty in his current state - at times he looks upon the point of collapse.

Milos and his guard will back slowly toward the door – currently Milos has very few spells memorized (he got next to no sleep last night, as well as not expecting any form of combat- the spells he does have prepared mostly have little practical use here) so there is very little he can do. He will duck and weave and his guards will hold their actions to prevent an attack on their master – which will not come until the PCs have all been slain.

The rest of Carbani's guards are in much the same situation as Wallac from the drugging – and two more will collapse two rounds into the fight - leaving only one.

The other NPCs are unarmed and unarmoured - they will try and run to get help- which will, of course, not arrive in time, or vainly try to help the choking Paradd, or the other injured or dead NPCs.

Paradd Carbani will continue to kneel choking, clawing at his neck - taking damage each round per Appendix 4, until the PCs either disable it or he dies, unless, however, the PCs were able to interrupt the proper locking of the Garrotte (see below).

This may be close to impossible for some parties - so interrupting Sejanus beforehand may be their only hope to save Paradd's life.

If the PCs are aware of the planned assassination

The encounter should play mostly as above, but Sejanus and his men may instead be forced into action as soon as the PCs show any knowledge of the attack - this will make it less smooth and more staggered - and give the PCs a better chance to act.

Aware of the poison the PCs' first move will most likely be to warn those present before they drink. This will of course spur the assassins into action.

PCs stating their interest will notice that the wine server does not move from Paradd once he has poured. Without the poison, the chances of Paradd surviving are vastly increased, however.

They may succeed in interrupting the entire act if they move shrewdly enough- but the assassin's first actions will still be the same as listed.

Each PC may see one of the following with a successful Spot Check:

DC 12 + APL – One of those Carbani guards behind Paradd is a Half Orc, and one you definitely did not see at Elverd's Stead.

DC 18 + (APL x 2) – The serving man beside Paradd looks to be reaching for something in his shirt.

DC 16 + APL – One of the waiters by the door eyes widened suddenly when you entered with Wallac.

DC 15 – The water in Harnashir's glass is fizzing (the poison reacts differently in water).

If the PCs are quick enough to attack Sejanus before, or as he, locks the garrote around Paradd's neck then he fails to do it correctly. The Provost will be incapacitated but will not take the damage each round.

Sejanus will however notice this after three rounds and, if he gets a clear and risk free opportunity, return to try and finish him with his knife.

APL 2 (EL 5)

- **Tadreych**: human male War1: hp 8; see Appendix 1
- **Daius Sejanus**: human male Ftr2/Rog1; hp 19; see Appendix 1
- **Grunt'hir**: half-orc male Ftr 2: hp 17; see Appendix 1
- **Andalleth**: human male Rog1/Ftr1; hp 12; see Appendix 1

APL 4 (EL 8)

- **Tadreych**: human male War3: hp 17; see Appendix 1
- **Daius Sejanus**: human male Ftr1/Rog3; hp 24; see Appendix 1
- **Grunt'hir**: half-orc male Ftr 4: hp 36; see Appendix 1
- **Andalleth**: human male Rog1/Ftr3; hp 21; see Appendix 1

APL 6 (EL 9)

- **Tadreych**: human male Rog5: hp 36; see Appendix 1
- **Daius Sejanus**: human male Ftr4/Rog3; hp 60; see Appendix 1
- **Grunt'hir**: half-orc male Ftr 5: hp 60; see Appendix 1
- **Andalleth**: human male Ftr4/Rog1; hp 44; see Appendix 1

APL 8 (EL 12)

- **Tadreych**: human male Rog2/Ftr4/Rgr1: hp 48; see Appendix 1
- **Daius Sejanus**: human male Ftr4/Rog5; hp 60; see Appendix 1
- **Grunt'hir**: half-orc male Ftr 7: hp 60; see Appendix 1
- **Andalleth**: human male Rog2/Ftr4/Rgr1; hp 48; see Appendix 1

APL 10 (EL 13)

- **Tadreych**: human male Rog9: hp 8; see Appendix 1
- **Daius Sejanus**: human male Ftr4/Rog 5/Rgr1; hp 72; see Appendix 1
- **Grunt'hir**: half-orc male Ftr 10: hp 84; see Appendix 1
- **Andalleth**: human male Rog6/Ftr4; hp 72; see Appendix 1

All APLs –

☛ Paradd Carbani: human male Arst3/Exp3; see Appendix 3:

☛ Elias Hadrel: human male Clr 3; hp 11; see Appendix 3:

Conclusion

If Paradd Carbani's murder was prevented

Once the assassins have been dispatched, the wounded have been healed or stabilised and the room seems secure, a shouting row between Wallac and Milos will break out - Wallac all but accusing Milos of planning this entire thing so as to secure his accession to the Barony.

Milos will soon turn and start to storm out of the when Wallac will say;

"Yes, Milos, you never did have much of a problem running away to hide from things. "

Milos will stop and turn back, but before he can answer Paradd Carbani will demand silence;

(Note: In the unlikely event the PCs were somehow able to kill Sejanus before the first round of combat - therefore not garrotting Carbani he will obviously not have the neck injury and the text will need modified)

Pulling himself upright, the young arbiter, an ugly purple bruise framing his neck, croaks out hoarsely:

"Enough! No one shall leave this room until I have had answers."

His voice splutters into a cough, and then he continues, growling, glaring briefly at each claimant in turn.

"There will be no leaping to conclusions, or spluttering with self righteous indignation."

Paradd looks directly toward you, idly fingering the scar around his neck.

"Thrice I am in your debt now- but I must know everything that has happened. What did you find out - and where was Wallac?"

He breaks down into a hacking wheeze once more.

"Everything, leave nothing out."

If the PCs mention any of the documents they may have found he will demand to see them and take them as evidence. Paradd will probe deeply for any pieces of information, and then sit silent for a moment, before saying:

"It would seem that all that I had feared is true, though even I did not expect my worries to be realised so soon, and in such a...vivid manner."

Paradd pauses, saying nothing but holding the gaze of each of the Relasters intensely, before passing on to the next - his eyes searching, probing for some revelation or, perhaps, confession.

"We came here to resolve a conflict," he continues, "But there will be no resolution of this today, that much is certain.

"By the prerogative appointed in me by His Noble Authority Jian Destron - my decision on this matter is withheld. I think I have more than enough justification for caution now. Despite what others may think."

At this his stare lingers on Milos.

Paradd slowly rises and walks toward the door.

If the PCs were unable to present the murder of Hadrel by Grunt'hir add the following in:

Paradd stops and kneels by the body of the Hadrel, resting his hand on the old priest's lifeless chest, then whispers, 'It was not your time, old friend.

"But... there is one decision I can make," he says louder, taking a painful breath, and glowering at the corpse of the Half Orc who murdered him.

Any half-euroz PCs will notice his eyes flick toward them at this point, filled with loathing.

Paradd will say nothing further but leave with several of the Red Tower's guardsmen to one of his father's townhouses. The room will be abuzz will discussion and argument- some extremely volatile.

This is a very free flowing encounter, so the DM should tailor it to suit the outcome of the module.

There will be those suspicious about each of the claimants; some will even suspect Carbani of staging the entire event merely to keep control of Norland.

If the documents in Sejanus's lair were found and presented to Paradd the discussion will be even more heated - and all three claimants will be interested in a private conversation with the PCs to know if what they revealed to Paradd was everything they found.

If they were not handed over each of candidates will be deeply desirous to possess them, if their existence is revealed – and they will be deeply, deeply grateful if they receive them. Obtaining the inside information would be a great political coup for any of the candidates, as well as a source of revenge for the wronged and the ridding of evidence for the guilty.

The House Carbani factor, Horatio Tokren will speak to the PCs in one of the private rooms to the side. He will give them the reward, as was offered for finding Wallac, plus a further 100 gold pieces and tell them that House Carbani is deeply in their debt for going so far and above the call of duty - and they will not be ungracious about helping the PCs in the future.

He will carefully avoid looking any Half Orcs in the eye as he says this, however.

If Paradd Carbani was killed

Once the assassins have been dispatched, the wounded have been healed or stabilised and the room seems secure, the scene will erupt a complete pandemonium of recrimination, accusation and bickering. Outright

violence between the three claimants is only averted by the arrival of the Red Tower guards

Wallac, Milos and Harnashir Relaster will all commend the PCs for their skill and effort, however unfortunate the result was- and, if they found the documents in Proshcan De'rmarr try to convince the PCs to let them have them for examination.

Each one of the claimants has a deep and vested interest in finding out the truth behind what was gone here (or perhaps in concealing it) so will try to use as many means as they can to get hold of the missives – as political ammunition, out of desiring to find out who the murderer is, or who their were kidnappers etc.

Wallac and Milos will each offer 200gp and their gratitude for this. Harnashir will offer nothing but the blessing of Pholtus.

If the PCs wish to turn them over to the authorities then the most senior officer of the Free State currently in Stormhaven - with Hazerhaz and most of his officers with the army to the west, will be Altern Rynward Lassaren. The only reward the PCs will receive for this will be their thanks.

Paradd's factor Horatio (See Appendix 3) will guide the PCs off to a private room and speak to them when he gets the chance:

A single tear runs down the cheek of the slight Oeridian man as he guides you in and shuts the door.

"I thank you, my friends, for what help you were able to provide. You will be given the money you were promised yesterday- let it never be said that House Carbani does not pay its debts. Whatever the result may have been."

He takes out a small key and opens a lockbox in the corner, from which he takes the money, owed you.

"Is there anything that needs dealt with?"

If the PCs offer him the documents, or tell him what they found out he will recommend they go to the authorities with it.

Aside from this there are no answers to be found but what the PCs can provide. Wallac gleaned nothing but abuse from his captors and is in need of rest in any case.

If the PCs took any long detours or delays (two hours or more)

The PCs will arrive back at Sornhill to find that Stormhaven has been the sight of a massacre.

Paradd Carbani, Harnashir, Dernail and Hadrel have all been killed along with a good number of their guards, the assassins escaping quickly and disappearing into the streets. Only Milos and one of his guards survived with flesh wounds. Any attempts to approach the Carbani for the reward promised them will be met with blank silence.

Wallac will thank the PCs deeply for their aid good rest and recovered from the drugging. Still

appearing greatly drained and saddened by the events of the past few days he will ask the PCs about what, if anything, they discovered about the assassins and ask after the documents, offering them 200gp in exchange for them. The PCs can again turn them over to Altern Rynward.

If they wish to seek Milos Relaster out he will see them in his quarters in one of the outer rooms of Stormhaven (having judged the Red Tower unsafe). He will be polite but interrogatory to the PCs, probing deeply to find out what they know about what happened and offer them 200gp in exchange for the documents if they mention them (if they still have them – chance should favour Wallac being able to ask them first).

If asked about what transpired Milos will say little, only that several in the room started spluttering and coughing before he was knocked unconscious from a sap to the head.

Several in the room it seems were poisoned – several men and half euroz disguised as guards and serving men finished off the rest.

Apart from that there is little that can be found out.

The End

Campaign Consequences

Fill in the following and return to tmoore@onnwal.org.uk via email. If you do not fill these in then your run of the module will not affect the campaign. Feedback on this module will also always be welcome

What was the fate of Castamere and those with him?

Dead Captured Escaped

What was the fate of the Spirit of Proshcan De'rmarr?

Killed Appeased Other: _____

What became of Ehlissa and the remaining guards?

Dead Captured Escaped

Was Wallac Relaster Rescued?

Yes No

How many of the Letters were found in Proshcan De'rmarr?

All of them None of them Some of them: _____

What was the fate of Darius Sejanus?

Dead Captured Escaped

Was the assassination of Paradd Carbani prevented?

