

ESA6-03

River to the Sea of Choices

A 1-Round D&D LIVING GREYHAWK® The Splintered Sun Regional Adventure

Version 2.2

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The revenue brought in by gemstones panned from the River Thelly is vital in the maintenance of the war-damaged city walls and defences of Nulbish. The Royal Guild of Merchants need guards to protect a keelboat full of grain and gemstones destined to be sold at Kalstrand for the Windmarch fair. The Ahlissan army after all routed many bands of outlaws and humanoid tribes during the recent campaign around Wyverntor, and these are desperate for coin and food. An adventure for APLs 2-8.

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your Living Greyhawk character. Second PC and DMs gain rewards for sanctioned RPGA play if they are members of the Dungeons & Dragons Rewards program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PCS READ NO FURTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides PC information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to

your senior GM directly after play. You'll also find a Living Greyhawk Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a PC character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Meta-Regional adventure, set in the Splintered Suns. Characters native to the Splintered Suns pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Sern was the second born of a petty prince-ling of house Naleax. Forced into the clergy by his father, he hated his older brother who stood to inherit everything.

Five months prior to the start of this adventure, Sern's father became ill and called for his two sons by his bedside. Sern knew that if he was ever to be recognised in his own right he had to succeed where his brother could not, and began plotting against him. Due to his illness Sern's father had appointed his eldest son guard and custodian of "The Book of Unholy Rites", a prestigious position placed upon their house since prior to the Greyhawk wars. Sern knew that if the book would be stolen his brother would be banished for such a failure, and better still, if he could recover and return it, he would win the admiration and respect of his father that he had craved for his whole life.

Sern spread rumours that the book of unholy rites listed imprisoned souls. He then sought out a powerful warrior of Trithereon known as Wennild and provided her

with the necessary information to steal the book right from under his brother's nose. Then using his influence and his family ties he convinced the church that he was the best person to try and recover it. Gathering up a small army of Ahlissan soldiers, he marched directly off towards the Trithereon warrior, knowing exactly where she was thanks to his involvement and some powerful divination magic. Sern and the Glorioles soldiers attacked Wennild but Sern had not expected her to have allies of her own. Neither side could gain the upper hand so Sern stole the book from Wennild and retreated towards the Thelly River, desperate to get to Kalstrand and the protection of the Temple of Hextor.

PREPARATION FOR PLAY

Before the game begins make a note of all the PCs' Base stats, hit points, Spot & Listen checks; you will need to know it for Encounter 4.

Have the PCs determine the weight of all equipment carried as they may need to know it for Encounter 4.

Since a large part of the adventure takes place on the water it is a good idea to familiarize yourself in the rules for underwater combat (*Dungeon Master's Guide* page's 92-94) and Drowning (*Dungeon Master's Guide* page 304).

ADVENTURE SUMMARY

ESA6-03 *River to the Sea of Choice* is a one-round meta-regional starting in the city of Nulbish in Ahlissa and takes mostly place on the Thelly River and the Glorioles. While it starts as a simple guard job, it soon becomes more complicated, offering the PCs several choices. The choices determine what encounters they come across. See DM's Aid 1 for a flowchart of the adventure.

Introduction: The Royal Guild of Merchants wants to ship a keelboat to the capital Kalstrand. Guards that the Royal Guild of Merchants would normally use are unavailable so the merchant, Sevar, is forced to use adventurers.

The PCs are required to accompany the keelboat and crew and ensure the cargo reaches its destination on time. It's a 170-mile journey (7 days) to the capital Kalstrand.

Encounter 1 [Remnants Of A Glory Past]: The first day of travel passes uneventfully. On the second day, only 30 minutes into the journey, PCs have a chance to spot remnants of Ossoon's Almorian cavalry. They are ready to ambush the keelboat from simple hollowed out logs they are using as water going vessels. If close to defeat, the leader of the bandits sound a horn calling forth a retreat to the safety of the Glorioles Mountains.

Encounter 2 [An Unwelcome Addition]: On the third day, a Hextorite priest called Sern and his retinue of injured Ahlissan soldiers approach the keelboat. The Hextorite priest Sern claims to have recently battled some brigands, actually they were Trithereonites, and had managed to recover an item the brigands had stolen recently from a wealthy noble of Naleax. Sern demands that the merchant

allow him and his soldiers to ride on the keelboat to Kalstrand. The merchant reluctantly agrees to this. The priest has a bound sack with a mysterious content. Sern demands that the item be placed in the keelboat's chest for safety and that the key to the chest be turned over to him for safekeeping.

Encounter 3 [What's in the Box?]: The rest of the days travel is uneventful. PCs may want to take this time to get to know more about their new travelling companions and the mysterious cargo.

Encounter 4 [An Unexpected Stop]: On the fourth day local river authorities impound the keelboat. In disguise and hot on Sern's trail, Wennild, a knight of the chase may, dependant on the PCs actions, make contact with the PCs and attempt to form an alliance for when she attacks the keelboat to take back the "Codex of Unholy Rites".

The PCs now have a number of options available to them. If they try to take the book immediately, go to Encounter 8c. If they make an alliance with Wennild and wait for her attack before attempting to take the book, use Encounter 8b later on and proceed with Encounter 5. If Wennild does not reveal her plans to the PCs, or they refuse an alliance, use Encounter 8c further on in the adventure.

Encounter 5 [Hollow Tree Pass]: The PCs meet with Wennild, who reveals details about the book Sern protects, and her plan to get it.

Encounter 6 [There's Something in the Water]: The fifth day starts with the continuation of a thunderstorm that started last night. Due to the delay from yesterday, Captain Rithil takes the keelboat down a narrow tributary that can shorten the journey and put the delivery back on schedule, but as the day rolls into evening the PCs spot a fallen tree obstructing the way. It needs to be removed in a timely manner if the keelboat is to reach The Giant and Gem Tavern before nightfall.

The tree is very heavy and difficult to lift, however the trees branches have become entangled in weeds growing on the River bed and needs to be cut free before it can be moved. The task of freeing the tree from the weeds is made more deadly for the PCs as a swarm of leeches have amassed here to take advantage of the net like effect the fallen tree branches have and shall attack any creature entering the water.

The Boatman inform the PC's that they can go back the way they came however it will take a couple of hours and they may not reach their planned destination by nightfall.

Encounter 7a [A Good Rest Well Earned]: If the PCs were able to move the fallen tree in time, the keelboat arrives at The Giant and Gem Tavern before nightfall.

Encounter 7b [A Howling Night]: If the boatmen were required to turn back, the keelboat does not reach its destination for the night. A camp is set at the riverside.

During the night the Cleric of Zilchus wakes the PCs to warn of a wolf pack closing in to attack.

Encounter 8a [Finish the Job]: The PCs choose to side with Sern, or believe Wennild and her hounds to be more bandits attacking river users. Once Wennild is defeated, go to Conclusion A.

Encounter 8b [Book Collectors]: The PCs wait as instructed by Wennild, for her ambush before attempting to take the book from the Hextorite priest. Go to Conclusion B

Encounter 8c [Fools Rush In]: The PCs try to take the book whilst at the outpost; the full military might of the outpost and the Indomitable see this theft is punished. Resulting in certain doom for the PCs.

Conclusion A: The PCs' journey continues uneventfully on to Kalstrand. The PCs receive their payment from the Royal Guild of Merchants and a special reward from the church of Hextor for their part in delivering the book. What implications will the PCs' choices have in the future for their characters?

Conclusion B: The PCs' journey takes a different route. They go with the knight of the chase and the band of Nemoudian Hounds back too Pitchfield protecting the book. The Royal Guild of Merchants is not pleased with the PCs' desertion of the keelboat, but the Establish church of Trithereon compensates the PCs for their lost earnings.

INTRODUCTION

The adventure starts in the city of Nulbish in southern Ahlissa on the northern banks of the Thelly River. The exact reasons for the PCs to be here is up to the individual PCs. A possible reason would be to visit the Windmarch, a series of great trade fairs that travel all over Ahlissa from Planting right through to Patchwall. The name comes from the old belief that the roads and paths used by anyone travelling from one fair to the next followed the prevailing wind, which usually comes from the west from late spring into late summer. These fairs stimulate trade and barter and generate income and wealth for many—from tolls on major roads, tavern taxes, hostelry bills, etc. Locals know this automatically; otherwise a DC 12 Knowledge (the Splintered Suns) check is required.

Whatever the reasons, the PCs are spending their time at the Nymph's Eel, the only inn that still had rooms available at their arrival. Read out aloud or paraphrase the following:

As you sit inside The Nymph's Eel inn, you watch the traders and market stall sellers packing up their goods and wears, as the Windmarch fair is coming to an end in Nulbish. All over the town merchants are making arrangements to move on to the next location.

Allow the PCs to introduce one another. If the PCs talk to the other patrons of the inn they can learn of the following rumours after making a DC 10 Gather Information check:

- The campaign around Wyverntor is very successful and with it the trade between Wyverntor, Nulbish and the rest of Ahlissa beyond has increased. It is going to take weeks though to truly pacify the whole region, especially since Sunndi offers no help at all. Some people actually say that the Trithereonites actively support the bandits and giants of Hestmark Highlands in their struggle against Ahlissa.
- The war between Sunndi and the bullywugs is not going very well and they require aid. The anarchistic Sunndians are too proud though to accept it despite several offers from Xavener.
- Ships have always disappeared, especially in bad weather, but rarely in good weather or when properly armed. Recently though one of the new warships from Pontylver disappeared without a trace, and several caravels of the Royal Guild have never made it to port either. Most blame the increased disappearances on an increase in piracy, and blame Rel Astra for the disappearance of the warship. A few whisper that something more terrible is going on.
- Once the Hestmark Highlands are pacified Xavener, may his name be praised, will turn his attention to the rebels of Medegia and their supporters of Rel Astra. When he pacifies Medegia the region will finally prosper again.

Once the PCs are ready to proceed, read aloud or paraphrase the following:

The sound of the inn door catch's your ear, turning you see a young man standing in the door way, by his attire he must be the child of a wealthy merchant or noble. He approach's you and introduces him self. "Greetings I am Vangis an honest deal mediator and I am acting on behalf of my client; a one Sevar. He wish's to have council with you. He has a business proposal you may be interested in? Will you meet with him?"

♣ **Vangis:** Male human (Oeridian) Clr1; see Appendix 5.

Appearance: Vangis is a young man of 15. He wears Plain grey robes, which has been accessorised with gold and jewellery, he does his best to keep his cloths clean but is struggling to do so. He carries no weapons and wears no armour; in fact he has very little on his person at all – a fact that he desperately tries to remedy.

Personality: Young and eager, he has a good sense of humor and an insatiable curiosity about the world. He has a knack for numbers and he is a bit clumsy.

A DC 10 Knowledge (religion) check identifies Vangis as a cleric of Zilchus. A DC 25 Knowledge (the Splintered Suns) check allows a PC to know that Sevar is a member of the Royal Guild of Merchants. Sevar is known to be a good merchant, but according to rumors he has a drinking problem and he was once nearly kicked out of the Guild

due a gambling incident. Members of the Royal Guild gain a +5 bonus on the check.

If the PCs refuse the adventure ends here. Otherwise, read aloud or paraphrase the following:

The young man leads the PCs to a warehouse in the Merchants district that is situated directly opposite to the Royal Guild of Merchants house. Inside the warehouse are a pile of crates which have been arranged to form a desk 6 crates have been placed in front of the makeshift desk a man sits on a 7th crate behind the desk. There are more crates piled neatly behind him as well as a small chest. The man looks like he is in his late fifties of average height and weight. He has a reddish tint to his nose, and flushed checks. He has a long thin moustache, which falls either side of his mouth. He wears a bright attire with lime green pantaloons with a mustard yellow chemise, topped off with a pink cravat.

"Welcome, I see that Vangis has chosen only the best to have council with me, please sit down" The man gestures to the crates in front of the desk at which he sits at. "My name is Sevar and I am a member of the Royal Guild of Merchants. I have a contract to ship this cargo to Kalstrand" he gestures to the crates behind him "and I seek only the best to accompany me and protect my contract. Are you interested?"

♣ **Savar:** Male human (Oeridian) Rog2; see Appendix 5.

Appearance: Sevar is 56 years old 5'9" he has a reddish tint to his nose, and flushed checks. He has a long thin moustache, which falls either side of his mouth, which Sevar is prone to stroking when in deep thought. He wears bright attire favouring lime green pantaloons with a mustard yellow chemise, topped off with a pink cravat. On his feet he wears pointed blue loafers with bells attached, and upon his head he wears a trilby hat with a Couatl feather sticking out of it, at a jaunty angle.

Personality: Sevar is prone to mood swings during the day he is a happy man and always willing to talk to people and make new friends and customers. However during the night his thoughts wander to his departed wife. This makes Sevar depressed and irritable, he does not want to talk to anyone and just drinks or weep into his mug.

The Royal Guild of Merchants has a contract to ship a keelboat full of grain and a chest of gems to the capital Kalstrand for the Windmarch fair. This takes place during the month of Growfest. Sevar has waited too long to hire guards as he has a habit of drinking too much and forgetting to do things, this has left him in a precarious situation. If the Royal Guild of Merchants learns of his forgetfulness and failing to do his job correctly he could be ousted from the Guild. So he has set-up this makeshift office and plans to hire mercenaries, to guard his shipment at his own personal expense. The PCs are likely to have questions for the merchant; the most likely questions and their answers are below.

Q. How much do we get paid?

A. ***"I can pay you a handsome sum of 50 gp each upon reaching our destination safely."***

The PCs can try to raise the price, especially if they realize he is desperate. He goes as high as 25 gp x APL with 25% being paid in advance.

Q. What is the cargo?

A. ***"Grain for the most part and this chest behind me."***

Q. What is in the chest?

A. ***"Precious stones panned from the Thelly."***

Q. Where are we going? How long will it take?

A. ***"We are travelling to Kalstrand via keelboat on the Thelly River it's a 170-mile journey and we must arrive within 7 days time. This is the route"*** Show PCs Handout 1.

Q. Why would we get stopped at Thelly Keep?

A. ***"The River Authority some times put up blockades and inspect cargo vessel for contraband and the like, they are unlikely to bother us."***

Q. Who else will be coming with us?

A. ***"The crew consists of myself, the 'honest deal mediator' Cleric of Zilchus Vangis, Captain Rithil and his crewmen Bindil, Erdimir, Wella and Rithimod, as well as yourselves should you agree."***

Q. Why do you not use the merchant house to conduct business?

A. ***"Erm its... Over booked yep too many deals need to be brokered at the moment so I am using this warehouse instead"*** Opposed Bluff (+4) Check. He is lying.

Q. Why are you really using this warehouse?

A. ***"Ok, I forgot to book guards when I first arrived here. Now there are no more available. If the Guild finds out I could lose my status and be ousted from the Royal Guild of Merchants."***

Q. Why are you not using dock workers / guards?

A. ***"I had a slight problem with that, and so have to use adventurers."***

Q. What problem?

A. ***"They...were... Over booked!"*** Opposed Bluff (+4) check. They were overbooked because he was drunk when he should have booked them and missed his opportunity.

Q. When do we leave?

A. ***"As soon as you have finished loading the crates onto the keelboat in the docks."***

Development: If the PCs accept, Savar shows obvious signs of relief. He grabs a contract from behind his desk quickly filling in the name of the PC and the agreed upon

price; the PC, he and Vangis need to sign it to be valid. Once signed, he takes them to his keelboat (*The Hand of Gestai*) and introduce the PCs to his crew – see Appendix 5 for more information. While his crewmembers continue with loading the keelboat the PCs can settle down and wait until Savar is ready to leave. The PCs can choose to sleep among the cargo in the hold or on deck. The deckhouse is used as a small kitchen. Proceed with Encounter 1. The PCs have roughly 1 hour before the ship sets sail to buy any additional supplies. The gold piece limit of Nulbish is 40,000 gp.

If the PCs refuse, Savar gives it one more try to persuade them, but he then says goodbye and starts looking for other less demanding adventurers. The adventure is over.

ENCOUNTER 1:

REMNANTS OF A GLORY PAST

Once the keelboat is ready to leave the port of Nulbish, read aloud or paraphrase the following:

After loading the crates on board the keelboat and casting off. You settle into life on the River making steady progress.

Allow the PC's to interact with any of the crew, using the details given in Appendix 5.

❖ **Keelboat:** This is a flat-bottomed boat built for use on rivers and lakes. It is fully decked, with a large deckhouse that takes up most of the boat's center. It has a small sail and eight oars. The ship is 30 ft. long and 10 ft. wide and has a height of 5 ft. above the water and a draft of 5 ft.. A good map can be found in *Stormwrack* at page 101 or on-line at <http://www.wizards.com/default.asp?x=dnd/ag/20050826a>.

It consists of 3 hull sections each with 50 hp and hardness 5. It has 1 rigging section with 60 hp and hardness 0. Speed is 5 ft.

The Thelly River is a broad, shallow river that is navigable for barges and keelboats up to Rel Deven for most of the year. On average the river is 500 to 600 feet wide, gently flowing towards the east. To the south the skyline is dominated by the Glorioles. The southern banks are steep, and the floodplains quickly give rise to the foothills of the Glorioles and the Hestmark Highlands. The northern banks consist of a large flood-plain forest overgrown with willows, reed and similar plants. The forest gives way to the fertile and densely plains of Ahlissa – the breadbasket of the United Kingdom of Ahlissa.

The sky is clear, and Pelor is shining brightly. There is a refreshing breeze on the water, but temperatures rise to 30° Celsius (86° F). During the night the temperature drops to 20° C (68° F). At this time of the year there is rarely any fog except on exceptionally cool nights. The direction of the wind is towards Kallstrand, as such there is no need to row (and the crew is not big enough for it).

Before proceeding, try to get a good idea of what the PCs do throughout the day and what spells, if any, they have running. The PCs might also want to change the prepared spells. Let them also decide on a schedule for night watches. The ship sails day and night with everybody on board, including Savar helping. As guards the PCs do not have to do any menial jobs, but The first day and night nothing special happens, although they do run across a couple of barges sailing downstream. On the second day though they are being ambushed by a group of outlaws.

The next day seems like the first, the River is slowing flowing upstream while the birds are happily chirping. The smell of fresh air and hot oats fills your nostrils as the cleric of Zilchus eats his breakfast.

Six Almorian Raiders and an Almorian Wizard have prepared a trap to ambush the keelboat the PCs are protecting. The Wizard has used his magic to permit himself and the other raiders to breath underwater, were they wait in upturned canoes just around a bent in the river. The Wizard's hawk familiar circles the keelboat over head and warns the Wizard via their empathic link. When the keelboat is within range the Almorian Wizard signals the other raiders to spring the trap.

Have any PCs specifically stating that they are looking out make a Spot check vs. Hide check of the Almorian Raiders. Otherwise they gain a -5 on the check due to being distracted. The Almorian Raiders have a +10 bonus on Hide checks for the log canoes they are hiding in. They plan to spring their trap at a distance of 80 ft. for a total bonus of +18 plus their Hide skill modifier to their opposed roll.

Read aloud the following or paraphrase:

The same bird, which has been happily chirping, appears to be circling the keelboat over head, its eyes affixed to the sight of the keelboat. As a number of fallen tree logs remain steady against the flow of the river. From the starboard side of the keelboat, large logs floating in the river open up to reveal six men riding in them. Each man is holding a rock about fist sized; the six men hurl their rock at the keelboat in unison.

Terrain: The water is calm, requiring a DC 10 Swim check, and it is murky, reducing visibility to 40 ft.. Since the Almorian Raiders keep attached to logs, a failed check prevents movement, but it does not mean that they sink to the bottom. The water provides improved cover (+8 bonus to AC, +4 bonus on Reflex saves) against attackers not in the water and it blocks line of sight as well. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects.

