

BIS2-05



CHASING THE CROWN

A Two-Round Continuous D&D[®] LIVING GREYHAWK[®]
Bissel Regional Adventure

Version 1

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Visiting Pellak to enjoy the March of the Valorous Knight, an annual festival to Heironeous, you hope to catch a glimpse of the Margrave himself when he marches in the parade. Nearby shouts lead you to a scene of a robbery that could have grave repercussions on the festival. Can you recover the stolen object before it is too late? An adventure for characters levels 1-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in the Bissel. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

Someone has hired a band of mercenaries to arrange the theft of the Margrave's ceremonial crown, the one he wears for the March of the Valorous Knight, an annual festival and holy day to Heironeous. The person who hired the mercenaries and his reasons for doing so will be revealed in a future Bissel scenario. The mercenaries are unaware of the name of the person who hired them or his reasons for doing so. They have been paid a large sum of gold to arrange the theft. They, in turn, have hired a cell of the Ebon Claw, Pellak's thieves' guild, to commit the theft. The Ebon Claw are to steal the crown from its vault, transport it via the sewers and underground caverns of Pellak, and turn it over to a deliveryman from Bolt Brothers Bissel Bearers who will unknowingly deliver the stolen goods to the mercenaries. The mercenaries are then supposed to wait for their employer to arrive and pick-up the crown.

The PCs are in Pellak to enjoy the March of the Valorous Knight, an annual festival to Heironeous. This year marks the 200th anniversary of the building of the temple of Heironeous in Pellak. To commemorate this event, the Margrave will personally participate in a grand parade around the capital, wearing his finest ceremonial garments and regalia. Round one consists of the PCs' attempts to chase down the thieves who stole the crown. It is a race through the sewers of Pellak, and it will vary based on how quickly the PCs progress through the underground (encounters vary based on how much time the PCs spend getting to them). Round two consists of the PCs' efforts to uncover the source of the theft and the final destination of the crown. It will allow the PCs to use any number of skills and talents to deduce the location of the crown. It is possible that PCs may choose to accomplish the objectives of round two before round one. The scenario will permit PCs to do the rounds in either order, but the choice will affect the possible outcomes for the PCs.

IMPORTANT NOTE TO THE JUDGE: Sometimes it is best not to mess with other people's property. Any PC who puts the rescued crown upon their head must make a Will check (DC 13 + the APL) or suffer alignment reversal as if they put a *helm of opposite alignment* on their head (this is noted via an entry on the Adventure Certificate). The crown radiates transmutation and enchantment magic, but its specific powers and abilities cannot be determined by anything less powerful than a *wish* or *miracle* spell (which the PCs won't have access to in this scenario). If the Will check is successful, the PC is unaware of any attempt by the crown to alter their alignment. If the Will check is failed, the PC is aware that their alignment shifted, but is compelled by the magic of the crown to keep this a secret and avoid allowing any one or thing to reverse the effect. Players affected by the crown can let their friends know *after* the scenario that their PC is acting strange, but they can't tell them why.

PCs turned evil by the crown are removed from play at the end of the scenario until some other PCs successfully complete a unique scenario to reverse the effect (they must contact the Bissel Triad for details).

Be sure to play up the urgency of the chase throughout this scenario. Time plays an important role in round one and is not important at all in round two (the mercenaries are there no matter what), but the PCs should feel like time is of the essence throughout the scenario.

INTRODUCTION

You've come to Pellak to enjoy the March of the Valorous Knight, an annual festival to Heironeous. You've heard that the Margrave himself will participate in the parade this evening, and this may be your only chance to catch a glimpse of the reclusive leader of Bissel. You've decided to spend the morning walking through a quaint street fair near the Temple of Heironeous.

Let the PCs take some time here to select spells, equip themselves, and shop for trinkets and knick-knacks. It is up to the PCs as to whether or not they know each other already and have traveled to the festival together or they are here alone. They will soon meet one another though.

Your shopping is interrupted by loud shouts coming from the Temple of Heironeous. Sounds like someone needs help.

ENCOUNTER 1: GONE MISSING

PCs who investigate the shouts discover their source in an underground portion of the temple. Malto Adeur (LG male human (OS) Clr12 of Heironeous), the high priest, is standing in front of a vault he just opened. The PCs will be permitted by the temple guards to reach this location.

There is a large and deep hole (80 feet down) in the floor of the vault and a pedestal stands empty in the center of the vault. Malto explains that the ceremonial regalia the Margrave was to wear has been stolen from the vault. He urges the PCs to drop through the hole and help chase down the thieves before they get away. Some of his guards have already done so. He wants the thieves apprehended alive, if possible, so they can be questioned and properly tried. If asked, he promises the PCs that the Church and the Margrave will be indebted to the PCs for their actions if they recover the regalia (a crown and a necklace).

If the PCs pursue the thieves, proceed to encounter two. If the PCs decide to investigate the theft in another way, proceed to round two.

ENCOUNTER 2: NORTH OR SOUTH

PCs will descend into a long sewer tunnel running north and south. The temple guards have headed down the tunnel to the south. This is the wrong direction for chasing the thieves. PCs can hear and see the torches of the guards heading south. PCs with the Track feat may make a Wilderness Lore check (DC 13 + the APL) to find the trail the thieves have left, heading north.

If the PCs head south, they eventually encounter the temple guards. The guards recommend they search the other direction instead. If they continue along the south tunnel, it eventually ends in a large grate overlooking the Sudlor River 10 feet below. The grate shows no signs of being tampered with recently and requires a Strength check (DC 24) to move.

If the PCs head north, they can easily follow the trail of the thieves if they discovered it with their Wilderness Lore check above. The tunnel is 10 feet wide and 20 feet high for most of the journey (except where noted in the next few encounters) and occasionally moves from a north-south direction to an east-west one and then back again. Proceed to encounter three.

The tunnel has no sources of light; the PCs will have to provide their own. The tunnel is very damp, slimy, and unpleasant to smell.

ENCOUNTER 3: WELCOME TO THE CHASE

Approximately 200 feet from the point of entry into the tunnel, the PCs encounter a trap set for anyone trying to follow the thieves. It is in the middle of a long stretch of north-south tunnel. It is a pit trap covering the width of the tunnel. At APL 12, there is another trap that will affect anyone standing in front of the pit or anyone in the pit.

APL 2 (EL 1)

↗**Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 24); Disable Device (DC 15).

APL 4 (EL 3)

↗**Camouflaged Pit Trap:** CR 3; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 24); Disable Device (DC 18).

APL 6 (EL 5)

↗**Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 50 ft.

deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 25); Disable Device (DC 18).