Yes No

If the Letters were found, to whom were they given?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter One: Fight them on the Beaches

Save Harnashir Relaster from the assassins

APL 2:	60 XP
APL 4:	90 XP
APL 6:	150 XP
APL 8:	210 XP
APL 10:	240 XP

Encounter Five: Ware the Breakers

Defeating the Assassins

APL 2:	150 XP
APL 4:	210 XP
APL 6:	300 XP
APL 8:	330 XP
APL 10:	420 XP

Receiving the Rider of the Storm for the Appeasement ritual:

APL 2:	30 XP
APL 4:	30 XP
APL 6:	30 XP
APL 8:	30 XP
APL 10:	30 XP

Encounter Six: Stormhaven

APL 2:	150 XP
APL 4:	240 XP
APL 6:	270 XP
APL 8:	350 XP
APL 10:	390 XP

Discretionary Roleplaying Award

APL 2:	60 XP
APL 4:	105 XP
APL 6:	150 XP
APL 8:	195 XP
APL 10:	240 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

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 Equipment. 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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Maximum Treasure Totals

The Maximum amount of treasure that a player character is able to take away from this module is linked to the APL at which the module is played. These totals are:

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp

Treasure Key

Encounter One

APL 2: Loot: 30 gp; Coin 0; Magic: 0;

APL 4: Loot: 79 gp; Coin 1 gp; Magic: 0;

APL 6: Loot: 220; Coin 1 gp; Magic: 0;

APL 8: Loot: 220; Coin 1 gp; Magic: 0;

APL 10: Loot: 220; Coin 1 gp; Magic: 0;

Encounter Four

APL 2: Loot: 0; Coin 1 gp; Magic: 0;

APL 4: Loot: 0; Coin 1 gp; Magic: 0;

APL 6: Loot: 0; Coin 1 gp; Magic: 0;

APL 8: Loot: 0; Coin 1 gp; Magic: 0;

APL 10: Loot: 0; Coin 1 gp; Magic: 0;

Encounter Five

APL 2: Loot: 41 gp; Coin 40 gp; Magic: 0

APL 4: Loot: 41 gp; Coin 40 gp; Magic: *scroll of bull's strength (19 gp), potion of cure light wounds (4) (6 gp each), scroll of shield, scroll of colour spray (2) (3 gp), scroll of sleep (3 gp).*

APL 6: Loot: 132; Coin 40 gp; Magic: *2 x scroll of haste (2) (47 gp each), scroll of cat's grace (2) (19 gp each), scroll of dispel magic (47 gp), potion of cure moderate wounds (5) (37 gp each), scroll of invisibility (19 gp).*

APL 8: Loot: 118; Coin 40 gp; Magic: *2 x scroll of haste (2) (47 gp each), scroll of cat's grace (2) (19 gp each), scroll of dispel magic (47 gp), potion of cure moderate wounds (5) (37 gp each), scroll of invisibility (19 gp) +1 bastard sword (290gp)*

APL 10: Loot: 118; Coin 40 gp; Magic: *2 x scroll of haste (2) (47 gp each), scroll of cat's grace (2) (19 gp each), scroll of dispel magic (47 gp), potion of cure moderate wounds (5) (37 gp each), scroll of invisibility (19 gp), +1 bastard sword (290gp).*

The Rider of the Storm

The qualities of this magnificent trident seem mysterious as its origin. A deep shade of blue that seem to radiate translucently from within, any wield it feel almost as if it is shifting within their grasp. Thin veins of dancing silver run end to end, weaving an intricate web that changes before your very eye.

Whatever causes this unusual effect remains unknown. In combat it functions as a masterwork trident and is considered blessed by Procan.

Cost 500 gp

Encounter Six

APL 2: Loot: 33 gp; Coin 40 gp; Magic: 0 gp.

APL 4: Loot: 33 gp; Coin 40 gp; Magic: *potion of cat's grace (3) (19 gp each), potion of bull's strength (2) (19 gp each), potion of blur (19 gp).*

APL 6: Loot: 320 gp; Coin 40 gp; Magic: *potion of cat's grace (4) (19 gp each), potion of invisibility (19 gp), potion of haste (4) (47 gp each), potion of bull's strength (4) (19 gp each), potion of cure moderate wounds (4) (19 gp each), potion of blur (19 gp), potion*

of endurance (4) (19 gp each).

APL 8: Loot: 377 gp; Coin 40 gp; Magic: *potion of cat's grace (4) (19 gp each), potion of invisibility (19 gp), potion of haste (4) (47 gp each), potion of bull's strength (4) (19 gp each), potion of cure moderate wounds (4) (19 gp each), potion of blur (19 gp), potion of endurance (4) (19 gp each), + 1 mithril chain (262gp)*

APL 10: Loot: 377 gp; Coin 40 gp; Magic: *potion of cat's grace (4) (37 gp each), potion of invisibility (37 gp), potion of haste (4) (47 gp each), potion of bull's strength (4) (37 gp each), potion of cure moderate wounds (4) (37 gp each), potion of blur (37 gp), potion of endurance (4) (37 gp each) + 1 mithril chain (262gp).*

Conclusion

For Rescuing Wallac Relaster and Returning with him in the time Paradd asked:

APL2:	200 gp
APL4:	300 gp
APL6:	400 gp
APL8:	625 gp
APL10:	1,000 gp

For Saving Paradd Carbani's Life:

100 gp per PC.

Two Regional Influence Points with Paradd Carbani

For Finding the Documents in Proshcan De'rmar and handing them over to Paradd Carbani:

One Regional Influence Point with Paradd Carbani.

For Finding the Documents in Proshcan De'rmar and handing them over to Milos Relaster:

200 gp per PC.

One Regional Influence Points with Milos Relaster.

For Finding the Documents in Proshcan De'rmar and handing them over to Wallac Relaster:

200 gp per PC.

One Regional Influence Point with Wallac Relaster.

For Finding the Documents in Proshcan De'rmar and handing them over to Harnashir Relaster:

One Regional Influence Point with Harnashir Relaster.

One Regional Influence Point with Purcendd Kerondas, High Priest of Pholtus.

For Performing the Appeasement Ritual and Freeing the Spirit of Proshcan De'rmar:

Regional Influence Point with the Established Church of Procan: In freeing such a Holy place to the

Sender of Storms you have earned a great respect among his followers.

Appendix One:

NPCs

APL 2

Encounter 1: Fight them on the Beaches (EL2)

☛ **Harnashir Relaster, Ftr2:** CR 2; Medium Size Humanoid (Human); HD 2d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 14, touch 12]; Atk +7 melee (1d10+4 [x3], masterwork halberd); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Jump +2, Knowledge (religion) +1, Ride +4, Swim +5; Improved Initiative, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: chain shirt, masterwork halberd (with a crescent moon point).

☛ **Bodyguards, Male Human Ftr1 (3):** CR 1 Medium Size Humanoid (Human) HD 1d10+3; hp 13; Init +0; Spd 30 ft.; AC 15 [flat-footed 13, touch 10]; Atk +1 melee (1d4 [19-20/x2], dagger) or +2 melee (1d8 [19-20/x2], longsword); AL LG; SV Fort +5 Ref +0 Wil +0; Str 11, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump -2, Listen +2, Spot +2; Endurance, Quick Draw, Weapon Focus (longsword).

Possessions: Dagger, large wooden shield, longsword, studded leather armor.

☛ **Castamere, Human Male Rog1/Ftr1:** CR 2 Medium Size Humanoid (Human) HD 1d6+2 plus 1d10 +2; hp 18; Init +2 (+2 Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11] Atk +4 melee (1d8+3 [18-20/x2], garrotte [wire]) +5 melee (1d10+4 [19-20/x2], bastard sword); AL LE; SV Fort +5 Ref +5 Wil -1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance +3, Bluff +4, Disguise +4, Hide +3, Innuendo +2, Intimidate +3, Jump +4, Listen +4, Move Silently +3, Ride +3, Search +3, Spot +4, Swim +1, Tumble +2; Exotic Weapons Proficiency (bastard sword), Exotic Weapon Proficiency (garrotte), Power Attack.

Possessions: Wire garrotte, studded leather armour, bastard sword.

☛ **Orc Assassins, Male War1 (6):** CR 1/2; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 15 [flat-footed 14, touch 11]; Atk +3 melee (1d8+2 [19-20/x2], longsword); SA Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +0, Listen +4, Move Silently +0; Alertness.

Possessions: Leather armour, large steel shield, longsword.

Encounter 5: Ware the Breakers (EL 4)

☛ **Human Assassins, Male Human War1 (3):** CR 1/2; Medium Size Humanoid (Human) HD 1d8; hp 9; Init +3 (+3 Dex); Speed 30 ft.; AC 16 [flat-footed 13, touch 13]; Atk +3 melee (1d6 [19-20/x2], short sword) or +4 melee (1d4+2 [19-20/x2], dagger) or +4 ranged (1d4+2 [19-20/x2], dagger) or +4 melee (1d8 [18-20/x2], garrotte [wire]); AL LE; SV Fort +3 Ref +3 Wil +0; Str 10, Dex 16, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Spot +2, listen +2; Exotic Weapon Proficiency (garrotte), Weapon Finesse (garrotte),

Possessions: Studded leather, short sword, dagger, wire garrotte.

☛ **Ehlissha, Female Human Sor1:** CR 1; Medium Size Humanoid (Human) HD 1d4+5; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 13 [flat-footed 10, touch 13]; Atks +3 ranged (1d8 [19-20/x2], light crossbow); AL LE; SV Fort +2 Ref +3 Wil +1; Str 8, Dex 16, Con 14, Int 10, Wis 8, Cha 18

Skills and Feats: Concentration +8, Knowledge (arcana) +5, Listen +2, Spellcraft +5, Spot +2; Alertness (with familiar), Combat Casting, Toughness.

Spells (5/4 DC = 14 + spell level): 0- *daze, detect magic, light, ray of frost, read magic; 1st- mage armour, cause fear.*

Possessions: Traveller's outfit, light crossbow, money pouch with 10gp (in Ahlissan Nobles).

☛ **Visceris, Male Orc Rog1:** CR 1; Medium Size Humanoid (Orc) HD 1d6+3; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 15 [flat-footed 13, touch 12]; Atk +3 melee (1d6 [19-20/x2], short sword) or +3 (1d8 [18-20/x2]), garrotte [wire]); SA Sneak attack +1d6; AL LE; SV Fort +3, Ref +4, Wil -1; Str 16, Dex 14, Con 16; Int 12; Wis 8 Cha 8

Skills and Feats: Disguise +1, Escape Artist +4, Forgery +3, Gather Information +1, Hide +6, Innuendo +1, Intimidate +1, Intuit Direction +1, Listen +3, Move Silently +6, Open Lock +3, Search +2, Spot +3, Tumble +6, Move Silently +6, Tumble +6; Exotic Weapon Proficiency (garrotte).

Possessions: Studded leather, short sword, dagger, wire garrotte

☛ **Water Elemental, Medium:** hp 30; see *Monster Manual*.

Encounter 6: Storm Haven (EL6)

☛ **Tadreych, Male Human War1:** CR 1/2; Medium Size Humanoid (Human) HD 1d8; hp 8; Init +3 (+3 Dex); Speed 30 ft.; AC 16 [flat-footed 13, touch 13]; Atk +1 melee (1d6 [19-20/x2], short sword) or +4 melee

(1d4 [19-20/x2], hand crossbow); AL LE; SV Fort +2 Ref +3 Wil -1; Str 10, Dex 16, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +1, Listen +1, Spot +1, Swim -2, Exotic Weapon Proficiency (hand crossbow), Point Blank Shot.

Possessions: Studded leather, short sword, dagger.

☛ **Daius Sejanus Male Human Ftr2/Rog 1:** CR 3; Medium Size Humanoid (Human) HD 2d10 plus 1d6; hp 23; Init +4 (+4 Dex); Speed 30 ft.; AC 16 [flat-footed 12, touch 14]; Atk +7 melee (1d6+1 [18-20/x2], masterwork rapier); or +4 melee (1d6+1 [19-20/x2], short sword [Off hand]); or +6 ranged (1d4 [19-20/x2], hand crossbow) or +3 (1d8 [18-20/x2]), garrote [locking]; SA Sneak attack; AL LE; SV Fort +3, Ref +7, Wil +0; Str 12, Dex 18, Con 11, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +6, Bluff +5, Climb +2, Disguise +5, Handle Animal +4, Hide +5, Jump +2, Listen +2, Move Silently +6, Ride +5, Sense Motive +2, Spot +2, Swim -2, Tumble +6, Ambidexterity, Quick Draw, Two Weapon Fighting, Weapon Finesse (rapier), Weapon Finesse (short sword).

Possessions: Locking garrote, leather Armour, short sword, masterwork rapier (grabbed from Paradd's Sheath).

☛ **Grunt'hir, Male Half-Orc Ftr 2:** CR 2; Medium Size Humanoid (Human) HD 2d10 +2; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Speed 20 ft.; AC 16 [flat-footed 14, touch 12]; Atk +4 melee (1d10+3 [x3], halberd); AL LE; SV Fort +5 Ref +2 Wil -1; Str 14, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +0, Handle Animal +1, Jump +0, Ride +5, Swim -6; Expertise, Improved Initiative, Improved Trip.

Possessions: Scale armour, halberd

☛ **Andalleth, Male Human Warr:** CR 1/2; Medium Size Humanoid (Human) HD 1d8; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 16 [flat-footed 13, touch 13]; Atk +1 melee (1d6 [19-20/x2], short sword) or +3 (1d8 [18-20/x2]), garrote [wire]; AL LE; SV Fort +2 Ref +3 Wil -1; Str 10, Dex 16, Con 10, Int 10, Wis 8, Cha 10

Skills and Feats: Climb +0, Handle Animal +1, Intimidate +1, Listen +1, Spot +1, Swim -3; Exotic Weapon Proficiency (garrote), Weapon Finesse (garrote).

Possessions: Studded leather, buckler, short sword, dagger.

APL 4

Encounter One: Fight them on the Beaches. (EL 3)

☛ **Harnashir Relaster, Ftr2:** CR 2; Medium Size Humanoid (Human); HD 2d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 14, touch 12]; Atk +7 melee (1d10+4 [x3], masterwork halberd); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Jump +2, Knowledge (religion) +1, Ride +4, Swim +5; Improved Initiative, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: chain shirt, masterwork halberd (with a crescent moon point).

☛ **Orc Assassins, Ftr1 (6):** CR 1, Medium humanoid (6 ft. tall); HD 1d10+4; hp 14; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 [flat-footed 14, touch 11]; Atk +3 melee (1d8+1 [x2/19-20], longsword); SA Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Improved Initiative, Toughness.

Possessions: Leather armour, large steel shield, longsword.