🛡️ **Log:** Large wooden vehicle; Speed swim; AC 4; hardness 5; hp 40; Ram 1d6; Space 10 ft. by 5 ft.

Creatures: The Almorian Raiders are all men in their late 30's. They are gaunt, sickly, underfed and unhealthy. These men have been living off the land for over 10 years. They refuse to accept that the Greyhawk Wars have stopped, and in their eyes their mission of disrupting enemy supply movements still stands. However they are very hungry and are more motivated by the chance to eat and eat well.

The soldiers are muddy tanned skinned with brown eyes and dirty tangled dark hair and in their late 30's. They are wearing what was once a uniform but the clothing is torn and has been repaired beyond recognition. Their equipment is rusty and they are gaunt and sickly.

Note! Do not allow the merchant to die!

APL 2 (EL 5)

👤 **Almorian Raiders (6):** Male human War1; hp 7 each; see Appendix 1.

👤 **Almorian Wizard:** Male human Wiz4; hp 30; see Appendix 1.

👤 **Hawk Familiar:** hp 19; see Appendix 1.

APL 4 (EL 7)

👤 **Almorian Raiders (6):** Male human Ftr1; hp 11 each; see Appendix 2.

👤 **Almorian Wizard:** Male human Wiz7; hp 48; see Appendix 2.

👤 **Hawk Familiar:** hp 33; see Appendix 2.

APL 6 (EL 9)

👤 **Almorian Raiders (6):** Male human Ftr2; hp 18 each; see Appendix 3.

👤 **Almorian Wizard:** Male human Wiz9; hp 69; see Appendix 3.

👤 **Hawk Familiar:** hp 41; see Appendix 3.

APL 8 (EL 11)

👤 **Almorian Raiders (6):** Male human Ftr3; hp 25 each; see Appendix 4.

👤 **Almorian Wizard:** Male human Wiz10; hp 76; see Appendix 4.

👤 **Hawk Familiar:** hp 45; see Appendix 4.

Tactics: At the ambush location the river is 600 ft. wide. The keelboat is located near starboard bank. The Almorian raiders are all under the effect of a *water breathing* spell and start the encounter concealed. The Wizard is positioned 20 ft. under the Almorian raiders and has both *water breathing* and *swim* pre-cast.

When he receives the signal from his familiar, he orders the raiders via *message* to throw a thunderstone at each of the keelboat's occupants during the surprise round. The Wizard remains submerged and cast *haste* at APL 4+ on the Raiders. Four of them use their crossbows on the PCs as the other two push the logs towards the keelboat all the time remaining hidden behind the logs and in the water. Once near the boat they switch to reach weapons (with which they can attack people on deck from the water) or

keep shooting at those within sight. Only when nobody is threatening them do they climb aboard, which requires a DC 15 Climb check. Once nearby, the Almorian Raiders and the Wizard demand the surrender of those on board.

The Wizard remains within 30 ft. of the raiders whilst staying concealed underwater. At higher APLs he summons as many fiendish sharks as possible, and then use *greater slide* to move the PCs off of the keelboat and into the now shark invested waters. He then cast spells to disrupt the keelboat and the PCs e.g. *glitterdust*, *slow*, etc. If the crew tries to leave the ambush area the Almorian raiders target the keelboat crew to prevent this. The Wizard uses his *feather token* if necessary.

If the PCs try to fight the raiders in the water, the raiders mount the sharks and use cavalry tactics against the PCs. If the PCs attempt to close to melee whilst onboard the keelboat, the raiders either bull rush the PCs over the side of the keelboat into the water. Or they grapple the PC and drag them off the keelboat, and attempt to drown the PC in the River.

If close to defeat the Wizard sounds a horn calling for a retreat, at which point the remaining Raiders withdraw into the river and swim to safety.

Treasure:

Looting the Almorian raiders:

APL 2: Loot (57 gp); Coin (5 gp); Magic Necklace of fireballs I (137 gp), Quaal's feather token (anchor) (4 gp), vest of resistance +1 (83 gp).

APL 4: Loot (96 gp); Coin: (7 gp); Magic Headband of intellect +2 (333 gp), necklace of fireballs I (137 gp), 6x potions of cure light wounds (4 gp each), Quaal's feather token (anchor) (4 gp), vest of resistance +2 (333 gp).

APL 6: Loot (671 gp); Coin (7 gp); Magic Amulet of health +2 (333 gp), headband of intellect +2 (333 gp), necklace of fireballs I (137 gp), 6x potions of cure light wounds (4 gp each), Quaal's feather token (anchor) (4 gp), vest of resistance +2 (333 gp).

APL 8: Loot (342 gp); Coin (7 gp); Magic 6x +1 breastplate (169 gp each), 6x +1 glaive (192 gp each), amulet of health +2 (333 gp), headband of intellect +4 (1,333 gp), necklace of fireballs I (137 gp), 6x potion of cure moderate wounds (4 gp each), Quaal's feather token (anchor) (4 gp), vest of resistance +2 (333 gp).

Detect Magic Results: +1 breastplate (Faint Abjuration), +1 glaive (Faint Evocation), amulet of health (Moderate Transmutation), headband of intellect (Moderate Transmutation), necklace of fireballs I (Moderate Evocation), potion of cure moderate and cure light wounds (Faint Conjunction), Quaal's feather token (anchor) (Moderate Conjunction), vest of resistance (Faint Abjuration).

Development: The PCs have time to loot all the bodies but they need to swim to the bottom of the riverbed (40 ft.) to loot those that died in the water. They also have time to make repairs to the keelboat if needed. Once ready to leave proceed with Encounter 2.

Troubleshooting: If the PCs spot the Almorian Raiders before the keelboat reach's the ambush point, once the keelboat does something suspicious i.e. stop etc, the Almorian Raiders spring their trap.

ENCOUNTER 2: AN UNWELCOME ADDITION

The rest of the day and the night remain uneventful. Read out aloud or paraphrase the following once the PCs have settled down in their daily rhythm again:

The mood of the keelboat crew has turned to unrest after yesterdays attack. Tasks that were once done with a smile are now completed with shaking hands. But a steel resolve shines through, helped by the words of encouragement from Captain Rithil, his crew determined to reach their destination on time.

As the day winds on and the continuing monotony of life on the river is starting to take hold, the sky starts to darken; yet it is not time for Pelor to depart. The unmistakable smell of burnt wood and flesh, confirms the darkening to be caused by billowing smoke, some way off in the distance.

On the horizon in the direction of the smoke, you catch sight of a dozen men. Their movements are hampered as they slowly approach the keelboat. As they near, you can make out coats of arms on their clothing. One man who appears to have sustained no injuries, who is clad in the finest plate approaches the keelboat to within earshot. "Good day sirs, I am lieutenant Sern. My men have been injured repelling bandits in this region. I demand to speak with whoever is in charge here."

The man in plate armour, Sern, is a cleric; a DC 5 Knowledge (religion) check identifies the holy symbol of Hextor. A DC 10 Knowledge (the Splintered Suns) check identifies the men as soldiers of the Ahlissan Army.

☛ **Sern:** Male human Clr [APL dependent – see Encounter 8B]; see Appendix 1 to 4 for stats and 5 for more information.

Appearance: Sern is a 5'9" Oeridian man aged 27. He wears a suit of worn full plate over this he wears a black with red trim tabard which displays a red symbol of a gauntlet holding 6 arrows facing downwards. He has dark brown hair, which is missing a small patch above his right eye, and he has a small scar on his chin. He walks with a slight limp favouring his right leg over the left. He has a pleasant voice but a tone of authority with it.

Personality: Sern is a confident man but is quiet and secretive only revealing as much as he believes he needs to. He has little compassion for others but is not cruel, unless he needs to be. He's actions are driven by the motive to gain the respect and love of his farther and he seeks vengeance against his brother whom he is jealous of for his relationship with their farther.

Sern speaks with Savar or any PC that step's forward claiming to be in charge. Anyone attempting to listen in on the conversation needs to succeed on a DC 15 Listen check. DC 10 for read aloud in capitals. If a PC goes forward to speak with the Hextor Priest adlib using the following read aloud text as a guide. Otherwise read the following:

[Hextor Priest] "Me and my men here have need of your keelboat. They have sustained injuries defending this very river, from Bandits that would have attack you and your cargo. I demand that you allow them to ride within the keelboat to Kalstrand, where there they can receive aid."

[Merchant] "But the keelboat is full of cargo and we are running to a tight deadline if we do not reach Kal..."

[Hextor Priest] "You would allow the very men who protect your lively hood to die when you can so easily aid them?"

[Merchant] "Its not that I want to..."

[Hextor Priest] VERY WELL then perhaps I should requisition your keelboat for the FORESEEABLE FUTURE? Hmm."

[Merchant] "LETS NOT GET CARRYIED AWAY. Your men can ride on top of the keelboat it's the best I can do."

[Hextor Priest] "Surely you can DO BETTER, but that is good enough for me. There is one other thing I have some captured intelligence that must remain safe. It will be placed in the chest and the key handed over to me for protection."

[Merchant] "but the chest contains a shipment of gems!"

[Hextor Priest] "Hextor will see that the Gems are well looked after. MEN THIS GRACEOUS MERCHANT HAS SEEN FIT TO OFFER A RIDE ON HIS KEELBOAT MAKE SURE YOU SEE THIS KINDNESS REPAYED."

The injured men clamper on board the keelboat. Each of them hands over 35 silver piece to one of the keelboat men as payment for travel. Sern takes the key of Savar and places a bound sack within the chest that has a superior lock (DC 40).

Sern claims to have battled some brigands, actually they were Tritheronites, and had managed to recover an item from the brigands that had been stolen recently from a wealthy noble of Naelax. He demands that Savar allows him and the soldiers to ride on the keelboat to Kalstrand, the merchant reluctantly agrees to this. The priest has a bound sack concealed within is the Codex of Unholy Rites. Sern demands that the item be placed in the keelboats gem chest for safety and that the key to the chest be turned over to him for safekeeping.

Troubleshooting: The PCs, particularly followers of Heironeous, may attack the Hextor Priest on sight. If so use the statistics for Sern and his Glorioles soldiers as per

Encounter 8B with the following modifications their are 10 Glorioles soldiers all on ½ hit points. Savar protests loudly to any hostilities. He is fully aware that the PCs are about to commit a serious crime and that he is likely to suffer the brunt of the consequences. If the PCs allow any of the soldiers, or the crew, to survive, they are charged with murder and grievous assault. While it is unlikely that they are arrested immediately, you should give each PC the United Kingdom of Ahlissa Serious Crime AR which can be requested from your local Triad.

ENCOUNTER 3: [OPTIONAL]

WHAT'S IN THE BOX?

If time is limited or you are running late, fill free to reduce or skip this encounter altogether. Note that with the dozen additional people the keelboat becomes overcrowded.

With the new additions settling in and resting from their injuries, you can feel the mood of yesterday starting to relax and the keelboat crew's smiles are slowly returning. The Injured soldiers do little but rest but the Hextorite Priest busies himself with asserting his authority on the merchant, when not performing his daily routine. As the day turns to night, storm clouds start to roll in and the rain starts to fall, the crew moor the keelboat and preparations are made to rest for the night.

The rest of the days travel is uneventful; however allow PCs the chance to role-play out any interactions between them and their new travelling companions and the mysterious cargo. Use the details contained in Appendix 5 to play out this encounter.

ENCOUNTER 4:

AN UNEXPECTED STOP

The next morning the trip proceeds as planned, although due to the overcrowding most people are wet, cold and hungry.

The storm that started last night continues on this morning. Lighting forks lash down in the distance. Progress is hard and the mood of the keelboat crew is low, apparently washed away by the rain. After travelling for five miles you see an impressive tower on the horizon as the keelboat gets closer you can see other smaller buildings and a wall surrounding a main keep. To the front of the keelboat in the water is a galley forming a river block. A small rowboat flying a flag of truce launches from the galley and heads towards the keelboat. Two men row while a third man stands his piercing eyes and menacing features are affixed to the keelboat. Not even the rain itself dares to strike him stopping short of his body.

The man on the rowboat is commodore Anforunde. Once close to the keelboat he levitates up from this rowboat on to the keelboat and announce himself.

Ladies and Gentlemen of the merchant ship Hands of Geshtai, I am Commodore Anforunde Captain of the Indomitable and by the power of the Overking Xavener of the United Kingdom of Ahlissa, Grand Prince of Kalstrand, Crowned Head of the Celestial House of Darmen. I impound this vessel and its cargo for a full inspection for items or goods that are prohibited within the borders of the United Kingdom of Ahlissa. Captain moor your ship next to the watchtower on the river bank, and await further instructions.

Awaiting the occupants of the keelboat on the riverbank is a company of soldiers. They lead the PCs into a hut which is being used as a processing room. Sern and his men pass thru without any problems and enter the small thorp that adjoins the watchtower. Sern heads directly to the shrine of Hextor to pray. The keelboat's crew stays on the riverbank. Sevar and Vangis pay a Clerk of Zilchus 25 gp to fill in the necessary paper work and after a 5 minute wait pass thru to the thorp. The PCs need to complete the necessary paperwork to register their equipment (this takes the entire duration of this encounter). Or if they pay the handling fee of 25 gp the Clerk of Zilchus can fill in the necessary paper work for the PC, which takes 5 minutes as well.

PCs with the AR "Free Travel throughout the Kingdom of Ahlissa" can pass thru into the thorp for free without the need for any paperwork. PCs who do not pay the handling fee skip to Encounter 5B.

The thorp has four main buildings:

1. The Watch Tower

Stands 80 ft. tall and has been constructed from hewn stonework. Two ballistae are mounted at the top of the tower and arrow slits are situated the length and breath of the tower. 20 Soldiers man the tower at any one time each taking an 8-hour shift.

2. The Garrison

This is where the soldiers who man the Tower sleep and train the Garrison comfortable holds up to 100 men, although there are only 84 present. To the back of the Garrison is the training grounds and drill square.

3. Shrine of Hextor

A shrine of Hextor is present frequented by many of the soldiers based here, it is maintained by Farther Tarn, 2nd level Cleric of Hextor.

4. The Welcoming Nymph

Is a grand manor house who's architecture dates back many years, to when the thorp was a simple fishing settlement, parts of the building have been updated with modern techniques where they had fallen into disrepair. It now stands as a Brothel/Tavern, It offers a wide arrange of

drinks and for a small price female company, plus a number of rooms available at 1gp per hour.

Development: Wennild the Knight of the Chase, which Sern had battled previous to meeting the PCs in Encounter 2, is disguised as a poor fisherwoman. She observes the PCs and their actions about town. When the PCs are away from Sern, Wennild steals a loaf of bread within sight of the local soldiers; rightfully concluding they would not recognize her as a stranger. She is confident she can get out of jail even if the PCs do not interfere. As she wants to see if the PCs are good people and try to help her, Wennild is still disguised as the fisherwoman at this point.

"Thief! Get her! Rings out from a watchman who is kicking an old weathered fisherwoman, with short unkempt brown hair who is clutching a loaf of bread, the woman falls to the floor dropping her loaf as three other watchmen rush to join in."

Roll a secret DC 18 Spot check to realize she seems to be positioning herself in such a way that the blows are not particular painful. On the other hand, it requires a DC 22 Sense Motive check to realize she is closely observing the PCs reactions and not nearly in as much pain by the beating as she appears to be. The soldiers are oblivious to this behavior, and they don't really care. If questioned by the PCs the watchman react rather irritated, but they say that the fisherwoman was resisting arrest for theft, and their actions are justified under the law of the land. They do not allow the PCs to question Wennild if they confront her with her odd behavior, although a DC 25 Diplomacy check causes them to search her, but she has no contraband on her (and certainly not a holy symbol of Trithereon, or anything remotely pointing her out as an adventurer).

🗡️ **Ahlissan soldiers (4):** Male/female human War1 (hp 8; chain mail, longsword, shield, dagger, sap; AL LN).

If the PCs do nothing to help, or help the guard, skip Encounter 5. Wennild gets dragged to prison, but she manages to escape easily later that day. The PCs board the keelboat when its ready and set off. If the PCs try to help Wennild they need to pay the fine for theft of 5 gp. Once the fine has been paid the Watchmen march off. The fisherwoman thanks the PCs saying:

"Many thanks to you Sirs, many thanks but I can not let this act of kindness go unrewarded. Meet me at Hollow Tree Pass, near were I live, Its very important, that you meet me their at noon. I don't have gold or riches but I will repay your help"

She does not revel what the reward is, and scurries off towards Hollow Tree Pass. If confronted about her behavior, she denies that she is anything but a fisherwoman. Her father was an adventurer though who taught her a few things about self-defence. While not exactly a lie, a PC that succeeds on a DC 17 Sense Motive

realizes she is not entirely truthful. Still, their best to learn what is going on requires them to go to the Hollow Tree Pass. If the PCs do not go to Hollow Tree Pass at noon skip to Encounter 5B.

Troubleshooting: Attacking the Ahlissan soldiers is not really a good idea. They are only doing their duty, and it is definitely a chaotic act even when done in defence of the fisherwoman, and if lethal force is used it is considered evil as well. What is more, a whole unit of soldiers is stationed here and they do not look kindly on adventurers attacking their own. If no soldier was killed, they can solve the problems with a DC 25 Diplomacy check and a bribe of 20 gp. If they flee, they get wanted for grievous assault. If soldiers are killed, they need to flee, but they can later join Wennild and ambush keelboat as discussed in Encounter 8B. They do become wanted for murder and should receive the United Kingdom of Ahlissa Serious Crime AR.

ENCOUNTER 5A: HOLLOW TREE PASS

Read aloud or paraphrase the following if the PCs accept the fisherwoman's invitation:

Following the trail you reach a crossroads, a lone tree stump limply stands at its centre, a sign nailed to the stump clearly says "Hollow Tree Pass". Waiting patiently under the tree to escape the rain, is the fisherwoman you helped earlier that day. She slowly raises a hand and gently waves at you.

"Greetings do not be alarmed but as you might have guessed I am not a simple fisherwoman. My name is Wennild and I am a Knight of the Chase, and I have need of your help. Please listen to my story then ask any questions at the end."

If the PCs react in any way violently, or threaten her in any way, she immediately flees to the best of her ability. If it is impossible to flee, she quickly surrenders. More information on her can be found in Encounter 8A and Appendix 5. If captured, she still tries to win the PCs for her although now in attempt to save her self. She tells the same story, although differently worded. Killing her is an evil act, although it is certainly feasible. In that case she is not present during the fight in Encounter 8B, instead one of her lieutenants is leading the assault (conveniently with the same stats as Wennild). She has nothing incriminating with her and if the PCs hand her over to the guards, she soon escapes. The guards do not allow her to be taken on the boat, and Sern does not object, incorrectly concluding that with her captured, they will leave him alone.

If they allow her to talk, read aloud or paraphrase:

"Two months ago I met a man who had been seeking a champion of justice. He had details about an unholy book that contained the true names of souls who had been prevented from receiving eternal rest in the after life. Apparently they were handed over to devils as

part of a sacrifice made by House Naelax. I recovered the book and was returning to the Temple of Trithereon in Pitchfiled when we were ambushed near the Thelly River by a cleric of Hextor and his men. The Cleric somehow knew all about the book and stole it before we routed him and his men. When I realized it was gone we gave chase. We saw that he had commandeered a merchant vessel, which brings us to you."

"I immediately realized you would be coming here, and I made my preparations. I staged the act in the thorp to see if you were pure of heart. Your act of kindness in the thorp shows you do not follow the teachings of Hextor, but are you willing to oppose him? And if so, are you willing to swear on your gods to keep what we are about to discuss to yourself for both your and mine safety?"

