

KET4-04

Water the Meadows

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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Farmers produce the food that Ket needs to live and thrive. Now, what could possibly make them want to stop and take up another livelihood? An adventure for those with moral conviction from APL 2-12. Part I of the Foundations series.

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

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

Preparation

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

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

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

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

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

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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 sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
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.

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. 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.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per character per Time Unit. Rich Upkeep costs 50 gp per character per Time Unit. Luxury Upkeep costs 100 gp per character per Time Unit.

Mundane Animals Effect on	# of Animals			
	1	2	3	4
0 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

Adventure Background and Summary

An adventurer has come home to find her family missing, sent to the mines for an unsupported accusation. Too late, the authorities discovered that Sarifa is not the peasant farmer that left years ago, but rather is a veteran fighter and spellcaster. Now the entire community of Harq has taken up arms, encouraged by their militant and charismatic leader. Local authorities have retreated from the village after an abortive confrontation resulted in the deaths or capture of all the local Threshers (police). Local clerics, worried that the rebellion might spread, have notified the military, and troops have cordoned off the village and will be forced to crush it soon if nothing is done.

The party enters at this point. They are hired by the local lord, Emir Zulir, to "resolve" the situation. He is aware of the injustice to the family of the adventurer and, indeed, was getting the conviction overturned when she came back. Now the adventurers must go in and do what they can. They are provided with symbols of his authority and asked to go forth.

They will have to pass through the military camp to authenticate their presence and then proceed towards the village of Harq. At this point they will be made aware of the very restrictive time constraints under which they will be operating (6 hours). En route they will discover an ambush set by the military to trap Sarifa, only to have it counter-ambushed by a nearby lord (Ghazir Tirth) trying to incite trouble. Further on,

the party will encounter “looters” whom happen to be working for this lord and stirring up as much trouble as possible.

Finally, the adventurers will reach Harq, where they can talk to Sarifa and others in the village. They can form their own opinions of the rebellion and the reasons. A sudden attack on the village by mercenaries will force some of them to make up their minds, and decide to defend Harq or not.

Finally, with time passing by, the party will be forced to choose an option. It is possible to convince Sarifa to turn herself in, negotiate with the military, allow her to escape, simply leave, or confront various people in a militant fashion. In the end, the village may be saved depending on the actions of the adventurers.

Background:

Sarifa al Harq: Sarifa is an experienced adventurer who decided long ago that the restrictions of village life were not for her. She is of Baklunish stock and left in the company of a pair of cousins, who swore to protect and teach her everything they could about weapon use. The cousins died in an underground lair of undead three years ago and Sarifa has been making her way on her own ever since. She is competent and charismatic and very self-assured.

Jex, a half-elf paladin of Heironeous, sees the nobility in her goals and has been her friend for two years now. They are not lovers, simply close friends, but many cannot tell the difference. Jex was born in Dyvers and has spent most of his life adventuring north of the Yatil Mountains in Perrenland and Highfolk.

Sarifa's family was sent to the mines for allegedly causing the death of a riverman (Uert), found dead on the shore. The riverman died by falling in while drunk but it was a convenient pretext for the local Jurat (Kiquad) to send them away and seize their land. The Jurat then ordered in Threshers to deal with Sarifa when she returned, only to have them all killed or captured (including Kiquad – he died in the first bit of fighting). If anyone researches Kiquad they will not find him obviously greedy or corrupt but in desperate need of cash to keep his elderly father from losing his own lands – there is even a journal which explains how he will reconsider the sentence once the farm is sold. He is corrupt, being willing to stoop to these lengths, but he does have some redeeming qualities in his actions.

Harq: Harq is a medium-sized farming village that benefits from a textile mill in it which diversifies the economy. It is located on the Yauk River, a tributary of the Fals River, though it does little to generate income from this location. Some 200 people live directly in Harq, with about 40 employed full time in the mill, and another 30 on a part-time basis. The remainder works the fields with a handful providing services on the riverside. Twice a month Harq hosts a large market, with neighboring villages and the like bringing goods to trade and sell, and the river becomes useful at that point to ship merchandise.

The Ket Military: The military dislikes being asked to deal with internal matters such as this one. Unfortunately, the Threshers who should have controlled the problem only contributed to it and are not present in sufficient numbers in this area to solve it any more. Lopolla has ordered a large contingent of the standing garrison of the province to end this potential rebellion. In total, there are 50 heavy cavalry (Somb), 200 heavy infantry (Neyze), 50 light cavalry scouts (Kaman), 25 Dwarven engineers and 20 Dasne Scouts present in the area. 10 Archons provide magical support and 10 Mullahs from the surrounding lands are available for clerical support. The fight would not be equal at all, as the village can muster perhaps 100 fighting bodies in total, including the women. Even with makeshift walls, the equipment, training and magic of the military make the result a foregone conclusion. The commander of the forces, Captain Seqair (pronounced See – care), wishes more than anything to see a peaceful resolution but will do his duty should no other options present themselves.

Local Nobility: Emir Zulir is an elderly man, a former adventurer now turned respectable noble who genuinely cares for his tenants and people. He promised the uncle of Sarifa to look after her family (the uncle and Zulir had adventured together) and it was to his chagrin that he discovered the trumped up charges that had been proposed in his absence (visiting Lopolla, the capital). In his (now) careful manner, he sought out the family and was set to free them from the slavery in the mines when Sarifa returned and set the events in motion.

Bey Ghazir Tirth is a neighbor of Zulir to the north and west, a greedy and rapacious noble who only cares about his comfort. He is a pudgy individual, used to good food and compliments, and has schemed for years to either acquire the textile mill in town or destroy it (two arson attempts have failed). He encouraged the false accusations against the family, though he only

saw it as a way of stirring up trouble and did not predict these results. Nevertheless, he has never been one to shy away from an opportunity to be greedy and sent in his agents to cause even more havoc. Once this was done he quickly left for Lopolla, to disassociate himself with any failure and to set the stage for a quick legal purchase of the village if there is any opportunity.

Brotherhood of Sorcery: The Brotherhood has a distinct interest in Sarifa. She is a member of the Brotherhood of Sorcery and the use of her powers in this particular situation may cause them much anxiety. Any member of the Brotherhood of Sorcery who agrees to the mission will be contacted separately about specific instructions from this organization (in particular, the rebellion must not be allowed to be crushed by the military – it might be a catastrophe for the Brotherhood if her connection to it were then discovered).

Adventure Synopsis

Introduction: The party is approached by a representative of Emir Zulir to help solve a problem in one of his villages involving a young adventurer and a possible rebellion. There is the possibility for involvement of the Brotherhood of Sorcery.

Encounter #1: Visit to the military camp some five miles out of town, where the Kettite forces have established a perimeter.

Encounter #2: Discover an ambush site that was itself ambushed.

Encounter #3: Find “looters” who are starting to burn down outlying farms. Possibly question them for more information.

Encounter #4: Entry into the village and a chance to discuss the situation with various factions (4 separate viewpoints).

Encounter #5: An abortive attack by dwarven thugs working for Bey Ghazir Tirth, a local lord, with the chance for the adventurers to take up arms for the peasants.

Encounter #6: A time of decisions. The party must choose what they wish to do in order to resolve the situation that has been established.

Conclusion: Variable. Depends on what has happened in Encounter #6 to a great degree.

Introduction

It is another hot day in the town of Zaphir, in Lopolla Province. The caravans have been coming and going all day, blowing dust around until the cool breeze of night is but a memory. Though perhaps it is unwise to be moving in the early afternoon, searching for another job to pass the time is never an easy task. A pair of richly appointed merchants hurry by, their billowing white robes some help against the heat. The speed of their passing is almost painful to behold but they obviously have some great task at hand.

The members of the party can now make Spot check (DC 15+APL) to notice that each of them has a small note stuck in their money purse (courtesy of one of the “merchants”). If they do not notice the note, the next time one has to pay for something, it becomes obvious. Should anyone succeed at the Spot check, they can make another (identical DC) to see where Silquor exits around a corner. If they follow, he waits and starts negotiations at that point. Otherwise, the party can choose what to do based on the note. (The note is the first page of the player aid appendix, the letter beginning “Adventurers”). It directs them to a local inn after dinnertime (approximately 3 hours hence).

If the party tries to Gather Information on the location or meeting parties, or just in general, they discover the following information (Bardic Knowledge applies, at a +3 DC):

[DC 10]: Emir Zulir is reputed to be a fair and just noble from a rich area of Lopolla province who is experiencing difficulties in the village of Harq right now.

[DC 15]: The village of Harq is well known for a large and prosperous linen mill. This mill has been the target of some recent arson attempts but nothing has come of it.

[DC 18]: The tensions in Thornward might actually be traveling up this far. So far nothing has happened but it is rumored that people of Ket are being accosted in the former capital of Bissel.

[DC 20]: The people of Harq have been complaining for some time about their local Jurat. There are rumors that he has called in the Threshers far too often for the likes of the inhabitants.

[DC 25]: Bey Ghazir Tirth, a neighboring lord, has offered anyone who wishes to emigrate to his lands a bounty of 500 shields. So far, nobody has taken him up on his offer.

[DC 27]: Rumors abound that Bey Tirth has been looking to contract Hobgoblin mercenaries from the Yatils and replace some of his older soldiers. At least two are in his service now but more are rumored to be on the way as a result of a deal with the Bey of Yern.

[DC 30]: Bey Tirth and Emir Zulir cordially dislike one another and the people of Harq all know how poorly Bey Tirth runs his lands. Although tempted, none have taken the bounty as they feel there is ample reason not to go.

[DC 35]: The military has just established a “training exercise” outside Harq. The reason for the camp is not known but nobody is being allowed in or out of the area.

It is also an opposed Spot Check vs. Disguise (DC 20) to determine that the two “merchants” are actually not. They are, instead, retainers for Emir Zulir, and using the disguises to keep the involvement of their lord a secret and to enable them to travel the city with little suspicion.

The two retainers are at the Silent Bell Inn as indicated in the note and arrange to have the innkeeper direct the party to a small back room. There, should the characters arrive and be interested in the situation, negotiations can begin.

Silquor and his companion Tiv have been asked to hire the characters to resolve a problem in the village of Harq. The local noble, Emir Zulir, has been away for some time in the capital and a major problem has arisen. An adventurer has returned from abroad and caused the village to raise arms in rebellion. Silquor is as helpful as possible in trying to persuade the party to accept the job to “resolve” things. He can provide information as follows:

- Sarifa is the name of the adventurer and she is known to be a spellcaster, though not of what type nor of what power level
- Harq was generally peaceful prior to this point. The major industries are a textile mill and agriculture. There have been some problems in the past, but nothing like this

- The local Jurat made some ill-advised legal decisions recently and this may have (or probably has) something to do with the uprising. He is now dead at the hands of the villagers
- Threshers (police) sent in to calm the situation and return things to normal were ambushed and killed or captured. The military is now in charge and will shortly overrun the village, likely sometime in the next few days
- The last negotiations with Sarifa indicated that her family was sent away to the copper mines by the Jurat. Emir Zulir is reviewing this to see if it is an accurate claim or not

Silquor does not know about the involvement of the neighboring lord or other details, but helps in any way he can about the village. He does have a map of the village (with the current fortifications etched upon it – Map 3) and provides this if asked. Anyone who accepts this task is an official representative of Emir Zulir. Even the military gives them a wide berth, until it decides it must act. Characters are “deputized” in a manner of speaking, though they should be reminded that the laws of Ket can only be enforced by Threshers, the military or Jurats. They are, however, empowered to act in any fashion that does not directly contravene a serious law – in other words, breaking and entering is allowed but not murder or like crimes.

The assignment as official representatives of the Emir is signified by tokens – small crystal lances with the personal symbol of the Emir (a pair of hands above a field of grain) etched upon them. These symbols are passed to any characters the representatives feel are trustworthy and have accepted the task. They are to be returned at the conclusion of the job but in the interim serve to allow passage through the military cordon and to confirm to the villagers that the characters do indeed represent the Emir.

There is no reward being offered for this task. It is up to the individual character to deem whether or not it is worthwhile to look into this matter further and to find out the reasons behind it. Emir Zulir wants people of strong moral fiber for this task and payment is not the way to ensure that goal.

Membership in the Brotherhood of Sorcery: If any characters accept who are members of the Brotherhood of Sorcery, Tiv approaches them separately while the others are discussing the situation (e.g. while they are on their own). He mentions worries about Sarifa and shares the information that she is a Sorcerer, though of

nominal strength. She does, however, have membership in the Brotherhood and her actions might cause a great deal of trouble for them.

Any member of the Brotherhood that is present is obligated to ensure that Sarifa does not fall into the hands of the military – this means no surrender, no combat with the military or other solutions whereby Sarifa goes into custody. This task has no compensation – it simply goes hand in hand with being a member of the Brotherhood.

All APLs

☛ **Silquor the Knife**; Male; Rog5/Ftr3; see Appendix One.

☛ **Tiv ibn Suleiman**; Male; Rog3/Sor5; see Appendix One.

Travel to Harq

Harq is approximately two days travel south of Lopolla. This calculation is based on a standard walking day – if the characters choose a faster means of transportation, adapt the timing accordingly. There is an Inn (the Black Mare) located one walking day south of Lopolla and another Inn (The Grey Mare) one riding day south, if the party wishes to stay overnight. Characters may attempt the same Gather Information/Bardic Knowledge checks as presented in the Introduction in these Inns. No matter the timing of their arrival, the military attacks within 8 hours of the party reaching the military encampment (this may require some modifications to box text and the like) to keep the pace of the module appropriate.

Encounter One: The Military Encamped

Sprawled alongside the road is a large military camp. Guards watch warily in all directions and small clusters of horsemen come and go from the entrances, heading out into the surrounding fields. A solid barricade of wood blocks passage down the roadway. A guardsman approaches to acknowledge you.

The military is camped here on the main road into Harq. They have set up a cordon around the village, using local militia cavalry to supplement their numbers. The local militia (from the surrounding area) are not happy to be helping against their neighbors but are obeying the commands and laws. The commander

of the troops, Captain Seqair, is wise enough to know that the local people do not sympathize with his task and he keeps them on the outer edges of the cordon.

Military Patrols

The cordon has a patrol of 10 riders every ½ mile or so, riding in two patterns (one clockwise, one counter clockwise) around the village. The patrols are told to report anything unusual and prevent anyone from entering or exiting the village. In every fourth patrol is a falconer, using trained falcons to watch for people (it is trained to signal with loud screeches that the falconer understands). If the party or a character wishes to avoid a patrol, it is a Hide check [DC 15+APL] to do successfully. Otherwise the character/party is intercepted. If they are presented with tokens of free passage from the Captain, they can pass on their way again. If they have the tokens of the Emir Zulir they are escorted to the military camp. If they have no tokens, they are taken to the camp but forced to wait for an hour while the Captain is informed.

Military Numbers

The military encamped here totals 50 mounted heavy cavalry, 200 heavy infantry, 50 light cavalry scouts, 25 Dwarven engineers and 20 Dasne Scouts. All of the light cavalry scouts and Dasne Scouts are out most of the time, though they are spelled off from time to time. The remainder of the troops are in the camp, getting themselves ready for the conflict that is predicted. Local militia number approximately 200 and spend the evenings in their own houses, within a 15-mile ride of the camp.

Guardsmen, if asked, state that an assault is planned for later in the day. They do not know the time and do not share any further details, being embarrassed at having conveyed this already. In reality, they know little more, save that Captain Seqair is unhappy about the turn of events and is in conference with his engineers right now about the best way to attack.

There are 10 Archons (wizards) present for magical support and 10 Mullahs (True Faith clerics of Al'Akbar) here for clerical duties. Should either be approached, they can be persuaded, with good Diplomacy or Bluff checks (DC 10+APL) to discuss the situation. They know the following (they may know more, much as what Seqair knows, but they do not share it unless the

subject of a *charm* spell or a spectacular Diplomacy check [30+APL]:

- Sarifa is a spellcaster but they do not know of what type. She does not appear to be a wizard.
- The local Jurat was killed in the uprising and 20 Threshers (policemen) captured or killed when the rebellion was initially thought to be a simple riot
- The remaining Threshers (18 of 20) were returned when Sarifa was in camp a few days ago during negotiations. Aside from some bruises and lack of any equipment, they seemed fine. Two of the Threshers are dead, however.