☛ **Castamere, Human Male Rog1/Ftr1:** CR 2 Medium Size Humanoid (Human) HD 1d6+2 plus 1d10+2; hp 18; Init +2 (+2 Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11]; Atk +4 (1d8+3 [18-20/x2]), garrote [wire], +5 melee (1d10+4 [19-20/x2]), bastard sword); AL LE; SV Fort +5 Ref +5 Wil -1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance +3, Bluff +4, Disguise +4, Hide +3, Innuendo +2, Intimidate +3, Jump +4, Listen +4, Move Silently +3, Ride +3, Search +3, Spot +4, Swim +1, Tumble +2, Exotic Weapons Proficiency (bastard sword), Exotic Weapon Proficiency (garrote), Power Attack.

Possessions: Wire garrote, studded leather armour, bastard sword.

☛ **Bodyguards, Male Human Ftr1 (3):** CR 1 Medium Size Humanoid (Human) HD 1d10+3; hp 13; Init +0; Spd 30 ft.; AC 15 [flat-footed 13, touch 10]; Atks +1 melee (1d4 [19-20], dagger) or +2 melee (1d8 [19-20/x2], longsword); AL LG; SV Fort +5 Ref +0 Wil +0; Str 11, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump -2, Listen +2, Spot +2; Endurance, Quick Draw, Weapon Focus (longsword).

Possessions: Dagger, large wooden shield, longsword, studded leather armor.

Encounter 5: Ware the Breakers (EL7)

☛ **Ehlisha, Female Human Sor1:** CR 1; Medium Size Humanoid (Human) HD 1d4+5; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 13 [flat-footed 10, touch 13]; Atk +3 ranged (1d8 [19-20/x2], light crossbow); AL LE; SV Fort +2 Ref +3 Wil +1, Str 8, Dex 16, Con 14, Int 10, Wis 8, Cha 18.

Skills and Feats: Concentration +8, Knowledge (arcana) +5, Listen +2, Spellcraft +5, Spot +2; Alertness (with familiar), Combat Casting, Toughness.

Spells (5/4 DC = 14 + spell level): 0- *daze, detect magic, light, ray of frost, read magic*; 1st- *mage armour, cause fear*.

Possessions: Traveller's outfit, light crossbow, money pouch with 10gp (in Ahlissan Nobles).

☛ **Visceris, Male Orc Rog1/Ftr1:** CR 2; Medium Size Humanoid (Orc) HD 1d6+3 plus 1d10+3; hp 19; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (flat-footed 15, touch 12); Atk +4 melee (1d8 [19-20/x2], longsword) or +5 (1d8+4 [18-20/x2], Garrotte [wire]); SA Sneak attack +1d6; AL LE; SV Fort +5, Ref +4 Wil -1; Str 16, Dex 14, Con 16; Int 13; Wis 8 Cha 8.

Skills and Feats: Disguise +1, Escape Artist +1, Forgery +3, Gather Information +1, Hide +3, Innuendo +1, Intimidate +1, Intuit Direction +1, Jump +3, Listen +3, Move Silently +3, Open Lock +3, Search +2, Spot +3, Tumble +4; Alertness, Exotic Weapon Proficiency (garrotte), Expertise, Point Blank Shot, Power Attack.

Possessions: Short sword, dagger, wire garrotte, *potion of cure light wound*, studded leather armour, large metal shield, masterwork longsword.

☛ **Human Assassins, Male Human Rog2 (3):** CR 2; Medium Size Humanoid (Human) HD 2d6+2; hp 12; Init +3 (+3 Dex); Spd 30 ft.; AC 15 [flat-footed 12, touch 13]; Atk +3 melee (1d6 [19-20/x2], short sword) or +3 melee (1d4+2 [19-20/x2], dagger) or +4 ranged (1d4+2 [19-20/x2], dagger) or +3 (1d8+3 [18-20/x2]), garrotte [wire]; SA Sneak Attack +1d6; AL LE; SV Fort +1 Ref +6 Wil +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Balance +5, Bluff +1, Climb +3, Decipher Script +1, Diplomacy +1, Disable Device +1, Disguise +1, Escape Artist +3, Forgery +1, Gather Information +1, Hide +7, Innuendo +1, Intimidate +1, Intuit Direction +1, Jump +4, Listen +5, Move Silently +7, Open Lock +4, Perform +1, Pick Pocket +3, Search +1, Spot +5, Tumble +7; Exotic Weapon Proficiency (garrotte), Weapon Finesse (garrotte).

Possession: Short sword, leather armour, dagger, wire garrotte, *potion of cure light wounds*.

☛ **Water Elemental, Medium:** hp 30; see *Monster Manual*.

Encounter 6: Storm Haven (EL 8)

☛ **Tadreych, Male Human War3:** CR 2; Medium Size Humanoid (Human) HD 3d8; hp 17; Init +3 (+3 Dex); Speed 30 ft.; AC 17 [flat-footed 13, touch 13]; Atk +3 melee (1d6 [19-20/x2], short sword) or +6 ranged (1d4 [19-20/x2], hand crossbow); AL LE; SV Fort +3 Ref +4 Wil +0; Str 10, Dex 16, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +3, Listen +2, Spot +2, Swim -3; Exotic Weapon Proficiency (hand crossbow), Point Blank Shot, Weapon Focus (hand crossbow).

Possessions: Chain shirt, short sword, hand crossbow, dagger, *potion of cat's grace*.

☛ **Daius Sejanus Male Human Ftr1/Rog 3:** CR 4; Medium Size Humanoid (Human) HD 1d10 plus 3d6; hp 23; Init +4 (+4 Dex); Speed 30 ft.; AC 16 [flat-footed

16, touch 14]; Atk +10 melee (1d6+1 [18-20/x2], masterwork rapier); or +7 melee (1d6+1 [18-20/x2], short sword) or +9 ranged (1d4 [19-20/x2], hand crossbow) or +4 (1d8+2 [18-20/x2]), garrotte [locking]; SA Sneak attack +2d6; SQ Evasion; AL LE; SV Fort +3, Ref +7, Wil +2; Str 13, Dex 18, Con 11, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +13, Bluff +5, Disguise +5, Handle Animal +4, Hide +5, Listen +2, Move Silently +7, Open Lock +5, Sense Motive +2, Spot +7, Swim -1, Tumble +11; Exotic Weapon Proficiency (locking garrotte), Quickdraw, Weapon Finesse (rapier), Weapon Finesse (short sword).

Possessions: Locking garrotte, leather armour, short sword, masterwork rapier (from Paradd's Sheath) *potion of cat's grace*, *potion of bull's strength*, *potion of blur*.

☛ **Grunt'hir, Male Half-Orc Ftr4:** CR 4; Medium Size Humanoid (Human) HD 4d10+8; hp 36; Init +6 (+2 Dex,+4 Improved Initiative); Speed 20 ft.; AC 17 [flat-footed 15, touch 12]; Atk +6 melee (1d10+3 [x3], halberd); AL LE; SV Fort +6 Ref +3 Wil +0; Str 14, Dex 15, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +0, Handle Animal +1, Jump +0, Ride +6, Swim +5; Cleave, Expertise, Improved Initiative, Improved Trip, Power Attack.

Possessions: Chainmail, halberd, *potion of bull's strength*.

☛ **Andalleth, Male Human Ftr3/Rog1:** CR 4; Medium Size Humanoid (Human) HD 3d10+3 plus 1d6+1; hp 30; Init +3 (+3 Dex); Spd 30 ft.; AC 16 [flat-footed 13, touch 13]; Atk +7 melee (1d6 [19-20/x2], short sword) or +4 melee (1d8+2 [18-20/x2]), garrotte [wire]; SA Sneak attack +1d6; AL LE; SV Fort +5, Ref +4, Wil +1; Str 12, Dex 14, Con 13; Int 12; Wis 10 Cha 10.

Skills and Feats: Climb +3, Jump +3, Listen +2, Ride +7, Spot +4, Tumble +6; Exotic Weapon Proficiency (garrotte), Improved Initiative, Quick Draw, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: Short sword, studded leather armour, dagger, wire garrotte, *potion of cure light wounds*.

APL 6

Encounter One: Fight them on the Beaches (EL5)

☛ **Harnashir Relaster, Ftr2:** Medium Size Humanoid (Human); HD 2d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 14, touch 12]; Atk +7 melee (1d10+4 [x3], masterwork halberd); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Jump +2, Knowledge (religion) +1, Ride +4, Swim +5; Improved Initiative, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: chain shirt, masterwork halberd (with a crescent moon point).

☛ **Bodyguards, Male Human Ftr3 (4):** CR 3 Medium Size Humanoid (Human) HD 3d10+12; hp 34; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 15 [flat-footed 15, touch 10]; Atk +4 melee (1d8 [19-20/x2], longsword); AL LG; SV Fort +6 Ref +1 Wil +1; Str 11, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +0, Listen +3, Spot +2; Endurance, Improved Initiative, Quick Draw, Toughness, Weapon Focus (longsword).

Possessions: dagger, large wooden shield, longsword, studded leather armor.

☛ **Orc Assassins, Ftr2 (4):** CR 2, Medium humanoid (6 ft. tall); HD 2d10+5; hp 24; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [flat-footed 18, touch 11]; Atk +4 melee (1d8+2 [19-20/x2], longsword); AL LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -5, Jump -4, Listen +1, Move Silently -6; Dodge, Improved Initiative, Toughness.

Possessions: banded mail, large wooden shield, longsword.

☛ **Castamere, Human Male Rog3/Ftr2:** CR 5; Medium Size Humanoid; HD 3d6+6 plus 2d10+4; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 18 [flat-footed 13, touch 11] Atk +8 melee (1d10+4 [19-20/x2], bastard sword) or +7 melee (1d8+4 [18-20/x2]), garrotte [wire]; AL LE; SV Fort +5 Ref +5 Wil -1; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance +3, Bluff +4, Climb +3, Disguise +4, Handle Animal +0, Hide +8, Innuendo +2, Intimidate +3, Jump +4, Listen +8, Move Silently +8, Ride +3, Search +3, Spot +8, Swim +3, Tumble +4; Combat Reflexes, Exotic Weapon Proficiency (garrotte), Power Attack, Weapon Focus (bastard sword).

Possessions: wire garrotte, large darkwood shield, masterwork bastard sword, studded leather armour.

Encounter 5: Ware the Breakers (EL 10)

☛ **Ehlissha, Female Human Sor5:** CR 5; Medium Size Humanoid; HD 5d4+8; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atk +1 melee (1d6-1, quarterstaff); SA: Summon familiar; AL LE; SV Fort +1, Ref +3, Will +4; Str 9, Dex 15, Con 12, Int 14, Wis 11, Cha 18.

Skills and Feats: Alchemy +5, Concentration +7, Knowledge (arcana) +9, Listen +1, Scry +9, Spellcraft +9; Extend Spell, Improved Initiative, Toughness.

Feats: Improved Initiative, Extra Spell, Toughness.

Possessions: Traveller's outfit, light crossbow, money pouch with 10gp (in Ahlissan Nobles) *scroll of haste (x2)*, *scroll of cat's grace*, *scroll of dispel magic*, *potion of cure moderate wounds (x2)*, *potion of invisibility*.

Spells: (6/7/5, base DC = 14 + spell level): *o-dancing lights*, *detect magic*, *ghost sound*, *light*, *ray of frost*, *read magic*, 1st - *burning hands*, *mage armour*, *magic missile*, *message*, 2nd - *bull's strength*, *cat's grace*, *invisibility*.

☛ **Visceris, Male Orc Rog1/Ftr4:** CR 5; Medium Size Humanoid (Orc) HD 1d6+3 plus 4d10+12; hp 46; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (flat-footed 16, touch 12); Atk +10 melee (1d10+4 [19-20/x2], bastard sword) or +6 melee (1d6+1 [19-20/x2], short sword [Offhand]) or +7 (1d8+4 [18-20/x2]), garrotte [wire]; SA Sneak attack +1d6; AL LE; SV Fort +7, Ref +5 Wil +0; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +5, Disguise +1, Escape Artist +3, Forgery +3, Gather Information +1, Handle Animal +2, Hide +5, Innuendo +1, Intimidate +1, Intuit Direction +1, Jump +6, Listen +3, Move Silently +5, Open Lock +3, Ride +3, Search +2, Spot +3, Swim -4, Tumble +6; Ambidexterity, Exotic Weapon Proficiency (garrotte), Two-Weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Chain shirt, large wooden shield, masterwork bastard sword, wire garrotte, *potion of cure moderate wounds*.

☛ **Nialith, Male Human Ftr5:** CR 5; Medium Size Humanoid (Human) HD 5d10+5; hp 39; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (flat-footed 16, touch 12); Atk +7 melee (1d8+2 [19-20/x2], short sword) or +7 melee (1d4+2 [19-20/x2], dagger) or +7 ranged (1d4+2 [19-20/x2], dagger) or +7 ranged (1d8 [x3], longbow) or +7 (1d8+3 [18-20/x2]), garrotte [wire]; AL LE; SV Fort +5 Ref +3 Wil +1; Str 14, Dex 14, Con 12, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +5, Listen +4, Spot +4, Swim +2; Dodge, Exotic Weapon Proficiency (garrotte), Expertise, Point Blank Shot, Power Attack, Precise Shot.

Possessions: Breastplate, longsword, dagger, longbow, *potion of cure moderate wounds*.

☛ **Adreth, Male Human Rog5:** CR 5; Medium Size Humanoid (Human) HD 5d6+10; hp 32; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (flat-footed 17, touch 13); Atk +7 melee (1d6+1 [18-20/x2], rapier) or +4 (1d8+1 [18-20/x2]), garrotte [wire]; SA Sneak attack +3d5; SQ Evasion, uncanny dodge; AL LE; SV Fort +3 Ref +7 Wil +1; Str 12, Dex 16, Con 14, Int 13; Wis 10, Cha 10.