APL 8 (EL 7)

↗**Well-Camouflaged Pit Trap:** CR 7; mechanical; location trigger; manual reset; Reflex save (DC 25) avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 27); Disable Device (DC 18).

APL 10 (EL 10)

↗**Well-Camouflaged Poisoned Spiked Pit Trap:** CR 10; mechanical; location trigger; manual reset; Reflex save (DC 25) avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (shadow essence, Fort save (DC 17) resists, 1 Str [permanent drain]/2d6 Str); Search (DC 25); Disable Device (DC 16).

ENCOUNTER 4: AMOK IN THE MUCK

The trail of the thieves leads the PCs through a 60-foot by 60-foot chamber. The chamber is 60-foot tall with its floor 40 feet below the floor of the corridor that passes into it and its ceiling is even with the ceiling of the corridor that passes into it. The entire floor of the chamber is covered in dark, bubbling muck 40 feet deep (it's surface is even with the floor of the corridor).

The corridor has come to a rather large chamber. It is 60 feet wide and long. Opposite you the passage continues north. The floor of this chamber is covered with dark, bubbling muck to a depth you cannot determine. All you know is the smelly substance's surface is even with the floor of your passage and the one opposite it. There are no obvious signs of the thieves crossing this chamber.

PCs who reach the other end of the chamber will find the thieves' trail continues down the opposite passage. The thieves' used their talents to cross this chamber without touching the muck (for fear of disturbing its inhabitant). If the PCs do the same, they can avoid the creature that lives in the muck provided it fails to hear them (opposing Listen and Move Silently checks). Otherwise, it will attack the moment the second PC attempts to cross the chamber. The muck can be swum across (Swim DC 15). The creature will not follow the PCs out of this chamber. PCs who can speak with the paraelemental might be able to convince it to let them pass. Judges should keep in mind that this creature can be very deadly if the PCs engage in direct combat with it; the idea is for them to either avoid the combat entirely or find ways to attack the creature without opening themselves to attack. Make

sure they consider that not every combatant encountered can always be defeated.

APL 2 (EL 3)

☞ **Ooze Paraelemental, Medium (1):** hp 30; see Appendix 1.

APL 4 (EL 5)

☞ **Ooze Paraelemental, Large (1):** hp 68; see Appendix 1.

APL 6 (EL 7)

☞ **Ooze Paraelemental, Huge (1):** hp 152; see Appendix 1.

APL 8 (EL 9)

☞ **Ooze Paraelemental, Greater (1):** hp 199; see Appendix 1.

APL 10 (EL 11)

☞ **Ooze Paraelemental, Elder (1):** hp 228; see Appendix 1.

ENCOUNTER FIVE ARE YOU STILL FOLLOWING ME?

After the chamber with the paraelemental, the passage goes north 50 feet and then turns east for 100 feet before turning north again. 50 feet down the eastern passage is an unlocked door. The thieves have left another trap(s) here to dissuade anyone pursuing them.

APL 2 (EL 1)

☞ **Poisoned Dart Trap:** CR 1; mechanical; touch trigger (door handle); manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, Fort save (DC 12) resists, 0/1d4 Con + 1d3 Wis); Search (DC 20); Disable Device (DC 18).

APL 4 (EL 3)

☞ **Poisoned Arrow Trap:** CR 3; mechanical; touch trigger (door handle); manual reset; Atk +12 ranged (1d8 plus poison, arrow); poison (large scorpion venom, Fort save (DC 18) resists, 1d6 Str/1d6 Str); Search (DC 19); Disable Device (DC 15).

APL 6 (EL 5)

☞ **Fusillade of Darts:** CR 5; mechanical; location trigger (10 feet from the door); manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft. by 10-ft. area); Search (DC 19); Disable Device (DC 25).

APL 8 (EL 8)

☞ **Deathblade Wall Scythe:** CR 8; mechanical; touch trigger (door handle); manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, Fort save (DC 20) resists, 1d6 Con/2d6 Con); Search (DC 24); Disable Device (DC 19).

APL 10 (EL 10)

☞ **Well-Concealed Deathblade Wall Scythe:** CR 10; mechanical; touch trigger (door handle); manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, Fort save (DC 20) resists, 1d6 Con/2d6 Con); Search (DC 25); Disable Device (DC 25).

ENCOUNTER 6: NATURAL CAVERN

The trail of the thieves leads the PCs to a 50-foot diameter natural cavern. The passage continues on the other side of the cavern. The cavern is full of large stalagmites and stalactites and is approximately 60 feet tall. The thieves' trail clearly passes through this cave and to the passage opposite the one the PCs stand in.

The corridor has come to a large natural cavern. It is 50-feet in diameter with a ceiling height of roughly 40 feet. The cavern is full of large stalagmites and stalactites. It is obvious from the footprints on the ground that the thieves have passed through here.

The thieves passed through here fast enough to avoid combat with the resident(s) of this cavern. However, they are not full awake and on watch for further intruders. At APL 2, a gelatinous cube now fills the corridor beyond this cavern, five feet from where it begins. At APL 4 and 6, an ochre jelly hides on the ceiling of this cavern. At APL 8 and above, there is a roper(s) hiding among the natural stone of the cavern.

APL 2 (EL 3)

☞ **Gelatinous Cube (1):** hp 58; see *Monster Manual*.

APL 4 (EL 5)

☞ **Ochre Jelly (1):** hp 60; see *Monster Manual*.

APL 6 (EL 8)

☞ **Ochre Jelly, 15 HD advanced (1):** hp 162; see Appendix 1.

APL 8 (EL 10)

☞ **Roper (1):** hp 85; see *Monster Manual* pages 156-157.

APL 10 (EL 12)

➤ **Roper, 20 HD Advanced (1):** hp 210; see Appendix I.

APL 12 (EL 14)

➤ **Roper, 20 HD Advanced (2):** hp 210, 210; see Appendix I.

ENCOUNTER 7: END OF THE LINE

The tunnel you have been following ends in a 50-foot square chamber, 30 feet tall. Additional tunnels leave the chamber from each of the other three walls. An iron ladder leads up to a steel grate in the ceiling of this room.

The PCs have arrived at the location where the Ebon Claw thieves have turned the regalia over to the deliveryman for Bolt Brothers Bissel Bearers. If the PCs made good time through the tunnels (didn't spend an unusual amount of time getting here and didn't take long rests while chasing the thieves), they arrive at the chamber just after the deliveryman has left with the crown. The thieves are still here to be captured or slain. If the PCs took a long time to arrive here, the thieves are gone as well (they left through the grate above), but can still be successfully tracked (Wilderness Lore DC 20 + the APL).