The Captain sees the party after a few minutes, if they have presented their tokens of the Emir (otherwise, it is a Sergeant who advises the party they cannot approach any further and sends them on their way). Captain Seqair is happier than most in the camp to see them, hoping for some sort of resolution to this problem before he has to send in the troops. The Captain shares any of the following information if asked:

- Sarifa was here two days ago for negotiations, with three peasants in tow. The negotiations did not accomplish much but he now knows that her family is from Harq and was imprisoned in the copper mines for unknown reason
- A neighboring lord, Ghazir Tirth, is pushing for an immediate end to the problem but the actual noble for this area seems quite hesitant to apply force
- A squad of men was sent out during the negotiations to “capture” Sarifa if the talks broke down. This was a violation of the truce arrangement and the person in question has been demoted, but the troops haven’t returned and their whereabouts are unknown
- Some of the farms outside of Harq have been looted and burned recently. He has questioned his own people and the militia closely and none of them are responsible – the Mullahs have ensured the answers are truthful
- He has been ordered by both the Archons and Mullahs to resolve the problem today. This means that in approximately 8 hours he will be forced to assault the town. He is confident he will win but he suspects there is going to be a great deal of bloodshed – Sarifa is a very charismatic leader and the farmers trust her

After this discussion, the Captain permits the adventurers to pass the cordon and provide symbols of free passage to show to any soldiers (tiny copper daggers). He is more than willing to discuss the situation at length and is amenable to any of the following three resolutions (if asked now or later):

- 1) Sarifa must surrender to the authorities and the farmers must lay down their weapons. She will not be harmed but rather tried under the laws of Ket;
- 2) Rather than create martyrs, Seqair is willing to allow all charges against the villagers drop, in return for the surrender of Sarifa;
- 3) The main goal is a peaceful yet final resolution. If Sarifa is gone and the villagers are persuaded to stop this resistance, Seqair can guarantee that he can resolve the rest of the situation without bloodshed (though he cannot promise dropping other charges in this case). He will note, in passing, that the tokens of free passage provided are general items, good for anyone. This particular option the Captain only shares with one person on the party, the one he deems most trustworthy and able to accept that the law might have to be bent in this case (or that it can be, so preferably someone of LG or NG alignment). If there are none that fit into that category, he does not share this option.

In essence, Seqair does really care about the people of Ket and would like to find a peaceful resolution. He is sworn to uphold the law, however, and can only allow it to bend to a certain degree before he is forced to act or react. People from Ket are granted a +4 situational bonus if they have influence with the Mullahs or Military and wish to employ them here, on any rolls involving Seqair now or later. The bonus lasts for the adventure.

Further attempts to Gather Information (or Bardic Knowledge at +3 DC) in the camp may uncover the following (but only after talking to the Captain, and not if the party has been sent on their way by the Sergeant). If the party has been granted the tokens of the Captain, they have a +4 circumstance modifier to these attempts:

[DC 15]: There are strange things happening around the village. Farms abandoned in the conflict have been looted, but there are no signs of who is doing it.

[DC 20]: Fires have been started during the early afternoon on the past two days in some of the looted

farms. Nobody has been caught, but tracks of humanoids have been found near the farms;

[DC 25]: A cavalry scout thinks he saw a trio of humanoids, one medium height, two small, heading into some trees just before the "capture party" left;

[DC 30]: Ghazir Tirth, the local Lord, is offering a bounty of 50 gp per character for every villager killed, as proof that rebels do not profit. This is against the law and should be reported, but he has not made the offer formally to the Captain, just secretly amongst the troops. It was a halfling named Zairth that passed the word;

[DC 35]: Zairth was a member of the Dasne scouts until a year ago, when he was kicked out for "dishonorable conduct". Rumor has it that he tortured a half-orc prisoner to death to find out the location of a better campsite.

Remember that in all of this, being a member of any Ket military organization allows a further situational bonus of +2 on Diplomacy or Gather Information checks.

All APL's

♣ Captain Seqair; Ftr 8/Rog1/Brd2; hp 62.

Encounter Two: A Perfect Ambush

The walk from the military camp is quiet and uneventful. Rolling pastures border both sides of the road, with clumps of trees now and again scattered between fields. Passing over a ford in a stream, the road turns south sharply and heads between two small, forested hills.

Anyone with a BAB of +3 or higher gets an Intelligence check [DC 10] to know that this would be a superb ambush site. The hills on either side make it difficult for cavalry and a small ditch, just covered by underbrush, makes life tough on infantry.

If nobody has the correct training or everyone fails, it is a Spot check [DC 18+APL] to notice that there are things up in the trees. A situational +4 modifier applies if anyone determined this was a good ambush site. The things spotted are humanoids hiding behind trees at ground level. They have weapons out but are silent and unmoving, in good ambush spots.

Anyone investigating finds the bodies of dead Kettite soldiers (bodies dressed in Kettite clothes and equipment, at least). They have not been stripped of weapons or amour, but have no other valuables. Each was struck from behind, with a well-placed blow through the ribs that killed them (This was Zairth using his sneak attack). A Heal check (DC 15) can tell it was from a piercing weapon, likely a large dagger or a short sword.

Six people formed the ambush, three on either side. Anyone with tracking can tell that they themselves were ambushed in turn. It is Survival check [DC 20+APL] to tell that one person passed this way (Gurtok, the half-orc) and [DC 25+APL] to tell that a second was present (Zairth, small halfling). Another Survival check [DC 20] reveals that the tracks are about 2 days old. Trig did not come with the two of them during this counter-ambush, designed to spur and increase tensions here.

The leader of the troop, the last soldier on the right of the road, has a scroll tube with written orders to ambush Sarifa if negotiations break down. Party members who did not ask about this can make an Intelligence check [DC 10] to remember that she was in the camp two days ago and that negotiations did indeed break down.

At all APLs the body of the leader of the troop is booby-trapped. This is the work of Zairth who is trying to incite worry and over thinking with these traps. It is a Knowledge (nature) or Heal check [DC 10+APL] to determine the type of poison involved.

If the characters try to back-track into the trees, a Survival check [DC 20], will lead them to a small ripped cloth badge (and part of a vest). This was Gurtok's and he lost it here; he has not told Zairth because he is afraid to admit he has made a mistake. The badge is that of the neighboring Lord, Ghazir Tirth, a fox on a field of white. Identifying this requires a Knowledge (Nobility) (DC 18), Knowledge (Local, VTF) (DC 20) or Bardic Knowledge (DC 21) check. Anyone native to this area can also identify the badge immediately.

If Sarifa is later asked about this spot, she indicates that she did notice something unusual but was hurrying for the village to reach it before nightfall. The military has not tracked down their own troops as they are under orders not to approach the village any closer than 2 miles – at least until the final assault, if that should prove necessary.

All APLs (EL 1)

☛ **Poisoned Dart Trap**; CR 1; mechanical; location trigger (body, touching or moving it); manual reset; multiple targets (1 dart per target in all squares around the body); Atk +9 melee (d4+4+poison [19-20] [x2] darts); Poison (Small Centipede Poison – DC 11 Fort save, d2 Dex Primary/d2 Dex Secondary), Search DC 14, Disable Device DC 14.

Encounter Three: Looters in the Farms

The fields are broad and deep after the small forest. The track widens a bit to allow for the passage of two carts but little else changes. There are no signs of people around, only well-tended cropland bereft of all save small animals and insects.

Suddenly, off to the right, about 250 to 300 feet from the road, a spire of thick black smoke rises from a cluster of houses that must be the centre of one of these farms.

Should the party have opted for stealth and scouts, there is a chance they can spot activity on the farm before the fires are started. To spot the activity at the distance is a Spot check (DC 24). Then apply a Hide check vs. Zairth's Spot, with both him and his familiar taking 10. If they succeed, modify the encounter accordingly, although each of the NPCs should begin as noted below.

The agents for Bey Tirth are hard at work here, doing their best to incite hatred on both sides. Only the head of the agents has any instructions, and these are done up tightly in a scroll tube he keeps on his person. Should they be caught or the head agent killed and his body recovered, provide them Player Handout #2. Essentially, the scroll is a written instruction to cause as much havoc as possible and stir both the people and the army against one another. The preferable outcome is a slaughter by the military – the note should have been destroyed after being read but Zairth kept it for blackmail purposes.

At this time, the agents have been hurried by the unexpected appearance of the party. In actual fact, they intend to loot and then carefully burn each farm that they can reach in the next three hours – they have been forced to start this burning early, before the fire has a chance to actually take. On top of it all, they have not had a chance to actually loot yet, a greater disappointment.

Map Layout: There are three buildings here, located 250 feet from the main road. The fields are low grass and crops, which can be easily ridden over or seen through. They do, however, provide some cover and allow Hide checks without a penalty if the character is moving slowly as to take advantage of the field. The first building is the two story main house, a 30 by 30 house with a single main room on the ground floor and an adjoining cooking and eating area. Just to the side of the main house is a smaller (20 by 20) two-story bunkhouse, with areas for cleaning clothes and resting. Finally, the stables is located off to the right, a 20 foot wide structure that is 60 feet deep.

When he saw the adventurers, Zairth ordered the fires started, and cast *mage armor* that round. He himself is keeping an eye out from a second floor window in the main house that faces the road. Immediately upon spotting the characters he begins to cast his prep spells (*mage armor* is up already) and warns Trig to do likewise via a pre-arranged low whistle. Zairth then slows things down with spells, starting with his most powerful offensive spell and then engaging from cover with his *wand of magic missiles* and other spells.

If reduced to 5 hp or less, he tries to retreat – note his *wand of expeditious retreat*, which he applies to his mount, a war pony (use stats from the *Monster Manual*) tied up just behind the main house. Should retreat not be possible, his evil bent means that he tries to ensure first that any downed companions are dead, and then he tries to kill the weakest looking of the enemy.

Gurtok and Trig are in the stables and bunkhouse respectively, when Zairth orders them to start fires. At APL 2 and 4, Trig is dead, killed in an argument with Gurtok earlier, and his equipment stripped. Otherwise, Gurtok moves to the entrance of the house and fires at the party with his range weapons until they get in range for hand-to-hand. He flees if reduced to 6 hp or less. Gurtok also has a warhorse outside but he has not got it trained to attack on command and uses it only to escape. If Gurtok has the ability to fly, he uses it to engage the characters.

Trig prepares himself with his defensive spells first and then attacks when ready. Note he also has magical items he uses as needed. He flees when down to 5 hp or less.

If the party is successful in fighting the looters, the fires are easy to put out – providing they start at the first possible opportunity. If the party splits to chase

down fleeing looters or the like, each round of chase and combat adds a 5% chance that the farm burns down (starting at 0%). Allow for innovative or good ideas here, in that one person going after the looters is probably not a major loss, but half the party would definitely slow things down.

Should the characters lose this fight, the looters leave immediately. They stabilize the characters after dragging them away from the soon to be burned farmhouses. This is not done as a charity act – Zairth and Gurtok both view this as a chance to incur a favor with the characters, who are obviously adventurers. Trig is less certain but goes along with the plan. Characters should then be treated accordingly, once they regain consciousness.

Creatures:

APL 2 (EL 4)

☛ **Zairth Thistleberry**; male halfling; Rog1/Wiz1; hp 12, See Appendix One.

☛ **Gurtok**; male half-orc; Bar2; hp 23, See Appendix One.

APL 4 (EL 6)

☛ **Zairth Thistleberry**; male halfling; Rog1/Wiz3; hp 18, See Appendix One.

☛ **Gurtok**; male half-orc; Bar4; hp 41, See Appendix One.

APL 6 (EL 8)

☛ **Zairth Thistleberry**; male halfling; Rog2/Wiz3; hp 22, See Appendix One.

☛ **Gurtok**; male half-orc; Bar4/Rog1; hp 47, See Appendix One.

☛ **Trig**; male gnome; Wiz3/Ftr2; hp 40.

APL 8 (EL 10)

☛ **Zairth Thistleberry**; male halfling; Rog3/Wiz4; hp 29, See Appendix One.

☛ **Gurtok**; male half-orc; Bar6/Rog1; hp 65, See Appendix One.

☛ **Trig**; male gnome; Wiz5/Ftr2; hp 50.

APL 10 (EL 12)

☛ **Zairth Thistleberry**; male halfling; Rog4/Wiz5; hp 36, See Appendix One.

☛ **Gurtok**; male half-orc; Bar7/Rog2; hp 80, See Appendix One.

☛ **Trig**; male gnome; Wiz7/Ftr2; hp 60.

APL 12 (EL 14)

☛ **Zairth Thistleberry**; male halfling; Rog5/Wiz6; hp 43, See Appendix One.

☛ **Gurtok**; male half-orc; Bar8/Rog3; hp 95, See Appendix One.

☛ **Trig**; male gnome; Wiz9/Ftr2; hp 70.

Treasure: (Trig has not brought his spellbook along but Zairth did):

APL 2: L: 118 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (18 gp per character per character)

APL 4: L: 168 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (30 gp per character per character)

APL 6: L: 233 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (19 x 2 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166)

APL 8: L: 233 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (26 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166)

APL 10: L: 280 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (45 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166), *Amulet of Natural Armor* (166 gp per character per character), *+1 Longsword* (192 gp per character per character), *Potion of Fly* (62)

APL 12: L: 245 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (56 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166), *Amulet of Natural Armor* (166 gp per character per character), *+1 Frost Longsword* (693 gp per character per character), *Potion of Fly* (62), *Potion of Invisibility* (25 gp per character per character), *Potion of Shield of Faith – 6th level* (14 gp per character per character) *+1 Mithril Chain* (175 gp per character per character)

Interlude: Assaulting Harq

The entire village of Harq is not presented for a full assault. It is presumed the characters do not attack in this manner as they are not being asked to do this. Any fight should start with some Devoted Guards (number = APL) behind the barricades – others are present but not counted in this combat. In the event that the party does attack, there are serious repercussions:

- 1) The military immediately launches an attack (this takes five rounds to start) on both sides and wins. It is presumed in this case that the military have moved up their timeline and moved into closer proximity to the village. The military is too powerful to be stopped. If characters possess instant transport magic they can escape and are awarded the Warrant of Ket – all others are caught and taken for sentencing by the Jurats assigned to this army outpost;
- 2) If the characters have not harmed anyone in the assault (in other words, it has all been non-lethal) they are deemed to have breached major laws against assault and so on but are sentenced to the mines for 26 TUs. For each point of Influence expended permanently with any Ket organization, this TU expenditure is decreased by 4. The time can furthermore be halved (after all else is done) by a Diplomacy check [DC 15+APL]
- 3) If the characters have committed assault, manslaughter or murder, they are sent to the mines permanently. This can be reduced to 26 TU for assault and manslaughter (but no reduction of the TU for influence) with a Diplomacy check [DC 15+APL].

Encounter Four: At the Village

The village of Harq is but a short distance on foot from the farmhouse, no more than five minutes. As you approach, you see that makeshift barricades have been erected between houses, making the formerly open village a walled location. Guards are visible on the walls, wearing peasant clothing but dressed in the arms and armor of the Kettite military.

The villagers on the walls are equipped with what they got when they ambushed the Thresher squadron sent to deal with Sarifa.

Characters who approach visibly are questioned by a trio of guards from a distance of 50 feet. If they try to approach any closer, they are warned to halt (the guards fire their bows at 40 feet or less). Five archers armed with shortbows have taken cover once the characters were spotted approaching the village (+4 to AC) to supplement those asking the questions. Use Devoted Guard Stats as found in Appendix One for all other details.

If the party attempts to approach by stealth, they may certainly do so. The final 200 feet to the village is completely open, with no cover or brush whatsoever (Sarifa had them clear it) and people moving over this suffer a situational –4 penalty to Hide. There are 4 guards watching in any given direction. Use the standard spotting rules to determine if they notice anything at range. Close up, the easiest way in is to climb over a house – if a character attempts the barricade, they will make a lot of noise (it is deliberately designed for that, Spot Check [DC 15] to notice this) and will attract attention.

For those who enter by stealth, once inside the village anyone they come across automatically tries to raise an alarm unless prevented or otherwise dealt with in some fashion.

If a party or character approaches by flying or moving above the ground in some manner, they are warned to stay on the ground. Staying in the air and going above the town results in a series of missile shots (20 per round, all at +4 ranged, 1d8 damage each). Nothing is allowed to fly over the village without being targeted (including birds – Sarifa is well aware that many of them could be spies).