Skills and Feats: Appraise +3, Balance +7, Bluff +8, Climb +7, Decipher Script +3, Diplomacy +4, Disguise +2, Escape Artist +3, Forgery +3, Gather Information +2, Hide +9, Listen +8, Move Silently +9, Search +3, Sense Motive +1, Spot +8, Swim +3, Tumble +9, Use Rope +4; Exotic Weapon Proficiency (garrotte), Point Blank Shot, Weapon Finesse (rapier).

Possessions: Masterwork rapier, chain shirt, wire garrotte *potion of cure moderate wounds*.

☛ **Dagnarus, Shadow Mastiff:** hp 30; see *Monster Manual*.

☛ **Water Elemental, Large:** hp 68; see *Monster Manual*.

Encounter 6: Storm Haven (EL 9)

☛ **Daius Sejanus Male Human Ftr2/Rog 3:** CR 5; Medium Size Humanoid (Human) HD 2d10 plus 3d6; hp 29; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (flat-footed 18, touch 14); Atk +9 melee (1d6+1 [18-20/x2], rapier) or +8 ranged (1d4 [19-20/x2], hand crossbow) or +5 melee (1d8 [18-20/x2]), garrotte [locking]; SA Sneak attack +2d6; SQ Uncanny dodge (Dex bonus, cannot be flanked); AL LE; SV Fort +4, Ref +7, Wil +2; Str 13, Dex 18, Con 11, Int 10, Wis 12, Cha 16.

Skills and Feats: Balance +13, Bluff +5, Climb +4, Disguise +5, Handle Animal +4, Hide +5, Listen +2, Move Silently +7, Open Lock +5, Sense Motive +2, Spot +7, Swim +1, Tumble +11; Exotic Weapon Proficiency (locking garrotte), Flick of the Wrist, Quickdraw, Quicker than the Eye, Weapon Finesse (rapier).

Possessions: Locking garrotte, chain shirt, short sword, masterwork rapier (from Paradd's Sheath) *potion of cat's grace, potion of bull's strength, potion of blur, potion of haste, potion of cure moderate wounds, potion of endurance.*

☛ **Grunt'hir, Male Half-Orc Ftr5:** CR 5; Medium Size Humanoid (Human) HD 5d10+10; hp 45; Init +6 +2 Dex, +4 Improved Initiative; Spd 20 ft.; AC 19 (flat-footed 18, touch 11); Atk +8 melee (1d10+3 [x3], halberd); AL LE; SV Fort +6 Ref +3 Wil +0; Str 14, Dex 15, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +0, Handle Animal +2, Jump +1, Ride +7, Swim -7; Cleave, Expertise, Improved Initiative, Improved Trip, Power Attack.

Possessions: Full plate, masterwork halberd, *potion of bull's strength, potion of haste, potion of endurance, potion of cure moderate wounds.*

☛ **Tadreych, Male Human Rog5:** CR 5; Medium Size Humanoid (Human) HD 5d6+10; hp 32; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (flat-footed 16, touch 13); Atk +5 melee (1d6+1 [19-20/x2], short sword) or +6 ranged (1d4+1 [19-20/x2], hand crossbow) or +4 melee (1d8 [18-20/x2]), garrotte [wire]; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); AL LE; SV Fort +3 Ref +7 Wil +2; Str 12, Dex 16, Con 14, Int 13; Wis 10, Cha 10.

Skills and Feats: Balance +12, Climb +8, Hide +10, Intimidate +8, Listen +8, Move Silently +10, Spot +8, Swim +4, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (garrotte), Flick of the Wrist.

Possessions: Studded leather armor, masterwork short sword, wire garrotte, hand crossbow, *potion of Haste, potion of cat's grace, potion of bull's strength, potion of cure moderate wounds.*

☛ **Andalleth, Male Human Ftr4/Rog1:** CR 5; Medium Size Humanoid (Human) HD 4d10+8 plus 1d6+2; hp 32; Init +7 (+3 Dex,+4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atk +9 melee (1d6+1 [19-20/x2], short sword) or +7 ranged (1d4 [19-20/x2], hand crossbow) or +7 melee (1d8 [18-20/x2]), garrotte [wire]; SA Sneak Attack +1d6; SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); AL LE; SV Fort +4, Ref +6, Will +0; Str 11, Dex 16, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Spot +6 Listen +6, Hide +6, Move Silently +4, Tumble +11; Combat Reflexes, Exotic Weapon Proficiency (garrotte), Flick of the Wrist, Weapon Finesse (garrotte), Weapon Finesse (short sword).

Equipment: Studded leather armor, wire garrotte, masterwork short sword, hand crossbow, *potion of haste, potion of cat's grace, potion of bull's strength, potion of cure moderate wounds.*

APL 8

Encounter One: Fight them on the Beaches (EL 7)

☛ **Harnashir Relaster, Ftr2:** CR 2; Medium Size Humanoid (Human); HD 2d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 14, touch 12]; Atk +7 melee (1d10+4 [x3], masterwork halberd); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Jump +2, Knowledge (religion) +1, Ride +4, Swim +5; Improved Initiative, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: Chain shirt, masterwork halberd (with a crescent moon point).

☛ **Bodyguards, Male Human Ftr3 (4):** CR 3 Medium Size Humanoid (Human) HD 3d10+12; hp 34; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 15 [flat-footed 15, touch 10]; Atk +4 melee (1d8 [19-20/x2], longsword); AL LG; SV Fort +6 Ref +1 Wil +1; Str 11, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +0, Listen +3, Spot +2; Endurance, Improved Initiative, Quick Draw, Toughness, Weapon Focus (longsword).

Possessions: Dagger, large wooden shield, longsword, studded leather armour.

☛ **Orc Assassins, Ftr4 (4):** CR 4; Medium humanoid (6 ft. tall); HD 4d10+11; hp 39; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [flat-footed 18, touch 11]; Atk +8 melee (1d8+3 [19-20/x2], masterwork longsword); SA Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -5, Jump -4, Listen +2, Move Silently -6; Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, leather armour, large steel shield, masterwork longsword.

☛ **Castamere, Human Male Rog3/Ftr2:** CR 5; Medium Size Humanoid; HD 3d6+6 plus 2d10+4; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 18 [flat-footed 13, touch 11] Atk +8 melee (1d10+4 [19-20/x2], bastard sword) or +6 melee (1d8+4 [18-20/x2]), garrotte [wire]; AL LE; SV Fort +5 Ref +5 Wil -1; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance +3, Bluff +4, Climb +3, Disguise +4, Handle Animal +0, Hide +8, Innuendo +2, Intimidate +3, Jump +4, Listen +8, Move Silently +8, Ride +3, Search +3, Spot +8, Swim +3, Tumble +4; Combat Reflexes, Power Attack, Weapon Focus (bastard sword).

Possessions: Wire garrotte, large darkwood shield, masterwork bastard sword studded leather armour.

Encounter Five: Ware the Breakers (EL 12)

☛ **Ehlissha, Female Human Sorc6:** CR 6; Medium Size Humanoid; HD 6d4+9; hp 28; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atk +2 melee (1d6-1, quarterstaff); SA Summon familiar; AL LE; SV Fort +3, Ref +4, Will +5; Str 9, Dex 16, Con 12, Int 14, Wis 11, Cha 18.

Skills and Feats: Alchemy +5, Concentration +10, Knowledge (arcana) +10, Listen +1, Scry +9, Spellcraft +10; Extend Spell, Improved Initiative, Spell Focus (Evocation), Toughness.

Possessions: Traveller's outfit, light crossbow, money pouch with 10gp (in Ahlissan Nobles) *scroll of haste* (x2), *scroll of cats grace*, *scroll of dispel magic*, *potion of cure moderate wounds* (x2), *potion of invisibility*.

Spells Known: (6/7/6/4; base DC = 14 + spell level [DC = 16 + spell level for *lightning bolt*]; 0- *dancing lights*, *detect magic*, *ghost sound*, *light*, *ray of frost*, *read magic*, 1st- *burning hands*, *mage armour*, *magic missile*, *message*, 2nd- *bull's strength*, *cat's grace*; 3rd- *haste*, *lightning bolt**.

* indicates a spell with a +2 to its DC

☛ **Visceris, Male Orc Rog3/Ftr3:** CR 6; Medium Size Humanoid (Orc) HD 3d10+9 plus 3d6+9; hp 51; Init +2 (+2 Dex); Spd 30ft.; AC 18 (flat-footed 18, touch 12); Atk +5 melee (1d10+3 [19-20/x2], bastard sword) or +8 melee (1d8+4 [18-20/x2]), garrotte [wire]; SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus); AL LE; SV Fort +7, Ref +6 Wil +1; Str 16, Dex 15, Con 14; Int 12; Wis 8 Cha 8.

Skills and Feats: Appraise +3, Climb +7, Disguise +1, Escape Artist +3, Forgery +3, Gather Information +1, Handle Animal +2, Hide +5, Innuendo +1, Intimidate +1, Intuit Direction +1, Jump +6, Listen +3, Move Silently +6, Open Lock +3, Ride +3, Search +2, Spellcraft +2, Spot +8, Swim +4, Tumble +10; Cleave Exotic Weapon Proficiency (bastard sword), Exotic Weapon Proficiency (garrotte), Flick of the Wrist,

Hamstring, Power Attack, Weapon Focus (bastard sword).

Possessions: Chain shirt, large metal shield, +1 bastard sword, wire garrotte, *potion of cure moderate wounds*.

☛ **Nialith, Male Human Ftr6:** CR 6; Medium Size Humanoid (Human) HD 6d10+6; hp 46; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (flat-footed 16, touch 12); Atk +8/+3 melee (1d4+2 [19-20/x2], dagger) or +8/+3 ranged (1d4+2 [19-20/x2], dagger) or +10/+5 melee (1d8+4 [19-20/x2], longsword); AL LE; SV Fort +6 Ref +4 Wil +2; Str 14, Dex 14, Con 10, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +7, Jump -1, Listen +4, Ride +3, Spot +4, Swim +3; Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (longsword), Whirlwind Attack, Weapon Specialization (longsword).

Possessions: Breastplate, Large wooden shield, masterwork longsword, dagger, *potion of cure moderate wounds*.

☛ **Adreth, Male Human Rog5:** CR 5; Medium Size Humanoid (Human) HD 5d6+10; hp 40; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (flat-footed 14, touch 13); Atk +7 melee (1d6+1/18-20, rapier) or +5 melee (1d8+1 [18-20/x2]), garrotte [wire]; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); AL LE; SV Fort +3 Ref +8 Wil +2; Str 12, Dex 16, Con 14, Int 13; Wis 10, Cha 10.

Skills and Feats: Spot +8, Listen +8, Hide +11, Move Silently +11, Tumble +11; Exotic Weapon Proficiency (garrotte), Shield Proficiency, Weapon Finesse (rapier).

Possessions: Masterwork rapier, *potion of cure moderate wounds*, chain shirt, large wooden shield, wire garrotte.

☛ **Dagnarus, Shadow Mastiff Advanced:** CR 5; Large Outsider (Evil); HD 8d8+56; hp 96; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft.; AC 13 (flat-footed 13, touch 11); Atk +9 melee (1d6+8, bite); SA Bay, trip; SQ Shadow blend, Scent; AL NE; SV Fort +7, Ref +5, Wil +5; Str 25, Dex 12, Con 21, Int 4, Wis 12, Cha 13.

Skills and Feats: Dodge, Improved Initiative, Power Attack

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 ft. spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that mastiff's bay for one day.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): During any conditions other than full daylight, a shadow mastiff can disappear into

the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A *daylight* spell, however, will.

☛ **Water Elemental, Huge:** hp 152; see *Monster Manual*.

Encounter Six: Storm Haven (EL 11)

☛ **Daius Sejanus Male Human Ftr4/Rog 3:** CR 7; Medium Size Humanoid (Human) HD 4d10 plus 3d6; hp 37; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (flat-footed 18, touch 14); Atk +11/+6 melee (1d6+2 [18-20/x2], rapier) or +10/+5 ranged (1d4 [19-20/x2], hand crossbow or +7 melee (1d8+1 [18-20/x2]), garrotte (locking)); AL LE; SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus); SV Fort +5, Ref +8, Wil +3; Str 13, Dex 18, Con 11, Wis 10, Cha 12, Int 16.

Skills and Feats: Balance +13, Bluff +5, Climb +6, Disguise +5, Handle Animal +5, Hide +5, Jump +4, Listen +2, Move Silently +7, Open Lock +5, Ride +5, Sense Motive +2, Spot +7, Swim +0, Tumble +11; Exotic Weapon Proficiency (locking garrotte), Flick of the Wrist, Hamstring Quickdraw, Quicker than the Eye, Weapon Finesse (rapier).

Possessions: Locking garrotte, +1 mithril chain shirt, short sword, +1 rapier (from Paradd's Sheath) *potion of cat's grace, potion of bull's strength, potion of blur, potion of haste, potion of cure moderate wounds (3), potion of endurance.*

☛ **Grunt'hir, Male Half-Orc Ftr 7:** CR 7; Medium Size Humanoid (Human) HD 7d10+14; hp 61; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (flat-footed 18, touch 11); Atk +10/+5 melee (1d10+4 [x3], halberd); AL LE; SV Fort +7 Ref +4 Wil +1; Str 14, Dex 15, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +3, Handle Animal +2, Jump +1, Ride +7, Swim +4; Cleave, Combat Reflexes, Expertise, Improved Initiative, Improved Trip, Power Attack.