A brass button with the letters BBBB sits on the floor here pointing to an agent of Bolt Brothers Bissel Bearers having been here (Search DC 13 + the APL). Also, there is a scrap of paper here with a map of the path through the sewers the thieves took (Search DC 18 + the APL). On the back of the map is a symbol that looks like a serpent coiled around a rapier (it is the symbol of the gang of Ebon Claw thieves who were here).

Creatures: If the PCs arrived quickly enough, they encounter the gang of thieves from the Ebon Claw. Otherwise they can find them at their hideout in encounter ten. Each of the thieves has a tattoo of a rapier with a serpent coiled around it on his left arm.

APL 2 (EL 4)

➤ **Ebon Claw Thieves Rog1 (4):** hp 7 each; see Appendix I.

APL 4 (EL 7)

➤ **Ebon Claw Thieves Rog3 (4):** hp 16 each; see Appendix I.

APL 6 (EL 9)

➤ **Ebon Claw Thieves Rog5 (4):** hp 25 each; see Appendix I.

APL 8 (EL 11)

➤ **Ebon Claw Thieves Rog7 (4):** hp 34 each; see Appendix I.

APL 10 (EL 13)

➤ **Ebon Claw Thieves Rog9 (4):** hp 52 each; see Appendix I.

Treasure: The treasure in this encounter is the equipment carried by the thieves (only if they are present here).

APL 2 – L: 192 gp; C: 0 gp; M: 4 *potions of cure light wounds* (8 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 4 – L: 368 gp; C: 0 gp; M: 4 *potions of cure light wounds* (8 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 6 – L: 516 gp; C: 0 gp; M: 4 *potions of cat's grace* (45 gp each), 4 *potions of cure moderate wounds* (45 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 8 – L: 504 gp; C: 0 gp; M: 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure moderate wounds* (45 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste* (113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 10 – L: 436 gp; C: 0 gp; M: 4 +1 *bucklers* (175 gp each), 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure serious wounds* (113 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste* (113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 12 – L: 236 gp; C: 0 gp; M: 4 +1 *studded leathers* (176 gp each), 4 +1 *bucklers* (175 gp each), 4 +1 *rapiers* (348 gp each), 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure serious wounds* (113 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste* (113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

END ROUND ONE

ENCOUNTER 8: GATHERING INFORMATION

The PCs may seek information on the thieves, mercenaries, or the delivery service during the course of this scenario. They can make Gather Information checks to discover this information (see below for DCs and information gained). At first the PCs probably will only know to seek information about the thieves (the only individuals they are aware of), but eventually clues will lead them after the mercenaries and the delivery service. If the PCs found the brass button from encounter seven or the brochure from encounter ten or if they find out about the thieves buying the services of the delivery

service, allow them to Gather Information about Bolt Brothers Bissel Bearers. If the PCs have found the letter in encounter ten, the name of the mercenaries from the delivery service, or they come to the conclusion that the thieves were hired by another group, allow them to Gather Information about the mercenaries, a group known as Acquisitions Unlimited.

Ebon Claw Thieves:

DC 13 + the APL: A gang of thieves from the Ebon Claw have been spotted active around the sewers north of the Temple of Heironeous. The thieves all wear tattoos of a rapier with a serpent coiled around it.

DC 16 + the APL: The thieves have a hideout near an entrance to the sewers in the north end of the city (PCs receive directions to encounter nine).

DC 19 + the APL: The thieves were seen recently buying the services of the Bolt Brothers Bissel Bearers.

DC 22 + the APL: The thieves are rumored to be in the employment of a mercenary group known as Acquisitions Unlimited.

Bolt Brothers Bissel Bearers:

DC 13 + the APL: This delivery service is located in the river district of Pellak (PCs receive directions to encounter eleven).

DC 16 + the APL: This delivery service was founded a few months ago and is already very popular amongst the merchants of Pellak.

DC 19 + the APL: This delivery service has strict rules about revealing their clients and is unlikely to give up this information easily.

Acquisitions Unlimited:

DC 13 + the APL: A mercenary group specializing in acquiring hard to find items.

DC 16 + the APL: The group is known to hire other groups to do their dirty work for them.

DC 19 + the APL: The group is rumored to have ties to a gang of thieves from the Ebon Claw who are famous for their knowledge of the sewers of Pellak.

DC 22 + the APL: The mercenaries own an apartment in the river district of Pellak (PCs receive directions to encounter twelve).

ENCOUNTER 9: WHERE THIEVES GATHER

The PCs arrive at an apartment that the gang of thieves they have been chasing uses as a hideout. It is on the second floor of a building. The main entrance to the building is unlocked. The PCs have found their way here either by tracking the thieves or by searching out information about them.

The door to the apartment has been trapped.

APL 2 (EL 1)

↗**Doorknob Smearred with Contact Poison:** CR 1; mechanical; touch trigger (doorknob); manual reset; poison (carrion crawler brain juice, Fort save (DC 13) resists, paralysis 2d6 minutes/o); Search (DC 19); Disable Device (DC 19).

APL 4 (EL 3)

↗**Doorknob Smearred with Contact Poison:** CR 3; mechanical; touch trigger (doorknob); manual reset; poison (malys root paste, Fort save (DC 16) resists, 1 Dex/2d4 Dex); Search (DC 19); Disable Device (DC 19).

APL 6 (EL 5)

↗**Doorknob Smearred with Contact Poison:** CR 5; mechanical; touch trigger (doorknob); manual reset; poison (nitharit, Fort save (DC 13) resists, 0/3d6 Con); Search (DC 25); Disable Device (DC 19).

APL 8 (EL 7)

↗**Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger (15 feet from the door); repair reset; gas; never-miss; onset delay (3 rounds); poison (burnt othur fumes, Fort save (DC 18) resists, 1 Con [permanent drain]/3d6 Con); multiple targets (all targets in a 10-ft. by 10-ft. space); Search (DC 21); Disable Device (DC 21).

APL 10 (EL 10)

↗**Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger (15 feet from the door); repair reset; gas; never-miss; onset delay (3 rounds); poison (burnt othur fumes, Fort save (DC 18) resists, 1 Con [permanent drain]/3d6 Con); multiple targets (all targets in a 10-ft. by 10-ft. space); Search (DC 21); Disable Device (DC 21).

↗**Doorknob Smearred with Contact Poison:** CR 9; mechanical; touch trigger (doorknob); manual reset; poison (black lotus extract, Fort save (DC 20) resists, 3d6 Con/3d6 Con); Search (DC 18); Disable Device (DC 26).