Otherwise, the guards at the gate talk to the adventurers for a while but are reasonably interested in having them enter, providing the party makes no overt threats. The party must surrender all weapons and shields at the entry, save for one personal weapon (a single weapon, be it melee or ranged). Spell components are confiscated if presented but not spell focuses unless they are obviously for magic. Armor of all types is allowed, unless it has spikes upon it (in which case it could be the single weapon, if they so choose, or they have to remove it). Animals of regular type are allowed in but no Dire or Legendary Animals of any type (save horses) – this restriction includes all obviously magical animals such as animal companions and paladin mounts. All other equipment, including magical items, they may keep.

After whatever negotiations are needed to this point, characters are asked to stay together and are escorted to either get a meal or see Sarifa (after the meal they must see her).

During the escort to Sarifa, the characters pass through the village and should be advised that it is in very good condition, with people moving about in a hurried and purposeful manner (but not scared). Everyone, including children, is armed with weapons (mostly makeshift but all deadly). Many of them have quarterstaves, most of which showing signs of having recently been cut into shape.

Meeting Sarifa

Sarifa meets the party at her parent's house, noted on the map, and talks to them for a brief period of time. She is friendly but driven to rescue her family from the mines – Jex does not talk during this discussion, preferring to stay in the background (an obvious bodyguard type). At the beginning of the meeting, the players can make a Spot check [DC 20] to notice Jex concentrating upon them all (*detect evil*).

At this point, Sarifa does not know what to think of the party. Being an adventurer herself, she is inclined to give them the benefit of the doubt and let them help, but actions speak louder than words. She makes this clear and let them have freedom of movement in the village.

Sarifa has already gathered all the details she can garner from the house of the Jurat and sent them on to Emir Zulir (whom she trusts as he adventured with her father) two weeks ago. If she feels confident in the party or trusts them, she can advise that the logbooks contained no immediately damning evidence about the Jurat. Instead, they show a pattern of possibly corrupt actions but she admits nothing is absolutely clear. Nevertheless, Sarifa took the logbooks for all the proof she needed and is now entirely confident that her family has been mistreated. She is running out of patience for something to happen at this juncture. If characters wish to search the house of the Jurat, they are given permission.

If characters ask to have their weapons or spell components returned, she considers this in light of the previous questions (if this is the first, she refuses). This also encompasses magical companions and so on. If things have been going well and she has not been insulted or worse, she allows them to be returned. Otherwise, she refuses.

Sarifa requires an opposed Diplomacy check at the conclusion of any discussion to convince her that whatever position the characters want to take (save outright arresting her) is the correct path to follow. If there has been good role-playing, award a circumstance bonus of up to +4. Then it is simply an opposed check (See Appendix One for her skills at this APL).

Should Sarifa be attacked during these negotiations, use her stats from Encounter 6, along with Jex. Two or more Devoted Guards from Appendix One (the escort for the party) also take part. Five rounds after the combat begins, ten more guards arrive and join, with stats appropriate to the APL in question.

The House of the Jurat:

The house of the Jurat is now the headquarters for the Devoted Guards but is in impeccable condition. The structure is a large two story building but the overall room layout is unimportant – all documents are gathered in the downstairs study and the characters are given free access with no supervision. There is little to discover here but the writings of the Jurat can be reviewed (save the logbooks that were sent onward). In them, after a careful read of at least 30 minutes (which no-one has yet undertaken) it is possible to glean that he was under tremendous financial strain to keep his father both healthy and in his home.

Four Main Factions in the Village:

Each of the four main factions in the village has a representative, with an associated personality. If characters go to specific areas (noted in the factions) they can gain information about the situation via roleplaying – they can also wait for lunch or dinner to talk to everyone at once.

As with anything, the members of the faction are not absolute slavish devotees of their faction to the exclusion of all else. They know of the other factions and there are smaller groups within these very factions with differing goals (for instance, the Devoted are split between a group that wants to strike out from the village and attack one of the mines, and a group that wants to negotiate). Nevertheless, for the purposes of the limited time in this module they appear unified and present a single front.

If characters wish to do Gather Information checks rather than roleplay them out, it is [DC 10+APL] to get information. Each increment of 3 above the check result adds an additional item of information from the faction.

The Devoted (found in the Thresher Station and guarding the walls): These are primarily the teens and young adults of the village. They have heard the circumstances of the imprisonment of Sarifa's family and are up in arms against it. The major training in the village has gone to them, resulting in the Devoted Guards. Without tremendous diplomatic efforts they do not give up on her cause. 10% of the population, or 20 people.

Information they possess:

- Sarifa is a superb monk, trained in all the disciplines (only applicable at APL 4+).
- She has a few magical items but does not rely upon them.
- Jex is just a guardian, her close friend, and he is no more than the muscle.
- Sarifa intends to fight to the death to get her family back from the mines.

Representative: **Araq**, a young man with a steady stare and friendly smile. He leads the Devoted and is both friendly and personable. The fanatical devotion he has is hidden well and only comes out if the removal of Sarifa is discussed. The rest of the Devoted follow him because of his ability to cut through to the heart of an argument.

The Opportunists (Found in the market square and the town inn): The merchants of town and their supporters are playing along with the rebellion because it might be worth something to them. They are being cautious and ensuring that there is far more evidence against others in the village. Sarifa is a charismatic person with close connections to the village but she has broken the laws in a number of different fashions. 15% of the population is in this faction, or 30 people.

Information they possess:

- The military is tightening the cordon around the village daily.
- An attack will take place, and soon.
- Sarifa has given them a fighting chance against equal opponents but the military is far better equipped and more numerous.
- Sarifa is also a Sorceress and has wands for extra magical support, which she uses in a pinch.
- Jex, her partner, is an adventurer and seems to be a lover or very close friend. His powers are unknown but he seems very faithful to his god (whoever that is).

Representative: **Silthyea**, a half-elven female who is the chief factor of the House of Rozan, a merchant family who ship grain and linen from this area and also use the river for trade. She is careful with her words and cautious in general, much of it because of the reaction of most Ketites to a half-elf. The Opportunists respect her age and wisdom and they follow her because she is the senior merchant in town.

The Sheep (found in the marketplace and the streets of town): The majority of the village falls into this category. They are following Sarifa because she is their leader now. The teachings of Ket are still followed, but she has modified them somewhat with her Exalted Faith take on things. They will gladly alter their perspective and follow if given a viable alternative, but not so long as Sarifa is around. At this point they have all taken up arms and fight the military unless another alternative is presented (and Sarifa agrees or is not around to argue). 60% of the population falls into this category (120 people).

Information they possess:

- Sarifa was a precocious young child and taken into the service of Al'Akbar early on – she is a Mullah, or was at one time.
- Her family was good people and the Mullahs did them a disservice by sentencing them with little evidence – even they can see the reasons that enraged Sarifa.
- Jex, her companion, has spoken to a few people about wearing armor and wielding weapons – he seems to know a good deal about this and is very sure of himself.

Representative: **Hithoq**, an older man who used to be the mayor in town, before Sarifa arrived. Hithoq only held the post as a temporary measure because the previous mayor resigned in disgust over the actions of the Jurat at the time. He is a nicer old man, with little in the way of original thought. Most of the time he is simply worried, thinking of the farms and the problems of the people.

The True Faith (found in the Temple of Al'Akbar or the Textile Mill): These people are the conservatives of the village, mostly older landowners and the operators of the textile mill. They do not support the current activity in the village and actively aid in any resistance against it. The military has slipped a spy in amongst their people and they tell this to anyone they trust. They represent 15% of the population (30 people).

Information they possess:

- Sarifa is a heretic, a proponent of the Exalted Faith.
- Jex, her companion, is far more than that and is a worshipper of some strange god named Heironeous.
- Bey Ghazir Turth, a noble whose lands adjoin the village, has offered a bounty on the heads of both Sarifa and Jex and has always had his eye on the village – the villagers refuse to help him but they appreciate his strong devotion to Al'Akbar.

Representative: **Xertoq**, a layperson in the temple of Al'Akbar and the acting Mullah for the town (they have not had another assigned since the previous one retired to a monastery six months ago). He is also a landowner and prosperous. The actions of Sarifa scare him, quite frankly, and he loudly and frequently questions her actions, though he has not been brave enough to denounce her yet. He is rather “slimy” and always thinking of personal gain. The only reason he leads the True Faith faction is his stature as the acting Mullah.

Diplomatic Maneuvers:

The people of the village can be persuaded to change their minds (and presumably lay down their arms) but it is a difficult task. In the first place, much is dependent on the attitude of Sarifa. If she is amenable to the solution being proposed (in other words, she has chosen to trust the characters) she provides up to a +4 circumstance bonus (as decided by the GM) to these checks.

Each faction that has been persuaded (except the True Faith, because they have proven entirely intolerant) provides a further +2 cumulative circumstance bonus to further Diplomacy checks. One re-try is allowed per faction, but the DC is raised by 5 for the next attempt. Failure to convince all of the factions means that those remaining fight to the death and Sarifa leads them if she is here (and does not abandon them).

It is then a Diplomacy check [DC 25+APL] to convince Sarifa (and Jex) to lay down their arms and either escape or surrender. There is a +4 circumstance bonus to this if all of the factions have been convinced to lay down their arms on the first attempt (indicating the characters had both passion and conviction on their side). Sarifa does not even consider this if any of the factions are still going to fight and is entirely resistant to such overtures in those cases.

If the characters can separate Sarifa and the factions, or talk to them independently, it is possible to try to persuade Sarifa without all the factions having yet agreed. This further provides a +2 circumstance modifier to persuading the factions but the limit of two attempts still applies. Should Sarifa find that any of the factions are still going to fight after being persuaded, she rescinds her decision and stay with the villagers.

The various difficulty levels for convincing the factions are as follows:

The Devoted: DC 26+APL

The Opportunists: DC 15+APL

The Sheep: DC 25+APL (if Sarifa is present – if the characters have managed to surreptitiously capture her already, their DC drops to 5+APL)

The True Faith: No DC, the True Faith does whatever the characters want unless it involves resisting the military, which they do not do under any circumstances.

Creatures: (escort to see Sarifa, no combat is intended – if it breaks out, it is a combination of Encounter 6 and this encounter and does not serve to increase the APL):

APL 2 (EL 2)

☛Devoted Guards (2); War2; hp 17 each, See Appendix One

APL 4 (EL 5)

☛Devoted Guards (2); War4; hp 31 each, See Appendix One.

APL 6 (EL 7)

☛Devoted Guards (2); War6; hp 45 each, See Appendix One.

APL 8 (EL 9)

☛Devoted Guards (2); War8; hp 59 each, See Appendix One.

APL 10 (EL 11)

☛Devoted Guards (4); War8; hp 59 each, See Appendix One, APL 8.

APL 12 (EL 13)

☛Devoted Guards (8); War8; hp 59 each, See Appendix One, APL 8.

Treasure: Loot guards

All APLs: L: 8.5 gp per character; C: 1 gp per character; M: 0 gp per character

Note on the map for Encounter Five

This map is intended for use for both Encounters 5 and 6, as they happen close to one another and take place very close in terms of time. If a combat is initiated before this point, this map can be adapted and used as required.

Encounter Five: Combat at the Walls!

Suddenly, a loud clanging noise can be heard all round, as if pots were being smashed in every household in the village. People start to run in every direction, most toward the walls with their weapons in hand. Sarifa sprints up to you. "We are attacked. Will you help?"

The fight that is about to take place in this encounter occurs shortly after dusk. Bey Ghazir Turth has snuck his men past the military cordon and launched them against the village.

Timing of the Attack

This attack occurs either at dusk or as soon as the characters persuade the villagers to put down their arms. It takes place under any circumstance, as Ghazir Turth also has spies and wishes to take the opportunity to punish the villagers.

The sounds are all of the guards giving the warning at once as an attack is launched upon the village. Anyone near the wall or with a means of seeing beyond notes immediately that the force is not the military but some other group of armed men. They are nowhere near as organized as the military and seem to have little or no arcane support. Inside the village, it is a Spot check [DC 15+APL] to see the attacking forces and realize they are not the military.

Sarifa has her pre-cast spells up and functioning at this point. Jex is just behind her, 30 feet away, and all his pre-cast spells are ready for combat. They are hoping for help here. Should the party accept, they are pointed to a breach in the walls some 150 feet away and

asked to stop those that have entered. Sarifa and Jex are off to deal with the main attack.

If the party or some of them choose to attack Sarifa instead at this point, she fights back – move on to the next Encounter. She and Jex are angry at this betrayal (in their minds) and do everything in their power to kill the PCs. Devoted Guards from Encounter Four who are escorting the party participate on the side of Sarifa but do not increase the EL.

Otherwise, the breach of the walls has let in some dwarven thugs from the attacking force of Ghazir Turth. The thugs have got two peasants (unconscious) as prisoners and use them as cover if attacked. Otherwise they engage and attack to kill (they aren't worried about the laws of Ket – they have already broken enough to be sent to the mines). The dwarves are not evil but bent only on earning their wages – if they are offered 100 gp per character (total) per APL, they take the money and end their attack. This offer must be made openly (with the money out) or they do not trust it and continue to attack.

Ghazir Turth has a low opinion of the renegades or he might have made a more realistic assessment of their forces and attacked with a force capable of taking the village. Even if the characters do not help, the thugs are driven back but the party is at a –8 circumstance penalty on all social interaction with the villagers and Sarifa after this point.

This attack is a violation of the military cordon but Bey Turth has already laid the groundwork for his excuse by sending out a rider (late) to indicate he is attacking in support of the military. When questioned later he simply indicates that a messenger had informed him of the attack and sticks to this story – that it is false will not be reviewed by many people, as the issue of the rebellion is going to prove very difficult to stomach in many parts of the country.

Creatures:

APL 2 (EL 2)

🔨 **Dwarven Thugs (2);** Rog1; hp 9 each, See Appendix One.

APL 4 (EL 4)

🔨 **Dwarven Thugs (4);** Rog1; hp 9 each, See Appendix One.

APL 6 (EL 6)

♣ **Dwarven Thugs** (6); Rog1/Ftr1; hp 18 each, See Appendix One.

APL 8 (EL 8)

♣ **Dwarven Thugs** (6); Rog2/Ftr1; hp 25 each, See Appendix One.

APL 10 (EL 10)

♣ **Dwarven Thugs** (6); Rog3/Ftr2; hp 41 each, See Appendix One.

APL 12 (EL 12)

♣ **Dwarven Thugs** (6); Rog3/Ftr4; hp 59 each, See Appendix One.

Treasure :

APL 2: L: 40 gp per character; C: 3 gp per character; M: 0 gp per character

APL 4: L: 80 gp per character; C: 6 gp per character; M: 0 gp per character

APL 6: L: 129 gp per character; C: 9 gp per character; M: 0 gp per character

APL 8, 10, 12: L: 429 gp per character; C: 9 gp per character; M: 0 gp per character

Encounter Six: A Choice of Destinies

The fight has died down and the attackers have retreated into the darkness. Sarifa and Jex return to give thanks for the assistance provided. Villagers stand triumphant amidst the bodies, but stare around in horror at the death and destruction in their midst. A brief time, enough for three short breaths, passes, and then the horns of the military of Ket can be heard. It is a time for decisions.

This is the time (if the party has not already attacked Sarifa or otherwise rendered her a non-combatant) that a decision must be made. For the purposes of healing, note that party members have two rounds after the conclusion of combat to heal before this encounter begins. It is, however, entirely possible to be healing and doing similar activities while negotiating with Sarifa and so on. This simply marks the start of the encounter, not the start of combat (although that may happen soon). It also means that very little time has passed since the start of Encounter 5, so most buff spells cast for that combat are still be active.

Warn the characters that Sarifa and her bodyguard are dedicated. They should be cautioned about starting anything with her. The objective is to negotiate, not confront directly, although the latter is certainly an option. This pair is dangerous, particularly if anyone from the village assists her.

With the walls attacked from the outside and the sounds of battle, the military has been forced into action. It is now only be a matter of time before the military encamped outside is forced to attack. Everyone from Ket recognizes this without a roll upon hearing the horns, others require a Knowledge (Local – VTF) check [DC 5] to realize what is about to happen. Five minutes after the battle dies down at the walls, the sound of the approaching military of Ket is heard.