If the PCs refuse, she tries to convince them of the evilness of both the Hextorite and the book, but if that fails she is visibly disappointed and bids them farewell. If the PCs want some kind of reward, she offers them the favor of the Temple of Trithereon and of course they get to keep all the equipment on the Hextorite priest with the exception of the book. If they accept, she proceeds.

"My plan is for you to return to the keelboat and act normally. Do not attempt to take the book as the Indomitable and the garrison will make any failed attempts very risky. Half a day's travel past a tavern called The Giant and Gem there is a perfect ambush point. When you see me and my hounds charge out towards you; wait until the Hextorite Priest commits his men to fighting us, he will then be relatively unguarded and you can strike, he will not be expecting that, Ha.

The PCs are likely to have questions for Wennild, the most likely questions and their answers are below.

Q. Why should I/We help you?

A. *"Because it's the right thing to do! Would YOU not want to be released from eternal torture?"*

Q. What is house Naelax?

A. *"It is a Nobel house here in Ahlissa and part of the ruling class that oppresses the masses."*

Q. What is a knight of the chase?

A. *"The Knights of the Chase are a fellowship of followers of Trithereon, swearing allegiance to the ideals of freedom, individuality, and retribution."*

Q. Why the disguise?

A. *"Because I did not want to be lynched on sight for worshipping Trithereon."*

Q. How can we trust you?

A. *"Look into your heart, what I ask is help for souls imprisoned by devils facing an eternity of torture, is*

their not a more just and worthwhile endeavour. I have no need of deception as Trithereon guides my actions."

Development: When the PCs have no more questions read aloud the following:

"Remember act like you do not know about the book and wait for our attack."

As you are returning to the thorp, Vangis is running alone the path towards you. When he notices you his pace slows but only a little. Puffing and panting and wiping the rain from his eyes Vangis says "We are clear to go and Sevar says if I don't find you soon he is leaving without you, quick we must hurry."

The keelboat crew are ready to set off Sever looks annoyed as the PCs board the keelboat. Serns' men look fully healed and re-supplied. If the PCs try to take the book now go to Encounter 8D. Otherwise proceed with Encounter 6.

Troubleshooting: It is possible the PCs approach Sern after this encounter to inform him of the impending assault. He compliments the PCs for their shrewdness and promises a reward for their help in the battle to come. See Encounter 8A and 8B for more details. Sern asks them to focus on Wennild during the ambush, but the PCs can certainly double cross him and catch him unaware, potentially putting a quicker end to the battle than otherwise would be possible. The scenario contains enough information for you to make the necessary adjustments.

ENCOUNTER 5B: TIGHT-FISTED

After two hours of completing application forms you are awaiting final approval by the garrison captain. When Vangis and Sevar approach you "We will be cleared to leave in 10 minutes so get ready to go."

Continue on to Encounter 6.

ENCOUNTER 6: THERE'S SOMETHING IN THE WATER

Read aloud or paraphrase the following once the PCs leave the Thelly Keep:

The pace of the keelboat has picked up but continuing rain continues to fall this morning. The raindrops strike heavy on the river raising the water level. Thunder strikes in the distance the odd flash of light catches your eye and the clap strikes your eardrum. By the evening the thunder and lightning have stopped but the storm continues to rain and the wind strike fiercely at your face as it howls loudly.

Sevar anxiously paces up and down the keelboat fighting against the wind. "we are going to be late Captain Ritial. Can you not make this keelboat go any faster?" says Sevar shouting over the noise of the wind.

"I can only go as fast as the winds will permit, however I know a shortcut its about a mile ahead. We can cut down a tributary and save about 2 hours travel, but its risky. The tributary is very narrow and this storm is not helping! I need my man at the sails. I need one of your guards at the bow to watch for obstructions!"

"Do it! I am sure you are capable enough to deal with any problem," Sevar replies briskly. Turning towards you, "I hope you don't mind too much standing out in this weather, but it is vital I get in Kalstrand at time."

If the PCs refuse, he grumbles a lot, pointing out it their job to watch out for danger anyway, and than proceeds to the bow himself.

Soon the keelboat turns off the main river way and onto a narrow tributary, only just wide enough to accommodate the keelboat, but Captain Ritial and his crew are very skilled and masterfully guide the keelboat.

The storm imposes a -8 penalty to Spot, Search and Listen checks and it makes ranged attacks with normal weapons impossible. It also makes the waters rough increasing the Swim DC to 15 inflicting 1d3 of non lethal damage per round even on a successful skill check. On a failed check, the character must make another check that round to avoid going under. The Severe wind makes movement difficult (see *Dungeon Master's Guide*, Table 3-24, page 95) for the effect of the wind on the PCs movement based on size.

PCs have a chance to spot an obstruction in the water; the base spot check is DC 0 +1 per 10ft. of distance. Therefore, determining the distance the PCs spot the obstruction is done by multiplying their Spot check (-8 for the storm) result by 10 ft.. Read aloud or paraphrase the following once they make the check:

In the distance you see a felled tree struck by lightning its scorched trunk has fallen across the river blocking the keelboat route.

The PCs need to stop the keelboat before it strikes the fallen tree. Once the PCs have stop the keelboat or after the keelboat has hit the tree read aloud the following:

"We need to move that tree! Other wise we got to go back the way we came to the main river and that is going to cost us time." shouts Captain Ritial in a panicked voice. In response Sevar looks pleadingly at you.

See the Map in appendix 7 for the layout of this encounter. The obstruction needs to be removed from the water in a

timely manner if the keelboat is to reach The Giant and Gem Tavern before nightfall.

The tree has a diameter of 5 foot, is roughly 20 foot long and is very heavy (~10,000 lbs.). As such it is virtually impossible to lift, although several PCs might be able to pull it out of the way together or with the aid of the ship. However the trees branches have become entangled in weeds growing on the riverbed and need to be cut free or when wants to pull it out of the way require to tie several ropes to it.

The PCs must enter the water to reach the weeds or the banks of the river. The depth of the water is 15 ft. and visibility is only 20 ft. The rough waters move all PCs in the water 10 ft. downstream if they fail in a Swim check. PCs can climb on the tree, but it is extremely slippery and traversing it requires a DC 14 Balance check (obstructed and slippery) or a DC 10 Climb check. There are 4 groups of weeds which need to be destroyed to free the tree, anyone occupying the same square as the weeds is effected by an *entangle* spell. Alternatively PCs may try to destroy the tree, its stats are below.

🍄 **Weeds (4):** hardness 1; hp 2; AC 5; Break DC 15. Immune to Bludgeoning and Piercing damage.

🍄 **Tree:** 5 ft. thick wood; hardness 5; hp 600; AC 3; Break DC 45. Immune to Piercing damage.

If any PC states that they wish to look into the water then a successful opposed Spot check with the -8 penalty for the storm vs. DC 26 Hide of the leech swarms reveals:

Peering through the branches of the fallen tree you see the water squirms with uncounted thumb-sized slug-like creatures, each one wriggling in an unsettling manner.

The encounter level has been increased due to the unfavourable conditions for the PCs.

Terrain: Most of the battle takes place in and under the water. The squares on the bank count as deep bog, the rest of the river requires the PCs to swim. Rules for fighting in the water can be found in the *Dungeon Master's Guide* page 92. The banks are overgrown with a light forest consisting of willows, birch, reed and patches of brambles.

Creatures: The water is crawling with hungry leeches, and the presence of warm-blooded creatures in the water causes them to get into a hungry frenzy. They quickly form swarms and attack the PCs. Please note all the special abilities of the leeches before running this encounter since they can drain blood undetected (especially in a storm such as this)!

APL 2 (EL 2)

🦎 **Leech swarm (1):** hp 7; see Appendix 6.

APL 4 (EL 4)

🦎 **Leech swarm (3):** hp 7; see Appendix 6.

APL 6 (EL 6)

🦎 **Leech swarm (5):** hp 7; see Appendix 6.

APL 8 (EL 8)

🦎 **Leech swarm (7):** hp 7; see Appendix 6.

Tactics: The leech swarm(s) hides in the weeds, taking 10 on their Hide check. Once any living creature enters the water the Leech's use their Anesthetize and blood drain attack. The water around the tree is murky so you need to roll the opposed Spot check in secret for the PC affected against the Hide check of the leech swarms to see if the PC notices the damage being taken. Assume the Leech's take 10 on their hide check. DO NOT tell the PC they are taking damage until they make a Spot check, or fall unconscious! Also have the PC make any Fortitude saves for the dieses once they are aware of the leeches. If a PC leaves the water allow them and others to make a new Spot check, but remember to apply the penalties due to the storm. Use the character information gathered at the beginning of running this scenario.

Treasure: There is no treasure.

Development: If the PC's move the fallen tree out of the way they reach *The Giant and Gem Tavern* just before nightfall and rest safely for the night. Go to Encounter 7A.

If the PC's decide to have the ship go around the obstruction, they do not reach *The Giant and Gem Tavern* in time and must make camp at the riverside. Go to Encounter 7B.

Troubleshooting: If the PCs can use magic to avoid removing the tree from the water or can speed up the keelboat thus removing the need for award experience for defeating this encounter as normal.

ENCOUNTER 7A:

A GOOD REST WELL EARNED

The keelboat crew push on late into the day, as Pelor starts to set on you, night closes in threatening a night's camp by the levy. A yell rings out for all to hear "The Giant and Gem!" reaching The Giant and Gem Tavern just before nightfall you settle in for a good nights rest.

If the PCs were able to move the fallen tree in time, the keelboat make it to *The Giant and Gem Tavern* before nightfall allowing a peaceful nights rest. It is a typical tavern, and most of its customers are local fishers, farmers and a couple of merchant and sailors.

ENCOUNTER 7B: A HOWLING NIGHT

The keelboat crew push on. Late into the day as Pelor starts to set on you, and night closes in it becomes apparent that you will not reach The Giant and Gem Tavern by nightfall. "That's it!" shouts Captain Rithil "We can not risk travelling in the dark we must make camp here by the River side."

If the boatmen were required to row the keelboat around the fallen tree, the keelboat does not reach its destination for the night. The boatmen and the soldiers of the Glorioles Army disembark off the keelboat and start to make up a camp by the side of the keelboat. If the PCs do not have any tents Sern orders some of the soldiers to double up and lend the PCs their tent. The soldiers guard the camp during the night but the PCs are welcome to post their own. While the Soldiers are setting up camp Vangis approaches the leader of the PCs and ask them if he can stay in their tent.

"I have a deal to strike with you, you see we were not scheduled to stop here and well I do not have any suitable means for sleeping outdoors. Perhaps if you have room I could rent a spot in your tent? I will see you compensated for your hospitality."

Vangis offers 6 gp to use the PCs tents. During the night Vangis wakes up feeling uncomfortable, as he is not used to roughing it outdoors. He wakes the PCs starting with the arcane casters first to warn of a wolf pack closing in to attack.

"Wake up... WAKE UP! We are under attack outside" As you start to come to your senses you hear the voices of men in battle and the sound of steel on flesh.

Allow all the PCs to wake and declare their actions, when they get outside of the tent read allowed the following:

Outside of the tent you see two of the soldiers are chasing off five wolfs. You can see that they have slain another two wolfs near the camp. Seeing that your help is not required you return back to bed.

Although the wolves do not pose a real threat, the PCs can always decide to help.

All APLs (EL o)

🐾 **Wolf (5):** hp 13; see *Monster Manual* page 283.

Once the wolves are gone the PCs are free to go back to sleep, but throughout the night several other accidents happen as well (tents crashing down, parts of the camp being flooded and so on). In general it is a rough night.

Morning comes all to early and you feel tired from your restless night. You pass the Giant and Gem only

hours after setting off, the smell of warm breakfast taunts you as you pass on by.

Development: Due to the interruption the PCs do not get a good night sleep and will be fatigued on the following day and will not regain lost spells.

ENCOUNTER 8A: FINISH THE JOB

During the first part of the day nothing special happens, but later that day the Trithereonites choose to ambush the keelboat. Read aloud or paraphrase the following:

The storm clouds that had been responsible for the bad weather experienced the last few days have been pushed away by a southerly wind allowing the temperature to slowly rise throughout the day. As the heat reaches its peak the keelboat veers close to the northern banks of the Thelly River. As it does a large group of men break from the tree line and charge the keelboat shouting and screaming their savage war cry. "Bandits! Defend the keelboat."

It would be relatively easy for the keelboat to simply sail away, but Sern and his soldiers see a chance to get rid of some bandits. So Sern orders Sevar and his crew to remain out of the fight, while they deal with the threat. Sern also orders the PCs to help. Sevar certainly gives permission for such an action, agreeing that it is a good opportunity to deal with the bandits. Vangis, Savar and the keelboat crew do not participate and hide below deck.

The Glorioles Soldiers disembark the keelboat and fight the majority of the Bandits/Neomundian hounds off camera. Sern and a couple of soldiers remain at the back, ready to intervene were necessary.

Creatures: The raiders are olive skinned Oeridians with grey eyes and auburn hair. They are wearing light chain and hold a large club. Their clothing is light blue and decorated with holy symbols. PCs who succeed at a DC 10 Knowledge (religion) check recognize it and they may react accordingly. Their war cries also make it clear that their aim is to kill the Hextorites. There is no apparent aggressive towards the merchants. In fact, the fact that they never shot an arrow to those aboard should warn the PCs that these are no ordinary bandits.

Anybody examining the bodies of the Nemoudian Hounds finds a tattoo of a head of a black hound on their upper arm. PCs can recognize the tattoo with a DC 15 Knowledge (the Splintered Suns) or DC 20 Knowledge (religion) check as belonging to the Nemoudian Hounds. PCs from Sunndi gain a +5 circumstance bonus on this check and they can try it even untrained. The Nemoudian Hounds is a group of fanatic followers of Trithereonites who consist mainly of orphans from the Greyhawk Wars and various other conflicts raised by Trithereonites in

Sunndi. They have a reputation of being rabble rousers even among the Sunndians.

APL 2 (EL 2)

☛ **Wennild Squire of the Chase:** Female human Swashbuckler1/Ftr3; hp 36; see Appendix 1.

☛ **Nemoudian Hounds (4):** Female/male human War1; hp 8; see Appendix 1.

APL 4 (EL 4)

☛ **Wennild Knight of the Chase:** Female human Swashbuckler1/Ftr4/Holy Liberator1; hp 58; see Appendix 2.

☛ **Nemoudian Hounds (4):** Female/male human Clr1; hp 10; see Appendix 2.

APL 6 (EL 6)

☛ **Wennild Knight of the Chase:** Female human Swashbuckler1/Ftr4/Holy Liberator1/Knight of the Chase2; hp 74; see Appendix 3.

☛ **Nemoudian Hounds (4):** Female/male human Clr2; hp 17; see Appendix 3.

APL 8 (EL 8)

☛ **Wennild Knight of the Chase:** Female human Swashbuckler1/Ftr4/Holy Liberator1/Knight of the Chase4; hp 90; see Appendix 4.

☛ **Nemoudian Hounds (4):** Female/male human Clr4; hp 31; see Appendix 4.

Tactics: The Nemoudians prepared the ambush, having spotted the ship long in advance. As such they have prepared quite well for the fight, quaffing potions, applying oils and casting two 1 minute per level spells just before the battle starts. As such Wennils is *enlarged* at all APLs, and the Hounds at APL 4+. These effects have not yet been applied to stat blocks since the exact spells selected depend on what they might know of the PCs and whether or not the PCs do something unexpected.

The primary target of the Hounds is to get the book. Once Wennild has it she and the Hounds withdraw as soon as possible. There are more Nemoudian Hounds than listed in the encounter blocks above, which the Ahlissan soldiers will battle. Wennild and a small group of her hounds circle the fight and directly assault the ship (or the PCs if they get involved in the fight on land).

The Nemoudian Hounds are fanatic, and if their death serves the cause, they gladly give it. They are not fools though, and if they are losing, they do retreat, but only as a group. They have no mercy for the Ahlissan soldiers, let alone Sern, but they do not kill downed or helpless PCs (although they might knock them unconscious) unless the PCs went out of their way to kill the Nemoudian Hounds as well. The Nemoudian Hounds do not surrender, knowing that they face death, but they accept the surrender of the PCs and the Ahlissan soldiers (but not Sern). Nor do they stop fighting if Wennild is defeated.

Treasure: Apart from the gear carried by Wennild and the Nemoudian Hounds there is no other treasure, however Wennild has some annotated maps of an Ahlissan manor house and papers with details about the manor house, guard changes and the like.

APL 2: Loot (111 gp); Coin (1 gp); Magic +1 full plate (221 gp), cloak of resistance +1 (83 gp), 2x potion of enlarge person (21 gp each).

APL 4: Loot (116 gp); Coin (1 gp); Magic +1 full plate (221 gp), +1 heavy wooden shield (96 gp), cloak of resistance +1 (83 gp), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each).

APL 6: Loot (173 gp); Coin (1 gp); Magic +1 full plate (221 gp), +1 heavy wooden shield (96 gp), +1 longsword (193 gp), cloak of resistance +1 (83 gp), 8x oil of shillelagh (4 gp each), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each).

APL 8: Loot (590 gp); Coin (1 gp); Magic +2 full plate (471 gp), +2 heavy wooden shield (346 gp), +1 longsword (193 gp), cloak of resistance +1 (83 gp), 8x oil of shillelagh (4 gp each), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each), 3x scrolls of cure moderate wounds (13 gp each), wand of cure light wounds (63 gp).

Detect Magic Results: +1 and +2 full plate (Faint Abjuration), +1 longsword (Faint Evocation), +1 and +2 heavy wooden shield (Faint Abjuration), cloak of resistance +1 (Faint Abjuration), potion of cure moderate wounds (Faint Conjunction), potion of enlarge person (Faint Transmutation), potion of shield of faith (Faint Abjuration), scroll of cure moderate wounds (Faint Conjunction), wand of cure light wounds (Faint Conjunction).

Development: Wennild's only aim is to get the book and she makes this perfectly clear at the start of the battle by shouting to those present onboard. PCs can use this to negotiate with Wennild and even ally with her. However Sern does not let the PCs take the book without a fight and he tries to stop the PCs by force if they try to take the book. Use Sern's stats as described in Encounter 8B.

It is also certainly possible the PCs choose to remain neutral in the fight. As long as they do so, they are left alone by both sides. When it becomes obvious to Sern that he and his men cannot win this fight, he orders the keelboat to leave, even abandoning his men. If this does not trigger the PCs into action, the ship leaves with Wennild shouting about how she is going to find Sern, and get the book back.

If the PCs defeat Wennild and her soldiers, than the Ahlissan soldiers are victorious as well. Since the keelboat is not big enough to transport more than a handful of Nemoudian Hounds Sern orders them to be executed. It is impossible for the PCs to convince Sern otherwise, and if they want to save the Trithereonites, they need to fight Sern and his men. As far as Sern is concerned there is no need to interrogate the men. They are simple bandits after all, but if the PCs helped him, he allows them to talk with them. The Nemoudian Hounds are very reluctant to talk, but if pressed for information, they reveal that they were trying to steal an evil relic from the Hextorites. They were

planning to leave the merchant and his cargo alone – which is the truth. Once finished, proceed with Conclusion A.

Troubleshooting: In the unlikely case the PCs are caught by the Nemoudian Hounds, they are questioned thoroughly, but within a couple of days they are released with their gear. If the PCs killed any Nemoudian Hound, the Hounds confiscate enough equipment to pay for a raise dead for each slain friend. If on the other hand they went out their way to make sure no Nemoudian was killed (whether successful or not) they are released without any demands. This does not cost additional TUs.

ENCOUNTER 8B: BOOK COLLECTORS

During the first part of the day nothing special happens, but later that day the Trithereonites choose to ambush the keelboat. Read aloud or paraphrase the following:

The storm clouds that had been responsible for the bad weather experienced the last few days have been pushed away by a southerly wind allowing the temperature to slowly rise throughout the day. As the heat reaches its peak the keelboat veers close to the northern banks of the Thelly River. As it does a large group of men break from the tree line and charge the keelboat shouting and screaming their savage war cry. "Bandits! Defend the keelboat." The lead Bandit you recognise from meeting with her at Hollow tree pass "Now!" she shouts.