ENCOUNTER 10: IN THE HIDEOUT

The thieves' hideout is a 70-foot square room with cots and some random furniture. If the PCs did not encounter the thieves in the sewers, they are here resting. They can be surprised by PCs who are quiet on the stairs up to this apartment and who don't set off the trap(s) near the door. The only other exit from the apartment is through a barred window (takes 2 rounds to remove the bars) and then a climb up to the roof.

If the PCs search the apartment, they can find a brochure advertising the delivery services of Bolt

Brothers Bissel Bearers and a letter to the thieves from a mercenary group called Acquisitions Unlimited that describes the regalia that was stolen from the Temple of Heironeous (Search DC 13 + the APL).

Creatures: If the PCs did not encounter the gang of thieves in the sewers, they find them here. Each of the thieves has a tattoo of a rapier with a serpent coiled around it on his left arm.

APL 2 (EL 4)

➔ **Ebon Claw Thieves Rog1 (4):** hp 7 each; see Appendix I.

APL 4 (EL 7)

➔ **Ebon Claw Thieves Rog3 (4):** hp 16 each; see Appendix I.

APL 6 (EL 9)

➔ **Ebon Claw Thieves Rog5 (4):** hp 25 each; see Appendix I.

APL 8 (EL 11)

➔ **Ebon Claw Thieves Rog7 (4):** hp 34 each; see Appendix I.

APL 10 (EL 13)

➔ **Ebon Claw Thieves Rog9 (4):** hp 52 each; see Appendix I.

APL 12 (EL 15)

➔ **Ebon Claw Thieves Rog11 (4):** hp 63 each; see Appendix I.

Treasure: The treasure in this encounter is the equipment carried by the thieves (only if they are present here) and some coins and gems hidden in the room (Search DC 15 + the APL).

APL 2 – L: 192 gp; C: 20 gp; M: 4 *potions of cure light wounds* (8 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 4 – L: 368 gp; C: 40 gp; M: 4 *potions of cure light wounds* (8 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 6 – L: 516 gp; C: 60 gp; M: 4 *potions of cat's grace* (45 gp each), 4 *potions of cure moderate wounds* (45 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 8 – L: 504 gp; C: 80 gp; M: 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure moderate wounds* (45 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste* (113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 10 – L: 436 gp; C: 100 gp; M: 4 *+1 bucklers* (175 gp each), 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure serious wounds* (113 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste*

(113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

APL 12 – L: 236 gp; C: 120 gp; M: 4 *+1 studded leathers* (176 gp each), 4 *+1 bucklers* (175 gp each), 4 *+1 rapiers* (348 gp each), 4 *cloaks of resistance +1* (150 gp each), 4 *potions of cat's grace* (45 gp each), 4 *potions of cure serious wounds* (113 gp each), 4 *potions of darkvision* (45 gp each), 4 *potions of haste* (113 gp each), 4 *potions of hiding* (23 gp each), 4 *potions of spider climb* (8 gp each).

ENCOUNTER 11: BOLT BROTHERS BISSEL BEARERS

Once the PCs have directions to the delivery service's warehouse along the river, the PCs can investigate Bolt Brothers Bissel Bearers more fully. The front desk clerk at the warehouse will be very reluctant to provide the PCs with any information that isn't already easy to find out about the company. In particular, he will refuse to provide PCs with information about the package picked up from the thieves and delivered to the mercenaries. If harassed enough, he will go in the back room and get his manager out to speak with the PCs.

The information the PCs seek is known to the manager and is located in the file cabinet in the room as well. An agent of the delivery service, Amus, picked up the package at the sewer grate from the thieves of the Ebon Claw, brought it back to the warehouse where it sat for an hour or two before it was delivered to the mercenaries, Acquisitions Unlimited. The manager knows, and the file contains, the address and name of the mercenaries.

Acquiring the information can be challenging. The PCs have a number of options. They can use Bluff, Diplomacy, or Intimidate on the clerk, the manager, or Amus, if they can identify him somehow (DC 16 + the APL). They can steal it from the file cabinet while the warehouse office is open during the day (Pick Pocket DC 16 + the APL) or by breaking in at night (actually easy to accomplish, but the judge should make it feel very challenging and dangerous). They could also use some form of magic to gain the information. Finally, they can get the Temple of Heironeous to use their influence to get the delivery service to reveal the information (if the PCs think to ask this of the temple).

Allow the players ample time to roleplay through the situation here.

ENCOUNTER 12: THE APARTMENT

The PCs arrive at the two-floor apartment building where the mercenaries live. The PCs have arrived here after discovering the apartment's location from the delivery service or from gathering information in the city about the mercenaries. The mercenaries own both floors of the building. The main and rear entrances to the building are

locked strong wooden doors (2 inches thick, hardness 5, 20 hp, Break DC 25, Open Lock DC 20 + the APL).

The first floor is warded by a permanent *alarm* cast by a 9th-level wizard. Anyone entering the first floor without speaking the password (We Can Find Anything) sets off an audible alarm that can be heard anywhere within the apartment. It will alert the mercenaries upstairs who are already on guard waiting for their employer to pick up the regalia (which he never does).

The doors inside the apartment are not locked. One of the doors leads to a 10-ft. square room with another door in it leading to a staircase up to the second floor. That room is trapped.

APL 2 (EL 1)

↗**Swinging Block Trap:** CR 1; mechanical; touch trigger (doorknob to staircase); manual reset; Atk +5 melee (4d6, stone block); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

↗**Stone Blocks from Ceiling:** CR 3; mechanical; location trigger (in front of door to staircase); repair reset; Atk +10 melee (4d6, stone block); Search (DC 25); Disable Device (DC 20).

APL 6 (EL 6)

↗**Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger (in front of door to staircase); repair reset; Atk +20 melee (6d6, spiked blocks); multiple targets (all targets in a 10-ft. by 10-ft. area); Search (DC 24); Disable Device (DC 20).

APL 8 (EL 9)

↗**Dropping Ceiling:** CR 9; mechanical; location trigger (in front of door to staircase); repair reset; never-miss; onset delay (1 round); ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft. by 10-ft. room); Search (DC 20); Disable Device (DC 16).

APL 10 (EL 11)

↗**Well-Concealed Dropping Ceiling:** CR 11; mechanical; location trigger (in front of door to staircase); repair reset; never-miss; onset delay (1 round); ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft. by 10-ft. room); Search (DC 25); Disable Device (DC 25).

ENCOUNTER 13: ACQUISITIONS UNLIMITED

The second floor of the apartment building is the sleeping quarters of the mercenaries. They are wide awake and nervously awaiting the arrival of their employer (who never shows up). They will have a lot of time to prepare for the PCs if the PCs set off the *alarm* on the first floor.