There is no hope for the village, and this should be emphasized. The military has the magical muscle and trained soldiery to negate just about any advantage and the troops are well led and rested. The only realistic option at this point is to lay down arms and hope from clemency.

That clemency is going to depend in large part on what Sarifa chooses to do. Her choice comes down to a heroic last-stand (and a last stand it will be) or slipping away into the night without having accomplished her goal of freeing her family. Neither is particularly pleasant but the choices must be made. A third option, available to the characters and obviously not one that Sarifa favors, is to arrest her and hold her for the authorities.

Parties wishing to arrest Sarifa should be sent into combat with her rapidly. If serious negotiation is underway, allow that to proceed unless it becomes clear enough party members want to take the arrest option – in which case start up a combat immediately.

It is quite possible to negotiate with Sarifa at this point and avoid combat entirely. This can only be done with some difficult and extended negotiation. If the party would rather make a roll instead, this is also a viable option but it is far more difficult. It is a Diplomacy check [DC 30+APL] to convince Sarifa that leaving town is a better choice than fighting to the death, either against the army or the characters – this presumes that earlier negotiations have failed, otherwise use the lower DCs from earlier Encounters for this persuasion. No bonus for factions is applied and the attitudes of the villagers no longer have any bearing – this is the crux of the matter and Sarifa can alone change the fates here.

Note that Jex and Sarifa are watching the characters closely at this point. The characters are the only wild card in the forces inside Harq as far as they know and this is an important time. If any actions are taken which might be construed as offensive, including buff spells, the two move into combat mode (reluctantly but with conviction). In the event of a single buff spell or something similar, it is possible to make a Diplomacy check, DC 10+APL, to convince the two it is only to help against the incoming authorities. A second spell or a failed roll initiates combat.

This should be a free-flowing encounter. Much depends on the personalities of the individuals involved. Sarifa and Jex have +20 circumstance modifiers in this situation against Bluff attempts that try to get them to surrender or otherwise lay down their arms.

If Sarifa cannot be persuaded and is not attacked, she stands and dies here, with Jex doing likewise at her side. The villagers who have not been persuaded likewise side with her and are treated accordingly. Characters who choose to stand with the villagers are also killed (and can be *raised* at the usual cost, with no further penalty).

Creatures:

APL 2 (EL 5)

☛**Sarifa:** Cleric 1/Ftr2/Sor1; hp 30; see Appendix One.

☛**Jex:** Pal 2; hp 20; see Appendix One.

APL 4 (EL 7)

☛**Sarifa:** Cleric 1/Ftr2/Mnk2/Sor1; hp 44; see Appendix One.

☛**Jex:** Pal4; hp 36; see Appendix One.

APL 6 (EL 9)

☛**Sarifa:** Cleric 1/Mnk4/Ftr2/Sor1; hp 58; see Appendix One.

☛**Jex:** Pal4/Ftr2; hp 52; see Appendix One.

APL 8 (EL 11)

☛**Sarifa:** Cleric 1/Mnk6/Ftr2/Sor1; hp 72; see Appendix One.

☛**Jex:** Pal4/Ftr4; hp 68; see Appendix One.

APL 10 (EL 13)

☛**Sarifa:** Cleric 1/Mnk8/Ftr2/Sor1; hp 86; see Appendix One.

☛**Jex:** Pal4/Ftr6; hp 84; see Appendix One.

APL 12 (EL 15)

☛**Sarifa:** Cleric 1/Mnk8/Ftr4/Sor1; hp 102; see Appendix One.

☛**Jex:** Pal4/Ftr8; hp 112; see Appendix One.

Treasure:

APL 2: L: 161 gp per character; C: 15 gp per character; M: +1 *Amulet of Natural Armor* (166 gp per character per character)

APL 4: L: 161 gp per character; C: 15 gp per character; M: +1 *Amulet of Natural Armor* (166.5x2 gp per character), *Gloves of Dexterity* +2 (333 gp per character)

APL 6: L: 135 gp; C: 15 gp; M: +1 *Amulet of Natural Armor* (166 gp per character), +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +2 (333 gp per character), +1 *Scythe* (193 gp per character), +1 *Ring of Protection* (166 gp per character)

APL 8: L: 118 gp; C: 15 gp; M: +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +4 (1,333 gp per character), *Gauntlets of Ogre Power* +2 Str (333 gp per character), +1 *Scythe* (193 gp per character), +1 *Ring of Protection* (166 gp per character), +1 *Breast Plate* (112 gp per character)

APL 10: L: 118 gp; C: 15 gp; M: +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +4 (1,333 gp per character), *Gauntlets of Ogre Power* +2 Str (333 gp per character), +1 *Scythe* (193 gp per character), +2 *Ring of Protection* (666 gp per character), +2 *Breast Plate* (362 gp per character), *Monks Belt* (1,083 gp per character)

APL 12 – 118.5 gp per character (l), 15 gp per character (g), +2 *Amulet of Natural Armor* (666.5 gp per character), *Gloves of Dexterity* +4 (1333 gp per character), *Gauntlets of Ogre Power* +2 Str (333x2 gp per character), +1 *Keen Scythe* (693 gp per character), +2 *Ring of Protection* (666.5x2 gp per character), +2 *Breast Plate* (362.5 gp per character), *Monks Belt* (1083 gp per character), +2 *Amulet of Health* (333 gp per character), +4 *Periapt of Wisdom* (1333 gp per character), *Boots of Speed* (1000 gp per character)

Conclusion: Consequences

In dark of the night, the approaching lights of the military appear orderly and methodical. Within minutes, the entire populace has put down their weapons in the face of the army and the Archons. The rebellion is over but the reasons behind it remain to be considered.

Captain Seqair arranges a meeting with the characters immediately. Any characters that wish to slip away in the confusion may certainly do so, as the army is more concerned with the citizenry of the village than itinerant adventurers. Note that anyone who has willfully violated the laws of Ket as described under “Attacking the Village” is awarded the Warrant of Ket.

Anyone who makes an effort to stay peaceful or diplomatic is graciously dealt with by Captain Seqair and his advisors. He reacts to the news of the departure of Sarifa and Jex (if that has happened) with an even temper and orders an immediate pursuit in the morning. The objections of a single Mullah are overruled and any character present can make a Sense Motive check [DC 10+APL] to recognize that the Captain is glad this has happened.

If Sarifa and Jex are prisoners or have agreed to turn themselves over, he takes them into custody and thanks the adventurers for their work. The Emir arrives shortly after this to claim the two for his own, as befits his status in the province. The characters can be allowed to hear a brief argument, after which the two prisoners are released to the Emir. Later that night, the pair escape custody and the Emir is found unconscious in his tent, unhurt but definitely knocked out in some fashion while questioning the prisoners – as with the Captain, pursuit does not happen until morning.

If Sarifa and Jex escape, they award their thanks to all of the characters who assisted them. They do not advise the characters until they are out of Ket, so as not to place any undue strain on the relationships. Sarifa and Jex escape if they are allowed to have until morning to make their way. Pursuing them at night is discouraged by the military and any characters attempting it are questioned for the night as to their actual intentions, rather than allowed to proceed (the military really does not want Sarifa and Jex questioned closely).

If Sarifa and Jex are killed, the party is awarded a monetary compensation for the items that the two had (which the Archons confiscate) and access to some of these items, but only after spending two additional TUs (or four for out of region) going through questioning and filling out reports. Those that do not want to spend this time have access to any items from Sarifa and Jex crossed off their ARs but they still get the gold value. The bodies of the two are taken by the military back to Lopolla and “lost” en route.

Captain Seqair awards his thanks to the party members in the event that the villagers did not have to be attacked in any fashion. If Devoted Guards were assaulted but not killed he makes his award but if the Guards were not kept alive he does not. Deaths of the thugs or Zairth and his band do not impact on this reward – all characters are exonerated of their actions with those characters.

Finally, Emir Zulir makes his award for any party who works diligently not to see conflict with the military and stands up for Sarifa and Jex at the conclusion about the improper incarceration of their family. They do not have to actually help Sarifa and Jex escape, nor do they even have to take them alive, but they have to see that the law of the land is carried out and the improper imprisonment of the family of Sarifa is questioned and corrected. It is possible to get this award if the villagers have been attacked but no character who participated in subduing the village can be awarded this item.

Review of the Jurat:

This latter can involve some role-playing at a trial or review of the Jurats decision, if there is still time. Any character who makes a successful argument with reason and logic behind it and has done significant research is considered to also have access to the Church Inquisitor Prestige Class from this point forward (True Faith only, Al'Akbar). Alternatively, if there is insufficient time, any characters that have diligently worked toward this end may be granted this access at the discretion of the Judge. Although the individual involved was simply a Jurat, the potential implications and close connection to the religion are too great to be overlooked.

The End

Experience Point Summary

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

Introduction

Accepting the assignment from the aides to Emir Zulir to look into the situation in Harq and try to solve it peacefully.

APL 2	15 xp
APL 4	30 xp
APL 6	30 xp
APL 8	45 xp
APL 10	60 xp
APL 12	60 xp

Encounter One

Accepting the assignment from the military to find a resolution to the problems

APL 2	15 xp
APL 4	30 xp
APL 6	30 xp
APL 8	45 xp
APL 10	60 xp
APL 12	60 xp

Encounter Two

Disable or otherwise deal with the poison dart traps

APL 2	60 xp
APL 4	60 xp
APL 6	60 xp
APL 8	120 xp
APL 10	120 xp
APL 12	120 xp

Encounter Three

Defeat the looters at the farm

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Five

Defeat or buy off the dwarven thugs.

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Six

Defeat Sarifa and Jex. Persuading them to leave the village and escape is a possible option and counts as defeating them.

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

Story Award

Finding a way to save the inhabitants of the village or finding a way to rescue the family of Sarifa without bloodshed (either or)

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp
APL 8	70 xp
APL 10	90 xp
APL 12	105 xp

Discretionary role-playing award

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp

Total possible experience:

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

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP PER CHARACTER 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.

Encounter 3:

Looting the bodies of the looters

APL 2: L: 118 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (18 gp per character per character)

APL 4: L: 168 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (30 gp per character per character)

APL 6: L: 233 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per

character per character), *Wand of Magic Missiles* (19 x 2 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166)

APL 8: L: 233 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (26 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166)

APL 10: L: 280 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (45 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166), *Amulet of Natural Armor* (166 gp per character per character), *+1 Longsword* (192 gp per character per character), *Potion of Fly* (62)

APL 12: L: 245 gp per character; C: 2 gp per character; M: *Wand of Expeditious Retreat* (5 gp per character per character), *Wand of Magic Missiles* (56 gp per character per character), *Wand of Magic Missiles* (35 gp per character per character), *Potion of Expeditious Retreat – 5th Level* (21 gp per character per character), *Ring of Protection +1* (166), *Amulet of Natural Armor* (166 gp per character per character), *+1 Frost Longsword* (693 gp per character per character), *Potion of Fly* (62), *Potion of Invisibility* (25 gp per character per character), *Potion of Shield of Faith – 6th level* (14 gp per character per character) *+1 Mithril Chain* (175 gp per character per character)

Encounter 4:

Defeat the Devoted Guards (per guard)

All APLs: L: 8.5 gp per character; C: 1 gp per character; M: 0 gp per character

Encounter 5:

Defeat the forces of Bey Ghazir Turth

APL 2: L: 40 gp per character; C: 3 gp per character; M: 0 gp per character

APL 4: L: 80 gp per character; C: 6 gp per character; M: 0 gp per character

APL 6: L: 129 gp per character; C: 9 gp per character; M: 0 gp per character

APL 8, 10, 12: L: 429 gp per character; C: 9 gp per character; M: 0 gp per character

Encounter 6:

Defeating and capturing Sarifa and Jex

APL 2: L: 161 gp per character; C: 15 gp per character; M: +1 *Amulet of Natural Armor* (166 gp per character per character)

APL 4: L: 161 gp per character; C: 15 gp per character; M: +1 *Amulet of Natural Armor* (166.5x2 gp per character), *Gloves of Dexterity* +2 (333 gp per character)

APL 6: L: 135 gp; C: 15 gp; M: +1 *Amulet of Natural Armor* (166 gp per character), +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +2 (333 gp per character), +1 *Scythe* (193 gp per character), +1 *Ring of Protection* (166 gp per character)

APL 8: L: 118 gp; C: 15 gp; M: +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +4 (1,333 gp per character), *Gauntlets of Ogre Power* +2 Str (333 gp per character), +1 *Scythe* (193 gp per character), +1 *Ring of Protection* (166 gp per character), +1 *Breast Plate* (112 gp per character)

APL 10: L: 118 gp; C: 15 gp; M: +2 *Amulet of Natural Armor* (666 gp per character), *Gloves of Dexterity* +4 (1,333 gp per character), *Gauntlets of Ogre Power* +2 Str (333 gp per character), +1 *Scythe* (193 gp per character), +2 *Ring of Protection* (666 gp per character), +2 *Breast Plate* (362 gp per character), *Monks Belt* (1,083 gp per character)

APL 12 – 118.5 gp per character (l), 15 gp per character (g), +2 *Amulet of Natural Armor* (666.5 gp per character), *Gloves of Dexterity* +4 (1333 gp per character), *Gauntlets of Ogre Power* +2 Str (333x2 gp per character), +1 *Keen Scythe* (693 gp per character), +2 *Ring of Protection* (666.5x2 gp per character), +2 *Breast Plate* (362.5 gp per character), *Monks Belt* (1083 gp per character), +2 *Amulet of Health* (333 gp per character), +4 *Periapt of Wisdom* (1333 gp per character), *Boots of Speed* (1000 gp per character)

Adventure Maximums

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

Special Awards:

☛ **Warrant of Ket:** The character is wanted for capital crimes in Ket. In any adventure set in Ket, there is a 10% chance of the character being caught at the beginning of the module. If caught, the character is executed and all possessions are sold as a fine. No magic may be used to escape or avoid this punishment.

☛ **Thanks of the Captain:** Captain Seqair has connections and is grateful to the character for his/her help in solving the problem in Harq. He arranges for the government to upgrade one weapon with the *merciful* enhancement (Freq: Regional). Pay the difference between the old and new market values. Cross out once used.

☛ **A Gift:** Sarifa and Jex are successful at escaping. They arrange to have a friend make his services available for an upgrade of any ring of protection or vest/cloak of resistance by +1. The maximum upgrade is equal to the adventure APL divided by 3, rounded down, minimum of 2. Pay the difference between the old and new market values. Once used it is crossed-off. (Freq: Regional.)

☛ **The Emir's Grace:** Emir Zulir grants the character some old adventuring equipment. In return, the character devotes time to cleaning up problems of the uprising and seeing to the freeing of the Sarifa's family. The cost is 4 TU and compensation is one +1 non-exotic magical weapon, shield or armor without charge. For a further 4 TU, Emir grants access to upgrading a single weapon with the *thundering* enhancement (Freq: Regional). No matter the choices, it cost 8 TU to get access to a *thundering*. Pay the difference between the old and new market values.

☛ **Church Inquisitor:** This character has obtained the special requirements for the Church Inquisitor Prestige Class (True Faith only).

☛ **Zairth's Spellbook:** 1st: *Expeditious Retreat*, *Mage Armor*, *Magic Missile*, *Shield*, *Magic Weapon* 2nd: *Bear's Endurance*, *Cat's Grace*, *Glitterdust*, *Protection from Arrows*. 3rd: *Fireball Haste*, *Fly*

Appendix One: NPC's

Introduction:

All APL's

☛ **Silquor the Knife**; male human Rog5/Ftr3; CR 8; Medium Human (5' 4" tall); 5d6+3d10 hp 40; Init +4; Spd 30 ft; AC 16 (+2 for Leather, +4 Dex); Atk +11/+6 melee (1d6 [Crit 18-20] [x2], masterwork rapier); +10/+5 ranged (1d4 [Crit 19-20] [x2], thrown dagger); BAB +6; Grapple +6; Space/Reach 5 ft./5 ft.; SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge, Trap Sense; AL LG; SV Fort +4, Ref +9, Will +2; Str 10, Dex 19, Con 10, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +10, Bluff +6, Climb +9, Diplomacy +6, Disable Device +5, Escape Artist +10, Hide +10, Jump +6, Languages: Baklunish, Common, Move Silently +10, Search +6, Sleight of Hand +10, Spot +8, Tumble +10; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse.

Sneak Attack: +3d6 if opponent is flanked or denied dex.