Possessions: Full plate, +1 halberd, *potion of bull's strength, potion of haste, potion of endurance, potion of cure moderate wounds.*

☛ **Andalleth, Male Human Rog2/Ftr4/Rgr1:** CR 7; Medium Size Humanoid (Human) HD 4d10 plus 2d6 plus 1d10; hp 42; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Atk +11/+6 melee (1d6 [19-20/x2], short sword) or +6 melee (1d8 [18-20/x2]), garrotte [wire]); AL LE; SA Sneak attack +1d6; SQ Evasion; SV Fort +6, Ref +7, Wil +0; Str 11, Dex 16, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +2, Intuit Direction +0, Jump +6, Listen +8, Move Silently +3, Ride +7, Spot +6, Swim +5, Tumble +13; Combat Reflexes, Expert Tactician, Exotic Weapon Proficiency (wire garrotte), Flick of the Wrist, Quick Draw, Weapon Finesse (short sword), Weapon Specialization (short sword).

Possessions: Chain shirt, masterwork short sword (x2), *potion of haste (2), potion of cat's grace, potion of bull's strength, potion of cure moderate wounds, wire garrotte.*

☛ **Tadreych, Male Human Rog2/Ftr4/Rgr1:** CR 7; Medium Size Humanoid (Human) HD 2d6+2 plus 4d10+4; hp 47; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Atk +11/+6 melee (1d6+3 [19-20/x2], short sword) or +7 (1d8+1 [18-20/x2]), garrotte [wire]); SA Sneak Attack +1d6; SQ Evasion; AL LE; SV Fort +7, Ref +7, Wil +1; Str 13, Dex 16, Con 13, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +9, Handle Animal +2, Heal +4, Hide +11, Listen +10, Move Silently +11, Ride +5, Search +5, Sense Motive +10, Spot +10, Swim +6, Tumble +11, Use Rope +4, Wilderness Lore +1; Combat Reflexes, Exotic Weapon Proficiency (Garrotte), Expert Tactician, Flick of the Wrist, Quick Draw, Weapon Finesse (short sword), Weapon Specialization (short sword).

Possessions: Chain shirt, masterwork short sword (x2), wire garrotte, *potion of haste (2), potion of cat's grace, potion of bull's strength, potion of cure moderate wounds.*

APL 10

Encounter One: Fight them on the Beaches (EL 8)

☛ **Harnashir Relaster, Ftr2:** Medium Size Humanoid (Human); HD 2d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat footed 14, touch 12]; Atk +7 melee (1d10+4 [x3], masterwork halberd); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Jump +2, Knowledge (religion) +1, Ride +4, Swim +5; Improved Initiative, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: Chain shirt, masterwork halberd (with a crescent moon point).

☛ **Bodyguards, Male Human Ftr3 (4):** CR 3 Medium Size Humanoid (Human) HD 3d10+12; hp 34; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 15 [flat-footed 15, touch 10]; Atk +4 melee (1d8 [19-20/x2], longsword); AL LG; SV Fort +6 Ref +1 Wil +1; Str 11, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +0, Listen +3, Spot +2; Endurance, Improved Initiative, Quick Draw, Toughness, Weapon Focus (longsword).

Possessions: Dagger, large wooden shield, longsword, studded leather armor.

☛ **Orc Assassins, Ftr4 (6):** CR 4; Medium humanoid (6 ft. tall); HD 4d10+11; hp 39; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [flat-footed 18, touch 11]; Atk +8 melee (1d8+3 [19-20/x2], masterwork longsword); SA Darkvision 60 ft.; AL LE; SV Fort +6,

Ref +2, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -5, Jump -4, Listen +2, Move Silently -6; Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, masterwork longsword.

➤ **Castamere, Human Male Rog3/Ftr2/Ass2:** CR 7 Medium Size Humanoid; HD 5d6+10 plus 2d10+4; hp 46; Init +1 (+1 Dex); Spd 30 ft.; AC 19 (flat-footed 19, touch 11), Atk +9 melee (1d10+3 [19-20/x2], masterwork bastard sword) or +7 melee (1d8+4 [18-20/x2]), garrotte [wire]); AL LE; SV Fort +6 Ref +7 Wil +1; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance -2, Bluff +4, Climb -4, Disguise +4, Handle Animal +0, Hide +1, Innuendo +2, Intimidate +3, Jump +1, Listen +8, Move Silently +1, Pick Pocket -2, Ride +3, Search +6, Sense Motive +3, Spot +8, Swim -5, Tumble +0; Arterial Strike, Combat Reflexes, Exotic Weapon Proficiency (Bastard Sword), Exotic Weapon Proficiency (garrotte), Expert Tactician, Quickdraw.

Possessions: Wire garrotte, large darkwood shield, masterwork bastard sword, banded mail.

Encounter 5: Ware the Breakers (EL 14)

➤ **Ehlisha, Female Human Sor9:** CR 9; Medium humanoid; HD 9d4+12; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (flat-footed 11, touch 13); Atk +4 melee (1d6, light mace); SA Spell casting; SQ Summon familiar; AL LE; SV Fort +5, Ref +6, Will +7; Str 10, Dex 15, Con 12, Int 14, Wis 11, Cha 20.

Skills and Feats: Alchemy +5, Concentration +13, Hide +5, Knowledge (arcana) +10, Listen +3, Move Silently +3, Scry +9, Spellcraft +10; Extra Spell, Extra Spell, Extra Spell, Spell Focus [Evocation].

Possessions: Traveller's outfit, light crossbow, money pouch with 10gp (in Ahlissan Nobles) *scroll of haste (2)*, *scroll of cat's grace*, *scroll of dispel magic*, *potion of cure moderate wounds (x2)*, *potion of invisibility*.

Spells Known: (6/7/7/7/5; base DC = 15 + spell level; 0-dancing lights, daze, detect magic, light, mage hand, prestidigitation, ray of frost, read magic, 1st-colour spray, mage armour, magic missile, protection from good, shield, 2nd-blindness, cats grace, bull's strength, endurance, 3rd-dispel magic, fireball*, greater magic weapon, haste, lightning bolt*, 4th-improved invisibility;

* indicates a spell with a +2 to its DC

➤ **Visceris, Male Orc Rog5/Ftr4:** CR 9; Medium Size Humanoid (Orc) HD 4d10+12 plus 5d6+15; hp 74; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (flat-footed 19, touch 13); Atk +13/+8 melee (1d10+4 [19-20/x2], bastard sword) or +10 melee (1d8+4 [18-20/x2]), garrotte [wire]); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex

bonus, can't be flanked); AL LE; SV Fort +8, Ref +8 Wil +1; Str 16, Dex 16, Con 14, Int 12, Wis 8, Cha 8.

Skills and Feats: Appraise +3, Climb +8, Disguise +1, Escape Artist +4, Forgery +3, Gather Information +1, Handle Animal +3, Hide +6, Innuendo +1, Intimidate +1, Intuit Direction +1, Jump +7, Listen +7, Move Silently +7, Open Lock +4, Ride +4, Search +2, Spellcraft +2, Spot +8, Swim +7, Tumble +14; Ambidexterity, Exotic Weapon Proficiency (bastard sword), Exotic Weapon Proficiency (wire garrotte), Hamstring, Two Weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork chain shirt, large metal shield, +1 bastard sword, wire garrotte, *potion of cure moderate wounds*.

➤ **Nialith, Male Human Ftr9:** CR 8; Medium Size Humanoid (Human) HD 9d10+9; hp 67; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12); Atk +14/+9 melee (1d8+4 [19-20/x2], longsword) or +11/+6 melee (1d4+2 [19-20/x2], dagger) or +11/+6 ranged (1d4+2 [19-20/x2], dagger); AL LE; SV Fort +7 Ref +5 Wil +3; Str 15, Dex 14, Con 12, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +7, Jump +2, Listen +4, Ride +7, Spot +5, Swim +6; Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Expert Tactician, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Possessions: Breastplate, mithril shield, masterwork longsword, dagger, *potion of cure moderate wounds*, wire garrotte.

➤ **Adreth, Male Human Rog9:** CR 9; Medium Size Humanoid (Human) HD 9d6 +18; hp 60; Init +3 (+3 Dex); Speed 30 ft.; AC 17 (flat-footed 17, touch 13); Atk +11/+6 Melee (1d6+1/18-20, rapier) or +7 melee (1d8+2 [18-20/x2]), garrotte [wire]; SA Sneak attack +5d6; SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); AL LE; SV Fort +5 Ref +9 Wil +3; Str 12, Dex 17, Con 14, Int 13; Wis 10, Cha 10.

Skills and Feats: Appraise +4, Balance +8, Bluff +9, Climb +7, Decipher Script +4, Diplomacy +5, Disguise +3, Escape Artist +3, Forgery +3, Gather Information +2, Hide +13, Listen +12, Move Silently +13, Search +5, Sense Motive +3, Spot +12, Swim +7, Tumble +13; Combat Reflexes, Expert Tactician, Faster than the eye, Flick of the Wrist, Weapon Finesse (rapier).

Possessions: Masterwork rapier, *potion of cure moderate wounds*, chain shirt, large wooden shield, wire garrotte.

➤ **Dagnarus, Large Shadow Mastiff Advanced:** CR 5; Large Sized Outsider (Evil); HD 12d8+72; hp 130; Init +4 (+4 Improved Initiative); Spd 50 ft.; AC 13 (flat-footed 13, touch 11); Atk +19/+14/+9 melee (1d8+8, bite); SA Bay, trip; SQ Shadow blend, scent; AL NE; SV Fort +13, Ref +8, Wil +2; Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13.

Skills and Feats: Dodge, Improved Initiative, Power Attack

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 ft. spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that mastiff's bay for one day.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): During any conditions other than full daylight, a shadow mastiff can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A *daylight* spell, however, will.

☛ **Water Elemental, Greater:** hp 199; see *Monster Manual*.

Encounter 6: Storm Haven (EL 14)

☛ **Daius Sejanus Male Human Ftr4/Rog 5/Rgr1:** CR 10; Medium Size Humanoid (Human) HD 4d10 plus 5d6 plus 1d10; hp 55; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (flat-footed 19, touch 15); Atk +14/+9 melee (3d6+1d6+5, +1 *flaming rapier*), or +12/+7 melee (1d6+2 [19-20/x2], short sword [Off hand]); or +11 melee (1d8+3 [18-20/x2]), garrotte [locking]); SA Sneak attack +3d6; SQ Evasion, Uncanny dodge (Dex bonus); AL LE; SV Fort +7, Ref +9, Wil +3; Str 14, Dex 18, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Balance +15, Bluff +7, Climb +9, Disguise +7, Handle Animal +5, Hide +7, Jump +7, Listen +4, Move Silently +9, Open Lock +7, Ride +6, Sense Motive +2, Spot +7, Swim +1, Tumble +11, Use Rope +6, Wilderness Lore +3; Ambidexterity, Exotic Weapon Proficiency (locking garrotte), Faster than the Eye, Flick of the Wrist, Power Attack, Quickdraw, Two Weapon Fighting, Weapon Finesse (rapier), Weapon Finesse (short sword), Weapon Specialization (rapier).

Possessions: Locking garrotte, +1 *mithril chain shirt*, short sword, +1 *flaming rapier* (from Paradd's Sheath) *potion of cat's grace*, *potion of bull's strength*, *potion of blur*, *potion of haste*, *potion of cure moderate wounds* (3), *potion of endurance*.

☛ **Grunt'hir, Male Half-Orc Ftr10:** CR 10; Medium Size Humanoid (Half-Orc) HD 10d10+20; hp 84; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (flat-footed 19, touch 12); Atks +15/+10 melee (1d10+5 [x3], +1 *halberd*); AL LE; SV Fort +9 Ref +5 Wil +2; Str 15, Dex 15, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +5, Handle Animal +2, Jump +0, Ride +7, Swim +2; Cleave, Combat Reflexes, Expertise, Expert Tactician, Great Cleave, Improved

Initiative, Improved Trip, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Full Plate, +1 *halberd*, *potion of bull's strength*, *potion of haste*, *potion of endurance*, *potion of cure moderate wounds*.

☛ **Andalleth, Male Human Rog5/Ftr4/Rgr1:** CR 10; Medium Size Humanoid (Human) HD 6d6 plus 4d10; hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (flat-footed 17, touch 13); Atk +14/+9 melee (1d6+2 [19-20/x2], short sword) or +9 melee (1d8+1 [18-20/x2]), garrotte [locking]); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); AL LE; SV Fort +7, Ref +8, Wil +1; Str 12, Dex 16, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +3, Intuit Direction +0, Jump +10, Listen +11, Move Silently +6, Ride +7, Spot +9, Swim +8, Tumble +16; Combat Reflexes, Expertise, Expert Tactician, Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Chain shirt, masterwork short sword (2), *potion of haste* (2), *potion of cat's grace*, *potion of bull's strength*, *potion of cure moderate wounds*.