They will have a decent amount of time to prepare if the PCs set off the trap on the first floor. The only other exit from the second floor of the apartment is through a barred window (takes 2 rounds to remove the bars) and then a climb up to the roof.

If the PCs search the apartment, they find the regalia (Search DC 10 + the APL) hidden underneath one of the beds.

Creatures: As soon as the mercenaries are aware their building has been invaded, they will begin to use their scrolls, potions, and spells to prepare for the PCs.

APL 2 (EL 4)

- ↗**Chorisa, female human Clr1:** hp 10; see Appendix I.
- ↗**Methyr, male human Ftr1:** hp 12; see Appendix I.
- ↗**Kayli, female human Rog1:** hp 7; see Appendix I.
- ↗**Xyths, male human Sor1:** hp 7; see Appendix I.

APL 4 (EL 7)

- ↗**Chorisa, female human Clr3:** hp 23; see Appendix I.
- ↗**Methyr, male human Ftr2:** hp 19; see Appendix I.
- ↗**Kayli, female human Rog3:** hp 16; see Appendix I.
- ↗**Xyths, male human Sor4:** hp 23; see Appendix I.

APL 6 (EL 9)

- ↗**Chorisa, female human Clr5:** hp 36; see Appendix I.
- ↗**Methyr, male human Ftr4:** hp 38; see Appendix I.
- ↗**Kayli, female human Rog5:** hp 25; see Appendix I.
- ↗**Xyths, male human Sor6:** hp 34; see Appendix I.

APL 8 (EL 11)

- ↗**Chorisa, female human Clr7:** hp 49; see Appendix I.
- ↗**Methyr, male human Ftr6:** hp 55; see Appendix I.
- ↗**Kayli, female human Rog7:** hp 34; see Appendix I.
- ↗**Xyths, male human Sor8:** hp 45; see Appendix I.

APL 10 (EL 13)

- ↗**Chorisa, female human Clr9:** hp 62; see Appendix I.
- ↗**Methyr, male human Ftr8:** hp 72; see Appendix I.
- ↗**Kayli, female human Rog9:** hp 52; see Appendix I.
- ↗**Xyths, male human Sor10:** hp 56; see Appendix I.

Treasure: The treasure in this encounter is the equipment carried by the mercenaries and some coins and gems stashed in the room (Search DC 15 + the APL).

APL 2 – L: 171 gp; C: 30 gp; M: *scroll of entropic shield* (4 gp), *scroll of sanctuary* (4 gp), *potion of spider climb* (8 gp), *potion of cat's grace* (45 gp), *scroll of shield* (4 gp), *scroll of mage armor* (4 gp).

APL 4 – L: 288 gp; C: 60 gp; M: *scroll of entropic shield* (4 gp), *scroll of sanctuary* (4 gp), *potion of bull's strength* (45 gp), *potion of spider climb* (8 gp), *potion of cat's grace* (45 gp), *potion of blur* (45 gp), *scroll of shield* (4 gp), *scroll of mage armor* (4 gp), *scroll of protection from arrows* (23 gp), *scroll of invisibility* (23 gp), *wand of magic missiles* (1st level) (113 gp).

APL 6 – L: 482 gp; C: 90 gp; M: scroll of entropic shield (4 gp), scroll of sanctuary (4 gp), scroll of magic vestment (56 gp), potion of bull's strength (45 gp), potion of hiding (23 gp), potion of sneaking (23 gp), potion of spider climb (8 gp), potion of cat's grace (45 gp), potion of blur (45 gp), scroll of shield (4 gp), scroll of mage armor (4 gp), scroll of protection from arrows (23 gp), scroll of invisibility (23 gp), wand of magic missiles (1st level) (113 gp).

APL 8 – L: 336 gp; C: 120 gp; M: scroll of entropic shield (4 gp), scroll of sanctuary (4 gp), scroll of magic vestment (56 gp), scroll of greater magic weapon (105 gp), +1 full plate (398 gp), potion of bull's strength (45 gp), potion of endurance (45 gp), +1 buckler (175 gp), potion of hiding (23 gp), potion of sneaking (23 gp), potion of spider climb (8 gp), potion of cat's grace (45 gp), potion of displacement (113 gp), scroll of shield (4 gp), scroll of mage armor (4 gp), scroll of protection from arrows (23 gp), scroll of improved invisibility (105 gp), wand of magic missiles (1st level) (113 gp).

APL 10 – L: 300 gp; C: 150 gp; M: scroll of entropic shield (4 gp), scroll of sanctuary (4 gp), scroll of magic vestment (56 gp), scroll of greater magic weapon (105 gp), +1 full plate (398 gp), +1 large steel shield (176 gp), +1 bastard sword (350 gp), potion of bull's strength (45 gp), potion of endurance (45 gp), potion of haste (113 gp), +1 buckler (175 gp), potion of haste (113 gp), potion of hiding (23 gp), potion of sneaking (23 gp), potion of spider climb (8 gp), potion of cat's grace (45 gp), potion of displacement (113 gp), scroll of shield (4 gp), scroll of mage armor (4 gp), scroll of protection from arrows (23 gp), scroll of improved invisibility (105 gp), wand of magic missiles (1st level) (113 gp).

APL 12 – L: 250 gp; C: 180 gp; M: scroll of entropic shield (4 gp), scroll of sanctuary (4 gp), scroll of magic vestment (56 gp), scroll of greater magic weapon (105 gp), scroll of spell resistance (169 gp), +1 full plate (398 gp), +1 large steel shield (176 gp), +1 bastard sword (350 gp), potion of bull's strength (45 gp), potion of endurance (45 gp), potion of haste (113 gp), +1 studded leather (176 gp), +1 buckler (175 gp), +1 rapier (348 gp), potion of haste (113 gp), potion of hiding (23 gp), potion of sneaking (23 gp), potion of spider climb (8 gp), potion of cat's grace (45 gp), potion of displacement (113 gp), scroll of shield (4 gp), scroll of mage armor (4 gp), scroll of protection from arrows (23 gp), scroll of improved invisibility (105 gp), scroll of globe of invulnerability (248 gp), wand of magic missiles (9th level) (1013 gp).

CONCLUSION

If the PCs recovered the regalia, the Church of Heironeous is overjoyed. The church awards them a Permanent Influence Point (see below). If any of the successful PCs is a member of Bissel's military and showed particular courage or ability, they might be awarded a Commendation by the Brigadier of Falcon Battle (judge's discretion). Finally, successful PCs are awarded a favor by the Margrave himself (see below), and they get to attend a reception the Margrave holds after the parade and speak with him for a short time (he acts utterly charming), even to those who have issues with him from previous incidents or missions. If any PC

foolishly placed the crown on their head, they might be removed from play at this point in time (see adventure summary and background and below).