Evasion: No damage from Reflex save spells if the save is made.

Uncanny Dodge: Dex bonus even if flat-footed.

Possessions: Leather Armor, Masterwork Rapier, 30 gp per character, Five throwing daggers, Masterwork Thieves Tools.

☛ **Tiv ibn Suleiman, Brotherhood of Sorcery**; male human; Rog3/Sor5; CR 8; Medium Humanoid (5' 6" tall); 3d6+3+5d4+5; hp 36; Init +3; Spd 30 ft; AC 13 (+3 Dex); Atk +5 melee (1d6, [Crit 18-20] [x2], masterwork rapier); or +7 ranged (1d8 [Crit 19-20] [x2] light crossbow); BAB +4; Grapple +4; Space/Reach 5 ft./5 ft.; SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL LG; SV Fort +3, Ref +7, Will +6; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 17.

Skills and Feats: Balance +9, Bluff +9, Concentration +5, Diplomacy +9, Disable Device +9, Hide +9, Languages: Baklunish, Common, Move Silently +9, Sleight of Hand +9, Search +6, Spellcraft +11, Tumble +9; Dodge, Extend Spell, Empower Spell, Maximize Spell.

Sneak Attack: +2d6 if opponent is flanked or denied dex.

Evasion (Ex): No damage from Reflex save spells if the save is made.

Uncanny Dodge: Dex bonus even if flat-footed.

Spells: (6/5, DC is 13+Spell Level): O Lvl: *Daze, Detect Magic, Light, Ray of Frost, Read Magic*, 1 Lvl: *Expeditious Retreat, Mage Armor*

Possessions: Light Crossbow, 20 bolts, Masterwork Rapier, 30 gp per character, Five throwing daggers, Masterwork Thieves Tools.

Silence, Familiar: snake; Tiny magical animal; CR 1/6; Hp 18; 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 19 (+2 size, +3 Dex, +4 natural armor); +5 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); BAB +4; Grapple -4; Space/Reach 2 1/2 ft./0 ft.; SA None; SQ Familiar defences; AL N; SV Fort +4, Ref +7, Will +7; Str 6, Dex 17, Con 11, Int 8, Wis 12, Cha 2

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (Bite).

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Tiv.

Encounter #1:

All APL's

☛ **Captain Seqair**; Ftr 8/Rog1/Brd2; male human; CR 8; Medium Humanoid (5' 8" tall); 8d10 + 16 +3d6 + 6; hp 86; Init +2; Spd 30 ft; AC 20 (+5 for +1 *Chain Shirt*, +2 Dex, +2 for Heavy Steel Shield, +1 *Ring of Protection*); Atk +14/+9 melee (1d6+6, [Crit 18-20] [x2], +1 *scimitar*); or +11/+6 ranged (1d6+4 [Crit 20] [x3] +1 *Mighty Composite Shortbow*); BAB +9; Grapple +12; Space/Reach 5 ft./5 ft.; SA Sneak Attack +1d6; SQ Bardic Abilities, Bardic Knowledge; AL LG; SV Fort +8, Ref +9, Will +5; Str 17, Dex 14, Con 14, Int 10, Ws 10, Cha 12.

Skills and Feats: Bluff +4, Diplomacy +9, Handle Animal +12, Jump +14, Languages: Baklunish, Common, Ride +13, Sense Motive +8; Cleave, Combat Reflexes, Dodge, Great Cleave, Hold the Line, Mobility, Power Attack, Spring Attack, Weapon Focus Scimitar, Weapon Specialization Scimitar.

Sneak Attack: +1d6 if opponent is flanked or denied dex.

Spells: (3/1, DC is 11+Spell Level): O Lvl: *Daze, Detect Magic, Prestidigitation*, 1 Lvl: *Cure Light Wounds, Sleep*.

Possessions: +1 *Mighty Composite (+3 Strength) Shortbow*, +1 *Scimitar*, +1 *Chain Shirt*, +1 *Ring of Protection*, Light Warhorse, Barding, 40 arrows.

Encounter # 3:

APL 2

☛ **Zairth Thistleberry**; male halfling Rog1/Wiz1 (Transmuter, No Illusion or Enchantment): CR 2;

Small Humanoid (2' 5" tall); 1d6+1d4 hp 9 (12 with familiar nearby); Init +5; Spd 20 ft; AC 16 (+5 Dex, +1 Size); Atk +2 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +6 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +0; Grapple -4; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +1d6; SQ None; AL LE; SV Fort +1, Ref +8, Will +2; Str 10, Dex 20, Con 10, Int 14, Wis 8, Cha 8.

Skills and Feats: Balance +9, Climb +6, Escape Artist +9, Hide +13, Jump +6, Languages: Baklunish, Common, Dwarven, Elven, Listen +1, Move Silently +11, Search +6, Spellcraft +6, Spot +3, Tumble +9, Use Rope +9; Combat Reflexes, Scribe Scrolls.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Spells: (3/2+1*, * is Specialization spell, DC is 12+Spell Level): O Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Mage Armor*, *Shield*, *Magic Weapon**.

Possessions: *Wand of Expedition Retreat* (5 charges left), *Wand of Magic Missiles* (3rd Level, 5 charges left), Composite Shortbow, 40 arrows, masterwork small Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

☛**Keen, Familiar;** toad; Tiny magical animal; CR 1/6; Hp 6; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 16 (+2 size, +1 Dex, +3 natural armor); no attack (o); BAB +0; Grapple -10; Space/Reach 2 ½ ft./0 ft.; SA None; SQ Familiar defences; AL LE; SV Fort +2, Ref +3, Will +3; Str 6, Dex 13, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

☛**Gurtok;** male half-orc; Bar2: CR 2; Medium Humanoid (6' 9" tall); 2d12+4 hp 23; Init +2; Spd 40 ft; AC 18 (+4 for Chain Shirt, +2 Dex, +2 for Heavy Wooden Shield); Atk +8 melee (1d8+4, [Crit 19-20] [x2], longsword); or +4 ranged (1d8+4 [Crit 20] [x3] Mighty Composite Strength (+4) Longbow); BAB +2; Grapple +7; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement, Uncanny Dodge; AL CE; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +9, Languages: Baklunish, Ride +3, Spot +4; Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex.

Possessions: Chain Shirt, Heavy Wooden Shield, Longsword, Heavy Mace, +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

APL 4

☛**Zairth Thistleberry;** male halfling Rog1/Wiz3 (Transmuter, No Illusion or Enchantment): CR 4; Small Humanoid (2' 5" tall); 1d6+3d4 hp 15 (18 with familiar nearby); Init +5; Spd 20 ft; AC 16 (+5 Dex, +1 Size); Atk +8 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +7 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +1; Grapple -3; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +1d6; SQ None; AL LE; SV Fort +2, Ref +9, Will +3; Str 10, Dex 20, Con 10, Int 15, Wis 8, Cha 8.

Skills and Feats: Balance +9, Climb +6, Concentration +5, Escape Artist +9, Hide +13, Jump +6, Languages: Baklunish, Common, Dwarven, Elven, Listen +1, Move Silently +11, Search +6, Spellcraft +9, Spot +3, Tumble +9, Use Rope +9; Combat Reflexes, Scribe Scrolls, Weapon Finesse.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Spells: (4/3+1*/2+1*, DC is 12+ Spell Level, * is Specialization spell): O Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Mage Armor*, *Shield*, *Magic Weapon** 2 Lvl: *Cat's Grace**, *Glitterdust*, *Protection from Arrows*.

Possessions: *Wand of Expedition Retreat* (5 charges left), *Wand of Magic Missiles* (3rd Level, 8 charges left), Composite Shortbow, 40 arrows, masterwork Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

☛**Keen, Familiar;** toad; Tiny magical animal; CR 1/6; Hp 9; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 16 (+2 size, +1 Dex, +3 natural armor); no attack (o); BAB +1; Grapple -9; Space/Reach 2 ½ ft./0 ft.; SA None; SQ Familiar defences; AL LE; SV Fort +2, Ref +5, Will +4; Str 6, Dex 13, Con 11, Int 7, Wis 12, Cha 2

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

☛**Gurtok;** male half-orc; Bar4: CR 4; Medium Humanoid (6' 9" tall); 4d12+8 hp 41; Init +2; Spd 40 ft;

AC 18 (+4 for Chain Shirt, +2 Dex, +2 for Heavy Wooden Shield); Atk +11 melee (1d8+4, [Crit 19-20] [x2], masterwork longsword); or +7 ranged (1d8+4 [Crit 20] [x3] Masterwork Mighty Composite Strength (+4) Longbow); BAB +4; Grapple +9; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 2/day, Fast Movement, Uncanny Dodge, Trap Sense; AL CE; SV Fort +6, Ref +3, Will +0; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +11, Languages: Baklunish, Ride +3, Spot +5; Power Attack, Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex.

Possessions: Chain Shirt, Heavy Wooden Shield, Masterwork Longsword, Heavy Mace, Masterwork +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

APL 6

☛ **Zairth Thistleberry**; male halfling Rog2/Wiz3 (Transmuter, No Illusion or Enchantment): CR 5; Small Humanoid (2' 5" tall); 2d6+3d4 hp 19 (22 with familiar nearby); Init +5; Spd 20 ft; AC 16 (+5 Dex, +1 Size); Atk +9 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +8 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +2; Grapple -2; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +1d6; SQ Evasion; AL LE; SV Fort +2, Ref +10, Will +3; Str 10, Dex 20, Con 10, Int 15, Wis 8, Cha 8

Skills and Feats: Balance +9, Climb +8, Concentration +5, Escape Artist +13, Hide +17, Jump +6, Languages: Baklunish, Common, Dwarven, Elven, Listen +1, Move Silently +11, Search +6, Spellcraft +9, Spot +3, Tumble +9, Use Rope +9; Combat Reflexes, Scribe Scrolls, Weapon Finesse.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Spells: (4/3+1*/2+1*, DC is 12+Spell Level, * is Specialization spell): 0 Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Mage Armor*, *Shield*, *Magic Weapon** 2 Lvl: *Cat's Grace**, *Glitterdust*, *Protection from Arrows*.

Possessions: Wand of Expeditious Retreat (5 charges left), Wand of Magic Missiles (5th Level, 3 charges left), Composite small Shortbow, 40 arrows, masterwork small Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

☛ **Keen, Familiar**; toad; Tiny magical animal; CR 1/6; Hp 11; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 16 (+2 size, +1 Dex, +3 natural armor); no attack (0); BAB +2; Grapple -8; Space/Reach 2 ½ ft./0 ft.; SA None; SQ Familiar defences; AL LE; SV Fort +2, Ref +5, Will +4; Str 6, Dex 13, Con 11, Int 7, Wis 12, Cha 2

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

☛ **Gurtok**; male half-orc; Bar4/Rog1: CR 5; Medium Humanoid (6' 9" tall); 4d12+8+1d6+2; hp 47; Init +2; Spd 40 ft; AC 18 (+4 for Masterwork Chain Shirt, +2 Dex, +2 for Masterwork Heavy Wooden Shield); Atk +11 melee (1d8+4, [Crit 19-20] [x2], masterwork longsword); or +7 ranged (1d8+4 [Crit 20] [x3] Masterwork Mighty Composite Strength (+4) Longbow); BAB +4; Grapple +9; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 2/day, Fast Movement, Uncanny Dodge, Trap Sense, Sneak Attack +1d6; AL CE; SV Fort +6, Ref +5, Will +0; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +11, Languages: Baklunish, Ride +3, Spot +5, Tumble +8/+6; Power Attack, Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Chain Shirt, Masterwork Heavy Wooden Shield, Masterwork Longsword, Heavy Mace, Masterwork +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

☛ **Trig**; male gnome; Ftr2/Wiz 3 (Illusionist, No Divination or Necromancy): CR 5; Small Humanoid (3' 3" tall); 2d10+6+3d4+9; hp 40; Init +2; Spd 20 ft; AC 14 (+1 Ring of Protection, +2 Dex, +1 Size); Atk +6 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +6 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +3; Grapple -1; Space/Reach 5 ft./5 ft.; SA None; SQ: Familiar; AL LE; SV Fort +7, Ref +3, Will +3; Str 10, Dex 14, Con 16, Int 17, Wis 10, Cha 8.

Skills and Feats: Climb +5, Concentration +9, Handle Animal +4, Jump +5, Languages: Baklunish, Common, Dwarven, Elven, Orcish, Gnomish, Ride +7,

Spellcraft +9, Spot +3; Dodge, Mobility, Scribe Scrolls, Spell Focus Illusions, Weapon Focus (Short Sword).

Spells: (4+1*/3+1*/2+1*, DC is 13+Spell Level or 14+Spell Level for Illusions* is Specialization spell): O Lvl: *Daze* (2), *Ghost Sound**, *Light*, *Ray of Frost* 1 Lvl *Colour Spray**, *Colour Spray*, *Mage Armor*, *Shield* 2 Lvl *Blur*, *Cat's Grace*, *Hypnotic Pattern**.

Possessions: *Wand of Magic Missiles* (5th Level, 3 charges left), *Potion of Expeditious Retreat* (5th level), +1 *Ring of Protection*, masterwork small shortsword, composite small shortbow, 40 arrows, backpack, flint & steel, 3 empty vials of oil.

☛**Splendorscales, Familiar;** snake; Tiny magical animal; CR 1/6; Hp 20; 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 19 (+2 size, +3 Dex, +4 natural armor); +8 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); BAB +3; Grapple -7; Space/Reach 2 ½ ft./0 ft.; SA None; SQ None; AL LE; SV Fort +4, Ref +6, Will +6; Str 6 Dex 17 Con 11 Int 7 Wis 12 Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

APL 8

☛**Zairth Thistleberry;** male halfling Rog3/Wiz4 (Transmuter, No Illusion or Enchantment): CR 7; Small Humanoid (2' 5" tall); 3d6+4d4 hp 26 (29 with familiar nearby); Init +5; Spd 20 ft; AC 17 (+5 Dex, +1 Size, +1 Ring of Protection); Atk +11 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +10 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +4; Grapple +0; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ Evasion; AL LE; SV Fort +3, Ref +10, Will +5; Str 10, Dex 20, Con 10, Int 15, Wis 8, Cha 8

Skills and Feats: Balance +9, Climb +8, Concentration +8, Escape Artist +13, Hide +19, Jump +6, Languages: Baklunish, Common, Dwarven, Elven, Listen +1, Move Silently +11, Search +8, Spellcraft +10, Spot +3, Tumble +15, Use Rope +9; Combat Reflexes, Quickdraw, Scribe Scrolls, Weapon Finesse.

Sneak Attack: +2d6 if opponent is flanked or denied dexterity.

Spells: (4/4+1*/3+1*, DC is 12+ Spell Level, * is Specialization spell): O Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Mage Armor*, *Shield* (2), *Magic Weapon** 2 Lvl: *Bear's Endurance*, *Cat's Grace**, *Glitterdust*, *Protection from Arrows*.

Possessions: *Wand of Expeditious Retreat* (5 charges left), *Wand of Magic Missiles* (7th Level, 3 charges left), Composite small Shortbow, 40 arrows, masterwork small Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

☛**Keen, Familiar;** toad; Tiny magical animal; CR 1/6; Hp 14; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 16 (+2 size, +1 Dex, +3 natural armor); no attack (0); BAB +4; Grapple -6; Space/Reach 2 ½ ft./0 ft.; SA None; SQ Familiar defences; AL LE; SV Fort +2, Ref +5, Will +5; Str 6, Dex 13, Con 11, Int 7, Wis 12, Cha 2

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

☛**Gurtok;** male half-orc; Bar6/Rog1: CR 7; Medium Humanoid (6' 9" tall); 6d12+12+1d6+2; hp 65; Init +2; Spd 40 ft; AC 18 (+4 for Masterwork Chain Shirt, +2 Dex, +2 for Masterwork Heavy Wooden Shield); Atk +13/+8 melee (1d8+4, [Crit 19-20] [x2], masterwork longsword); or +9/+4 ranged (1d8+4 [Crit 20] [x3] Masterwork Mighty Composite Strength (+4) Longbow); BAB +6; Grapple +11; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 2/day, Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Sneak Attack +1d6; AL CE; SV Fort +7, Ref +6, Will +1; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +13, Languages: Baklunish, Ride +7, Spot +5, Tumble +8/+6; Cleave, Power Attack, Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex. Cannot be flanked.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Chain Shirt, Masterwork Heavy Wooden Shield, Masterwork Longsword, Heavy Mace, Masterwork +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

☛**Trig;** male gnome; Ftr2/Wiz 5 (Illusionist, No Divination or Necromancy): CR 7; Small Humanoid (3' 3" tall); 2d10+6+5d4+15; hp 50; Init +2; Spd 20 ft; AC 14 (+1 *Ring of Protection*, +2 Dex, +1 Size); Atk +7 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or

+7 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +4; Grapple +0; Space/Reach 5 ft./5 ft.; SA None; SQ: Familiar; AL LE; SV Fort +7, Ref +3, Will +4; Str 10, Dex 14, Con 16, Int 17, Wis 10, Cha 8.