☛ **Tadreych, Male Human Rog5/Ftr4/Rgr1:** CR 10; Medium Size Humanoid (Human) HD 5d6+5 plus 4d10+4 plus 1d10+1; hp 62; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (flat-footed 17, touch 13); Atk +14/+9 melee (1d6+4 [19-20/x2], Short Sword) or +9 melee (1d8+1 [18-20/x2]), garrotte [locking]); AL LE; SA Sneak attack +3d6, SQ Evasion, uncanny dodge (Dex bonus, can't be flanked); SV Fort +8, Ref +8, Wil +2; Str 14, Dex 16, Con 13, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +13, Handle Animal +3, Heal +13, Hide +12, Innuendo +1, Intimidate +1, Listen +10, Move Silently +11, Ride +5, Search +5, Sense Motive +10, Spot +13, Swim +10, Tumble +14, Use Rope +4, Wilderness Lore +1; Combat Reflexes, Expertise, Expert Tactician, Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Chain shirt, masterwork short sword (2), *potion of haste* (2), *potion of cat's grace*, *potion of bull's strength*, *potion of cure moderate wounds*.

Background Material

Appendix Two: Worship of Procan At a Glance

Sealord, Sender of Storms, Roar of the Ocean, Eye of the Tempest

Pre-Occupation: Worship of Procan was brought to Onnwal with the Aerdi. He is depicted as a wrathful and intemperate god, prone to venting his ire in the form of storms and tempests in which he is thought to manifest himself. In the west and south, he is described as the husband of Osprem who is said to moderate his rage with her soothing songs. In the east however, where worship of Osprem is eclipsed by that of Procan, The Roar of the Ocean is seen as the primary god of the sea.

A small cult called the Stormseekers was based in Sornhill. This bizarre offshoot of the main church, believing that Procan is actually manifest in the heart of tempests, seeks to be closer to him by actually holding ceremonies on ships in the middle of storms, sometimes sailing directly in the heart of a tempest to commune with their god. Many do not survive which obviously keeps the cult small. However, those that do are often hailed as living saints. One such was the founder of the cult - Burisan Stormseeker, who was said to have survived three score "communions" before finally as an old man of 70 years he sailed away and never returned.

Procan's temples are always placed on the sea shore and are centred around a pool of sea water. Worship of Procan generally takes the form of an appeasement sacrifice (commonly a offering of salt or a small clay doll representing the sailor dropped into the pool in the temple) – generally made by sailors before setting out on a voyage. Procan was revered by all those who ventured out upon the often stormy seas around Onnwal and by those who await their return on the shore. He is also the patron of the salt harvesters of the Azure Coast and of the Guild of Navigators in Scant.

Priests of Procan make offerings and prayers on behalf of their flock to avert the rage of the Sealord and for a plentiful harvest of fish. Their knowledge of tides and sea weather is second to none and borders on the precognisant for high ranking priests of the church. Generally, however in the past, priests of Procan did not serve aboard vessels – though many are accomplished sailors in their own right. They worship the sea itself rather than the act of moving across it.

The main Cathedral to Procan was in Killdeer set upon the seashore. Large temples were also found in Scant, Sornhill and Longbridge.

Post-Occupation: The Temple of Procan in Scant was beset early in the fighting, and was taken only after a quick but bloody struggle. Those priests not killed in the attack were publicly starved to death, given only salt to eat. The temple itself was levelled while the Guild of Navigators was outlawed, its records seized

and those members captured by the Brotherhood were enslaved and put to the service of the Brotherhood navy. Some members of the Guild either escaped the fall or were aboard ships at sea at the time. Most of these have entered the service of the Rebels.

Elsewhere in Onnwal the Brotherhood made a point of eliminating the Church as soon as possible, fearing the powers of the priests might wreak havoc on their fleets and disgusted by the local belief that Procan was Osprem's husband. The clergy were ruthlessly hunted down, temples levelled and the church crushed. Many priests especially in Sornhill and Killdeer managed to escape on fleeing ships, their powers aiding the vessels' escape from the Brotherhood fleets. The Head of the Church in Onnwal, Delvan Gasparen refused to abandon the Cathedral and, sending his priests into exile, alone remained to face the advancing Brotherhood forces. When the Brotherhood troops came to seize him, he summoned an enormous wave to sweep away the temple, drowning the soldiers and himself and a section of Killdeer's waterfront.

The clergy mostly fled to Nessermonth and Irongate, though a few priests remained at large in the Storm Isles, and the rocky cliffs of the Storm Coast. This included the Stormseekers, led by their "Living Saint" Iseln Guiral, who since then has waged a savage guerrilla war against Brotherhood shipping. This has increased the profile, popularity and influence of the Stormseekers and Iseln is now treated on a similar footing with Delvan's successor Holshend Wildren.

The main church too has taken a more active role in aiding Rebel shipping. Wildren, invoking the memory of his predecessor's sacrifice, has declared a holy war against the Brotherhood for the outrages they have committed against the church. Many priests therefore now serve aboard rebel ships and do their utmost to bring the wrath of the Sealord down upon the heads of the Brotherhood and their allies.

The Merchant House of Carbani

A prominent merchant family based in Scant before the Wars, the Carbanis are in fact native to the city of Blue in the Pomarj. The founders of the family were a group of unrelated merchants and burghers of that city who were fortunate enough to be able to flee the port before it fell to the orcish hordes in 521 CY. Finding safe haven in Scant, the refugees banded together with what resources they had, sealing their pact with intermarriage, forging the group into one united, if sprawling, family. Through much hard work and effort, the Carbani's regained much of their lost wealth and established themselves as one of the richest merchant families in Scant. However, they never forgot their lost homeland and have been unwavering foes of the orcs and pirates of Blue and the Pomarj ever since. They

have repeatedly urged the Szeks of Onnwal to send their forces to reclaim Blue for decent humanity and to cleanse the Pomarj of the orcish filth, which pollutes it. They have even bankrolled privateers to make punitive raids on Blue and any vessels sailing from it.

The Carbanis were once more forced to flee to escape the rule of the Scarlet Brotherhood. Led by Tygeld Carbani, they escaped to Nessermonth in Nyronnd. Having already had the experience of losing everything - the Carbanis had prudently distributed their assets widely across the eastern Flanaess - from Dyvers to Rel Mord - rather than concentrating all their wealth in one place. Thus, unlike many Onnwalish merchants, they managed to survive the invasion with a substantial portion of their fortunes intact. Tygeld has used this money to purchase two other vessels, which he has loaned to Jian Destron to ferry supplies from Nyronnd to Killdeer. Furthermore he has also made several large loans in coin to the Szek. Though it is not known for certain what conditions apply to these loans, it is speculated that Destron has had to make promises to strike against Blue and the Pomarj, after Onnwal has been liberated.

Appendix 3

Character Roleplay Notes

☛ **Paradd Carbani**, Provost Arbiter of Norland.

Paradd is fairly short, and his figure slight, with a prematurely receding dark blonde hairline. In his late twenties Paradd is well educated, clever and fiercely dutiful, however he questions, of late, his ability to handle the utter debacle this situation has grown into. He looks harried and almost broken at times – an almost completely different man to the jovial, youthful scholar appointed a year ago

The thought of giving up, however, would be abhorrent to him and he will do the best he can bearing his responsibilities if it kills him.

For what little resources it has, Norland holds several crucially strategic position, not least of which is the western tusk of Dunhead Bay, and that should Norland fall into the hands of a traitor it would be a total disaster for Onnwal, and for the people of Norland and all the Storm Coast.

In his investigations he has become completely convinced that one of the claimants is such a traitor, and he if he makes a mistake in his arbitration he will bear its legacy for the rest of his life, which he suspects may not be long.

He still remains forceful, emphatic and somewhat imperious in his outward appearance however. He despises disloyalty, lawlessness and disrespect heartily, along with a passionate hatred of all of euroz kind – especially Half-euroz abominations.

Having to go to people like the PCs for help in this riles him greatly, but he has realized he has no real choice in the matter.

☛ **Paradd Carbani, Male Human Arstz/Exp2:** CR 4; Medium Size Humanoid HD 2d6+2d8; hp 21; Init + 0; Speed 30ft; AC 10 (touch 10, flat footed 10); Atks +0 (, Halberd); AL LG; SV Fort +0 Ref +5 Wil +2; Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 16.

Skills and Feats. Skill Focus Knowledge: Politics; Skill Focus Sense Motive. Diplomacy +10, Sense Motive +12, Bluff +10, Speaks Hobniz, Olven, Noniz, Dwur, Draconic, Ignan, Aquan, Infernal, Terran and Sylvan.

Possessions. Masterwork Rapier.

☛ **Harnashir Relaster**, Baron-Claimant to Norland.

Harnashir is an imposingly tall (6'4) gaunt figure, his blonde hair sheared off. He has a dark look about his eyes, and everything he says is with an intense and measured solemnity.

He claims to be the son of Lindera Relaster, the old Duke's sister, and has spent the last four years wandering the Flanaess under various guises.

As cousin to Garamon and the Duchess if his claim can be proved, his claim is almost certainly the strongest of the three.

Harnashir never drinks alcohol, and demands utter loyalty from his followers and subordinates.

Devoted completely to Pholtus (some would say with the zeal of a convert) he considers Milos a sorcerer and jumped up user of foul magics, as well as a despicable coward. Wallac he thinks of him as a thief. His hostility toward Carbani – who he sees as an insolent shopkeeper, is thinly veiled, though he is in fact far cleverer than some see him to be and icily sane.

Harnashir comes across as unbending, forthright and utterly unforgiving. Those who show respect he will respect in return and he will never say anything he does not consider to be the complete unerring truth.

Some do begin to feel uncomfortable when talking to him for a while, as if there is a dark edge of menace about everything he does and says.

☛ **Baron Milos Relaster**, Baron of Saltirn.

An associate of Bigby and a mage above all else Milos is of medium height, slight and graying in the beard and at the temples – looking far more lined and careworn than his cousin Wallac, his elder by several years.

Milos fled to Irongate during the Occupation, returning to inherit the lands left by his brother Pirraen – a fellow mage who led the resistance in Saltirn before being executed by the Brotherhood.

Milos for the most part will seem haughty and aloof, and deeply, deeply incensed that that Norland was not presented to him a long time ago. He has been aggravating Carbani for months to make a decision and considers the Provost to be delaying as long as he can just to cling onto the power.

Milos knows that the longer the dispute goes on, the more power he loses – as Wallac's fame and popularity steadily rises and the Pholtans find more and more legal ground to back Harnashir. On hearing of Wallac's disappearance, Milos will say he is sure that Wallac has simply decided to disappear to cause problems and havoc. That, he says, is exactly the sort of thing Wallac has always done.

It should become very clear Milos despises Wallac to the point of loathing and thinks of him as an utter disgrace to the House of Relaster. Harnashir, he seems assured, is a despicable imposter.

As a fellow mage, Milos was close to Garamon and the thought of another trawling through his collection of lore in his tower on Norland Point is abhorrent to him.

Milos will be more polite to the PCs than he might normally be with those of their standing – as he is interested in getting as much information out them as possible.

Any wizards in the party Milos, however, will be genuinely friendly to, becoming much more open and talkative, happy to share secrets and his version of the facts of the dispute with them.

Any who reveal themselves as sorcerers, on the other hand, he refuse to acknowledge.

Milos is a powerful man – easily the most powerful of the three candidates so will try to put it subtly across to the PCs that he has by far the greatest capacity to reward should they provide assistance to him.

☛ **Elias Hadrel**, priest of Zilchus

Paradd Carbani's tutor and, in essence, surrogate father, this very old gentleman is from Nyronnd. His hair and neatly trimmed beard almost white, he looks to be around seventy, and is well dressed in the utterly exquisite robes of his church.

Elias is a deeply serene, even-tempered and thoughtful person, with a deep respect for justice and law. He has an incredibly deep and thorough knowledge about the Norland situation and a fair and balanced attitude toward each claimant – and will share as much of it with the PCs as they desire, as well as the stories of the dark and twisted things ongoing in the swamps and villages.

Elias is deeply fond of Paradd, having raised him almost from birth, and trusts him to make the right decision- although he has been growing concerned about his Paradd's intense and rising paranoia – though accepts it justified by the dark events in Norland.

Elias is aware that Paradd has been meeting with agents of the Jade Mask, and knows that there is some form of deep conspiracy behind the matter – although what exactly he is not sure. He will say that Paradd has been delaying the situation as long as he can, but can no longer do so. Either he will have to provide some substance for his worries, or make a decision.

☛ **Elias Hadrel, Male Human Cleric3:** CR 3; Medium Size Humanoid HD 3d8; hp 13; Init + 0; Speed 30ft; AC 10 (touch 10, flat footed 10); Atks +0 (, Halberd); AL LG; SV Fort +0 Ref +5 Wil +2; Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 16.

Skills and Feats. Skill Focus Knowledge: Politics; Skill Focus Sense Motive. Diplomacy +10, Sense Motive +12, Bluff +10, Speaks Hobniz, Olven, Noniz, Dwur, Draconic, Ignan, Aquan, Infernal, Terran and Sylvan.

Possessions.

Additional Characters Within Elverd's Steadfast and Elsewhere.

☛ **Robrenn Kallrack**, the last of a merchant family with deep ties to the House Carbani really doesn't want to be here, nor in fact having anything to do with the businesses he has found himself bound to. But he is the last of his line– and there is no one he can surrender his responsibilities too.