It would be relatively easy for the keelboat to simply sail away, but Sern and his soldiers see a chance to get rid of some bandits. So Sern orders Sevar and his crew to remain out of the fight, while they deal with the threat. Sern also orders the PCs to help. Sevar certainly gives permission for such an action, agreeing that it is a good opportunity to deal with the bandits. Vangis, Savar and the keelboat crew do not participate and hide below deck.

The Glorioles Soldiers quickly disembark the keelboat and fight the majority of the Bandits/Nemoudian Hounds off camera. Sern and a couple of soldiers remain at the back (**but on the river bank!**), ready to intervene were necessary. They do prepare for battle. It is this moment that the PCs are most likely to have been waiting for. While Sern might not be expecting treachery, neither is he foolish enough to completely trust the PCs. Roll initiative as normal when the PCs decide to attack Sern and his men. Although Sern does see nothing obviously harmful when the PCs cast a few buffing spells to prepare for the fight.

Creatures: The Ahlissan soldiers are tanned skinned with mostly brown hair. They wear the uniforms of the Ahlissan army, in which green and brown dominate. The shields are painted green and contain a crude brown nightingale and a golden sun. All have the looks of veteran soldiers. A description of Sern can be found in Appendix 5.

The soldiers are loyal Ahlissans, and all are dedicated followers of Hextor, although they focus more on his military aspect than his tyranny aspect. They are grim, silent and obedient men who rarely (if ever) question their orders.

APL 2 (EL 2)

☛ **Sern, Hextorite Priest:** Male human Clr4; hp 31; see Appendix 1.

☛ **Ahlissan Soldiers (4):** Female/Male human War1; hp 12; see Appendix 1.

APL 4 (EL 4)

☛ **Sern, Hextorite Priest:** Male human Clr6; hp 45; see Appendix 2.

☛ **Ahlissan Soldiers (4):** Female/Male human Ftr1; hp 12; see Appendix 2.

APL 6 (EL 6)

☛ **Sern, Hextorite Priest:** Male human Clr8; hp 59; see Appendix 3.

☛ **Ahlissan Soldiers (4):** Female/Male human Ftr2; hp 20; see Appendix 3.

APL 8 (EL 8)

☛ **Sern, Hextorite Priest:** Male human Clr10; hp 83; see Appendix 4.

☛ **Ahlissan Soldiers (4):** Female/Male human Ftr4; hp 36; see Appendix 4.

Tactics: At first the primary objective is to kill as many Nemoudian Hounds as possible, although they do not go out of their way to kill any downed opponent. They prefer to arrest people alive, especially Wennild and the PCs, but they do not go out of their way to do so (so they do not use nonlethal force). As soon as Sern realizes the PCs are about to attack him, he realizes he and his men are likely to be outmatched. He tries to return to the ship and flee with the book in his possession as quickly as possible. If cornered, he fights to the death. As long as Sern is alive his soldiers also fight to the death, but once Sern is defeated (or fled with the keelboat) they quickly surrender.

Since the Ahlissans were not expecting an ambush (unless the PCs warned them), they have not prepared any spell with the exception of a couple of long duration spells (which are already taken into account in the stat blocks). Most of the soldiers rush forward, quickly forming a shield wall to fight the Nemoudian Hounds. This fight takes place off-stage. At the back, Sern remains behind his bodyguards who at higher levels quaff a potion while disembarking. As soon as the PCs attack, Sern orders his men to form a shieldwall between him and march towards the keelboat. He uses the time to buff himself before attacking the PCs as well.

Treasure: Apart from the gear carried by Sern and the Ahlissan soldiers there is no other treasure.

APL 2: Loot (224 gp); Coin (1 gp); Magic +1 heavy flail (193 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp).

APL 4: Loot (123 gp); Coin (1 gp); Magic +1 full plate (221 gp), +1 heavy flail (193 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp).

APL 6: Loot (323 gp); Coin (1 gp); Magic +1 full plate (221 gp), +1 heavy flail (193 gp), amulet of natural armor (167 gp), 8x potions of bull strength (25 gp each), 4x potions of cure light wounds (4 gp each), ring of protection 1 (167 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp).

APL 8: Loot (206 gp); Coin (1 gp); Magic 4x +1 breastplate (113 gp each), +2 full plate (471 gp), +1 heavy flail (193 gp), amulet of health +2 (333 gp), 8x potions of bull strength (25 gp each), 4x potions of cure light wounds (4 gp each), 8x potions of shield of faith (4 gp each), ring of protection 1 (167 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp), wand of cure light wounds (63 gp).

Detect Magic Results: +1 breastplate (Faint Abjuration), +1 and +2 full plate (Faint Abjuration), +1 heavy flail (Faint Evocation), amulet of health +2 (Moderate Transmutation), amulet of natural armor +1 (Faint Transmutation), potion of bull strength (Faint Transmutation), potion of cure light wounds (Faint Conjunction), potion of shield of faith (Faint Abjuration), ring of protection +1 (Faint Abjuration), scroll of cure light wounds (Faint Conjunction), scroll of cure serious wounds (Faint Conjunction), vest of resistance +1 (Faint Abjuration).

Development: Sern's only aim is to keep the book PCs can use this to negotiate with Sern and even re-ally with him. However Wennild will not let the PCs stop her from taking the book and fights anyone who stands in her way as discussed in Encounter 8A. Note that as long as the PCs are fighting Sern she focuses on the soldiers, significantly reducing the amount of casualties on her side. Only once she realize the PCs betrayed her, does she rush towards the ship together with the clerics of Trithereon who remained behind to cure any wounded. See Encounter 8A for more details.

The Nemoudian Hounds only came for the book, and they are not interested in the cargo aboard. If they learn about the gems though, they take it for the cause unless the PCs stop them. If they don't they are also wanted for theft as discussed in Conclusion B below. The Hounds do not want prisoners, and while they kill Sern, they let any surviving soldier live, even leaving their weapons behind.

It is assumed the PCs leave with the Hounds bound for Pitchfield. Wennild advises the PCs to do so, since they are likely to be arrested when arriving in Kalstrand. If the PCs express concern for their salary or their contract with Sevar, Wennild promises them to reward them with the lost pay. She also does not fear for the merchant's life and cargo. There is no real danger from this point on towards Kalstrand. Still, if the PCs insist, she obviously allows them

to remain with the merchant. It is their freedom they are playing with.

Either way, go to Conclusion B, but adapt the text where necessary. In this case they are also immediately arrested, facing trial as discussed. The Royal Guild though does pay the salary as agreed upon.

ENCOUNTER 8C: FOOLS RUSH IN

The PCs try to take the book whilst at the outpost; the full military might of the outpost and the galley "Indomitable" will see this theft is punished. Resulting in certain doom for the PCs. The adventure ends here. See Trial in Conclusion B as discussed below for what happens if caught alive.

Note: if the PCs manage to steal the book undetected, they can flee the ship before being detected. In that case, Sern and his men immediately start pursuing the PCs. They catch up at about the same time as the PCs meet Wennild and the Nemoudian Hounds. In that case the encounter proceeds more or less as described in Encounter 8B although you need to modify parts of the text.

CONCLUSION A

Read aloud or paraphrase the following text once the Nemoudian Hounds are defeated and the PCs have done their business at the sight of the battle:

You continue on to Kalstrand without further incident. When you arrive, Sevar asks you to unload the cargo and when finished Vangis settles up the payment for protecting the keelboat. Thanking you for all the help you provided.

Sern thanks you all for your part in protecting the book. "The Church of Hextor will see your actions rewarded, you have helped return a vital artefact which in the wrong hands could have damaged the authority of the Ahlissa government" and with that he turns and leaves you in the busy port district of Kalstrand.

The PCs receive their payment from the Royal Guild of Merchants and if they provided aid or equipment to Vangis free of charge they gain his Favor. For protecting the book in Sern's charge he has arranged a special reward from the church of Hextor. They also earn the disfavor of the Church of Trithereon in the Splintered Suns.

CONCLUSION B

Read aloud or paraphrase the following text once the Ahlissans are defeated and the PCs have done their business at the sight of the battle (adapt when the PCs continue with the merchant):

Your journey takes a different route than planned. You head south with Wennild and the Neomundian Hounds to Pitchfield in Sunndi and the temple of Trithereon. The book is given to the High Priestess Reynallen and taken deeper into the temple for study. "The church of Trithereon welcomes brave adventurers and we shall compensate you of your lost earnings and can make available items and services worthy of your actions. In the fullness of time we will have the knowledge to inflict a powerful blow against those who would oppress innocents thanks to your wise choice".

The Royal Guild of Merchants are not pleased with the PCs desertion of the keelboat, but the Establish church of Trithereon compensate the PCs for their lost earnings from the Royal Guild of Merchants. What does the book contain, and will the High Priestess be able to use the information inside? The PCs also earn the disfavor of the Church of Hextor in Ahlissa.

TRIAL/WANTED

Aiding the Trithereonites against Sern is impossible without breaking some of the laws of Ahlissa. At best it is considered theft if the PCs manage to steal the book without drawing any attention at all and at worse murder. It is very likely that there will always be witnesses alive since the PCs are not evil and hence are unlikely to kill Sevar and the crew of the keelboat. Luckily for the PCs, they have unexpected friend (or more likely, the Hextorites have enemies) among the authorities and punishment is not going to be nearly as severe as usually, especially if the PCs did not personally kill any soldiers.

If the PCs are arrested during the adventure, or shortly afterward, they have to face trial. The trial itself costs 4 TU, but afterwards the PCs are acquitted of any charges of murder. Instead they are found guilty of:

- Theft – if they stole the book: fine of 50 gp x APL.
- Theft – if they stole the gems (or did not stop it): fine of 50 gp x APL and 12 TUs imprisonment.
- Assault – if they used lethal force against the Ahlissan soldiers: 12 TU imprisonment (the official punishment is longer, but they are released for good behavior).

The punishment is independent of the PCs actions since somebody is already aiding them. The exception is for the theft of the gems, that punishment can be halved with a DC 15 Diplomacy or Profession (lawyer) check.

If the PCs are not arrested they gain the wanted AR entry. Note down on the AR the punishment the character would have gotten had he been arrested, since that is the punishment he gets when caught later.

CONCLUSION C

You flee from the Hextorites and the Trithereonites with the book in hand will you be able to unravel its secrets before either side finally catches up with you?

The PCs or PC takes the book for himself. What implications will the PCs' choice have in the future for their character? In this case they gain the disfavor with both churches, and they are likely wanted for crimes as discussed above under Trial/Wanted in Conclusion B. They also gain the disfavor of the Royal Guild and no monetary reward.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl and mr smite@yahoo.com as soon as possible. General comments about the module are also welcomed at this address.

1. Who had the book at the end?
2. Did any PC die?
3. Did any NPC's die?
4. What was the best parts of this scenario?
5. And why?
6. What was the worst parts of this scenario?
7. And why?

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 roleplaying) to each character.

Encounter 1: Remnants of a glory past

Defeating the bandits

APL2	180 XP
APL4	240 XP
APL6	300 XP
APL8	360 XP

Encounter 4: There's something in the water

Removing the barrier.

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 8a/b

Acquiring the book or defeating the Nemoudian Hounds.

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	60 XP
APL4	105 XP
APL6	150 XP
APL8	195 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP

TREASURE SUMMARY

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

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

do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1: Remnants of a Glory Past

Looting the bandits

APL 2: Loot: 57 gp; Coin: 5 gp; Magic: *Necklace of fireballs I* (137 gp), *Quaal's feather token* (anchor) (4 gp), *vest of resistance +1* (83 gp).

APL 4: Loot: 96 gp; Coin: 7 gp; Magic: *Headband of intellect +2* (333 gp), *necklace of fireballs I* (137 gp), 6x *potions of cure light wounds* (4 gp each), *Quaal's feather token* (anchor) (4 gp), *vest of resistance +2* (333 gp).

APL 6: Loot: 671 gp; Coin: 7 gp; Magic: *Amulet of health +2* (333 gp), *headband of intellect +2* (333 gp), *necklace of fireballs I* (137 gp), 6x *potions of cure light wounds* (4 gp each), *Quaal's feather token* (anchor) (4 gp), *vest of resistance +2* (333 gp).

APL 8: Loot: 342 gp; Coin: 7 gp; Magic: 6x *+1 breastplate* (169 gp each), 6x *+1 glaive* (192 gp each), *amulet of health +2* (333 gp), *headband of intellect +4* (1,333 gp), *necklace of fireballs I* (137 gp), 6x *potion of cure moderate wounds* (4 gp each), *Quaal's feather token* (anchor) (4 gp), *vest of resistance +2* (333 gp).

Encounter 7B: A howling night

Letting Vangis pay for the use of the tent.

APL 2: Loot: 0 gp; Coin: 6 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 6 gp; Magic: 0 gp.

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

APL 8: Loot: 0 gp; Coin: 6 gp; Magic: 0 gp.

Encounter 8A: Finish the Job

Looting the Nemouding Hounds

APL 2: Loot: 111 gp; Coin: 1 gp; Magic: +1 full plate (221 gp), cloak of resistance +1 (83 gp), 2x potion of enlarge person (21 gp each).

APL 4: Loot: 116 gp; Coin: 1 gp; Magic: +1 full plate (221 gp), +1 heavy wooden shield (96 gp), cloak of resistance +1 (83 gp), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each).

APL 6: Loot: 173 gp; Coin: 1 gp; Magic: +1 full plate (221 gp), +1 heavy wooden shield (96 gp), +1 longsword (193 gp), cloak of resistance +1 (83 gp), 8x oil of shillelagh (4 gp each), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each).

APL 8: Loot: 590 gp; Coin: 1 gp; Magic: +2 full plate (471 gp), +2 heavy wooden shield (346 gp), +1 longsword (193 gp), cloak of resistance +1 (83 gp), 8x oil of shillelagh (4 gp each), potion of cure moderate wounds (25 gp), 2x potion of enlarge person (21 gp each), 3x scrolls of cure moderate wounds (13 gp each), wand of cure light wounds (63 gp).

Encounter 8B: Book collectors

Looting the Ahlissan soldiers and Sern

APL 2: Loot: 224 gp; Coin: 1 gp; Magic: +1 heavy flail (193 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp).

APL 4: Loot: 123 gp; Coin: 1 gp; Magic: +1 full plate (221 gp), +1 heavy flail (193 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp).

APL 6: Loot: 323 gp; Coin: 1 gp; Magic: +1 full plate (221 gp), +1 heavy flail (193 gp), amulet of natural armor +1 (167 gp), 8x potions of bull strength (25 gp each), 4x potions of cure light wounds (4 gp each), ring of protection +1 (167 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp).

APL 8: Loot: 206 gp; Coin: 1 gp; Magic: 4x +1 breastplate (113 gp each), +2 full plate (471 gp), +1 heavy flail (193 gp), amulet of health +2 (333 gp), 8x potions of bull strength (25 gp each), 4x potions of cure light wounds (4 gp each), 8x potions of shield of faith (4 gp each), ring of protection 1 (167 gp), 2x scrolls of cure light wounds (2 gp each), scroll of cure serious wounds (31 gp), vest of resistance +1 (83 gp), wand of cure light wounds (63 gp).

Conclusion A or B

Reward from either the Royal Guild or the Trithereonites.

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

Total Possible Treasure (Ending A)

APL 2: Loot: 168 gp; Coin: 57 gp; Magic: 470 gp - Total: 695 gp (max 450)

APL 4: Loot: 212 gp; Coin: 109 gp; Magic: 1,298 gp - Total: 1,619 gp (max 650)

APL 6: Loot: 844 gp; Coin: 159 gp; Magic: 1,856 gp - Total: 2,859 gp (max 900)

APL 8: Loot: 932 gp; Coin: 209 gp; Magic: 5,624 gp - Total: 6,765 gp (max 1,300)

Total Possible Treasure (Ending B)

APL 2: Loot: 281 gp; Coin: 57 gp; Magic: 352 gp - Total: 690 gp (max 450)

APL 4: Loot: 219 gp; Coin: 109 gp; Magic: 1,363 gp - Total: 1,691 gp (max 650)

APL 6: Loot: 994 gp; Coin: 159 gp; Magic: 2,246 gp - Total: 3,399 gp (max 900)

APL 8: Loot: 548 gp; Coin: 209 gp; Magic: 6,375 gp - Total: 7,132 gp (max 1,300)

ITEMS FOR THE ADVENTURE RECORD

Favour of Hextor: In addition for regular uses, it can be spend to gain one of the following:

- Repair 1 broken magical item for free.
- Grant access to the spell *hypothermia* (SC)
- Upgrade any vest or cloak of resistance by 1 up to +3.

Favor of Trithereon: In addition to regular uses, it can be spend to gain one of the following:

- Upgrade any weapon or armor by 1 up to +3.
- Grant access to the spell *rhino's rush* (SC).
- Meta-regional access to a wand of cure light wounds and cure moderate wounds.

Only ONE favour may be used. Circle the favour used and record the AR here: ____

Disfavor church of Hextor/Trithereon: Members of the mentioned church in the Splintered Suns refuse to provide you any spell services (unless directly working for them), their initial attitude is 1 step worse and they can never be more than friendly. The disfavor can be removed with a favor with the mentioned Church.

Disfavour of the Royal Guild of Merchants – For leaving the keelboat unprotected the PC has gained the disfavour of the Royal Guild of Merchants. This might have repercussions in other adventures.

Favor of Vangis: For providing equipment so desperately needed for free, Vangis has arranged for a 5% reduction in all NPC spell casting (expensive material components excluded) provided by the Established church of Zilchus for one entire calendar year.

Wanted in Ahlissa: For 1 calendar year roll a d20 after an adventure set in Ahlissa. On a 1 and 2 the PC is arrested. When arrested the PC is fined for ____ gp and imprisoned for ____ TU.

Spellbook pages: You ripped out a couple of spellbook pages containing the following spells from SC:

APL 2+: *slide* and *greater slide* (cost: 150 gp)

APL 6+: *backslash* and *earthbind* (cost: 300 gp)

ITEM ACCESS

APL 2

- ❖ *Necklace of fireballs I* (Adventure; DMG)
- ❖ *Quaal's feather token, anchor* (Adventure; DMG)
- ❖ *Vest of resistance +1* (Adventure; CA)

APL 4 (All of APL 2 plus the following)

- ❖ *Vest of Resistance +2* (Adventure; CA)

APL 6 (All of APLs 2-4 plus the following)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *+2 full plate* (Adventure; DMG)
- ❖ *+2 heavy wooden shield* (Adventure; DMG)
- ❖ *Headband of intellect +4* (Adventure; DMG)
- ❖ *Wand of cure light wounds* (Meta-regional; DMG)

APPENDIX 1:

APL 2

E1: REMNANTS OF A GLORY PAST

Almorian Raider: Male human War1; CR 1/2; Medium Humanoid (human); HD 1d8-1; hp 7; Init +0; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, longspear) or +2 ranged (1d8/19-20, light crossbow) or +2 melee (1d8+1/19-20, longsword); Full Atk +2 melee (1d8+1/x3, longspear) or +2 ranged (1d8/19-20, light crossbow) or +2 melee (1d8+1/19-20, longsword); Space/Reach 5 ft./5 ft. (10 ft. with longspear); AL N; SV Fort +1, Ref +1, Will +0; Str 12, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Hide +2, Ride +4, Swim +1; Born Follower, Mounted Combat.

Possessions: Longspear, longsword, dagger, light crossbow, 20 bolts, studded leather armor, thunderstone, and 5gp coin.