Skills and Feats: Climb +5, Concentration +13, Handle Animal +4, Jump +5, Languages: Baklunish, Common, Dwarven, Elven, Orcish, Gnomish, Halfling, Ride +7, Spellcraft +13, Spot +3; Dodge, Extend Spell, Mobility, Scribe Scrolls, Spell Focus Illusions, Spring Attack, Weapon Focus (Short Sword).

Spells: (4+1*/4+1*/3+1*/2+1*, DC is 13+Spell Level or 14+Spell Level for Illusions, * is Specialization spell): O Lvl: *Daze* (2), *Ghost Sound**, *Light*, *Ray of Frost* 1 Lvl *Colour Spray**, *Colour Spray*, *Mage Armor*, *Magic Missile*, *Shield* 2 Lvl *Blur*, *Cat's Grace*, *Hypnotic Pattern** 3 Lvl *Dispel Magic*, *Displacement**, *Fireball*

Possessions: *Wand of Magic Missiles* (7th Level, 4 charges left), *Potion of Expeditious Retreat* (5th level), +1 *Ring of Protection*, masterwork small shortsword, composite small shortbow, 40 arrows, backpack, flint & steel, 3 empty vials of oil.

◆ **Splendorscales, Familiar;** snake; Tiny magical animal; CR 1/6; Hp 25; 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 20 (+2 size, +3 Dex, +5 natural armor); +9 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); BAB +4; Grapple -6; Space/Reach 2 1/2 ft./0 ft.; SA None; SQ None; AL LE; SV Fort +3, Ref +6, Will +6; Str 6 Dex 17 Con 11 Int 8 Wis 12 Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Trig.

APL 10

◆ **Zairth Thistleberry;** male halfling Rog4/Wiz5 (Transmuter, No Illusion or Enchantment); CR 9; Small Humanoid (2' 5" tall); 4d6+5d4 hp 33 (36 with familiar nearby); Init +5; Spd 20 ft; AC 17 (+5 Dex, +1 Size, +1 *Ring of Protection*); Atk +12 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +11 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +5; Grapple +1; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ Evasion, Trapsense +1, Uncanny Dodge; AL LE; SV Fort +3, Ref +11, Will +5; Str 10, Dex 20, Con 10, Int 16, Wis 8, Cha 8

Skills and Feats: Balance +9, Climb +8, Concentration +10, Escape Artist +17, Hide +21, Jump

+6, Languages: Baklunish, Common, Dwarven, Elven, Listen +1, Move Silently +14, Search +9, Spellcraft +14, Spot +3, Tumble +17, Use Rope +9; Combat Reflexes, Extend Spell, Flick of the Wrist, Quickdraw, Scribe Scrolls, Weapon Finesse.

Sneak Attack: +2d6 if opponent is flanked or denied dexterity.

Spells: (4/4+1*/3+1*/2+1*, DC is 13+ Spell Level, * is Specialization spell): O Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Mage Armor*, *Shield* (2), *Magic Weapon** 2 Lvl: *Bear's Endurance*, *Cat's Grace**, *Glitterdust*, *Protection from Arrows*. 3 Lvl *Fireball*, *Haste*, *Slow**

Possessions: *Wand of Expeditious Retreat* (5 charges left), *Wand of Magic Missiles* (9th Level, 4 charges left), Composite small Shortbow, 40 arrows, masterwork small Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

◆ **Keen, Familiar;** toad; Tiny magical animal; CR 1/6; Hp 18; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 17 (+2 size, +1 Dex, +4 natural armor); no attack (0); BAB +5; Grapple -5; Space/Reach 2 1/2 ft./0 ft.; SA None; SQ Familiar defences; AL N; SV Fort +2, Ref +6, Will +5; Str 6, Dex 13, Con 11, Int 8, Wis 12, Cha 2

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Zairth.

◆ **Gurtok;** male half-orc; Bar7/Rog2: CR 9; Medium Humanoid (6' 9" tall); 7d12+14+2d6+4; hp 80; Init +2; Spd 40 ft; AC 18 (+4 for Mithril Chain Shirt, +2 Dex, +1 Ring of Protection, +1 Amulet of Natural Armor); Atk +16/+11 melee (1d8+6, [Crit 19-20] [x2], +1 *longsword*); or +11/+6 ranged (1d8+4 [Crit 20] [x3] Masterwork Mighty Composite Strength (+4) Longbow); BAB +8; Grapple +14; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 2/day, Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Sneak Attack +1d6, Evasion, DR 1/-; AL CE; SV Fort +7, Ref +7, Will +1; Str 22, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +15, Languages: Baklunish, Ride +8, Spot +5, Tumble +14; Cleave, Great Cleave, Power Attack, Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex. Cannot be flanked.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Mithril Chain Shirt, +1 *Ring of Protection*, +1 *Amulet of Natural Armor*, +1 *Longsword*, *Potion of Fly*, Heavy Mace, Masterwork +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

☛ **Trig**; male gnome; Ftr2/Wiz 7 (Illusionist, No Divination or Necromancy): CR 9; Small Humanoid (3' 3" tall); 2d10+6+7d4+21; hp 60; Init +2; Spd 20 ft; AC 14 (+1 *Ring of Protection*, +2 Dex, +1 Size); Atk +8 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +8 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +5; Grapple +1; Space/Reach 5 ft./5 ft.; SA None; SQ: Familiar; AL LE; SV Fort +8, Ref +4, Will +5; Str 10, Dex 14, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Climb +5, Concentration +15, Handle Animal +4, Jump +5, Knowledge Arcana +12, Languages: Baklunish, Common, Dwarven, Elven, Orcish, Gnomish, Halfling, Ride +7, Spellcraft +16, Spot +3; Dodge, Empower Spell, Extend Spell, Mobility, Scribe Scrolls, Spell Focus Illusions, Spring Attack, Weapon Focus (Short Sword).

Spells: (4+1*/5+1*/4+1*/3+1*/2+1*, DC is 14+Spell Level or 15+Spell Level for Illusions* is Specialization spell): 0 Lvl: *Daze* (2), *Ghost Sound**, *Light*, *Ray of Frost* 1 Lvl *Colour Spray**, *Mage Armor*, *Magic Missile* (3), *Shield* 2 Lvl *Bear's Endurance*, *Blur**, *Cat's Grace*, *Scorching Ray*, *Web* 3 Lvl *Dispel Magic*, *Displacement**, *Empowered Magic Missile*, *Fireball* 4 Lvl *Greater Invisibility**, *Phantasmal Killer*, *Rainbow Pattern*

Possessions: *Potion of Expeditionous Retreat* (5th level), +1 *Ring of Protection*, *Potion of Fly*, masterwork small shortsword, composite small shortbow, 40 arrows, backpack, flint & steel, 3 empty vials of oil.

☛ **Splendorscales, Familiar**; snake; Tiny magical animal; CR 1/6; Hp 30 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 21 (+2 size, +3 Dex, +6 natural armor); +10 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); BAB +5; Grapple -5; Space/Reach 2 ½ ft./0 ft.; SA None; SQ None; AL LE; SV Fort +5, Ref +6, Will +6; Str 6 Dex 17 Con 11 Int 9 Wis 12 Cha 2.

Skills, Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Trig.

Speak With others of its kind: Can converse with snakes.

APL 12

☛ **Zairth Thistleberry**; male halfling Rog5/Wiz6 (Transmuter, No Illusion or Enchantment): CR 11; Small Humanoid (2' 5" tall); 5d6+6d4 hp 40 (43 with familiar nearby); Init +5; Spd 20 ft; AC 17 (+5 Dex, +1 Size, +1 *Ring of Protection*); Atk +13/+8 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +12/+7 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +6; Grapple +2; Space/Reach 5 ft./5 ft.; SA: Sneak Attack +3d6; SQ Evasion, Trapsense +1, Uncanny Dodge; AL LE; SV Fort +4, Ref +12, Will +6; Str 10, Dex 20, Con 10, Int 16, Wis 8, Cha 8

Skills and Feats: Balance +10, Climb +9, Concentration +13, Escape Artist +18, Hide +22, Jump +7, Languages: Baklunish, Common, Dwarven, Elven, Listen +2, Move Silently +15, Search +11, Spellcraft +16, Spot +4, Tumble +18, Use Rope +9; Combat Reflexes, Extend Spell, Flick of the Wrist, Quickdraw, Scribe Scrolls, Weapon Finesse.

Sneak Attack: +3d6 if opponent is flanked or denied dexterity.

Spells: (4/4+1*/4+1*/3+1*, DC is 13+Spell Level, * is Specialization spell): 0 Lvl: *Detect Magic*, *Mage Hand**, *Ray of Frost* (2) 1 Lvl: *Expeditious Retreat*, *Mage Armor*, *Magic Missile*, *Shield*, *Magic Weapon** 2 Lvl: *Bear's Endurance*, *Cat's Grace**, *Extended Shield*, *Glitterdust*, *Protection from Arrows*. 3 Lvl *Fireball* (2), *Haste*, *Fly**

Possessions: *Wand of Magic Missiles* (9th Level, 5 charges left), Composite small Shortbow, 40 arrows, masterwork small Shortsword, backpack, 3 vials of oil, flint & steel, four large cloth bags, masterwork thieves tools.

☛ **Keen, Familiar**; toad; Tiny magical animal; CR 1/6; Hp 21; 1/4d8; Init +1 (Dex); Spd 5 ft; AC 17 (+2 size, +1 Dex, +4 natural armor); no attack (0); BAB +6; Grapple -4; Space/Reach 2 ½ ft./0 ft.; SA None; SQ Familiar defences; AL LE; SV Fort +3, Ref +7, Will +6; Str 6, Dex 13, Con 11, Int 8, Wis 12, Cha 2

Skills and Feats: Hide +21, Listen +5, Spot +5.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Zairth.

☛**Gurtok**; male half-orc; Bar8/Rog3; CR 11; Medium Humanoid (6' 9" tall); 8d12+16+3d6+6; hp 95; Init +2; Spd 40 ft; AC 19 (+5 for +1 Mithril Chain Shirt, +2 Dex, +1 Ring of Protection, +1 Amulet of Natural Armor); Atk +18/+13 melee (1d8+6+1d6 cold, [Crit 19-20] [x2], +1 *frost longsword*); or +13/+8 ranged (1d8+4 [Crit 20] [x3] Masterwork Mighty Composite Strength (+4) Longbow); BAB +10; Grapple +16; Space/Reach 5 ft./5 ft.; SA None; SQ Rage 3/day, Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Sneak Attack +2d6, Evasion, DR 1/-; AL CE; SV Fort +9, Ref +7, Will +2; Str 22, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +9, Jump +17, Languages: Baklunish, Ride +10, Spot +6, Tumble +16; Cleave, Great Cleave, Power Attack, Weapon Focus Longsword.

Rage: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Uncanny Dodge: Dex Bonus to AC even if flanked or denied Dex. Cannot be flanked.

Sneak Attack: +2d6 if opponent is flanked or denied dexterity.

Possessions: +1 *Mithril Chain Shirt*, +1 *Ring of Protection*, +1 *Amulet of Natural Armor*, +1 *Frost Longsword*, *Potion of Fly* (2), *Potion of Invisibility*, *Potion of Shield of Faith* (+3), Heavy Mace, Masterwork +4 Strength Mighty Composite Longbow, 40 arrows, backpack, 10 large cloth bags, 3 vials of oil, flint & steel, two vial of alchemist's fire.

☛**Trig**; male gnome; Ftr2/Wiz 9 (Illusionist, No Divination or Necromancy); CR 11; Small Humanoid (3' 3" tall); 2d10+6+9d4+27; hp 70; Init +2; Spd 20 ft; AC 14 (+1 *Ring of Protection*, +2 Dex, +1 Size); Atk +9/+4 melee (1d4 [Crit 19-20] [x2], masterwork small shortsword) or +9/+4 ranged (1d4 [Crit 20] [x3], composite small shortbow); BAB +6; Grapple +2; Space/Reach 5 ft./5 ft.; SA None; SQ: Familiar; AL LE; SV Fort +9, Ref +5, Will +6; Str 10, Dex 14, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Climb +5, Concentration +17, Handle Animal +4, Jump +5, Knowledge Local VTF +7, Knowledge Arcana +17, Languages: Baklunish, Common, Dwarven, Elven, Orcish, Gnomish, Halfling, Ride +7, Spellcraft +18, Spot +3; Dodge, Empower Spell, Extend Spell, Mobility, Scribe Scrolls, Spell Focus Illusions, Spring Attack, Weapon Focus (Short Sword).

Spells: (4+1*/5+1*/5+1*/4+1*/3+1*/1+1*, DC is 14+Spell Level or 15+Spell Level for Illusions, * is Specialization spell): O Lvl: *Daze* (2), *Ghost Sound**, *Light*, *Ray of Frost* 1 Lvl *Colour Spray**, *Mage Armor*, *Magic Missile* (3), *Shield* 2 Lvl *Bear's Endurance*, *Blur**,

Cat's Grace, *Invisibility*, *Scorching Ray*, *Web* 3 Lvl *Dispel Magic*, *Displacement**, *Empowered Magic Missile* (2), *Fireball* 4 Lvl *Greater Invisibility**, *Phantasmal Killer* (2), *Rainbow Pattern* 5 Lvl *Empowered Fireball*, *False Vision**

Possessions: *Potion of Expeditious Retreat* (5th level), +1 *Ring of Protection*, *Potion of Fly*, masterwork small shortsword, composite small shortbow, 40 arrows, backpack, flint & steel, 3 empty vials of oil.

☛**Splendorscales, Familiar**; snake; Tiny magical animal; CR 1/6; Hp 35 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 22 (+2 size, +3 Dex, +7 natural armor); +7 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); BAB +6; Grapple -4; Space/Reach 2 1/2 ft./0 ft.; SA None; SQ None; AL LE; SV Fort +6, Ref +6, Will +7; Str 6 Dex 17 Con 11 Int 10 Wis 12 Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse.

Improved Evasion: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Speak With Master: Can converse with Trig.

Speak With others of its kind: Can converse with snakes.

Encounter #4:

APL 2

☛**Devoted Guards**; War2; CR 1; Human; Medium Humanoid (5' 6" tall); 2d8+4; hp 17; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 for Chain Shirt); Atks +4/+4 or +6 two-handed melee (1d6+3 or 1d6+4, [crit 20] [x2], quarterstaff); or +3 ranged (1d6 [crit 20] [x3] Shortbow); BAB +2; Grapple +5; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +5, Ref +1, Will -1; Str 16 Dex 12 Con 14 Int 10 Wis 9 Cha 8

Skills and Feats: Jump +8/+6, Languages: Baklunish, Common, Profession (Farmer) +5, Ride +6; Two Weapon Fighting, Weapon Focus Quarterstaff.

Possessions: Quarterstaff, Chain Shirt.

APL 4

☛**Devoted Guards**; War4; CR 3; Human; Medium Humanoid (5' 6" tall); 4d8+8; hp 31; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 for Chain Shirt); Atks +6/+6 or +8 two-handed melee (1d6+3 or 1d6+4, [crit 20] [x2], quarterstaff); or +5 ranged (1d6 [crit 20] [x3] Shortbow); BAB +4; Grapple +7; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +6, Ref +2, Will +2; Str 17 Dex 12 Con 14 Int 10 Wis 9 Cha 8

Skills and Feats: Jump +10/+8, Languages: Baklunish, Common, Profession (Farmer) +7, Ride +8; Iron Will, Two Weapon Fighting, Weapon Focus Quarterstaff.

Possessions: Quarterstaff, Chain Shirt.