Lacking an heir, Robrenn has resigned himself to serving with the heir to the only Onnwalon merchant cartel to survive the Greyhawk Wars intact until he should find a wife.

In his late forties, of Oeridian blood, graying and with the look of being unshaven and tired, Robrenn expresses a general disinterest in the politicking over

Norland, aside from an utter detestation of Harnashir and a firm belief that he is an imposter.

Robrenn will be interested in hearing the PCs story however, if only to find out what has got Paradd so worried and for more evidence that Harnashir is a lunatic Pholtan. He is aware that Paradd has been getting more and more hassled and stressed about the situations - as well as deeply paranoid of late and that strange, masked figures have been having secret meetings with Paradd that no one seems to understand. Apart from perhaps Hadrel.

Robrenn feels the whole thing is a wretched mess, but that Wallac seems the only half- decent fellow among the bunch – having proved himself as a brave figure in the Headlands and having meaningful things to say in politics, as well as genuine concerns, even if he is a bit of a hellraiser.

Milos, he thinks, is stuck up, self involved and disinterested in what it really means to be a baron, while Harnashir has shown himself repeatedly to be insane, destructive and most likely an impostor.

In addition Robrenn knows a great deal about the Stormseekers and if the drowned man is mentioned he will assert that he is almost certainly one of them – and will not be the only one of them “communing so” tonight.

☛ **Lakaster Felshas**, the proprietor of Elverd's Steadfast is a tall, lean man in his forties. His face is almost hidden by shaggy dark blonde hair and he has an unkempt beard of the same colour. His eyes are blue and generally glassy in appearance. Most of the bar staff and older Free State soldiers say he has never been the same since he lost his leg – now wooden from the knee down.

Lakaster is quiet to the point of sullenness, never using a word when a grunt will do. An old marine, he was the captain of a small skiff that took part in the retaking of Sornhill. It capsized and Lakaster sustained severe injuries in the resulting chaos, as well as the loss of the lives of his crew. He can never be induced to talk about it, though several of the bar staff may share the story.

Lakaster is putting on a show of annoyance at being so brusquely relieved of charge by Carbani, but is secretly delighted to be out of the rain on a night such as this, as are his men. He is not, however, a good liar. Despite appearances he is very alert and has already picked up the names of most of those in the tavern, and has taken special note of the intense worry the young Provost arbiter seems almost consumed with.

☛ **Arthun Dannard (AL NE)**

Appearance: one of Elias's acolytes, Arthun youthful, short and pudgy, with soft hands that have never known a day's hard work green eyes, brown hair and a ready smile.

Character: A native of Scant, Arthun has been working for House Carbani since he was very young and, wanting to seize some success, bought his access

to the Zilchan clergy with the proceeds from the sale of his father's business in Scant – very well timed in fact, as the city fell the very next year.

Unfortunately he hasn't been able to bring in as much income as the church would like, so he has been passed over for promotion within the Zilchan hierarchy twice.

Convinced that he has been cheated by his superiors, and not as well used by his Carbani masters as he thinks he deserves, he has taken to selling trade secrets to merchants in Irongate whenever he gets the chance. In addition to this he has been getting his hand involved in a large number of deals he knows to be deeply illegal (he suspects that has laundered the money of slavers operating out of Kallstrand), but honestly doesn't care as long as it brings him profit.

For this reason he will detect as evil. He is always interested in more information that involves his masters business so will leap at the chance to find out everything that happened with the PCs and Harnashir.

On the Norland matter Arthun is well informed and likes Wallac a great deal, though thinks he may be too much of a disestablishmentarianist, and that Milos, as well as being the legal heir, is probably safer. Albeit he doesn't have much interest in seeing to his own province he would be less inclined to bring in dangerous changes as Wallac would.

Harnashir has accosted him once before sensing the weak stench of iniquity about him, so Arthun despises him as a lunatic and someone out to get him.

☛ **Kernan Dernail**, a close friend of Paradd's, and a lesser scion of a Baronial house only recently raised to nobility from a merchant family.

Kernan is barely into his twenties and has a merry, happy go lucky attitude toward most things. He is very concerned about the growing worry of his friend Paradd at the rapidly deteriorating situation in Norland and thinks he would be best to get out of the whole thing.

Kernan dislikes Milos and Harnashir greatly-considering the former a coward for fleeing to Irongate and having so little concern at the razing of Greenfalls, and Harnashir an imposter – so wholeheartedly believes Wallac should become the new Baron.

☛ **Torren Rendrash**, the Captain of Carbani's guard is a grizzled old veteran who has served the house for many years.

Deeply sunburned from too many long marches, his face is a mess of scars, deeply lined, but his eyes betray a still-alert mind and a highly focused intellect, though his accent is rough and common to hear, and his tone often bitter. His brown hair is cut neat and short.

Torren thinks there is something deeply and darkly wrong in Norland. He will mention that villages are being attacked, cargo is being destroyed and dark and evil things are crawling out of the marsh. He was

forced to leave behind a large number of his men just to keep Verwald safe.

Torren will allude that missives have been found hinting that one of the claimants is involved. The disappearance of Wallac and the attempt on Harnashir must surely be the final straw.

Appendix Four

New Rules

Arterial Strike

As presented in *Song and Silence*

Your sneak attacks target large blood vessel, leaving wounds that cause massive blood loss.

Prerequisite: Base Attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss- that is; two successful arterial strikes do an additional 2 points of damage per round. Blood loss, whether from one such wound or several stops when the victim receives one successful heal check, any cure spell or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

Expert Tactician

As presented in *Song and Silence*

Your tactical skills work to your advantage.

Prerequisite: Dex 13+, base attack +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes within reach are denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Flick of the Wrist

As presented in *Song and Silence*

With a single motion you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17+, Quick Draw.

Benefit: If you draw a light weapon and make an attack with it in the same round, you can catch your opponent flat-footed (for the purpose of this attack only). This feat works only once per combat.

Hamstring

As presented in *Song and Silence*

You can wound an opponent's leg, hampering his or her movement.

Prerequisite: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack you may choose to forgo 2d6 of your sneak attack damage to reduce your opponent's land speed by half. Other forms of movement (fly, burrow and so forth) aren't affected. The speed reduction stops when the victim receives one successful heal check, any cure spell or any other form of magical healing or after 24 hours, whichever comes first. Creatures not subject to sneak attacks or with no legs or more than four legs are immune to this effect.

It takes two successive Hamstrings to affect a quadruped.

Quicker Than the Eye

As presented in *Song and Silence*

Your hands move so quickly that observers don't see what you've done.

Prerequisite: Dexterity 19+

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot check of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC

New Equipment

As presented in *Song and Silence*, page 52.

Garrote, Locking: This nasty variant of the wire garrote comes with a pair of metal grips, each of which contains one portion of a locking mechanism. Once the garrote has begun to deal damage after a garrote attack, the attacker can link the two ends and twist the grips into their locked position. This maintains strangling pressure on the victim even after the attacker lets go. The victim continues to make grapple checks (each one opposed by the last attack roll the attacker made) until freed or unconscious.

The DC for the Disable Device check to free a victim from a locked garrote is 10 if the character attempting the task has Exotic Weapon Proficiency (locking garrote), or 25 otherwise. If someone other than the victim makes the attempt, a -5 circumstance penalty applies to the check unless the victim is held, unconscious, or otherwise kept from moving. A character attempting to remove a locking garrote from his or her own neck suffers the same penalty on the Disable Device check, this time for working blind. Naturally, it's impossible for any character to take 10 or take 20 on this check unless the victim trapped in the device is already dead. Smashing the locking garrote leaves it frozen in the locked position.

Cost: 100 gp; Damage: 1d8*; Critical Range: 18-20; Weight: 3lb; Type: Slashing; Hardness: 7; Hit Points: 4; *Damage is per round of successful grappling.

Garrotte Attacks

As presented in *Song and Silence* Page 86 and 87

A garrotte is more difficult to use than most weapons because the attack must be carefully set up to have a reasonable chance of success. A garrotte attack uses the grappling rules from Chapter 8 of the Player's Handbook, with a few additions.

Attack of Opportunity: You provoke an attack of opportunity from the target you are trying to garrotte. If the attack of opportunity deals you damage, your garrotte attack fails.

Getting the Garrotte into Place: To attack with a garrotte, you first need to loop the weapon over your opponent's head and work it into place around his or her neck. To accomplish this, you must be able to reach the target's head. This means you cannot garrotte an opponent two or more size categories larger than yourself unless that opponent is sitting or lying down, or you are attacking from overhead.

If you can reach the target's head, you must make a successful melee touch attack to grab him or her. Unlike a normal melee touch attack, this does not allow you to ignore all your opponent's armour. If your foe's neck is protected, you might not be able to place the garrotte properly. To determine the opponent's Armour Class against a garrotte attack, use his or her size modifier (see Combat Statistics in Chapter 8 of the Player's Handbook), plus any of the following special armour modifiers that apply.

If you fail to hit with your melee touch attack, your garrotte attack fails. If you are entitled to multiple attacks in a round, you can attempt to place the garrotte multiple times at successively lower base attack bonuses.

Strangle: Make a grapple check (see Grapple in Chapter 8 of the Player's Handbook). If you succeed, you have started to strangle your opponent. You immediately deal 1d6 or 1d8 points of damage, depending on the type of garrotte. Your Strength modifier applies to this damage, and if that modifier is a bonus, you get one and one-half times that bonus because you're using both hands for the attack. If you fail the grapple check, you don't start strangling or deal damage. Your opponent slips free of the garrotte and is no longer considered grappled. You do not automatically lose the grapple check if your opponent is two or more size categories larger than you are, as you would with a normal grapple check. Your opponent is considered grappled if you succeed.

Move In: Unless you used a locking garrotte to make your attack, you must move into the target's space in order to maintain the strangle. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from your target.

Maintaining a Garrotte Attack: Once you have a cord garrotte or a wire garrotte in place, have won the grapple check, and have moved into your opponent's space, you can continue to deal garrotte damage with successful grapple checks as often as you are entitled to attempt them. If you have multiple attacks, you can attempt multiple grapple checks each round to deal damage. Each time you succeed with a grapple check, you deal garrotte damage, modified as above by your Strength modifier. The garrotte remains in place until you release your opponent or until he or she escapes by breaking your hold (see Grapple in Chapter 8 of the Player's Handbook).

Unless you used a locking garrotte to make your attack, you and your opponent are considered grappled while you maintain a garrotte attack. You cannot attempt to pin your opponent during your garrotte attack, nor can you attack with another weapon.

While You're Being Garrotted: Being garrotted is just like being grappled, except that you suffer normal damage. You can attempt to escape the garrotte by making a successful grapple check on your turn. If you is possible using the Attack an Object action, but it's difficult. Since a garrotte is a Small weapon, it has an Armour Class of 11; however, since it's buried in your neck, it gets a +10 cover bonus to Armour Class, for a total Armour Class of 21. In addition, you incur a -4 circumstance penalty on your attack because you have to avoid damaging your own neck in the process. You cannot use the disarm action against an attacker who has a garrotte wrapped around your neck.

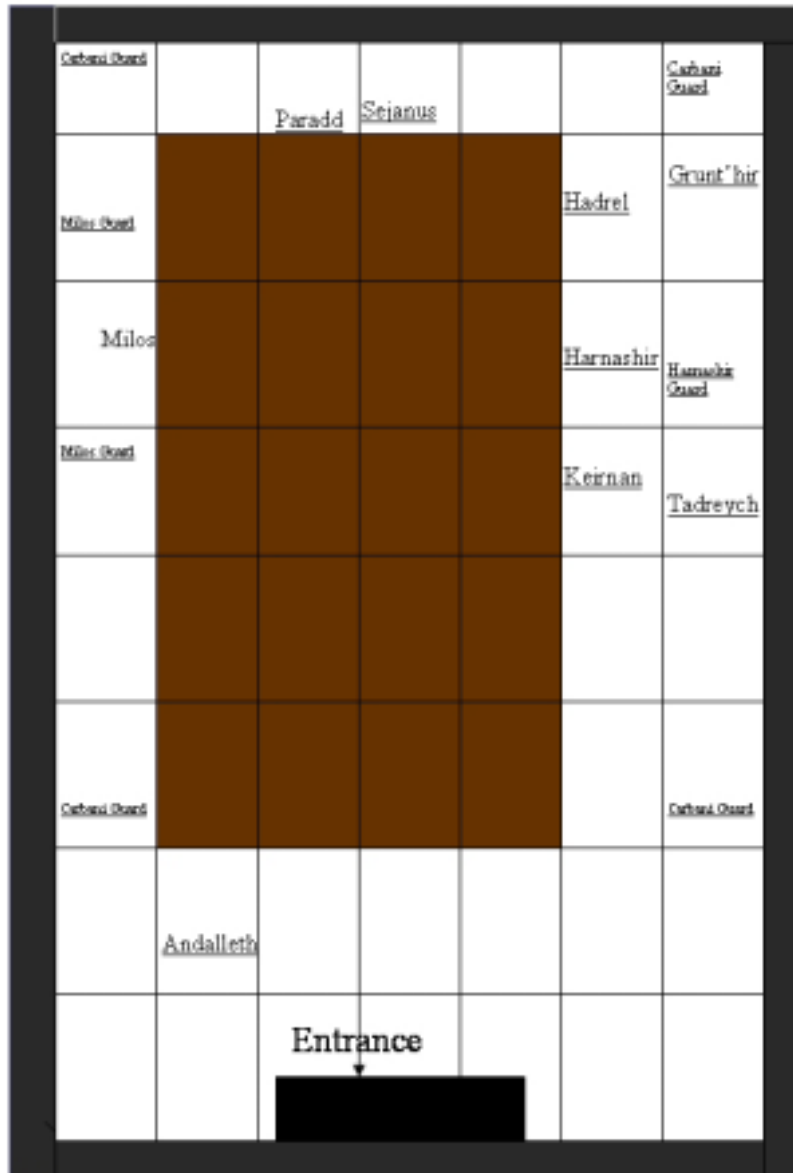
Strategy: The garrotte is a good weapon for one-on-one surprise attacks, when there's a good chance of taking the target unaware. Hence, this weapon is a favourite among assassins, spies, and sneak thieves. It makes a poor melee weapon against multiple opponents, since its wielder is vulnerable to attacks from the target's friends while holding the garrotte in position and waiting for the victim to die. Locking garrottes, while rare, are good for causing major distractions, since friends of the victim typically break off pursuit of the attacker to save their companion from the garrotte.