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 to each character.

Encounter Three

Disarming or triggering the trap
APL 2 – 30 xp; APL 4 – 90 xp;
APL 6 – 150 xp; APL 8 – 210 xp;
APL 10 – 300 xp.

Encounter Four

Defeating the paraelemental
APL 2 – 90 xp; APL 4 – 150 xp;
APL 6 – 210 xp; APL 8 – 270 xp;
APL 10 – 330 xp.

Encounter Five

Disarming or triggering the trap
APL 2 – 30 xp; APL 4 – 90 xp;
APL 6 – 150 xp; APL 8 – 240 xp;
APL 10 – 300 xp.

Encounter Six

Defeating the creature(s)
APL 2 – 90 xp; APL 4 – 150 xp;
APL 6 – 240 xp; APL 8 – 300 xp;
APL 10 – 360 xp.

Encounter Seven or Ten

Defeating the thieves
APL 2 – 120 xp; APL 4 – 210 xp;
APL 6 – 270 xp; APL 8 – 330 xp;
APL 10 – 390 xp.

Encounter Nine

Disarming or triggering the trap
APL 2 – 30 xp; APL 4 – 90 xp;
APL 6 – 150 xp; APL 8 – 210 xp;
APL 10 – 300 xp.

Encounter Twelve

Disarming or triggering the trap
APL 2 – 30 xp; APL 4 – 90 xp;
APL 6 – 180 xp; APL 8 – 270 xp;
APL 10 – 330 xp.

Encounter Thirteen

Defeating the mercenaries

APL 2 – 120 xp; APL 4 – 210 xp;
APL 6 – 270 xp; APL 8 – 330 xp;
APL 10 – 390 xp.

Bonus Experience Points

The following can be given to characters for good role-playing or acts of courage. The value is the maximum that can be awarded to each PC for their performance during the adventure.

APL 2 – 60 xp; APL 4 – 120 xp;
APL 6 – 180 xp; APL 8 – 240 xp;
APL 10 – 300 xp.

Total possible experience

APL 2 – 600 xp; APL 4 – 1200 xp;
APL 6 – 1800 xp; APL 8 – 2400 xp;
APL 10 – 3000 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is

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.

Encounter Seven or Ten (equipment)

APL 2 – 348 gp; APL 4 – 704 gp;
APL 6 – 1180 gp; APL 8 – 2232 gp;
APL 10 – 3136 gp; APL 12 – 5032 gp.

Encounter Ten (coin/gems on ly)

APL 2 – 20 gp; APL 4 – 40 gp;
APL 6 – 60 gp; APL 8 – 80 gp;
APL 10 – 100 gp; APL 12 – 120 gp.

Encounter Thirteen

APL 2 – 270 gp; APL 4 – 666 gp;
APL 6 – 992 gp; APL 8 – 1749 gp;
APL 10 – 2495 gp; APL 12 – 4316 gp.

Adventure Maximums (gp cap on AC)

APL 2 – 638 gp (600 gp);
APL 4 – 1410 gp (1200 gp);
APL 6 – 2232 gp (2000 gp);
APL 8 – 4061 gp (3400 gp);
APL 10 – 5731 gp (5731 gp);

Special

Each Adventure Certificate should list the following items with a note to the judge to cross out any item not received and circle any item received:

Permanent Influence Point with the Church of Heironeous in Bissel – The PC has performed an important task for the high priest of Heironeous. The PC has 1 permanent influence point with the Church of Heironeous in Bissel. Please contact the Bissel Triad for details.

Bissel Military Commendation – The PC (a member of the Bissel military) is awarded a commendation by the Brigadier of Falcon Battle. Please contact the Bissel Triad for details.

Favor of the Margrave – The Margrave of Bissel appreciates your recent deeds and grants you a favor that can be used for special access to training in Bissel. The PC may use this favor to gain access to class guidebook materials as follows. PC can, if she meets all other requirements, take a class guidebook feat to learn at next opportunity, or the PC can gain study time with a prototype of a single magic item in a class guidebook thereby allowing her to manufacture that item at a future date as per the MIC rules. This favor can only be used once and requires the PC to designate its specific use by filling in the blank here (_____) with the name of the feat learned or the magic item studied. Only feats and magic items from the class guidebooks can be learned, and only ones permitted under the campaign and Bissel regional rules.

Victim of Curiosity – This PC made a bad decision and tried to wear the ceremonial crown of the Margrave. The PC's alignment has been shifted to _____ as per the effects of a *helm of opposite alignment*. If the PC's alignment is now evil, the PC is removed from play until the situation is remedied. Please contact the Bissel Triad for details on how other PCs can remove this curse from you.

APPENDIX I: NPCCS

ENCOUNTER FOUR

APL 2

☛ **Ooze Paraelemental, Medium:** CR 3; Medium-size elemental (earth, water); HD 4d8+12; hp 30; Init +1; Spd 20 ft., swim 50 ft.; AC 19 (touch 11, flat-footed 18); Atk +6 melee (1d8+4 and 1d6 acid, slam); SA acid; SQ elemental; AL N; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +7, Spot +7; Power Attack.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 13). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Description: Ooze paraelementals slither and crawl through the Elemental Planes of Earth and Water, which they call home. An ooze paraelemental generally takes the form of a dark brown torso, head, and arms rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where eyes and mouth would be. Ooze paraelementals speak Terran and Aquan in burbling tones.

APL 4

☛ **Ooze Paraelemental, Large:** CR 5; Large elemental (earth, water); HD 8d8+32; hp 68; Init +2; Spd 20 ft., swim 50 ft.; AC 20 (touch 11, flat-footed 18); Atk +10/+5 melee (2d8+7 and 1d6 acid, slam); Reach 5 ft. by 5 ft./10 ft.; SA acid; SQ elemental, damage reduction 10/+1; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Power Attack, Sunder.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 16). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Description: Ooze paraelementals slither and crawl through the Elemental Planes of Earth and Water, which they call home. An ooze paraelemental generally takes the form of a dark brown torso, head, and arms rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where eyes and mouth would be. Ooze paraelementals speak Terran and Aquan in burbling tones.

APL 6

☛ **Ooze Paraelemental, Huge:** CR 7; Huge elemental (earth, water); HD 16d8+80; hp 152; Init +4; Spd 20 ft., swim 50 ft.; AC 21 (touch 12, flat-footed 17); Atk +17/+12/+7 melee (2d10+10 and 1d6 acid, slam); Reach 10 ft. by 5 ft./15 ft.; SA acid; SQ elemental, damage reduction 10/+2, fire immunity; AL N; SV Fort +15, Ref +9, Will +5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +18, Spot +18; Cleave, Great Cleave, Power Attack, Sunder.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 22). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Description: Ooze paraelementals slither and crawl through the Elemental Planes of Earth and Water, which they call home. An ooze paraelemental generally takes the form of a dark brown torso, head, and arms rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where eyes and mouth would be. Ooze paraelementals speak Terran and Aquan in burbling tones.