APL 6

☛**Devoted Guards;** War6; CR 5; Human; Medium Humanoid (5' 6" tall); 6d8+12; hp 45; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 for Chain Shirt); Atks +8/+8/+3 or +10/+5 two-handed melee (1d6+3 or 1d6+4, [crit 20] [x2], quarterstaff); or +7/+2 ranged (1d6 [crit 20] [x3] Shortbow); BAB +6; Grapple +9; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +7, Ref +3, Will +3; Str 17 Dex 12 Con 14 Int 10 Wis 9 Cha 8

Skills and Feats: Jump +12/+10, Languages: Baklunish, Common, Profession (Farmer) +9, Ride +10; Combat Reflexes, Iron Will, Two Weapon Fighting, Weapon Focus Quarterstaff.

Possessions: Quarterstaff, Chain Shirt.

☛**Araq; Rog4;** Male human; CR 4; Medium Human (5' 8" tall); 4d6; hp 18; Init +3; Spd 30 ft; AC 15 (+2 for Leather, +3 Dex); Atk +7 melee (1d6 [Crit 18-20] [x2], masterwork rapier); +6 (1d4, ranged [Crit 19-20] [x2], thrown dagger); BAB +3; Grapple +3; Space/Reach 5 ft./5 ft.; SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL NG; SV Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +9, Disable Device +9, Gather Information +9, Hide +10, Languages: Baklunish, Common, Dwarven, Elven, Move Silently +10, Search +9, Sense Motive +7, Sleight of Hand +10, Spot +7, Tumble +10; Dodge, Mobility, Weapon Finesse.

Sneak Attack: +2d6 if opponent is flanked or denied dex.

Evasion: No damage from Reflex save spells if the save is made.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex.

Possessions: Masterwork Rapier, Leather Armor, Masterwork Thieves Tools, 6 Throwing Daggers.

☛**Silthyea; Clr4 (of Fharlanghn);** CR 4; Half Elven Female; Medium Humanoid (5' 0" tall); 4d8+4; hp 27; Init +2 (Dex); Spd 20 ft; AC 16 (+2 Dex, +4 for Chain Shirt); Atk +4 melee (1d6+1, [Crit 20] [x2], quarterstaff); or +5 ranged (1d10 [Crit 19-20] [x2] Heavy Crossbow); BAB +3; Grapple +4; Space/Reach 5 ft./5 ft.; SA; None; SQ Turn Undead, Domains of Travel and Luck; AL LG;

SV Fort +7, Ref +2, Will +6; Str 12 Dex 14 Con 12 Int 10 Wis 15 Cha 14

Skills and Feats: Diplomacy +12, Heal +9, Languages: Baklunish, Common, Spellcraft +7; Great Fortitude, Skill Focus Diplomacy.

Luck: May re-roll once per session. Must take results of the second roll.

Travel: Up to four rounds per day, may activate effect similar to freedom of movement,

Spells (5/4+1/3+1, DC is 12+Spell Level): O Lvl *Create Water* (2), *Detect Magic*, *Light* (2) 1 Lvl *Command*, *Divine Favor*, *Longstrider**, *Shield of Faith* (2) 2 Lvl *Aid**, *Bull's Strength*, *Enthrall*, *Silence*

Possessions: Chain Shirt, Quarterstaff, Heavy Crossbow, 20 cold iron bolts.

☛**Xertoq; Exp4;** CR 3; Human; Medium Humanoid (5' 4" tall); 4d6; hp 18; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 for Leather Armor); Atk +3 melee (1d6, [Crit 20] [x2], quarterstaff); or +3 ranged (1d4 [Crit 19-20] [x2] Thrown Dagger); BAB +3; Grapple +3; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +1, Ref +2, Will +8; Str 10 Dex 12 Con 10 Int 15 Wis 14 Cha 14.

Skills and Feats: Appraise +9, Bluff +12, Craft (Leatherworking) +9, Decipher Script +9, Diplomacy +9, Knowledge (Local VTF) +9, Languages: Baklunish, Common, Dwarven, Profession (Merchant) +9, Sense Motive +12, Use Rope +8; Iron Will, Skill Focus: Bluff, Skill Focus: Sense Motive.

Possessions: Leather Armor, Quarterstaff, 5 throwing daggers.

☛**Hithoq, Cmn4;** CR 3; Human; Medium Humanoid (5' 4" tall); 4d4+8; hp 24; Init +0; Spd 30 ft; AC 10; Atk +5 melee (2d4+3, [Crit 20] [x4], Scythe); or +2 ranged (1d4 [Crit 19-20] [x2] Thrown Dagger); BAB +2; Grapple +4; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +3, Ref +1, Will +2; Str 14 Dex 10 Con 14 Int 12 Wis 14 Cha 11.

Skills and Feats: Craft (Cooper) +9, Diplomacy +7, Handle Animal +7, Languages: Baklunish, Common, Spot +3; Martial Weapon Proficiency (Scythe), Toughness, Weapon Focus (Scythe).

Possessions: Scythe, 3 Throwing daggers.

APL 8

☛**Devoted Guards;** War8; CR 7; Human; Medium Humanoid (5' 6" tall); 8d8+16; hp 62; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 for Chain Shirt); Atks +11/+11/+6 or +13/+8 two-handed melee (1d6+4 or 1d6+6, [crit 20] [x2], quarterstaff); or +9/+4 ranged (1d6 [crit 20] [x3] Shortbow); BAB +8; Grapple +12;

Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +8, Ref +3, Will +3; Str 18 Dex 12 Con 14 Int 10 Wis 9 Cha 8

Skills and Feats: Jump +15/+13, Languages: Baklunish, Common, Profession (Farmer) +11, Ride +12; Combat Reflexes, Iron Will, Two Weapon Fighting, Weapon Focus Quarterstaff.

Possessions: Quarterstaff, Chain Shirt.

APL 12

☛**Araq; Rog4/Brd4:** Male human; CR 8; Medium Human (5' 8" tall); 8d6; hp 34; Init +3; Spd 30 ft; AC 15 (+2 for Leather, +3 Dex); Atk +10/+5 melee (1d6 [Crit 18-20] [x2], masterwork rapier); +9/+4 ranged (1d4, [Crit 19-20] [x2], thrown dagger); BAB +6; Grapple +6; Space/Reach 5 ft./5 ft.; SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge, Bardic Music, Bardic Knowledge, Countersong, *fascinate*, inspire courage +1, Inspire Competence; AL NG; SV Fort +2, Ref +11, Will +5; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +13, Diplomacy +13, Disable Device +9, Gather Information +13, Hide +10, Languages: Baklunish, Common, Draconic, Dwarven, Elven, Oeridian, Suloise, Velondi, Move Silently +10, Perform (song) +10, Search +9, Sense Motive +14, Sleight of Hand +14, Spot +11, Tumble +10; Dodge, Mobility, Skill Focus: Sense Motive, Weapon Finesse.

Sneak Attack: +2d6 if opponent is flanked or denied dex.

Evasion: No damage from Reflex save spells if the save is made.

Uncanny Dodge: Dex Bonus to AC even if flat-footed or denied Dex.

Spells (3/3/1, DC is 12+Spell Level) O Lvl *Dancing Lights*, *Daze*, *Detect Magic*, *Mage Hand*, *Message*, *Read Magic* 1 Lvl *Cure Light Wounds*, *Remove Fear*, *Tasha's Hideous Laughter* 2 Lvl *Eagle's Splendor*, *Enthrall*

Possessions: Masterwork Rapier, Leather Armor, Masterwork Thieves Tools, 6 Throwing Daggers.

☛**Silthyey; Clr4/Brd4 (of Fharlanghn);** CR 8; Half Elven Female; Medium Humanoid (5' 0" tall); 4d8+4+4d6+4; hp 47; Init +2 (Dex); Spd 20 ft; AC 16 (+2 Dex, +4 for Chain Shirt); Atk +7/+2 melee (1d6+1, [Crit 20] [x2], quarterstaff); or +8 ranged (1d10 [Crit 19-20] [x2] Heavy Crossbow); BAB +6; Grapple +6; Space/Reach 5 ft./5 ft.; SA; None; SQ Turn Undead, Domains of Travel and Luck, Bardic Music, Bardic Knowledge, Countersong, *fascinate*, inspire courage +1, Inspire Competence; AL LG; SV Fort +8, Ref +6, Will +13; Str 12 Dex 14 Con 12 Int 10 Wis 16 Cha 14

Skills and Feats: Diplomacy +16, Heal +9, Languages: Baklunish, Common, Perform (stringed instruments) +13, Sense Motive +14, Spellcraft +11; Great Fortitude, Iron Will, Skill Focus Diplomacy.

Luck: May re-roll once per session. Must take results of the second roll.

Travel: Up to four rounds per day, may activate effect similar to freedom of movement,

Clerical Spells (5/4+1/3+1, DC is 13+Spell Level): O Lvl *Create Water* (2), *Detect Magic*, *Light* (2) 1 Lvl *Command*, *Divine Favor*, *Longstrider**, *Shield of Faith* (2) 2 Lvl *Aid**, *Bull's Strength*, *Enthrall*, *Silence*

Bardic Spells (3/3/1, DC is 12+Spell Level) O Lvl *Daze*, *Flare*, *Mage Hand*, *Message*, *Read Magic*, *Summon Instrument* 1 Lvl *Cure Light Wounds*, *Expeditious Retreat*, *Feather Fall* 2 Lvl *Cure Moderate Wounds*, *Eagle's Splendor*

Possessions: Chain Shirt, Quarterstaff, Heavy Crossbow, 20 cold iron bolts.

☛**Xertoq; Exp8;** CR 7; Human; Medium Humanoid (5' 4" tall); 8d6; hp 18; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 for Leather Armor); Atk +6/+1 melee (1d6, [Crit 20] [x2], quarterstaff); or +6/+1 ranged (1d4 [Crit 19-20] [x2] Thrown Dagger); BAB +6; Grapple +6; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +2, Ref +3, Will +10; Str 10 Dex 12 Con 10 Int 16 Wis 14 Cha 14.

Skills and Feats: Appraise +13, Bluff +16, Craft (Leatherworking) +13, Decipher Script +14, Diplomacy +16, Knowledge (Local VTF) +14, Languages: Oeridian, Baklunish, Common, Dwarven, Profession (Merchant) +13, Sense Motive +16, Use Rope +12; Iron Will, Skill Focus: Bluff, Skill Focus: Diplomacy, Skill Focus: Sense Motive.

Possessions: Leather Armor, Quarterstaff, 5 Throwing daggers.

☛**Hithoq; Cmn8;** CR 7; Human; Medium Humanoid (5' 4" tall); 8d4+16; hp 44; Init +0; Spd 30 ft; AC 10; Atk +8 melee (2d4+3, [Crit 20] [x4], masterwork scythe); or +4 ranged (1d4 [Crit 19-20] [x2] Thrown Dagger); BAB +4; Grapple +6; Space/Reach 5 ft./5 ft.; SA; None; SQ None; AL LG; SV Fort +7, Ref +3, Will +5; Str 14 Dex 10 Con 14 Int 12 Wis 14 Cha 12.

Skills and Feats: Craft (Cooper) +13, Diplomacy +12, Handle Animal +12, Languages: Baklunish, Common, Spot +7; Great Fortitude, Martial Weapon Proficiency (Scythe), Toughness, Weapon Focus (Scythe).

Possessions: Masterwork Scythe, 3 Throwing daggers.

Encounter #5:

APL 2 and 4

☛ **Dwarven Thugs**; Rog1; CR 1; Dwarven; Medium Humanoid (5' 0" tall); 1d6+3; hp 9; Init +2 (Dex); Spd 30 ft; AC 15 (+2 Dex, +3 for Masterwork Studded Leather); Atks +3 melee (1d6+3 [crit 18-20] [x2], rapier); or +2 ranged (1d8 [crit 19-20] [x2] light crossbow); BAB +0; Grapple +3; Space/Reach 5 ft./5 ft.; SA; None; SQ Sneak Attack +1d6, Trapfinding; AL N; SV Fort +3, Ref +4, Will +0; Str 16 Dex 14 Con 16 Int 10 Wis 10 Cha 6

Skills and Feats: Climb +7, Gather Information +3, Jump +7, Languages: Baklunish, Common, Dwarven, Search +4, Spot +4, Ride +6, Tumble +6, Use Magic Device +3; Combat Reflexes.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Studded Leather, Rapier, 3 daggers, Light Crossbow, 20 bolts, backpack, flint & steel.

APL 6

☛ **Dwarven Thugs**; Rog1/Ftr1; CR 2; Dwarven; Medium Humanoid (5' 0" tall); 1d10+3+1d6+3; hp 18; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +3 for Masterwork Studded Leather, +1 Masterwork Buckler); Atks +5 melee (1d6+3 [crit 18-20] [x2], rapier); or +3 ranged (1d8 [crit 19-20] [x2] light crossbow); BAB +1; Grapple +4; Space/Reach 5 ft./5 ft.; SA; None; SQ Sneak Attack +1d6, Trapfinding; AL N; SV Fort +5, Ref +4, Will +0; Str 16 Dex 14 Con 16 Int 10 Wis 10 Cha 6

Skills and Feats: Climb +8, Gather Information +3, Jump +8, Languages: Baklunish, Common, Dwarven, Search +4, Spot +4, Ride +6, Tumble +6, Use Magic Device +3; Combat Reflexes, Weapon Focus Rapier.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Studded Leather, Buckler, Rapier, 3 daggers, Light Crossbow, 20 bolts, backpack, flint & steel.

APL 8

☛ **Dwarven Thugs**; Rog2/Ftr1; CR 3; Dwarven; Medium Humanoid (5' 0" tall); 1d10+3+2d6+6; hp 25; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +3 for Masterwork Studded Leather, +1 Masterwork Buckler); Atks +7 melee (1d6+3 [crit 18-20] [x2], masterwork rapier); or +4 ranged (1d8 [crit 19-20] [x2] light crossbow); BAB +2; Grapple +5; Space/Reach 5 ft./5 ft.; SA; None; SQ Sneak Attack +1d6, Trapfinding, Evasion; AL N; SV Fort +5, Ref +5, Will +0; Str 17 Dex 14 Con 16 Int 10 Wis 10 Cha 6

Skills and Feats: Climb +9, Gather Information +4, Jump +9, Languages: Baklunish, Common, Dwarven,

Search +5, Spot +5, Ride +7, Tumble +8, Use Magic Device +3; Combat Reflexes, Quickdraw, Weapon Focus Rapier.

Sneak Attack: +1d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Studded Leather, Buckler, masterwork rapier (2), 3 daggers, Light Crossbow, 20 bolts, backpack, flint & steel.

APL 10

☛ **Dwarven Thugs**; Rog3/Ftr2; CR 5; Dwarven; Medium Humanoid (5' 0" tall); 2d10+6+3d6+9; hp 41; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +3 for Masterwork Studded Leather, +1 Masterwork Buckler); Atks +9 melee (1d6+3 [crit 18-20] [x2], masterwork rapier); or +6 ranged (1d8 [crit 19-20] [x2] light crossbow); BAB +4; Grapple +7; Space/Reach 5 ft./5 ft.; SA; None; SQ Sneak Attack +2d6, Trapfinding, Evasion; AL N; SV Fort +7, Ref +5, Will +1; Str 16 Dex 14 Con 16 Int 10 Wis 10 Cha 6

Skills and Feats: Climb +11, Gather Information +5, Jump +11, Languages: Baklunish, Common, Dwarven, Search +6, Spot +6, Ride +8, Tumble +10, Use Magic Device +3; Combat Reflexes, Flick of the Wrist, Quickdraw, Weapon Focus Rapier.

Sneak Attack: +2d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Studded Leather, Buckler, masterwork rapier (2), 3 daggers, Light Crossbow, 20 bolts, backpack, flint & steel.

APL 12

☛ **Dwarven Thugs**; Rog3/Ftr4; CR 7; Dwarven; Medium Humanoid (5' 0" tall); 4d10+12+3d6+9; hp 59; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +3 for Masterwork Studded Leather, +1 Masterwork Buckler); Atks +11/+6 melee (1d6+5 [crit 18-20] [x2], masterwork rapier); or +8/+3 ranged (1d8 [crit 19-20] [x2] light crossbow); BAB +6; Grapple +9; Space/Reach 5 ft./5 ft.; SA; None; SQ Sneak Attack +2d6, Trapfinding, Evasion; AL N; SV Fort +8, Ref +6, Will +2; Str 17 Dex 14 Con 16 Int 10 Wis 10 Cha 6

Skills and Feats: Climb +13, Gather Information +5, Jump +13, Languages: Baklunish, Common, Dwarven, Search +6, Spot +6, Ride +8, Tumble +10, Use Magic Device +3; Combat Reflexes, Flick of the Wrist, Hold the Line, Quickdraw, Weapon Focus Rapier, Weapon Specialization Rapier.