Garrotte Attack

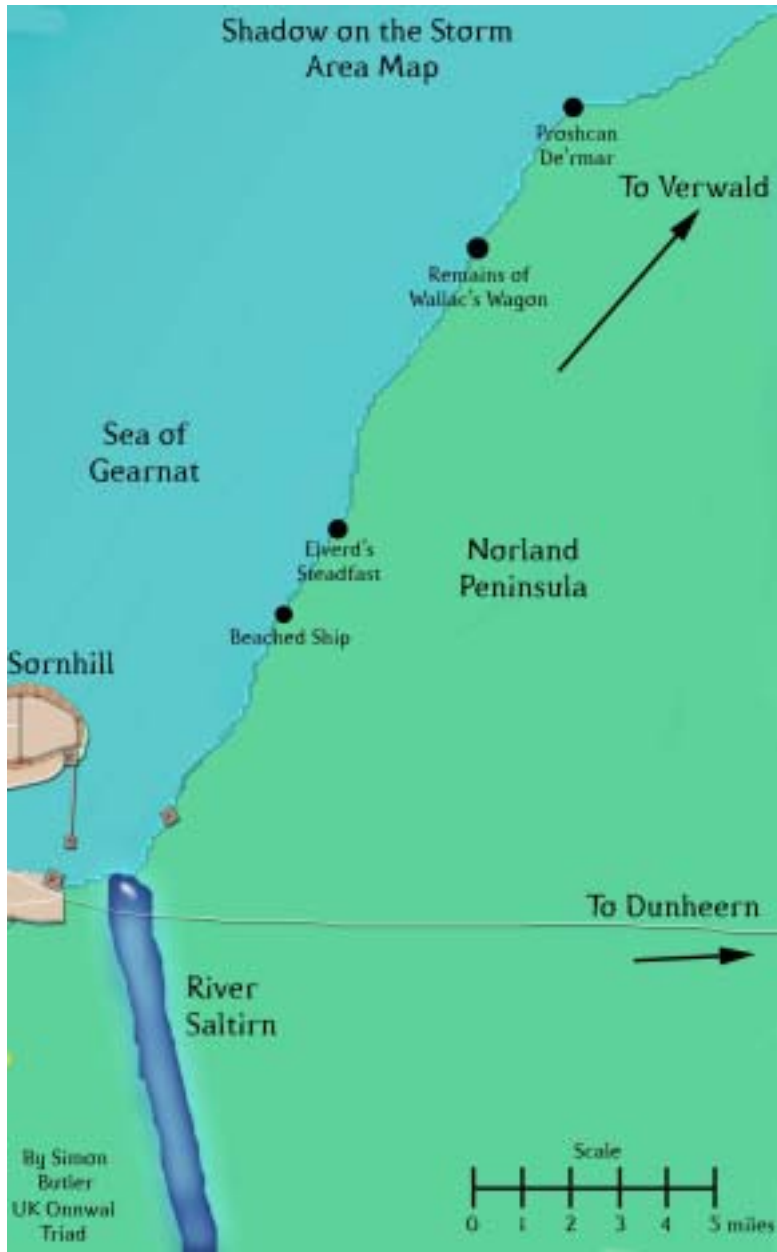
Armour Type Target's AC modifier against

Natural armour	Provides normal protection (equal to the bonus of the natural armour)
Full plate	Provides a +4 armour bonus
Leather collar	Provides a +4 bonus
Gorget	

Encounter Six: The Table



Local Area Map



**Façade of The Great Door
Encounter 5: Area 2**

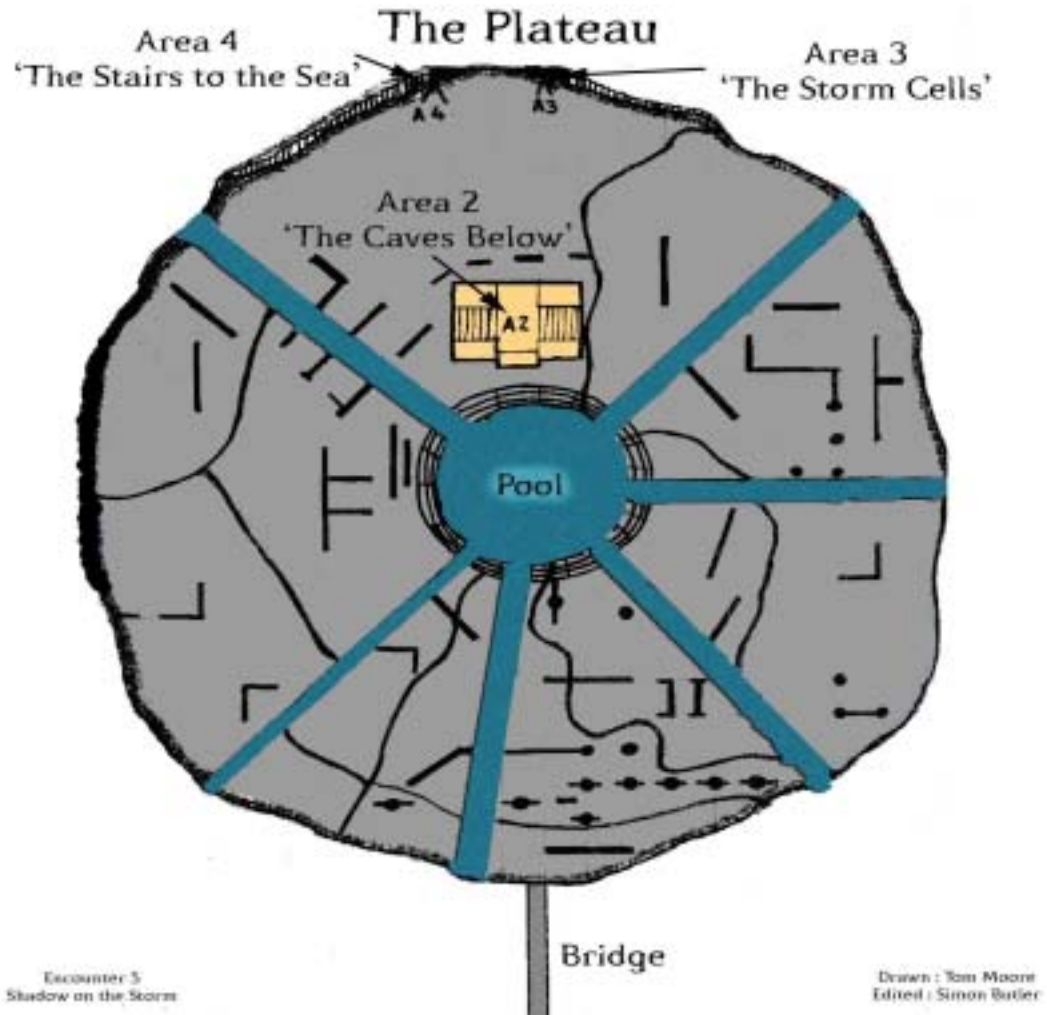
Encounter 5: Area 2



Façade of Great Door

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The Plateau Map



Player Handout One

Ehissa, My love,

I'm sorry I did not wake you in the end, but I deemed sleep a luxury you could afford, and needed. Especially as you have to prepare for our "guest". Do try and treat him well - he is likely to be going through a period of unexpected shocks. Still it will be necessary and I'm sure he will "accept" the situation as such in the end. You always were gifted at persuasion my sweet. Make sure you put him in the Storm Cells. Should be enough to keep him quiet.

I hope you were right in trusting Castamere to kill the Pholtan by himself - I have has growing doubts about his competence of late. If there was some way Grunt'hir could infiltrate the merchants staff and be responsible for removing Harnashir at the same time I would feel far more confident.

Still, that may just be me, a shadow has been growing on my mind ever since our employer found us this place, and I will be glad to be rid of it, however well placed a base it has proven for striking across Norland. And as valuable as binding the water demon has been, I think it will be incumbent upon us to destroy it permanently when Rakleth returns from Verwald. I feel as if it has been reaching out to me in my sleep. . .

But in any case, I'm sure there is little that truly needs worried about. As long as Grunt'hir can keep his euroz blood hidden from the Provost long enough for us to get into position, our Marks will be as good as dead. It was a concern, especially when dealing with a person like Carhani, but there are always ways to escape notice. The upper crust so rarely pay attention to common guards.

All four of us will be there and ready to strike, and I think I shall enjoy pouring the goblet that will spell the whelps doom. Simple pleasures my love. And before noon ready to murder Paradd Carhani and his lackeys as they sit down to dinner.

It is such a joy to get paid to keep the proud traditions going. I always did say that the blood of the Great Kingdom runs deep.

Darius

Player Handout Two

Sejanus!

All is now readied and prepared. The maps of Stormhaven, and of the travel plans of Paradd and my competitors are in your hands.

If you can do as your wench suggested with monstrous spirit, then the first step should be simple. Have little worry about my dear cousin - he will fall from his lofty perch easily enough and give little opposition, for all his boasting

Be prepared when you strike Paradd and his cronies - the poison may not be enough for all of them, and I have grown to doubt whether or not that ancient priest has enough blood left in him to actually die. If your Euroz does as he has been told with the guards, then what small number will be in the room should be of little concern, as long as they are not drugged severely enough to attract attention prematurely.

My men should be on hand to solve any severe anomalies if they arise - though that would be deeply regrettable.

Strike at the meeting before Paradd has a chance to ask any uncomfortable questions, or to abandon the whole thing as a farce. He's getting desperate, and desperate men can be dangerous.

If he dies before he can make his suspicions known to the Szek, and with my rivals out of the way, Jian will have no choice but to give me my birthright, and let what pitiful effect those two have had on history be forgotten. This will all have been an unfortunate tragedy, yet another woeful Brotherhood plot.

Unless Carthenn or Saiesma's bastard turn up to make a claim there will be no one left who will be, even remotely, able to lay a finger upon my lands. Nerland will, at long last, be mine. The Gods know I have waited long enough.

The rest of your payment will then be made and I will look upon your most admirable services fondly.

You can return to Ahlissa a rich man, and forget your part in this. For the foreseeable future.

And worry not about the payment - the funds have been supplied to me by our mutual friend and will be Regya/currency, minted by the Overking personally I am sure.

I swear I'll never understand what your problem is with accepting Onnwalsen coin - gold is gold, regardless of the mint- but each to his own I suppose.

Oh, and remember always, as I have told you before, that my cousin is to be left alive and unhurt for now - well, no more than is absolutely necessary at least.

As long as you deal with matters correctly he will be bound and helpless to accept his fate. And I do deserve the right to a goat after all his years of impudence.

Your Baron Relaster

Player Handout Three

Davis,

It is imperative that the Carhani princeling is killed as quickly as possible.

Our mutual associate informs me that he has been growing more and more suspicious, and reports have reached my ears that the Jade Mask have made contact with him. This is unacceptable. Whatever the Loydheens know, or think they know, must not be allowed to interfere with our plans for Norland and for Verwald. The destruction of the other two and their claims is useless if Celendrenn is allowed to meddle in this.

Our associate is growing more and more agitated at this - it may be best that you make your move now. Matters will soon come to a head as the whelp can stall no longer, and our candidate must succeed to the rulership. One way or another. For our good and, of course, that of your purse.

The opportunity will arise then, and you must act with alacrity and in accordance with the Baron's instructions. He will provide the information, the opening and the method - no one else can. Nor, indeed, could there be anyone more perfectly placed to achieve this. He's been coming along very well, and might even be a half decent schemer in a year or two. Which, ultimately, is exactly what is required. Someone friendly to our interests is crucial for the good of everyone.

He is quite a bit more intelligent than he seems, for all his self righteous indignation, and the chance to eliminate his competitors is one in which he will revel.

I suspect the Provost may be attempting to use this as some form of test but that should, of course, prove irrelevant.

Carhani is right on one point - appointing the wrong person to the Baroncy will prove disastrous for the entire Dragonshead and indeed for our cause, however skewed his perception of the matter might be.

If all goes well the other two will be permanently removed from consideration in the matter, and with Carhani dead the clean up should be elementary.

Try to avoid messing this up like you did in Kalstrand, Sejanus. Though I have utter confidence that you won't, of course.

Your Old Friend

The Lineage of the Great House Relaster