Almorian Wizard: Male human Wiz4; CR 4; Medium Humanoid (human); HD 4d4+8; hp 21(+9 temporary hit points); Init +0; Spd 30 ft., Swim 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +2 ranged (spell); Full Atk +1 melee (1d4-1/19-20, dagger) or +2 ranged (spell); AL LN; SV Fort +4, Ref +2, Will +5; Str 8, Dex 10, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Knowledge (arcana) +11, Knowledge (the Splintered Sun) +11, Knowledge (history), +11 Knowledge (the Planes) +11, Spellcraft +11; Greater Spell Focus (Transmutation), Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/5/4; base DC = 14+ spell level): 0—~~acid splash~~ (4), ~~message~~; 1st—~~grease~~ (2), ~~mage armor~~, ~~obscuring mist~~ (2); 2nd—~~false life~~, ~~glitterdust~~, ~~greater slide~~, ~~swim~~.

Base DC = 16 + spell level due to Greater Spell Focus (Transmutation).

Possessions: Dagger, spell book, spell component pouch, horn, *vest of resistance* +1, *necklace of fireballs* I (the 5d6 fireball has been used), *Quaal's feather token* (anchor), ~~scroll of water breathing~~.

Hawk Familiar: Male Hawk; CR n/a; Tiny Magical beast; HD 4; hp 10 (+9); Init +3; Spd 10 ft, fly 60 ft. (average); AC 19 (touch 15, flat-footed 16); Base Atk +2; Grp -8; Atk +7 melee (1d4-2 talons); Full Atk +7 melee (1d4-2, talons); Space/Reach 2-1/2 ft./0 ft.; SA Deliver touch spells; SQ Low-light vision, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +5, Will +6; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Concentration +7, Knowledge (arcana) +5, Knowledge (the Splintered Suns) +5, Knowledge (history), +5 Knowledge (the Planes) +5, Listen +4, Spellcraft +5, Spot +16; Alertness, Weapon Finesse.

Possessions: None.

ENCOUNTER 8A: FINISH THE JOB

Wennild, Squire of the Chase: Female human Swashbuckler1/Ftr3; CR4; Medium Humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +1 Dex, +2 shield]; Base Atk +4; Grp +7; Atk +9 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, light crossbow); Full Atk +9 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, light crossbow); AL CG; SV Fort +10, Ref +4, Will +5; Str 17, Dex 12, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +8, Handle Animal +4, Ride +4, Sense Motive +5; Iron Will, Lightning Reflexes, Power Attack, Great Fortitude, Weapon Finesse^B, Weapon Focus (longsword).

Possessions: Masterwork longsword, dagger, light crossbow, 20 bolts, +1 *full plate*, masterwork heavy wooden shield, *cloak of resistance* +1, 2x *potions of enlarge person* and 6 gp coin.

Nemoudian Hounds: Male human War1; CR 1/2; Medium Humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Base Atk +1; Grp +3; Atk +4 melee (1d10+3, greatclub); Full Atk +4 melee (1d10+3, greatclub); AL CN; SV Fort +2, Ref +2, Will +1; Str 14, Dex 10, Con 10, Int 8, Wis 13, Cha 8.

Skills and Feats: Diplomacy +1, Knowledge (religion) +1; Lightning Reflexes, Weapon Focus (greatclub).

Possessions: Greatclub, dagger, light crossbow, 20 bolts, chainshirt, wooden holy symbol of Trithereon, tanglefoot bag.

ENCOUNTER 8B: BOOK COLLECTORS

Sern: Male human Clr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 armor]; Base Atk +3; Grp +4; Atk +6 melee (1d10+2/19-20, +1 *heavy flail*) or +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d10+2/19-20, +1 *heavy flail*) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke undead 10/day, smite 1/day, spontaneous inflict; AL LE; SV Fort +6, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 8, Wis 14, Cha 16.

Skills and Feats: Concentration +9, Knowledge (arcana) +0, Knowledge (History) +0, Knowledge (the Planes) +0, Knowledge (religion) +0, Spellcraft +2; Divine Metamagic (Quicken), Extra Turning, Quicken Spell, Weapon Focus (*heavy flail*)^B, Weapon Proficiency (*heavy flai*)^B.

Spells Prepared (5/5/4; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, ~~detect poison~~ (3); 1st—*cure light wounds*, *deathwatch*, *divine favor*, *inflict light*

wounds*, shield of faith; 2nd—bears endurance, bull's strength, cure moderate wounds, spiritual weapon*.

*Domain spell. Deity: Hextor; Domains: Destruction (smite 1/day, +4 atk and +4 dmg); War.

Possessions: +1 heavy flail, dagger, light crossbow, 20 bolts, masterwork full plate, wooden holy symbol, spell component pouch, 2x scrolls of cure light wounds, scroll of cure serious wounds and 6 gp coin.

Ahlissan soldiers: Male Human War1; CR 1/2; Medium Humanoid (human); HD 1d8+4; hp 12; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+4 armor, +1 Dex, +1 dodge*, +2 shield]; Base Atk +1; Grp +1; Atk +0 melee (1d6/19-20, shortsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6/19-20, shortsword) or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +1, Will -1; Str 10, Dex 12, Con 12, Int 13, Wis 8, Cha 8.

* The Ahlissan soldiers Combat Expertise for 1 BAB, this has been included in the stat block.

Skills and Feats: Climb -1, Handle Animal +2, Intimidate +3, Jump -1, Swim -5; Combat Expertise, Toughness.

Possessions: Shortsword, dagger, light crossbow, 20 bolts, chainshirt, heavy wooden shield, tanglefoot bag, 2x alchemist fire.

APPENDIX 2:

APL 4

E1: REMNANTS OF A GLORY PAST:

Almorian Raider: Male human Ftr1; CR 1; Medium Human (human); 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+4 armor, +2 Dex]; Base Atk +1; Grp +4; Atk +6 melee (1d10+4/x3, glaive) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d10+4/x3, glaive) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); AL N; SV Fort +3, Ref +2, Will +0 (+2 vs. fear); Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Hide +2, Ride +5, Swim +0; Born Follower, Mounted Combat, Ride-by Attack.

Possessions: Glaive, longsword, dagger, light crossbow, 20 bolts, chainshirt, thunderstone, *potion of cure light wounds*, and 7gp coin.

Almorian Wizard: Male human Wiz7; CR 7; Medium Humanoid (human); 7d4+14; hp 36 (+12 temporary hit points); Init +0; Spd 30 ft., Swim 30 ft.; AC 14 (touch 10, flat-footed 14) (+4 armor); Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger) or +3 ranged touch (spell); Full Atk +2 melee (1d4-1/19-20, dagger) or +3 ranged touch (spell); AL LN; SV Fort +6, Ref +4, Will +7; Str 8, Dex 10, Con 14, Int 21, Wis 10, Cha 10.

Skills and Feats: Concentration +13, Knowledge (arcana) +15, Knowledge (the Splintered Suns) +15, Knowledge (history) +15, Knowledge (the Planes) +15, Spellcraft +15; Craft Wondrous Item, Greater Spell Focus (Transmutation), Leadership, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/7/5/4/3; base DC = 15 + spell level): 0—*acid splash* (4), ~~message~~; 1st—*grease* (2), ~~mage armor~~, *magic missile* (2), *obscuring mist* (2); 2nd—~~false life~~, *glitterdust*, *greater slide* (2), ~~swim~~; 3rd—*haste*, *slow*, *water breathing* (2); 4th—*summon monster IV* (3).

Base DC = 17 + spell level due to Greater Spell Focus (Transmutation).

Possessions: Dagger, spell book, spell component pouch, horn, *vest of resistance* +2, *headband of intellect* +2, *necklace of fireballs I*, *Quaal's feather token* (anchor).

Hawk Familiar: Male Hawk; CR n/a; Tiny Magical beast; HD 7; hp 21 (+12 temporary hit points); Init +3; Spd 10 ft., fly 60 ft. (average); AC 21 (touch 15, flat-footed 18); Base Atk +3; Grp -7; Atk +8 melee (1d4-2, talons); Full Atk +8 (1d4-2, talons); Space/Reach 2-1/2 ft./0 ft.; SA Deliver touch spells; SQ Low-light vision, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; AL N; SV Fort +4, Ref +5, Will +7; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Concentration +10, Knowledge (arcana) +9, Knowledge (the Splintered Suns) +9, Knowledge (history) +9, Knowledge (the Planes) +9, Listen +4, Spellcraft +9, Spot +16; Alertness, Weapon Finesse.

Possessions: None.

ENCOUNTER 8A: FINISH THE JOB

Wennild, Knight of the Chase: Female human Swashbuckler1/Ftr4/Holy Liberator1; CR 6; Medium Humanoid (human); HD 6d10+18; hp 58; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; Base Atk +6; Grp +9; Atk +11 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, light crossbow); SA Smite evil 1/day (+1 atk, +1 dmg); SQ Detect evil at will; AL CG; SV Fort +14, Ref +5, Will +5; Str 17, Dex 12, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +8, Handle Animal +5, Ride +5, Sense Motive +6; Great Fortitude, Iron Will, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Finesse^B, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Prepared (1; base DC = 11 + spell level): 1st—*rhino's rush*.

Possessions: Masterwork Longsword, dagger, light crossbow, 20 bolts, silver holy symbol of Trithereon, +1 full plate, +1 heavy wooden shield, *cloak of resistance* +1, *potion of cure moderate wounds*, 2x *potions of enlarge person*, 2x *potions of shield of faith*, *scroll of locate object* and 6 gp coin.

Nemoudian Hounds: Male human Clr1; CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+5 armor, +1 Dex]; Base Atk +0; Grp +2; Atk +4 melee (1d10+3, masterwork greatclub); Full Atk +4 melee (1d10+3, masterwork greatclub); SA Turn undead 2/day; SQ Spontaneous cure; AL CN; SV Fort +4, Ref +3, Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 8.

Skills and Feats: Concentration +6 Diplomacy +3, Knowledge (religion) +5, Spellcraft +5; Lightning Reflexes, Weapon Focus (greatclub).

Spells Prepared (3/3; base DC = 12 + spell level): 0—*guidance*, *resistance*, *virtue*; 1st—*cause fear*, *doom*, *enlarge person**.

* Domain spell. Deity: Trithereon; Domains: Chaos (+1 CL chaos spells), Strength (+1 enhancement bonus Str for 1 rd).

Possessions: Masterwork greatclub, dagger, light crossbow, 20 bolts, chain mail, wooden holy symbol of Trithereon, spell component pouch, tanglefoot bag.

ENCOUNTER 8B: BOOK COLLECTORS

Sern: Male Human Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19) [+9 armor]; Base Atk +4; Grp +5; Atk +7 melee (1d10+2/19-20, +1 heavy flail) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d10+2/19-20, +1 heavy flail) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke Undead 10/day, smite 1/day, spontaneous inflict; AL LE; SV Fort +8, Ref +3, Will +8; Str 12, Dex 10, Con 14, Int 8, Wis 14, Cha 16.

Skills and Feats: Concentration +11, Knowledge (arcana) +0, Knowledge (history) +0, Knowledge (the Planes) +0, Knowledge (religion) +0, Spellcraft +4; Divine Metamagic (quicken), Extra Turning, Improved Initiative, Quicken Spell, Weapon Focus (heavy flail)^B, Weapon Proficiency (heavy flail)^B.

Spells Prepared (5/5/5/3; base DC = 12 + spell level): 0—~~detect magic~~, ~~detect poison~~ (3), cure minor wounds; 1st—deathwatch, divine favor, cure light wounds, inflict light wounds*, shield of faith; 2nd—bears endurance, cure moderate wounds (2), hold person, spiritual weapon*; 3rd—dispel magic, magic circle against chaos, ~~magic vestment~~*.

*Domain spell. Deity: Hextor; Domains: Destruction (smite 1/day, +4 atk and +6 dmg), War.

Possessions: +1 heavy flail, dagger, light crossbow, 20 bolts, +1 full plate, vest of resistance +1, wooden holy symbol, spell component pouch, 2x scrolls of cure light wounds, scroll of cure serious wounds and 6 gp coin.

Ahlissan soldiers: Male Human Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 17) [+5 armor, +2 Dex, +1 dodge*, +2 shield]; Base Atk +1; Grp +5; Atk +3 melee (1d6+2/19-20, masterwork shortsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6+2/19-20, masterwork shortsword) **or** +1 melee (1d6+2/19-20, masterwork shortsword) **and** +1 melee (1d6+1, spiked heavy shield) **or** +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 14, Wis 10, Cha 8.

* The Glorioles soldiers Combat Expertise for 1 BAB, this has been included in the stat block.

Skills and Feats: Climb +0, Handle Animal +3, Intimidate +3, Jump -6, Swim -6; Combat Expertise, Improved Shield Bash, Two-Weapon Fighting.

Possessions: Masterwork shortsword, dagger, light crossbow, 20 bolts, breastplate, spiked heavy steel shield, tanglefoot bag, 2 alchemist fire.

APPENDIX 3:

APL 6

E1: REMNANTS OF A GLORY PAST

Almorian Raider: Male human Ftr2; CR 2; Medium Human (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+5 armor, +2 Dex]; Base Atk +2; Grp +5; Atk +8 melee (1d10+4/x3, masterwork glaive) or +8 melee (1d8+4/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d10+4/x3, masterwork glaive) or +8 melee (1d8+4/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); AL N; SV Fort +4, Ref +2, Will +0 (+2 vs. Fear); Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Hide +1, Ride +5, Swim +1; Born Follower, Mounted Combat, Ride-by Attack, Spirited Charge.

Possessions: Masterwork glaive, masterwork longsword, dagger, masterwork light crossbow, 20 bolts, masterwork breastplate, *potion of cure light wounds*, thunderstone, and 7gp coin.

Almorian Wizard: Male human Wiz9; CR 9; Medium Humanoid (human); HD 9d4+27; hp 55 (+14 temporary hit points); Init +0; Spd 30 ft, Swim 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20, dagger) or +4 ranged touch (spell); Full Atk +3 melee (1d4-1/19-20, dagger) or +4 ranged touch (spell); AL LN; SV Fort +8, Ref +5, Will +8; Str 8, Dex 10, Con 16, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcana) +17, Knowledge (the Splintered Suns) +17, Knowledge (history) +17, Knowledge (the Planes) +17, Spellcraft +17; Craft Wondrous Item, Empower Spell, Greater Spell Focus (Transmutation), Leadership, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/7/7/5/4/3; base DC = 16 + spell level): 0—*acid splash* (4), ~~message~~; 1st—*grease* (2), ~~mage armor~~, *magic missile* (2), *obscuring mist* (2); 2nd—*earthbind*, ~~false life~~, *glitterdust*, *greater slide* (3), ~~swim~~; 3rd—*fireball*, *haste*, *slow*, *water breathing* (2); 4th—*backlash*, *empowered scorching ray*, *dispel magic*, *magic circle against good*; 5th—*summon monster V* (3).

Base DC = 18 + spell level due to Greater Spell Focus (Transmutation).

Possessions: Dagger, spell book, spell component pouch, horn, *vest of resistance* +2, *headband of intellect* +2, *amulet of health* +2, *necklace of fireballs I*, *Quaal's feather token* (anchor).

Hawk Familiar: Male Hawk; CR n/a; Tiny Magical beast; HD 9; hp 27 (+14 temporary hit points); Init +3; Spd 10 ft., fly 60 ft. (average); AC 22 (touch 15, flat-footed 19); Base Atk +4; Grp -6; Atk +9 melee (1d4-2, Talons); Full Atk +9 melee (1d4-2, Talons); Space/Reach 2-1/2 ft./0 ft.; SA Deliver touch spells; SQ

Low-light vision, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; AL N; SV Fort +5, Ref +6, Will +8; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +12, Knowledge (arcana) +12, Knowledge (the Splintered Suns) +12, Knowledge (history) +12, Knowledge (the Planes) +12, Listen +4, Spellcraft +12, Spot +16; Alertness, Weapon Finesse.

Possessions: None.

ENCOUNTER 8A: FINISH THE JOB

Wennild Knight of the Chase: Female human Swashbuckler1/Ftr4/Holy Liberator1/Knight of the Chase2; CR 8; Medium Humanoid (human); HD 8d10+24; hp 74; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 armor]; Base Atk +8; Grp +12; Atk +15 melee (1d8+7/19-20, +1 longsword) or +9 ranged (1d8/19-20, light crossbow); Full Atk +15/+10 melee (1d8+7/19-20, +1 longsword) or +9 ranged (1d8/19-20, light crossbow); SA Smite evil 1/day (+1 atk, +1 dmg); SQ *Detect evil* at will, insight of vengeance; AL CG; SV Fort +18, Ref +5, Will +6; Str 18, Dex 12, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +8, Handle Animal +6, Knowledge (Religion) +1, Ride +8, Sense Motive +6, Survival +3; Great Fortitude, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Track^B, Weapon Finesse^B, Weapon Focus (longsword), Weapon Specialization (longsword).

Insight of Vengeance: +1 insight bonus on attack rolls with longswords and short spears.

Spells Prepared (2; base DC = 11 + spell level): 1st—*bless*, *rhino's rush*.

Possessions: +1 longsword, dagger, light crossbow, 20 bolts, silver holy symbol of Trithereon, +1 full plate, +1 heavy wooden shield, *cloak of resistance* +1, *potion of cure moderate wounds*, 2x *potions of enlarge person*, 2x *potions of shield of faith*, scroll of *locate object* and 6 gp coin.

Neomundian Hounds: Male human Clr2; CR 2; Medium Humanoid (human); 2d8+4; hp 17; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 armor, +1 Dex]; Base Atk +1; Grp +3; Atk +5 melee (1d10+3, Greatclub) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d10+3, Greatclub) or +2 ranged (1d8/19-20, light crossbow); SA Turn undead 2/day; SQ Spontaneous cure; AL CN; SV Fort +5, Ref +3, Will +5; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 8.

Skills and Feats: Concentration +7, Diplomacy +4, Knowledge (religion) +6, Spellcraft +6; Lightning Reflexes, Weapon Focus (Greatclub).

Spells Prepared (4/4; base DC = 12 + spell level): 0—*detect magic*, *guidance*, *resistance*, *virtue*; 1st—*divine favor*, *doom*, *enlarge person**, *shield of faith*.

Possessions: Masterwork greatclub, dagger, light crossbow, 20 bolts, masterwork banded mail, wooden holy symbol of Trithereon, spell component pouch, tanglefoot bag, 2 *oils of shillelagh*.

Possessions: Masterwork shortsword, dagger, light crossbow, 20 bolts, masterwork breastplate, masterwork spiked heavy wooden shield (spikes and shield are masterwork), 2x *potions of bull strength*, *potion of cure light wounds*, tanglefoot bag, 2x alchemist fire.

ENCOUNTER 8B: BOOK COLLECTORS

Sern: Male Human Clr8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +4; Spd 20 ft.; AC 22 (touch 11, flat-footed 22) [+10 armor*, +1 deflection, +1 natural]; Base Atk +6; Grp +7; Atk +10 melee (1d10+3/19-20, +1 *heavy flail**) or +6 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d10+3/19-20, +1 *heavy flail**) or +6 ranged (1d8/19-20, light crossbow); SA Rebuke undead 10/day, smite 1/day, spontaneous inflict; AL LE; SV Fort +9, Ref +3, Will +9; Str 12, Dex 10, Con 14, Int 8, Wis 14, Cha 16.

* *Greater magic weapon* and *magical vestment* are taken into account.

Skills and Feats: Concentration +13, Knowledge (arcana) +0, Knowledge (history) +0, Knowledge (the Planes) +0, Knowledge (religion) +0, Spellcraft 6; Divine Metamagic (quicken), Extra Turning, Improved Initiative, Quicken Spell, Weapon Focus (*heavy flail*)^B, Weapon Proficiency (*heavy flail*)^B.