APL 8

☛ **Ooze Paraelemental, Greater:** CR 9; Huge elemental (earth, water); HD 21d8+105; hp 199; Init +5; Spd 20 ft., swim 50 ft.; AC 22 (touch 13, flat-footed 17); Atk +21/+16/+11 melee (2d10+12/19-20 and 2d6 acid, slam); Reach 10 ft. by 5 ft./15 ft.; SA acid; SQ elemental, damage reduction 10/+2, fire immunity; AL N; SV Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +23, Spot +23; Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 25). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Description: Ooze paraelementals slither and crawl through the Elemental Planes of Earth and Water, which they call home. An ooze paraelemental generally takes the form of a dark brown torso, head, and arms rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where eyes and mouth would be. Ooze paraelementals speak Terran and Aquan in burbling tones.

APL 10

☞Ooze Paraelemental, Elder: CR 11; Huge elemental (earth, water); HD 24d8+120; hp 228; Init +6; Spd 20 ft., swim 50 ft.; AC 23 (touch 14, flat-footed 17); Atk +25/+20/+15/+10 melee (2d10+13/19-20 and 2d6 acid, slam); Reach 10 ft. by 5 ft./15 ft.; SA acid; SQ elemental, damage reduction 15/+3, fire immunity; AL N; SV Fort +19, Ref +13, Will +8; Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +26, Spot +26; Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 28). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Description: Ooze paraelementals slither and crawl through the Elemental Planes of Earth and Water, which they call home. An ooze paraelemental generally takes the form of a dark brown torso, head, and arms rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where eyes and mouth would be. Ooze paraelementals speak Terran and Aquan in burbling tones.

ENCOUNTER SIX

APL 6

☞Ochre Jelly, 15 HD Advanced: CR 8; Large ooze; HD 15d10+80; hp 162; Init -5; Spd 10 ft., climb 10 ft.; AC 3 (touch 3, flat-footed 3); Atk +15/+10/+5 melee (2d6+9 and 1d4 acid, slam); Face/Reach 10 ft. by 20 ft./15 ft.; SA Improved Grab, Acid, constrict 2d6+9 and 1d4 acid; SQ Blindsight, Split, Ooze; AL N; SV Fort +9, Ref 0, Will 0; Str 23, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Grab (Ex): To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

APL 10

Roper, 20 HD Advanced: CR 12; Huge Magical Beast; HD 20d10+100; hp 210; Init +4; Spd 10 ft.; AC 25 (touch 8, flat-footed 25); Atk +19 ranged (6 strands) or +21 melee (2d8+4/19-20, bite); Face/Reach 10 ft. by 10 ft./15 ft. (50 ft. with strand); SA strands, attach, weakness; SQ electricity immunity, cold resistance 30, fire vulnerability; SR 28; AL CE; SV Fort +17, Ref +12, Will +9; Str 27, Dex 11, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +13, Hide +18, Listen +16, Spot +16; Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Weapon Focus (strand).

Strands (Ex): Most encounters with a roper begin when it fires its strong, sticky strands. The creature has six such members that can strike up to 50 feet away (no range increment).

Attach (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 23) or Strength check (DC 27). The roper can draw in a creature within 10 feet of itself and bite with a +10 attack bonus, in that round.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone caught by a strand must succeed at a Fort save (DC 18) or take 2d8 points of temporary Strength damage.

Fire Vulnerability (Ex): A roper takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

ENCOUNTER SEVEN OR TEN

APL 2

➤**Ebon Claw Thief:** Male Human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +1 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +6, Will -1; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +5, Disable Device +5, Hide +8, Jump +5, Listen +3, Move Silently +8, Open Lock +8, Search +5, Spot +3, Tumble +8; Improved Initiative, Shield Proficiency.

Possessions: masterwork studded leather, masterwork buckler, rapier, composite shortbow, 20 arrows, thieves tools, *potion of cure light wounds*, *potion of hiding*, *potion of spider climb*.

APL 4

➤**Ebon Claw Thief:** Male Human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 16; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +7 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d6/x3, composite shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will 0; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +7, Disable Device +7, Hide +10, Jump +7, Listen +5, Move Silently +10, Open Lock +10, Search +7, Spot +5, Tumble +10; Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, composite shortbow, 20 masterwork arrows, thieves tools, *potion of cure light wounds*, *potion of darkvision*, *potion of hiding*, *potion of spider climb*.

APL 6

➤**Ebon Claw Thief:** Male Human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 25; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +8 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d6+1/x3, masterwork mighty [Str 12] composite shortbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +8, Will 0; Str 12, Dex 18, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +9, Disable Device +9, Hide +12, Jump +9, Listen +7, Move Silently +12, Open Lock +12, Search +9, Spot +7, Tumble +12; Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork mighty [Str 12] composite shortbow, 20 masterwork

arrows, thieves tools, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of darkvision*, *potion of hiding*, *potion of spider climb*.

APL 8

➤**Ebon Claw Thief:** Male Human Rog7; CR 7; Medium-size humanoid (human); HD 7d6+7; hp 34; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +10 melee (1d6+1/18-20, masterwork rapier) or +11 ranged (1d6+1/x3, masterwork mighty [Str 12] composite shortbow); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +10, Will +2; Str 12, Dex 18, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +11, Disable Device +11, Hide +14, Jump +11, Listen +9, Move Silently +14, Open Lock +14, Search +11, Spot +9, Tumble +14; Combat Reflexes, Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork mighty [Str 12] composite shortbow, 20 masterwork arrows, thieves tools, *cloak of resistance +1*, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of darkvision*, *potion of haste*, *potion of hiding*, *potion of spider climb*.

APL 10

➤**Ebon Claw Thief:** Male Human Rog9; CR 9; Medium-size humanoid (human); HD 9d6+18; hp 52; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 19); Atk +12/+7 melee (1d6+1/18-20, masterwork rapier) or +12/+7 ranged (1d6+1/x3, masterwork mighty [Str 12] composite shortbow); SA sneak attack +5d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +11, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +13, Disable Device +13, Hide +16, Jump +13, Listen +11, Move Silently +16, Open Lock +16, Search +13, Spot +11, Tumble +16; Combat Reflexes, Improved Initiative, Shield Proficiency, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork studded leather, +1 buckler, masterwork rapier, masterwork mighty [Str 12] composite shortbow, 20 masterwork arrows, thieves tools, *cloak of resistance +1*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of darkvision*, *potion of haste*, *potion of hiding*, *potion of spider climb*.