Sneak Attack: +2d6 if opponent is flanked or denied dexterity.

Possessions: Masterwork Studded Leather, Buckler, masterwork rapier (2), 3 daggers, Light Crossbow, 20 bolts, backpack, flint & steel.

Encounter #6:

APL 2

☛**Sarifa:** Ftr2/Sor1/Clr1 (Exalted Faith) **Human:** female; CR 4; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2+1d8+2; hp 30; Init +2 (Dex); Spd 30 ft; AC 21 (+2 Dex, +1 *Amulet of Natural Armor*, +4 for Mage Armor, +4 Shield); Atks +6 melee (1d6+3, [crit 18-20] [x2], masterwork scimitar); or +5 ranged (1d8+3 [crit 20] [x3] Masterwork +3 Strength Composite Longbow); BAB +2; Grapple +5; Space/Reach 5 ft./5 ft.; SA; None; SQ Domains of Protection and Good; AL LG; SV Fort +7, Ref +4, Will +7; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +6, Jump +8, Languages: Baklunish, Common, Ride +8, Spellcraft +6; Combat Reflexes, Dodge, Hold the Line, Lightning Reflexes, Mobility.

Sorcerer Spells (5/4, DC is 11+Spell Level): 0 Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 13+Spell Level): 0 Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Magic Weapon, Sanctuary**, *Shield of Faith*

Possessions: +1 *Amulet of Natural Armor*, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

☛**Jex:** male Half-Elf; Pal2 (Heironeous); CR 2; Medium Humanoid (5' 11" tall); 2d10+4; hp 20; Init +2 (Dex); Spd 20 ft; AC 18 (+1 *Amulet of Natural Armor*, +2 Dex, +5 Breast Plate); Atks +7 melee (2d4+4, [crit 20] [x4], masterwork scythe); or +5 ranged (1d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +2; Grapple +5; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands; AL LG; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +9, Languages: Common; Combat Reflexes, Weapon Focus Scythe.

Possessions: Breast Plate, Masterwork Scythe, +1 *Amulet of Natural Armor*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

APL 4

☛**Sarifa:** Ftr2/Sor1/Clr1/Mnk2 (Exalted Faith) **Human:** female; CR 6; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2+3d8+6; hp 44; Init +3 (Dex); Spd 30 ft; AC 25 (+3 Dex, +3 Wisdom, +1 *Amulet of Natural Armor*, +4 for Mage Armor, +4 Shield); Atks +6 or +4/+4 (Flurry) melee (1d6+3, [crit 20] [x2], unarmed attack); or +7 ranged (1d8+3 [crit 20] [x3] Masterwork

+3 Strength Composite Longbow); BAB +3; Grapple +10; Space/Reach 5 ft./5 ft.; SA; Stunning Attack, Flurry of Blows; SQ Domains of Protection and Good, Evasion; AL LG; SV Fort +10, Ref +8, Will +10; Str 16, Dex 16, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +6, Jump +8, Languages: Baklunish, Common, Ride +8, Spellcraft +6, Tumble +12; Combat Reflexes, Deflect Arrows, Dodge, Hold the Line, Improved Grapple, Lightning Reflexes, Mobility, Stunning Attack.

Sorcerer Spells (5/4, DC is 11+Spell Level): 0 Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 13+Spell Level): 0 Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Magic Weapon, Sanctuary**, *Shield of Faith*

Possessions: +1 *Amulet of Natural Armor*, *Gloves of Dexterity* +2, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

☛**Jex:** male Half-Elf; Pal4 (Heironeous); CR 4; Medium Humanoid (5' 11" tall); 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft; AC 18 (+1 *Amulet of Natural Armor*, +2 Dex, +5 Breast Plate); Atks +9 melee (2d4+5, [crit 20] [x4], +1 scythe); or +7 ranged (1d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +4; Grapple +7; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead; AL LG; SV Fort +8, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +11, Languages: Common; Combat Reflexes, Hold the Line, Weapon Focus Scythe.

Spells (1, DC is 11+Spell Level): 1 Lvl; *Divine Favor*.

Possessions: Breast Plate, Masterwork Scythe, +1 *Amulet of Natural Armor*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

APL 6

☛**Sarifa:** Ftr2/Sor1/Clr1/Mnk4 (Exalted Faith) **Human:** female; CR 8; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2+5d8+10; hp 58; Init +3 (Dex); Spd 40 ft; AC 26 (+3 Dex, +3 Wisdom, +2 *Amulet of Natural Armor*, +4 for Mage Armor, +4 Shield); Atks +8 or +6/+6 (Flurry) melee (1d8+3, [crit 20] [x2], unarmed attack); or +9 ranged (1d8+3 [crit 20] [x3] Masterwork +3 Strength Composite Longbow); BAB +5; Grapple +12; Space/Reach 5 ft./5 ft.; SA; Stunning Attack, Flurry of Blows; SQ Domains of Protection and Good, Evasion, Ki Strike (magic), Slow fall 20 ft, Still Mind;

AL LG; SV Fort +11, Ref +9, Will +11; Str 16, Dex 17, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +8, Jump +14, Languages: Baklunish, Common, Ride +8, Spellcraft +6, Tumble +12; Combat Reflexes, Deflect Arrows, Dodge, Hold the Line, Improved Grapple, Lightning Reflexes, Mobility, Stunning Attack.

Sorcerer Spells (5/4, DC is 11+Spell Level) o Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 13+Spell Level): o Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Magic Weapon, Sanctuary**, *Shield of Faith*

Possessions: +2 *Amulet of Natural Armor, Gloves of Dexterity* +2, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

☞**Jex: male Half-Elf**; Pal4/Ftr2 (Heironeous); CR 6; Medium Humanoid (5' 11" tall); 6d10+12; hp 52; Init +2 (Dex); Spd 20 ft; AC 19 (+1 *Amulet of Natural Armor*, +2 Dex, +1 *Ring of Protection*, +5 Breast Plate); Atks +11/+6 melee (2d4+5, [crit 20] [x4], +1 scythe); or +9/+4 ranged (1d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +6; Grapple +9; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead; AL LG; SV Fort +11, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +12, Languages: Common; Cleave, Combat Reflexes, Hold the Line, Power Attack, Weapon Focus Scythe.

Spells (1, DC is 11+Spell Level): 1 Lvl; *Divine Favor*.

Possessions: Breast Plate, +1 *Scythe*, +1 *Amulet of Natural Armor*, +1 *Ring of Protection*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

APL 8

☞**Sarifa: Ftr2/Sor1/Clr1/Mnk6 (Exalted Faith)**

Human: female; CR 10; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2+7d8+14; hp 72; Init +4 (Dex); Spd 50 ft; AC 28 (+1 Monk, +4 Dex, +3 Wisdom, +2 *Amulet of Natural Armor*, +4 for Mage Armor, +4 Shield); Atks +11/+6 or +10/+10/+5 (Flurry) melee (1d8+4, [crit 20] [x2], unarmed attack); or +11/+6 ranged (1d8+4 [crit 20] [x3] Masterwork +4 Strength Composite Longbow); BAB +6; Grapple +14; Space/Reach 5 ft./5 ft.; SA; Stunning Attack, Flurry of Blows; SQ Domains of Protection and Good, Evasion, Ki Strike (magic), Slow fall 30 ft, Still Mind, Purity of Body; AL LG; SV Fort

+12, Ref +11, Will +12; Str 18, Dex 19, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +10, Jump +13, Languages: Baklunish, Common, Ride +14, Spellcraft +6, Tumble +17; Combat Reflexes, Deflect Arrows, Dodge, Hold the Line, Improved Grapple, Improved Disarm, Lightning Reflexes, Mobility, Stunning Attack, Weapon Focus (Unarmed).

Sorcerer Spells (5/4, DC is 11+Spell Level) o Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 13+Spell Level): o Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Magic Weapon, Sanctuary**, *Shield of Faith*

Possessions: +2 *Amulet of Natural Armor, Gloves of Dexterity* +4, *Gauntlets of Ogre Power* +2, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+4) Composite Longbow, 40 arrows.

☞**Jex: male Half-Elf**; Pal4/Ftr4 (Heironeous); CR 8; Medium Humanoid (5' 11" tall); 8d10+16; hp 68; Init +2 (Dex); Spd 20 ft; AC 21 (+2 *Amulet of Natural Armor*, +2 Dex, +1 *Ring of Protection*, +6 for +1 Breast Plate); Atks +15/+10 melee (2d4+10, [crit 20] [x4], +1 scythe); or +11/+6 ranged (1d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +8; Grapple +13; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead; AL LG; SV Fort +12, Ref +6, Will +5; Str 20, Dex 14, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +13, Languages: Common; Cleave, Combat Reflexes, Hold the Line, Power Attack, Weapon Focus Scythe, Weapon Specialization Scythe.

Spells (1, DC is 11+Spell Level): 1 Lvl; *Divine Favor*.

Possessions: +1 *Breast Plate*, +1 *Scythe*, +2 *Gauntlets of Ogre Power*, +2 *Amulet of Natural Armor*, +1 *Ring of Protection*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

APL 10

☞**Sarifa: Ftr2/Sor1/Clr1/Mnk8 (Exalted Faith)**

Human: CR 12; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2+9d8+18; hp 86; Init +5 (Dex); Spd 50 ft; AC 30 (+2 Monk, +5 Dex, +3 Wisdom, +2 *Amulet of Natural Armor*, +4 for Mage Armor, +4 Shield); Atks +13/+8 or +12/+12/+7 (Flurry) melee (2d6+4, [crit 20] [x2], unarmed attack); or +13/+8 ranged (1d8+4 [crit 20] [x3] Masterwork +4 Strength Composite Longbow);

BAB +8; Grapple +16; Space/Reach 5 ft./5 ft.; SA; Stunning Attack, Flurry of Blows; SQ Domains of Protection and Good, Evasion, Ki Strike (magic), Slow fall 40 ft, Still Mind, Purity of Body, Wholeness of Body; AL LG; SV Fort +13, Ref +13, Will +13; Str 18, Dex 20, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +14, Jump +16, Languages: Baklunish, Common, Ride +14, Spellcraft +6, Tumble +20; Close Quarters Fighting, Combat Reflexes, Deflect Arrows, Dodge, Hold the Line, Improved Grapple, Improved Disarm, Lightning Reflexes, Mobility, Spring Attack, Stunning Attack.

Sorcerer Spells (5/4, DC is 11+Spell Level) o Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 13+Spell Level): o Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Magic Weapon, Sanctuary**, *Shield of Faith*

Possessions: +2 *Amulet of Natural Armor, Gloves of Dexterity* +4, *Gauntlets of Ogre Power* +2, *Monk's Belt*, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+4) Composite Longbow, 40 arrows.

☛ **Jex: male Half-Elf**; Pal4/Ftr6 (Heironeous); CR 10; Medium Humanoid (5' 11" tall); 10d10+20; hp 84; Init +2 (Dex); Spd 20 ft; AC 23 (+2 *Amulet of Natural Armor*, +2 Dex, +2 *Ring of Protection*, +7 for +2 Breast Plate); Atks +17/+12 melee (2d4+10, [crit 20] [x4], +1 scythe); or +13/+8 ranged (d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +10; Grapple +15; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead; AL LG; SV Fort +13, Ref +7, Will +6; Str 20, Dex 14, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +14, Languages: Common; Blind-Fighting, Cleave, Close-Quarters Fighting, Combat Reflexes, Hold the Line, Power Attack, Weapon Focus Scythe, Weapon Specialization Scythe.

Spells (1, DC is 11+Spell Level): 1 Lvl; *Divine Favor*.

Possessions: +2 *Breast Plate*, +1 *Scythe*, +2 *Gauntlets of Ogre Power*, +2 *Amulet of Natural Armor*, +2 *Ring of Protection*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

APL 12

☛ **Sarifa: Ftr4/Sor1/Clr1/Mnk8 (Exalted Faith)**
Human: CR 14; Medium Humanoid (5' 6" tall); 4d10+8+1d4+2+9d8+18; hp 102; Init +5 (Dex); Spd 50 ft; AC 32 (+2 Monk, +5 Dex, +5 Wisdom, +2 *Ring of*

Protection, +4 for Mage Armor, +4 Shield); Atks +15/+10 or +14/+14/+9 (Flurry) melee (2d6+6, [crit 20] [x2], unarmed attack); or +15/+10 ranged (1d8+4 [crit 20] [x3] Masterwork +4 Strength Composite Longbow); BAB +10; Grapple +18; Space/Reach 5 ft./5 ft.; SA; Stunning Attack, Flurry of Blows; SQ Domains of Protection and Good, Evasion, Ki Strike (magic), Slow fall 40 ft, Still Mind, Purity of Body, Wholeness of Body; AL LG; SV Fort +15, Ref +14, Will +16; Str 18, Dex 20, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Diplomacy +16, Jump +18, Languages: Baklunish, Common, Ride +14, Spellcraft +6, Tumble +20; Close Quarters Fighting, Combat Reflexes, Deflect Arrows, Dodge, Hold the Line, Improved Grapple, Improved Disarm, Lightning Reflexes, Mobility, Stunning Attack, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).

Sorcerer Spells (5/4, DC is 11+Spell Level) o Lvl *Daze, Detect Magic, Light, Ray of Frost* 1 Lvl *Mage Armor, Shield*.

Cleric Spells (3/2+1, DC is 15+Spell Level): o Lvl: *Create Water, Guidance, Virtue* 1 Lvl *Command, Magic Weapon, Sanctuary**

Possessions: +2 *Ring of Protection*, +4 *Periapt of Wisdom, Gloves of Dexterity* +4, *Gauntlets of Ogre Power* +2, *Monk's Belt*, Masterwork scimitar, backpack, bedroll, 40 gp per character in change, Masterwork Mighty (+4) Composite Longbow, 40 arrows.

☛ **Jex: male Half-Elf**; Pal4/Ftr8 (Heironeous); CR 12; Medium Humanoid (5' 11" tall); 12d10+36; hp 112; Init +2 (Dex); Spd 20 ft; AC 23 (+2 *Amulet of Natural Armor*, +2 Dex, +2 *Ring of Protection*, +7 for +2 Breast Plate); Atks +20/+15/+10 melee (2d4+10, [crit 19-20] [x4], +1 keen scythe); or +15/+10/+5 ranged (d8+3 [crit 20] [x3] masterwork Mighty Composite Longbow); BAB +12; Grapple +17; Space/Reach 5 ft./5 ft.; SA; None; SQ Aura of Good, *Detect Evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead; AL LG; SV Fort +15, Ref +7, Will +6; Str 21, Dex 14, Con 16, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +15, Languages: Common; Blind-Fighting, Cleave, Close-Quarters Fighting, Combat Reflexes, Great Cleave, Hold the Line, Power Attack, Weapon Focus Scythe, Greater Weapon Focus Scythe, Weapon Specialization Scythe.

Spells (1, DC is 11+Spell Level): 1 Lvl; *Divine Favor*.

Possessions: +2 *Breast Plate, Boots of Speed*, +1 *Keen Scythe*, +2 *Amulet of Health*, +2 *Gauntlets of Ogre Power*, +2 *Amulet of Natural Armor*, +2 *Ring of Protection*, backpack, bedroll, 50 gp per character in change, Masterwork Mighty (+3) Composite Longbow, 40 arrows.

Player Handout #1

Adventurers

Your aid is requested by Emir Zulir in salvaging a situation gone bad in the village of Harq. You have been reputed to have some ability to solve the problem and your assistance would be greatly appreciated. If you are interested, be at the Silent Bell Inn after dinner tonight and ask for Silquor. Please only respond if you have a care for the well being of others.

Player Handout #2

My Dear Zairth,

Things are going according to plan. You must continue to incite the noble military men of Ket against the rebellious scum in the village. Your actions to date have been useful but nothing like those of which you boasted. My plans call for an attack this evening, before our illustrious Captain Seqair chooses to launch his own offensive. Do not fail me in this and you will be well rewarded. As usual, you are to destroy this note after it has been delivered.

Ghazir Turth