Spells Prepared (6/6/5/5/3; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, ~~*detect poison*~~ (3); 1st—*bless*, *cure light wounds* (2), *divine favor*, *inflict light wounds**, *shield of faith*; 2nd—*aid*, *bears endurance*, *cure moderate wounds* (2), *spiritual weapon**; 3rd—*dispel magic*, *magic circle against chaos*, ~~*magic vestment*~~*, *prayer*, *spell immunity*; 4th—*divine power**, ~~*greater magic weapon*~~, *freedom of movement*.

*Domain spell. Deity: Hextor; Domains: Destruction (smite 1/day, +4 atk and +8 dmg), War.

Possessions: +1 *heavy flail*, dagger, light crossbow, 20 bolts, +1 *full plate*, *amulet of natural armor* +1, *ring of protection* +1, *vest of resistance* +1, wooden holy symbol, spell component pouch, 2x *scrolls of cure light wounds*, *scroll of cure serious wounds* and 6 gp coin.

Glorioles soldiers: Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +2; Grp +6; Atk +5 melee (1d6+2/19-20, masterwork shortsword) or +5 melee (1d6+2, masterwork spiked heavy wooden shield) or +4 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+2/19-20, masterwork shortsword) **or** +5 melee (1d6+2, masterwork spiked heavy wooden shield) **or** +3 melee (1d6+2/19-20, masterwork shortsword) **and** +3 melee (1d6+1, masterwork spiked heavy wooden shield) **or** +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +4, Jump -5, Swim -3; Combat Expertise, Improved Shield Bash, Improved Trip, Two-Weapon Fighting.

APPENDIX 4:

APL8

E1: REMNANTS OF A GLORY PAST

Almorian Raider: Male human Ftr3; CR 3; Medium Human (human); HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +2 Dex]; Base Atk +3; Grp +7; Atk +10 melee (1d10+5/x3, +1 glaive) or +9 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10 melee (1d10+5/x3, +1 glaive) or +9 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); AL LN; SV Fort +4, Ref +2, Will +0 (+2 vs. fear); Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Hide +2, Ride +7, Swim +1; Born Follower, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (glaive).

Possessions: +1 glaive, masterwork longsword, dagger, masterwork light crossbow, 20 bolts, +1 breastplate, *potion of cure moderate wounds*, thunderstone, and 7gp coin.

Almorian Wizard: Male human Wiz10; CR 10; Medium Humanoid (human); HD 10d4+30; hp 61 (+15 temporary hit points); Init +0; Spd 30 ft., Swim 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, dagger) or +5 ranged touch (spell); Full Atk +4 melee (1d4-1/19-20, dagger) or +5 ranged touch (spell); AL LN; SV Fort +8, Ref +5, Will +9; Str 8, Dex 10, Con 16, Int 24, Wis 10, Cha 10.

Skills and Feats: Concentration +16, Knowledge (arcana) +19, Knowledge (the Splintered Suns) +19, Knowledge (history) +19, Knowledge (the Planes) +19, Spellcraft +19; Craft Wondrous Item, Empower Spell, Extend Spell, Greater Spell Focus (Transmutation), Leadership, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/7/7/6/5/4; base DC = 18+ spell level): 0—*acid splash* (4), ~~message~~, 1st—*grease* (2), ~~mage armor~~, *magic missile* (2), *obscuring mist* (2); 2nd—*earthbind*, ~~false life~~, *glitterdust*, *greater slide* (3), ~~swim~~; 3rd—*dispel magic*, *fireball*, *haste*, *slow*, *water breathing* (2); 4th—*backlash*, *empowered scorching ray* (3), *extended magic circle against good*; 5th—*summon monster V* (4).

Base DC = spell level + 20 due to Greater Spell Focus (Transmutation).

Possessions: Dagger, spell book, spell component pouch, *horn, vest of resistance* +2, *headband of intellect* +4, *amulet of health* +2, *necklace of fireballs I*, *Quaal's feather token* (anchor).

Hawk Familiar: Male Hawk; CR n/a; Tiny Magical beast; HD 10; hp 30 (+15 temporary hit points); Init +3; Spd 10 ft., fly 60 ft. (average); AC 22 (touch 15, flat-footed 19); Base Atk +5; Grp -5; Atk +10 melee (1d4-2, talons); Full Atk +10 melee (1d4-2, talons);

Space/Reach 2-1/2 ft./0 ft. SA Deliver touch spells; SQ Low-light vision, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; AL N; SV Fort +5, Ref +6, Will +8; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +13, Knowledge (arcana) +13, Knowledge (the Splintered Suns) +13, Knowledge (history) +13, Knowledge (the Planes) +13, Listen +4, Spellcraft +13, Spot +16; Alertness, Weapon Finesse.

Possessions: None.

ENCOUNTER 8A: FINISH THE JOB

Wennild Knight of the Chase: Female human Swashbuckler1/Ftr4/Holy Liberator1/Knight of the Chase4; CR 10; Medium Humanoid (human); HD 10d10+30; hp 90; Init +1; Spd 20 ft.; AC 26 (touch 11, flat-footed 25) [+10 armor, +1 Dex, +1 natural, +4 shield]; Base Atk +10; Grp +14; Atk +17 (1d8+7/17-20, +1 longsword) or +11 ranged (1d8/19-20, light crossbow); Full Atk +17/+12 (1d8+7/17-20, +1 longsword) or +11 ranged (1d8/19-20, light crossbow); SA Smite evil 1/day (+1 atk, +1 dmg); SQ Detect evil at will, insight of vengeance, Nemoud's brethren; AL CG; SV Fort +18, Ref +5, Will +6; Str 18, Dex 12, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +8, Handle Animal +6, Knowledge (Religion) +1, Ride +8, Sense Motive +6, Survival +7; Great Fortitude, Improved Critical (longsword), Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Track^B, Weapon Finesse^B, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Prepared (4/1; base DC = 11 + spell level): 1st—*bless*, *divine favor*, *rhino's rush*, *shield of faith*; 2nd—*cure moderate wounds*.

Possessions: +1 longsword, dagger, light crossbow, 20 bolts, silver holy symbol of Trithereon, +2 full plate, +2 heavy wooden shield, *amulet of natural armor* +1, *cloak of resistance* +1, *potion of cure moderate wounds*, 2x *potions of enlarge person*, 2x *potions of shield of faith*, *scroll of locate object* and 6 gp coin.

Nemoud's Brethren: Riding Dog [war-trained]; CR N/A; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +6 natural]; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Deliver touch spells, trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 7, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1^{*}; Alertness, Track^B.

Trip (Ex): A war-trained dog that hits with a bite attack can attempt to trip the opponent (+2 check

modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Possessions: Collar

Nemoudian Hounds: Female and male human Clr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+8 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d10+3, masterwork greatclub) or +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d10+3, masterwork greatclub) or +4 ranged (1d8/19-20, light crossbow); SA Turn undead 2/day; SQ Spontaneous cure; AL CN; SV Fort +5, Ref +3, Will +6; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +9 Diplomacy +6, Knowledge (Religion) +8, Spellcraft +8; Lightning Reflexes, Power Attack, Weapon Focus (Greatclub).

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—*detect magic, guidance, read magic, resistance, virtue*; 1st—*divine favor, doom, enlarge person*, sanctuary, shield of faith*; 2nd—*aid, bears endurance, bull Strength*, sound burst*.

* Domain Spell. Deity: Trithereon; Domains: Chaos (+1 CL chaos spells), Strength (+4 enhancement to Strength for 1 rd. 1/day).

Possessions: Masterwork greatclub, dagger, light crossbow, 20 bolts, masterwork full plate, wooden holy symbol of Trithereon, spell component pouch, tanglefoot bag, 2 oils of shillelagh.

One has a wand of cure light wounds. The others have 1 scroll of cure moderate wounds.

ENCOUNTER 8B: BOOK COLLECTORS

Sern: Male Human Clr10; CR 10; Medium Humanoid (human); HD 10d8+30; hp 83; Init +4; Spd 20 ft.; AC 21 (touch 11, flat-footed 21) [+10 armor, +1 deflection]; Base Atk +7; Grp +8; Atk +11 melee (1d10+3/19-20, +1 heavy flail*) or +7 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d10+3/19-20, +1 heavy flail*) or +7 ranged (1d8/19-20, light crossbow); SA Rebuke undead 10/day, smite 4/day, spontaneous inflict; AL LE; SV Fort +11, Ref +4, Will +10; Str 12, Dex 10, Con 16, Int 8, Wis 14, Cha 16.

* Effect of greater magic weapon taken into account.

Skills and Feats: Concentration +16, Knowledge (arcana) +0, Knowledge (history) +0, Knowledge (the Planes) +0, Knowledge (religion) +0, Spellcraft 8; Divine Metamagic (quicken), Extra Smiting, Extra Turning, Improved Initiative, Quicken Spell, Weapon Focus (heavy flail)^B, Weapon Proficiency (heavy flail)^B.

Spells Prepared (6/6/6/5/4/3; base DC = 12 + spell level): 0—*cure minor wounds (2), detect magic, detect poison (3)*; 1st—*bless, cure light wounds (2), divine favor, inflict light wounds*, shield of faith*; 2nd—*bears endurance, cure moderate wounds (2), resist energy (2), spiritual weapon**; 3rd—*contagion (2)*, dispel magic, magic circle against chaos, spell immunity*; 4th—*cure critical wounds, divine power**,

freedom of movement, ~~greater magic weapon~~; 5th—flamestrike, greater vigor, righteous might.*

*Domain spell. Deity: Hextor; Domains: Destruction (smite 1/day, +4 atk and +10 dmg), War.

Possessions: +1 heavy flail, dagger, light crossbow, 20 bolts, +2 full plate, ring of protection +1, amulet of health +2, vest of resistance +1, wooden holy symbol, spell component pouch, 2x scrolls of cure light wounds, scroll of cure serious wounds, wand of cure light wounds and 6 gp coin.

Glorioles soldiers: Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36; Init +3; Spd 20 ft.; AC 25 (touch 16, flat-footed 20) [+5 armor, +3 Dex, +2 dodge*, +5* shield]; Base Atk +4; Grp +8; Atk +6 melee (1d6+2/19-20, masterwork shortsword) or +6 melee (1d6+2, masterwork spiked heavy wooden shield) or +7 melee (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+2/19-20, masterwork shortsword) or +4 melee (1d6+2/19-20, masterwork short sword) and +4 melee (1d6+1, masterwork spiked heavy wooden shield) or +7 melee (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

* The Glorioles soldiers Combat Expertise for 2 BAB and Phalanx Fighting, this has been included in the stat block.

Skills and Feats: Climb +5, Handle Animal +6, Intimidate +6, Jump -1, Swim +1; Combat Expertise, Improved Shield Bash, Improved Trip, Phalanx Fighting, Two-Weapon Fighting, Weapon Focus (short sword).

Possessions: Masterwork shortsword, dagger, light crossbow, 20 bolts, +1 breastplate, masterwork spiked heavy wooden shield (spikes and shield are masterwork), 2x potions of bull strength, potion of cure light wounds, 2x potion of shield of faith, tanglefoot bag, 2x alchemist fire.

APPENDIX 5: NPC'S

SERN "CLERIC OF HEXTOR"

Appearance

Sern is a 5'9" Oridian Man aged 27 he wears a suit of worn Full-Plate, which has had a replacement left thigh plate added due to the straps and buckles being in a better state of repair. Over this he wears a black with red trim tabard which displays a red symbol of a gauntlet holding 6 arrows facing downwards. Flashes of a blue article of clothing can be seen in between the joints in his armour, when he moves. He is also wearing a black with silver trim cloak which again displays the same symbol as the tabard; he pulls the cloak tightly around him as if cold. He has dark brown hair, which is missing a small patch above his right eye, and he has a small scar on his chin. He wields a Heavy Flail, which has been extensively reinforced and appears to almost be too heavy for him pulling him over so slightly to his left, this is magnified further as he walks with a slight limp favouring his right leg over the left. He has a pleasant voice but a tone of authority with it, he is a confident man but is quiet and secretive only revealing as much as he believes he needs to. He has little compassion for others but is not cruel, unless he needs to be. He's actions are driven by the motive to gain the respect and love of his farther and he seeks vengeance against his brother whom he is jealous of for his relationship with their farther.

History

Sern was the second born of a petty prince-ling of house Naleax, and was forced into the clergy by his father at a young age. He hated his older brother who stood to inherit everything and was always put first, Sern was always in his brother's shadow peering in at the relationship between farther and eldest son. Sern had great admiration for his father and wanted nothing more than his love and respect but he resented the way he was treated by him. He worked hard to rise up the ranks of the clergy; but it was not until he found he could channel his hatred of his brother into the divine gifts Hextor bestowed upon him, that he started to make real progress. Having the ability to make Hextors gifts more potent than normal was much admired by his peers and speed up his progression within the order of Hextor greatly, although it earned him many jealous rivals. Serns hatred towards his brother became his greatest asset, he would envision the face of his brother upon his opponents in the sparing grounds and on the battlefield, and could often be heard saying such things as *"He is my father too!", "You never deserved to be first, it should have been me."* his ferocity in battle was unparalleled, but often results in heavy casualties in units that he leads, but despite that he flourished in the clergy. Five months prior to the adventure Serns' farther became ill, and called for his two sons by his bed side, he spoke of his legacy and confirmed what Sern had know all along that his older brother was

to take up the mantle of his farther. Sern new that if he was to ever be recognised in his own right he had to succeed were his brother could not, and began plotting against him. Due to his illness Serns farther had appointed his eldest son guard and custodian of "The Book of Unholy Rites" a prestigious position placed upon the house since prior to the Greyhawk wars. Sern knew that if the book was stolen his brother would be banished for such a failure, and better still if he could recover and return it, he would win the admiration and respect from his farther that he craved his hole life. Sern spread rumours of a book listing imprisoned souls that House Naleax had to form an alliance with powerful Battezzu. He then sought out a powerful warrior of Trithereon and provided her with the necessary information to steal the book right from under his brother's nose. Then using his influence and his family ties he convinced the church that he was the best person to try and recover it. Gathering up a small army of Glorioles soldiers he marched directly off towards the Trithereon warrior, knowing exactly who had the book and were they were thanks to his involvement and some powerful divination magic.

Play Notes

Sern casts the following spells in the morning and then as they expire throughout the day too continually gain the benefits of them:

1. *Status* on the four Glorioles soldiers that fight with him.
2. *Magic Vestment* on his Full-plate.
3. *Greater Magic Weapon* on his Flail.
4. *Contagion* is cast into the spell-storing flail.
5. *Detect Poison* before every meal.

WENNILD "KNIGHT OF THE CHASE"

Description

Wennild is an old weathered lady of 47 years, standing at 5'2" high. She has unkempt short brown hair, which has many split-ends. Wennild wears a suit of finely polished full-plate, which has a number of heavy dents around the chest area inflicted by a heavy bludgeoning weapon. She has on her back a light blue cloak with silver trim and the rune of pursuit emblazoned on it (**PC Handout 2**). The cape is held together at the front with a pin of a small sailing ship. Her movements seem stiff and she winces as she moves her arms although she does her best to hide it. She carries a tower shield which appears to have been repaired after having been sundered recently. At her hip is a decorated scabbard which depicts galleons on an open River battling with the weather, inside is a plain looking longsword. Wennild is a stubborn lady who has a steadfast determination. She seeks to free all oppression

in whatever form it takes and can be considered extreme by other followers of Trithereon.

History

Wennild was once a care free mother of 5 children, but this changed when the slavers of the Projarm came to her village like many others that day, her children were taken from her forced into a life of slavery, while she was brutally raped and beaten by Orc's that accompanied the slavers. Having been left for dead, she was found by a wandering priest of Trithereon. He took Wennild under his wing and taught her the ways of the Summoner. Wennild seeking to free her children from slavery now had an outlet for her anger, and became a knight of the Chase. She is always looking for a lead to her children's whereabouts, but will liberate any who need liberating on her journeys.

It was two months ago that Wennild meet a disguised Sern, he told her that he had been seeking a champion of justice as he had details about an unholy book which contained the true names, of souls who had been prevented eternal rest in the after life, and had been tortured for many hundreds of years by Batezzu as part of a sacrifice made by House Naelax to the Batezzu. Sern went on to supply detailed maps of the mansion and details about the guards and guardians of the book. Wennild felt that such an act of liberating thousands of tortured souls from eternal unrest was sure to attract the attention of Trithereon himself, and that he may be so kind as to grant Wennild her wish, retribution against the slavers and the freedom of her children.

Play Notes:

Wennild drinks a potion of enlarge before entering combat; this has been represented in her stat block already.

Wennild targets any obvious oppressors or tyrants first, then obvious Healers/Divine casters, she has had little experience of arcane magic and considers it little more than cheap tricks so targets arcane casters last.

Once Wennild has selected a target she continues to attack them until they are defeated, unless it is fool hardy to do so.

She will power attack those in light or no armour.

SEVAR "OF THE ROYAL GUILD OF MERCHANTS"

Stat's as per sample 2nd level Rogue on page 123 DMG.

Description

Sevar is 56 years old 5'9" he has a reddish tint to his nose, and flushed cheeks. He has a long thin moustache, which falls either side of his mouth, which Sevar is prone to stroking when in deep thought. He wears bright attire favouring lime green pantaloons with a mustard yellow chemise, topped off with a pink cravat. On his feet he wears pointed blue loafers with bells attached, and upon his head he wears a trilby hat with a Couatal feather sticking out of it, at a jaunty angle. He has a gold ring with

a different coloured stone on each finger, a platinum leaf which hangs from a golden silk sash and a plain piece of string with a small cheap iron locket around his neck, within is a lock of hair from his departed wife, Sevar is so attached to that locket that he will not permit anyone to touch it or have it, to the point that he will fight to the death to prevent it from leaving his possession. Sevar is prone to mood swings during the day he is a happy man and always willing to talk to people and make new friends and customers. He will try to sell gems to the PCs citing them as a more reliable means of trade than gold. However during the night, when honest trading ceases, his thoughts wander to his departed wife. This makes Sevar depressed and irritable, he will not want to talk to anyone and will just drink or weep into his mug.

History

Sevar has been a member of the Royal Guild of Merchants since the age of sixteen, and has been attending the Windmarch fair since before the Greyhawk wars. During the war Sevar was an accomplished smuggler taking supplies to friendly troops behind enemy lines, and other such acts of daring in 591CY Sevar's wife of 22 years died of illness. Her death hit Sevar hard and he turned to the bottle heavily, so much so that in 593CY Sevar was almost kicked out of the Royal Guild of Merchants for losing his entire stock in a gambling match. However due to his circumstances and his previous record, he was permitted to stay with the Royal Guild of Merchants but has been on thin ice ever since. And he has been unable to kick the drinking habit, it was due to his late night drinking that he forgot to hire guards for the keelboat, and has resorted to using adventures on this occasion.

VANGIS "CLERIC OF ZILCHUS"

Stat's as per sample 1st level Cleric on page 114 DMG, except no equipment.

Description

Vangis is a young man of 15 he is still finding his footing within the church of Zilchus and has been assigned to act as Sevar's "Honest Deal Mediator" and Adviser. He wears Plain grey robes which has been accessorised with gold and jewellery, he does his best to keep his cloths clean but is struggling to do so.

He carries no weapons and wears no armour; in fact he has very little on his person at all. This is due to inexperience more than anything else, however he is learning fast that equipment is needed, and would be willing to purchase arms and armour from the PCs and although he will haggle his best, due to his desperation he is willing to pay up to 10% over the PHB list price. However any PC that gives Vangis any item for free will earn his Favour.

History

An aspiring follower of the coin advising and mediating for Sevar is Vangis first assignment by the clergy. He has been travelling with Sevar since the start of the

Windmarch Fair, and has learned a lot under him. However Sevars constant drinking has caused Vangis many problems and has given rise to much prayer to Zilchus for guidance on how to best help his friend and employer.

Play Notes

Any PC who gives Vangis aid in the form of arms or armour gains his Favor on the AR.

KEELBOAT CREW

Captain Rithil

Stat's as per sample 6th level Bard on page 113 DMG.

Description: Captain Rithil is 39 years of age and is of Baklunish / Oeridian descent. His skin is weathered and he looks older than he is. He is a competent Sailor and a motivator of men.

History: Captain Rithil is a veteran of the Thelly River having spent his life with his father on the Hands of Geshtai and is very protective of his ship.

Wella

3rd level Expert

Description: Wella is a pretty Oeridian woman of 19 years of age. She is a capable sailor and is the daughter of Captain Rithil.

History: Wella's mother died during child birth, forcing Rithil to take Wella on board with him. She grew to be a strong swimmer and an able seaman. She has secretly been seeing Rithimod and is waiting for the right time to tell her father of their relationship.

Rithimod

1st level Expert

Description: A handsome man of 23 years of age, Rithimod is cocky and self-assured. He lacks competence at sailing to warrant his traits.

History: Rithimod met Captain Rithil and Wella at the docks in Nulbish 5 years ago, and having an attraction to Wella instantly, he pleaded with Captain Rithil to give him a job on board the "Hands of Geshtai". Rithimod clashed with Rithil but after having bedded Wella, in secret they started a relationship which has lasted 3 years now. Rithimod is against revealing his relationship with Wella, to Rithil for fear of being thrown off the keelboat and prevented from ever seeing Wella again.

Bindil

1st level Expert

Description: An old lady of 67 years she is of Oeridian descent, with greying hair and brown eyes, she is missing the little finger on her left hand.

History: Both Bindil and Erdimir were hired last season they are competent ship hands.

Erdimir

1st level Expert

Description: An aged man of 69 years he has wrinkled Olive skin and green eyes he has an expression of sadness about him.

History: Both Bindil and Erdimir were hired last season they are competent ship hands.

APPENDIX 6

NEW RULES ITEMS

FEATS

Born Follower

(Source: *Dragon #315*, page 52)

You excel when directed by a natural leader.

Regions: Gran March, Oeridian, Pale.

Benefit: You gain a +2 morale bonus on attack rolls and on saving throws against fear effects when within 30 feet of an ally with the Leadership feat.

Special: You may only take this feat as a 1st-level character.

Divine Metamagic

(Source: *Complete Divine*, page 80)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Phalanx Fighting

(Source: *Complete Warrior*, page 100)

You are trained in fighting in close formation with your allies.

Prerequisite: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armour Class. In addition, if you are within 5 feet of an ally who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his fighter bonus feats.

Improved Toughness

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Shield Charge as one of his fighter bonus feats.

SPELLS

Backlash

(Source: *Spell Compendium* page 23)

Transmutation

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharge

Saving Throw: Will negates

Spell Resistance: Yes

The first time the target creature attempts to cast a spell or use a spell-like ability, the magic of that spell backfires. The spell is expended, and the creature takes 1d6 points of damage per level of the spell being cast. This discharge ends the spell.

Earthbind

(Source: *Spell Compendium* page 76)

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Rhinos Rush

(Source: *Spell Compendium* page 176)

Transmutation

Level: Paladin 1, Ranger 1, Wrath 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell allows you to propel yourself in a single deadly charge. The first charge attack you make before the end of the round deals double damage on a successful hit.

Slide, Greater

(Source: *Spell Compendium*, page 192)

Transmutation

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft.+ 10ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 20 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Swim

(Source: *Spell Compendium* page 217)

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft.+ 10ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe water or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim check to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use

the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits of the spell still apply.

Material Component: A goldfish scale.

Vigor, Greater

(Source: *Spell Compendium* page 229)

Conjuration (Healing)

Level: Cleric 5, Druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 35 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 4, enabling it to heal 4 hit points per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Greater Vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

ITEMS AND EQUIPMENT

Vest of Resistance

(Source: *Complete Arcane* page 150)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint adjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp(+1), 4,000 gp(+2), 9,000 gp(+3), 16,000 gp(+4), 25,000 gp(+5); Weight 1 lb.

PRESTIGE AND NEW BASE CLASSES

Holy Liberator

(Source: *Complete Divine* page 45)

The Holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny where-ever it may be found. These champions of freedom and equality are strong-willed, independent-minded, and virtuous. They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).

Members of all classes-with the prominent exception of monks-are often drawn to the holy liberator prestige class. Chaotic good fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the

prestige class. Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord. Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation. They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association. Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

Hit Die: d10

Requirements

To qualify to become a holy liberator, a character must fulfil all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Sense Motive 5 ranks

Feats: Iron Will.

Class Skills

The holy liberator's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4: of the PC's *Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the holy liberator prestige class.

Weapon and Armour Proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armour, and with shields.

Spells per Day: A holy liberator has the ability to cast a small number of divine spells. To cast a spell, the holy liberator must have a Wisdom score of at least 10 + spell level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells. Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier. When the holy liberator gets 0 spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level.)

The holy liberator uses the paladin spell list, with a few changes. The holy liberator's spell list does include any spells with the law descriptor. The following spells are added to the holy liberator's spell list: 1st—*protection from law*; 2nd—*heroism*; 3rd—*magic circle against law*; 4th—*dispel law*, *freedom of movement*. A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Aura of Good (Ex): The power of a holy liberator's aura of good (see the *detect good* spell) is equal to his class level plus his cleric level, if any.

Detect Evil (Sp): The holy liberator can use *detect evil* as a spell-like ability at will.

Smite Evil (Su): Once per day, a holy liberator may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply. If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 5th level, the holy liberator may smite evil twice per day, and at 10th level three times per day.

Remove Fatigue (Su): A holy liberator of 2nd level or higher can eliminate fatigue in any creature he touches. Using this ability is a standard action; the holy liberator may use it a number of times per day equal to 3 + his Charisma modifier.

Aura of Resolve (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects. His mind is his own, and no other creature can control his thoughts or actions. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm or compulsion effects. This ability functions while the holy liberator is conscious, but not if he is unconscious or dead.

Divine Grace (Su): A holy of 4th level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Break Enchantment (Sp): Beginning at 4th level, a holy liberator can use *break enchantment* once per week. He can use the ability twice per week at 8th level.

Celestial Companion (Sp): Upon reaching 6th level, a holy liberator gains the service of a celestial companion (a cat, eagle, hawk, warhorse, owl, pony, riding dog, or wolf) to serve him in his struggle against tyranny (see sidebar). The creature has the celestial template (see page 31 of the *Monster Manual*). This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse).

Once per day, as a full-round action, a holy liberator may magically call his companion from the celestial realms in which it resides. The companion immediately appears adjacent to the holy liberator and remains for 2 hours per holy liberator level; it may be dismissed at any time as a free action. The companion is the same creature each time it is summoned, though the holy liberator may release a particular companion from service (if it has grown too old to join her struggle, for instance). Each time the companion is called, it appears in full health, regardless of any damage it may have taken previously. The companion also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, and the like for mounts). Calling the companion is a conjuration (calling) effect.

Should the holy liberator's companion die, it immediately disappears, leaving behind any equipment it was carrying. The liberator may not call another companion for thirty days or until he gains a liberator level, whichever comes first, even if the companion is somehow returned from the dead. During this thirty-day period, the liberator takes a -1 penalty on attack and weapon damage rolls.

Treat the companion as a special mount for the purpose of spells that specifically affect a paladin's special mount (such as *heal mount*).

Code of Conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil. True to their alignment, holy liberators have no more formalized code of conduct than that.

Celestial Companion					
The holy liberator's celestial companion is superior to a normal animal of its type. It has the celestial template, as described in the <i>Monster Manual</i> . It further gains HD and special abilities based on the holy liberator's character level (see the table)					
Level	Bonus HD	Natural Armor Adj.	Dex Adj.	Int	Special
12 th or less	+2	+1	+1	6	Empathic link, improved evasion, improved speed +10 ft., share saving throws, share spells
13 th -15 th	+4	+3	+2	7	Speak with holy liberator
16 th -18 th	+6	+5	+3	8	Blood bond, improved speed +20 ft.
19 th -20 th	+8	+7	+4	9	Spell resistance
See the Paladin's Mount sidebar in the PC's Handbook for definitions of the terms in this table, except as listed below. Dex Adj.: Add this figure to the companion's Dexterity score. Improved speed (Ex): The mount's speed increases by 10 ft. if its liberator's character level is 15 th or lower. If the liberator's character level is 16 th or higher, the mount's speed increases by total of +20 feet. Blood Bond (Ex): The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed. Spell Resistance (Ex): A companion's spell resistance equals the liberator's class level +10.					

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	0*	-	-	-
2nd	+2	+3	+0	+0	Remove fatigue	1	-	-	-
3rd	+3	+3	+1	+1	Aura of resolve	1	0*	-	-
4th	+4	+4	+1	+1	Break enchantment 1/week, divine grace	1	1	-	-
5th	+5	+4	+1	+1	Smite evil 2/day	1	1	0*	-
6th	+6	+5	+2	+2	Celestial companion	1	1	1	-
7th	+7	+5	+2	+2	-	2	1	1	0*
8th	+8	+6	+2	+2	Break enchantment 2/week	2	1	1	1
9th	+9	+6	+3	+3	-	2	2	1	1
10th	+10	+7	+3	+3	Smite evil 3/day	2	2	2	1

*Provided the Holy liberator has sufficient Wisdom to have a bonus spell of this level

Knight of the Chase Prestige Class

(Source: LGJN #13)

The Knights of the Chase are loosely organized into a knighthood made up exclusively of fanatical followers of Trithereon the Summoner, Oerth's god of individuality, liberty, retribution, and self-defence. Most knights come from the ranks of wronged clerics or fighters, although some rangers (and even a few rogues) have joined the fellowship. Members of other classes are welcome within the order, though rare. Due to the usually unhappy circumstances surrounding their birth, many half-orcs and half-elves find themselves attracted to the order.

Most knights work and travel alone, although on some occasions, small groups of Chasers have acted in concert to rid the Flanaess of would-be oppressors. Such groups rarely stay together long, as the highly individualistic, chaotic personalities of the members are seldom conducive to long-term teamwork.

As befits the chaotic nature of its members, the Order of the Chase was for many years an informal organisation dedicated to following Trithereon's liberating doctrine. The order organized itself into its current incarnation during the series of conflicts that marked the eastward retreat of the Great Kingdom after the independence of Nyronnd in the late 350s CY. Three knights of the order took the field in the legendary Battle of a Thousand Banners in 447 CY, and Chasers have stood watch along the eastern border of Almor since the foundation of that realm.

In the West, the order first gained popularity among those opposed to Keoish expansion. As the Throne of the Lion's interest in its neighbours waned, the resident Chasers (typical for Trithereonites) flocked to the southern borders to protect local folk from the depravities of the slave-taking Sea Princes.

Today, individual knights mete out justice and vengeance as they see fit. No official hierarchy exists within the order, though most members defer to the views of experienced Chasers. All recognize the authority of senior clerics of Trithereon, and the church's tacit support of what many consider a terrorist organisation has led to a great deal of tension between Trithereonite superiors and the leaders of their resident communities. Though most temple clerics deny a strong correlation between their belief and the knighthood, membership in the Order of the Chase comes only through invitation by senior clerics of the Summoner, usually as recognition of the individual's dedication to liberty and vengeance.

Though the order's support structure remains a poorly guarded secret, the knights themselves seldom take precaution against detection. Most knights clad themselves in distinctive blue chainmail emblazoned with a metallic rune of pursuit (Trithereon's holy symbol) across the chest. Most Chasers choose a silver colour for this device, but particularly devout or powerful knights often favour gold. Like their divine patron, most Knights of the Chase travel with one or more animal companions. Members of the order favour the longsword

and shortspear, with many naming their favoured weapons in homage to Trithereon.

Wanderers all, Knights of the Chase travel the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. As wanderers they own only what they carry, but many bear extra weapons to gift to those in need.

Many Chasers travel with sleek, swift dogs well trained in the arts of hunting and warfare. These hounds, known as Nemoud's Brethren, are specially selected and trained at centres of Trithereonite worship and share a special bond with proven members of the order. Particularly accomplished knights may call upon the services of intelligent hawks known collectively as Harrukin. No one outside the order knows how the Chasers come by these majestic beasts. Some suggest that the Summoner himself dispatches a Harrukin when one of his favoured knights has earned its companionship through word and deed.

Knights of the Chase are highly individualistic, devoted folk used to acting on their own initiative to right the wrongs of the world. Merciless opponents, they relentlessly hunt those who have earned their ire. Chasers rarely turn over apprehended transgressors. Instead, each knight deals with his captives as he sees fit. Within the order's infrequent counsels, actions most definitely speak louder than words, and decisions are made swiftly and without mercy.

The order's legendary disregard for the laws and customs of civilized lands often brings knights into conflict with local rulers eager to defend their authority. Since the knights represent a destabilizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

A Knight of the Chase will never turn away from those in need of rescue or protection, as doing so is a mortal sin in the eyes of their patron. Knight's live their lives by the following four principles.

Individuality: *Live your life as you see fit as long as you act in the cause of good. Do not force your beliefs on others. Let your conscience guide you, but do not allow unbelievers to sway you. The end justifies the means.*

Liberty: *Freedom is an individual's greatest treasure, which should be safeguarded at all costs. Laws can be oppressive whether enacted for "good" or "evil." Those who oppress or enslave others should be persecuted without mercy. Unjust laws should be denounced and opposed wherever uncovered.*

Retribution: *Avenge yourself against those who have wronged you. Justice comes from the heart and can only be truly meted out by the persecuted. The law is often inadequate and should be ignored if it fails to dispense justice.*

Self-Defence: *All folk deserve the ability to defend themselves and their property. Those who cannot defend themselves should be protected so that they remain free. Killing another is justified if he wrongs you.*

Hit Dice: d8

Requirements

To qualify to become a Knight of the Chase, a character must fulfil all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +6.

Handle Animal: 4 ranks.

Ride: 4 ranks.

Feats: Weapon Focus (longsword).

Special: The character must be an ardent worshiper of Trithereon who has performed some great undertaking in the name of his deity.

Class Skills

The Knight of the Chase's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (religion) (Wis), Profession (Wis), Ride (Dex), Survival (Wis) and Swim (Str). See Chapter 4: Skills in the PC's Handbook for full descriptions of these skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Knight of the Chase prestige class.

Weapon and Armour Proficiency: A knight is proficient in the use of all simple and martial weapons, all armours (heavy, medium, and light), and shields (but not tower shields).

Spells per Day: A Knight of the Chase has the ability to cast a small number of divine spells from the

War Dog Special Abilities			
Knight Level	Natural AC	Int	Special
3	+1	6	Alertness, improved evasion, share spells, empathic link
4	+2	7	Deliver touch spells
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	-

cleric spell list (see PC's Handbook, page 183). To cast a spell, the Knight of the Chase must have a Wisdom score

Wisdom of 10 or lower cannot cast these spells. Knight of the Chase bonus spells are based on Wisdom, and saving throws against those spells have a DC of 10 + spell level + the Chaser's Wisdom modifier. When the Knight of the Chase gets 0 spells of a given level, such as 0 1st-level spells at 2nd level, he gets only bonus spells. A Knight of the Chase prepares and casts spells as a cleric does (though he cannot spontaneously cast cure or inflict spells).

Special Hindrances: A knight must always follow the Code of the Chase (see sidebar). Should a senior cleric of Trithereon determine that the knight has acted against the code, the character may not attain another level in this class until the senior cleric willingly casts atonement upon him. This usually involves a quest at the behest of the cleric's church, the difficulty of which greatly depends upon the seriousness of the Chaser's transgression.

Track: At 1st level, a knight gains Track as a bonus feat. If the knight already possesses the Track feat, he gains a +2 synergy bonus to associated skill checks instead.

Insight of Vengeance: When fighting with a longsword or shortspear, a knight gains a +1 insight bonus to attack rolls.

Nemoud's Brethren: At 3rd level, the knight gains the services of a specially selected hound. This hound is similar to a war dog (use the statistics for a Riding Dog on page 272 of the Monster Manual), however it also gains abilities in a comparable fashion to a wizard's familiar (see the War Dog Special Abilities chart in this article and page 52 of the PC's Handbook). Nemoud's Brethren, however, do not grant their master any special powers (such as the weasels +2 bonus to Reflex saves) in the way that familiars do. If the dog is slain, the knight gains no replacement until he has gained an additional level as a knight.

Flight of Krelestro (Su): Once per day a knight can affect a shortspear as if a true strike spell has been cast upon it. If the spear has previously been blessed by a cleric of The Vengeful One, its range increment is tripled. The act of imbuing a shortspear with the Flight of Krelestro is a move-equivalent action that provokes an attack of opportunity. The effect lasts until the spear is used in combat or for a number of rounds equal to the knight's class level, whichever occurs first.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Special hindrances, Track	-	-	-	-
2nd	+2	+3	+0	+0	Insight of vengeance	0*	-	-	-
3rd	+3	+3	+1	+1	Nemoud's brethren	1	-	-	-
4th	+4	+4	+1	+1		2	0*	-	-
5th	+5	+4	+1	+1	Flight of Krelestro	2	1	-	-
6th	+6/+1	+5	+2	+2		3	2	0*	-
7th	+7/+2	+5	+2	+2	Harrukin	3	2	1	-
8th	+8/+3	+6	+2	+2		3	3	2	0*
9th	+9/+4	+6	+3	+3		4	3	2	1
10th	+10/+5	+7	+3	+3	The doom of inescapable retribution	4	3	3	2

*Provided the Knight has sufficient Wisdom to have a bonus spell of this level of at least 10 + spell level, so a Knight of the Chase with a

Harrukin: At 7th level, the knight gains the services of an intelligent hawk. This bird has the basic characteristics of a hawk (as noted in the Monster Manual, page 273), and in addition gains further abilities in a similar fashion to a wizard's familiar (see the Harrukin Special Abilities chart below and page 52 of the PC's Handbook). Harrukin, however, do not grant their master any special powers (such as the weasel's +2 bonus on Reflex saves) in the way that familiars do. If the hawk is slain, the knight gains no replacement until he has gained an additional level as a knight.

Harrukin Special Abilities			
Knight Level	Natural AC	Int	Special
7	+1	6	Alertness, improved evasion, share spells, empathic link
8	+2	7	Deliver touch spells
9	+3	8	Speak with master
10	+4	9	Speak with animals of its type

The Doom of Inescapable Retribution (Sp): Only the most powerful of knights can invoke this ability, the power for which is said to come directly from Trithereon himself. Because of this, they use it sparingly and only against those who are guilty of denying others their freedom. In the past it has been inflicted upon dictators, brutal military officers, slaveholders, and high priests of certain highly lawful religions.

A Knight of the Chase can use this spell-like ability once per day. To invoke this power the knight must make a successful touch attack against his opponent while declaring: "In the name of the Summoner, I mark you!" If the attack is successful, the target must succeed at a Will save (DC = 10 + 1/2 the knight's Hit Dice + the knight's Wisdom bonus). The Doom of Inescapable Retribution has two main effects:

- ❖ The rune of pursuit is burnt into the forehead of the target. This process inflicts 2d8 points of fire damage upon the target. This effect occurs even if the subject made a successful saving throw.
- ❖ The target is subjected to a *mark of justice* spell as though cast by a cleric of the knight's character level.

The most common behaviour proscribed by a knight is the keeping of slaves. If the target already has slaves, he must release his slaves immediately, renounce slavery, and never keep slaves again or suffer the curse of the mark of justice.

The *mark of justice* spell can be removed by the means outlined in the spell's description, but the rune of pursuit scar remains until the target is healed by a *heal* spell or atones for his misdeeds and receives the benefit of an *atonement* spell.

NEW MONSTER

Leech Swarm

Fine Vermin (Aquatic, Swarm)

Hit Dice: 2d8–2 (7 hp)

Initiative: +0

Speed: Swim 10 ft. (2 squares)

Armor Class: 18 (+8 size, +0 Dex, +0 natural), touch 18, flat-footed 18

Base Attack/Grapple: +1/—

Attack: Swarm (1d6 plus blood drain)

Full Attack: Swarm (1d6 plus blood drain)

Space/Reach: 10 ft./0 ft.

Special Attacks: Anesthetize, blood drain, disease, distraction

Special Qualities: Immune to weapon damage, low-light vision, swarm traits

Saves: Fort +2, Ref +0, Will +1

Abilities: Str 1, Dex 11, Con 8, Int —, Wis 12, Cha 2

Skills: Hide +16, Swim +3

Feats: —

Environment: Warm marsh

Organization: Solitary or plague (2–4 swarms)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

The water squirms with uncounted thumb-sized sluglike creatures, each one wriggling in an unsettling manner.

Leeches are found in murky water, where they can approach prey unseen.

Combat

A leech swarm relies on stealth and blood drain to quietly disable its target. An unobservant creature can be drained dry without even realizing the cause of its weakness.

(DM Tip: Take note of the PCs' Spot checks and AC before running an encounter with a leech swarm. Record damage dealt by undetected leeches, but do not inform the PC of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Blood Drain (Ex): Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits

the swarm and spends a full-round action removing leeches from its body.

Disease (Ex): A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Distraction (Ex): Any living creature vulnerable to the leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check.

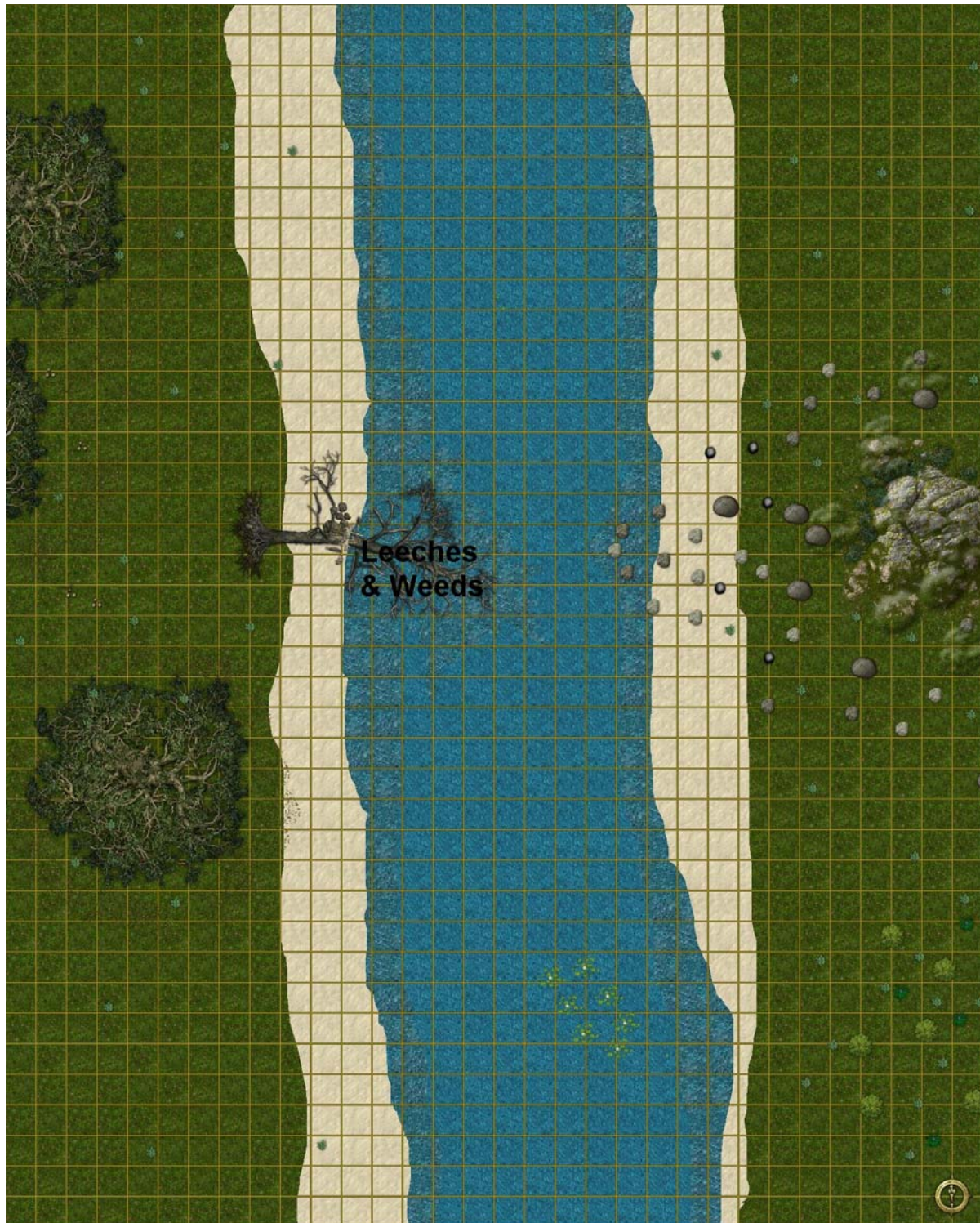
The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the *Monster Manual*.

Skills: A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APPENDIX 7: DM'S MAPS

ENCOUNTER 4: THERE'S SOMETHING IN THE WATER



APPENDIX 8: THE GLORIOLES AT A GLANCE

These low, worn, densely wooded mountains are the only peaks of note in the whole southeastern portion of the Flanaess. Blurring almost imperceptibly into the Hestmark Highlands to the south, their lower slopes and foothills are thickly cloaked in dense, gloomy coniferous forests. To the west, the leafy Rieuwood grows in the very shadow of these mountains, its towering Ipps, mingling with the more predominant firs and cedars of the interior. Shrouding the lower hills and valleys in an almost impenetrable veil, these forests are home to cave bears, wolves, red deer, wild boar and a few remaining black panthers. Other, less savory things also lurk in the half-gloom of the forest. Ogres and giants infest the lower slopes while wyverns nest in a few lonely outcroppings of rock that struggle above the treeline.

Human settlers also dwell here, establishing small communities in the foothills that slowly slope away from the range proper. They live here in relative harmony with the noniz and hobniz who have lingered here since elder times.

Two major, and a host of minor, peaks jut above the forest mantle, thrusting their blunted granite summits proudly skyward. Worn with age the largest of the mountains are named Kilvangath¹ and Bolwhurgirn² by the dwur. Forming the nuclei of the proud and ancient dwur kingdom of Glorvardum³ they are also known as Kroonburzh and Parentarr by the lowlanders. The latter is also referred to colloquially as Panther Peak after the sleek ebon-hued great cats that dwelt among the high crags when the Oeridians first came to the lands below.

Several deep passes cut through the Glorioles linking Sunndi with the outside world. One, the Anbek, is strongly held by the dwur of Glorvardum. The other located further to the west is strategically important as Pitchfield lies at its terminus and has been the site of considerable conflict over the centuries. Alternately held by dwur, giants and imperial forces of the Great Kingdom it is now firmly under Sunndian control.

DESCRIPTION

Seemingly hewn from great gray shards of granite arbitrarily hurled here by some otherworldly power, these ancient mountains are now worn and eroded with age. The Glorioles' foothills and lower slopes rise in a series of gradual plateaus that undulate for many miles out from the range proper. The interior is more remote and craggy particularly around Kilvangath and Bolwhurgirn with plunging, steep-sided valleys and towering cliffs hindering exploration.

¹ Meaning "Powerful Homeland-Tunnel"

² Meaning "Hidden Iron Mountain Hold"

³ Meaning "Glitter Exile-Home"

No Rivers course down the upper flanks of these mountains although many small streams tumble down the shallow gorges and valleys of the upper slopes. They are fed by several dark-watered tarns themselves replenished by the frequent rain that falls here, the streams cut narrow passages through the gloom of the forests. Lower down the mountains, many of these streams converge to form narrow, swiftly flowing Rivers, along which human settlements cluster.

Below the tree line, low-lying land tends to become boggy and noisome. Localized and characterized by a preponderance of reeds and other damp-loving plants, these areas are avoided by all. Some few have been drained and transformed into particularly fertile meadows by the hobniz who prize the surrounding uplands.

Small pools are also dotted throughout the range. Often fed by the natural run off of water from the land or by underground sources these natural waterholes act as a focus for the rich animal life and often serve as meeting places for hunters and travelers alike. Communities often meet in such place in moot or in celebration in such places and followers of Beory view these places as sacred.

The coniferous forest that cloaks this region clusters thickly about the lower slopes. Brownish-gray barked firs intermingle with green needle-laden larches, slender white barked silver birches and a scattering of mighty oaks.

Beneath the tree canopy on the forest floor vegetation is sparse. Perennial grasses, mosses and ferns as well as occasional clumps of heather, whortleberry and cranberry bushes are prevalent here. In the rare areas where the tree-cover is broken bracken and wild flowers cluster thickly. Fungi abound, as does a plethora of medicinal herbs. In the warm summer month's swarms of insects plague these forest and all year round birds roost in great numbers amongst the heavily laden boughs. Predacious sparrowhawks hunt these skies hunting the more numerous blackbirds, woodpeckers and finches. Badgers, rabbits, foxes and squirrels teem through these woods and are hunted for meat and for their furs that are cured, sometimes dyed and then sold in Ahlissan cities.

Above the tree line on Kilvangath and Bolwhurgirn only hardy grasses and the stunted Gloriole gorse bush survive.

CLIMATE

Low-lying clouds often obscure the highest peaks of the range and rain frequently falls here. Throughout the winter months and early spring the higher peaks are often mantled in a thick snow covering while lesser snowfalls dust the forest. Avalanches are an occasional hazard and in exposed areas the wind chill can be

murderous. In exceptional cold years snow can persist throughout Coldeven.

From Growfest through Harvester the mountains enjoy warm weather although it often drizzles for much of any given day.

Throughout the early autumn months the weather once again draws inward and becomes noticeably cool. Fogs and mists blanket the woods more thickly, giving them an eerie, ethereal quality. Even skilled woodsman can lose their way in these conditions, some disappearing never to be seen again. Throughout Ready'reat the mists gradually give way to snow.

Rain is frequent here, and the forest floor is often moist and slick. The sounds of dripping water are near constant, muting the other more expected woodland sounds.

SENTIENT LIFE

Noniz, hobniz and human settlers all dwell in the lower, wooded portions of the range. No large settlements exist here and in the main the races do not intermingle much. The human settlers have undertaken limited logging to clear dells and glades for their villages. Almost exclusively carried out along Riverbanks, these villages are surrounded by sizable expanses of farmed land. Hunters still stalk the mountains and limited trade now takes place with nearby Ahlissan and Sunndian settlements. Several hundred Almorans also dwell here. In the main soldiers and camp followers who survived Osson's campaigns they are a bitter, dejected people. Trapped hundreds of miles from home they have founded several well hidden and heavily fortified villages on the wooded fringes of the range's foothills. They still cling to their traditions and values, however many advocate a guerrilla war against the old enemy.

Hill and stone giants still infest the upper slopes of the Glorioles, served by their ogre brethren. Organized into a loose confederation of tribes led by shamans strong in the auspices of Grolantor they occasionally climb down from their high places to prey upon the lowlanders. Trolls can also be encountered deep in the inner fastnesses of the mountains and some serve Grolantor's followers.

The northeastern reaches of the Glorioles are claimed by the dwur of Glorvardum. Their realm is clustered around the peaks and high places of Kilvangath and Bolwhurgirn. Both peaks are warded by strong fortifications and are riddled with mines, holds and citadels. Their delvings have bored deep into the very roots of the mountains, ever questing for the rich veins of silver that once ran here. Now all but exhausted, these delvings and workings lie silent and in the main abandoned.

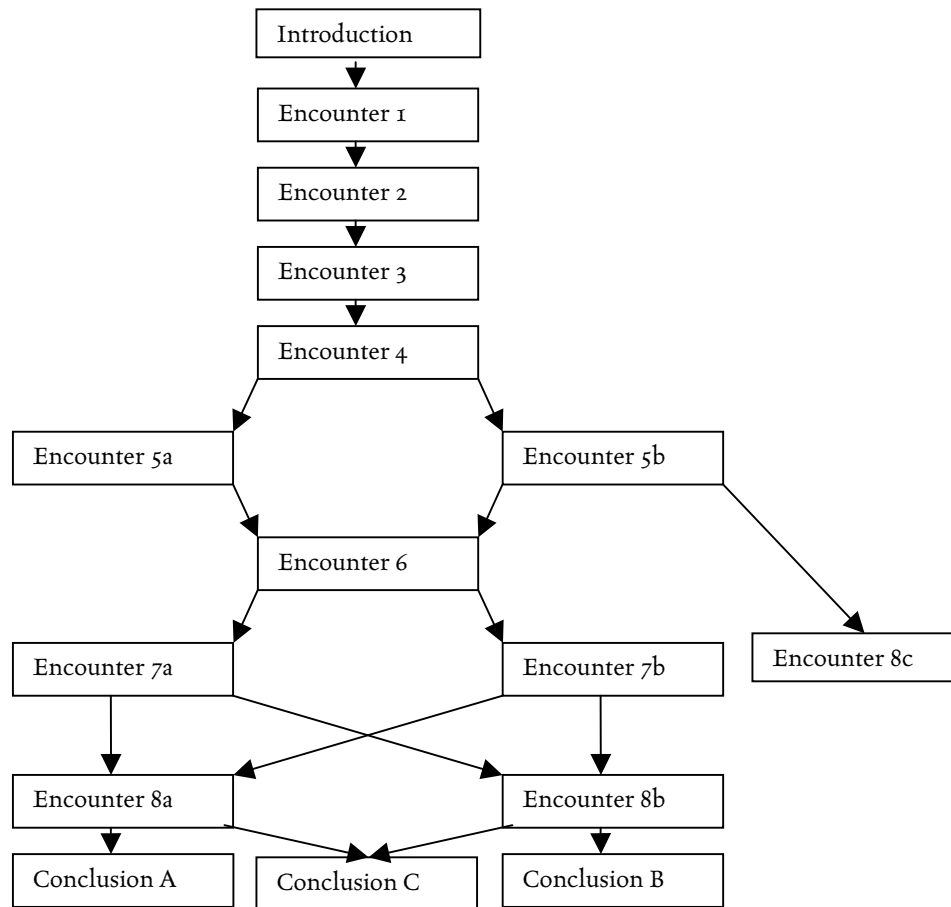
Barely numbering 10,000 the dwur are a dwindling people still clinging to their independence. While closely allied with Sunndi the dwur here do not actively participate in defending the rest of the range except when an enemy force is attempting to force the passes. The scattering of noniz, hobniz and human settlements

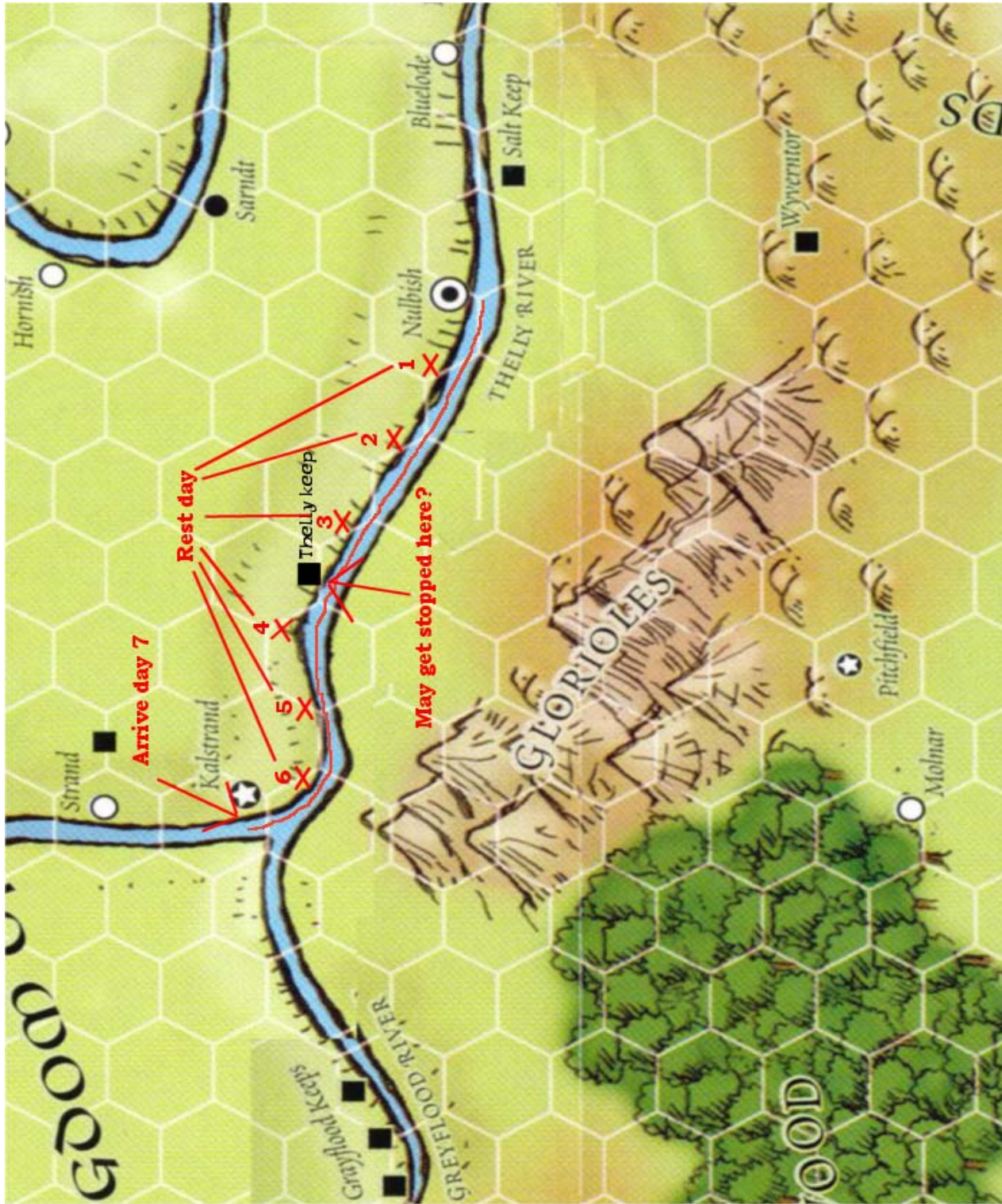
in the lower portions of the range are wholly independent of Glorvardum although some trade is carried on in the summer months. A few hundred noniz and hobniz do dwell amongst the dwur acting as intermediaries, negotiators, mercenaries, scouts or other specialist roles. Although on friendly terms with the humans, the dwur avoid contact with in the main and none dwell on the high mountains. Glorvardum holds a seat on Sunndi's Congress of Lords but does not often participate in council sessions except in times of war.

GAME MECHANICS

When running a scenario within the Glorioles it is advisable to be familiar with the climbing rules as well as the effects of the environment on combat. Climbing rules can be found on page 69 of the *PC's Handbook*. The Glorioles are considered rugged mountains when there is a need to randomly determine the environment (see the *Dungeon's Master Guide* page 89), though on the lower slopes light undergrowth is much more prevalent than in the tables in the *Dungeon's Master Guide*.

DM'S AID 1: FLOW CHART ENCOUNTERS





1 Hex = 30 Miles