ENCOUNTER THIRTEEN

APL 2

➤**Chorisa:** Female Human Clr1 of Hextor; CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init 0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +4 melee (1d10+3/19-20, masterwork heavy flail) or +0 ranged (1d8/19-20, lt. crossbow); SA rebuke undead, spells; AL LE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcane) +4, Spellcraft +4; Combat Casting, Martial Weapon Proficiency (heavy. flail), Skill Focus (concentration), Weapon Focus (heavy. flail).

Possessions: splint mail, masterwork heavy. flail, lt. crossbow, 10 bolts, *scroll of entropic shield*, *scroll of sanctuary*.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—*guidance* (2), *resistance*; 1st—*magic weapon**, *cause fear*, *shield of faith*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

➤**Methyr:** Male Human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d10+4/19-20, masterwork bastard sword) or +1 ranged (1d8/x3, composite longbow); AL NE; SV Fort +4, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Exotic Weapon Proficiency (bastard sword); Power Attack, Weapon Focus (bastard sword).

Possessions: splint mail, large steel shield, masterwork bastard sword, composite longbow, 20 arrows.

➤**Kayli:** Female Human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +1 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +6, Will -1; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +5, Disable Device +5, Hide +8, Jump +5, Listen +3, Move Silently +8, Open Lock +8, Search +5, Spot +3, Tumble +8; Improved Initiative, Shield Proficiency.

Possessions: masterwork studded leather, masterwork buckler, rapier, composite shortbow, 20 arrows, *potion of spider climb*.

➤**Xyths:** Male Human Sor1; CR 1; Medium-size humanoid (human); HD 1d4+3; hp 7; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk -1 melee (1d8-1/x3, shortspear) or +2 ranged (1d8/19-20, lt. crossbow); SA spells; SQ familiar; AL NE; SV Fort +3, Ref +2, Will +1; Str 8, Dex 15, Con 14 (16), Int 8, Wis 9, Cha 17.

Skills and Feats: Concentration +7, Spellcraft +3; Combat Casting, Spell Focus (evocation).

Possessions: shortspear, lt. crossbow, 10 bolts, *potion of cat's grace*, *scroll of shield*, *scroll of mage armor*.

Spells Known (5/4; base DC = 13 + spell level, 15 + spell level for evocation spells): 0—[*daze*, *detect magic*, *ray of frost*, *read magic*]; 1st—[*magic missile*, *lesser acid orb*].

Zyrm: Toad familiar; Diminutive magical beast; HD 1d8; hp 3; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

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

APL 4

➤**Chorisa:** Female Human Clr3 of Hextor; CR 3; Medium-size humanoid (human); HD 3d8+6; hp 23; Init 0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d10+3/19-20, masterwork heavy. flail) or +2 ranged (1d8/19-20, lt. crossbow); SA rebuke undead, spells; AL LE; SV Fort +5, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Knowledge (arcane) +6, Spellcraft +6; Combat Casting, Martial Weapon Proficiency (heavy. flail), Skill Focus (concentration), Spell Focus (necromancy), Weapon Focus (heavy. flail).

Possessions: half plate, masterwork heavy. flail, lt. crossbow, 10 bolts, *scroll of entropic shield*, *scroll of sanctuary*.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0—*guidance* (2), *resistance* (2); 1st—*magic weapon**, *cause fear*, *doom*, *shield of faith*; 2nd—[*spiritual weapon**, *hold person*, *sound burst*].

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

➤**Methyr:** Male Human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +8 melee (1d10+4/19-20, masterwork bastard sword) or +2 ranged (1d8/x3, composite longbow); AL NE; SV Fort +5, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Exotic Weapon Proficiency (bastard sword); Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: half plate, large steel shield, masterwork bastard sword, composite longbow, 20 arrows, *potion of bull's strength*.

➤**Kayli:** Female Human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 16; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +7 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6/x3, composite shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will 0; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +7, Disable Device +7, Hide +10, Jump +7, Listen +5, Move Silently +10, Open Lock +10, Search +7, Spot +5, Tumble +10; Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, composite shortbow, 20 arrows, *potion of spider climb*.

➤ **Xyths:** Male Human Sor4; CR 4; Medium-size humanoid (human); HD 4d4+12; hp 23; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d8-1/x3, shortspear) or +5 ranged (1d8/19-20, lt. crossbow); SA spells; SQ familiar; AL NE; SV Fort +4, Ref +3, Will +3; Str 8, Dex 15, Con 14 (16), Int 8, Wis 9, Cha 18.

Skills and Feats: Concentration +10, Spellcraft +6; Combat Casting, Spell Focus (enchantment, evocation).

Possessions: shortspear, lt. crossbow, 10 masterwork bolts, *potion of cat's grace*, *potion of blur*, *scroll of shield*, *scroll of mage armor*, *scroll of protection from arrows*, *scroll of invisibility*, *wand of magic missiles* (1st level).

Spells Known (6/7/4; base DC = 14 + spell level, 16 + spell level for enchantment/evocation spells): 0—*arcane mark*, *daze*, *detect magic*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *magic missile*, *lesser acid orb*; 2nd—*Tasha's hideous laughter*.

Zyrm: Toad familiar; Diminutive magical beast; HD 4d8; hp 11; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16) [+4 size, +1 Dex, +2 natural armor]; SQ alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

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

APL 6

➤ **Chorisa:** Female Human Clr5 of Hextor; CR 5; Medium-size humanoid (human); HD 5d8+10; hp 36; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d10+3/19-20, masterwork heavy. flail) or +3 ranged (1d8/19-20, lt. crossbow); SA rebuke undead, spells; AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Knowledge (arcane) +8, Spellcraft +8; Combat Casting, Martial Weapon Proficiency (heavy. flail), Skill Focus (concentration), Spell Focus (necromancy), Weapon Focus (heavy. flail).

Possessions: full plate, masterwork heavy. flail, lt. crossbow, 10 bolts, *scroll of entropic shield*, *scroll of sanctuary*, *scroll of magic vestment*.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0—*guidance* (2), *resistance* (3); 1st—*magic weapon**, *cause fear*, *doom*, *obscuring mist*, *shield of faith*; 2nd—*spiritual weapon**, *bull's strength*, *hold person*, *sound burst*; 3rd—*contagion**, *bestow curse*, *dispel magic*.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable

once per day.); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

➤ **Methyr:** Male Human Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+12; hp 38; Init +4 (Improved Initiative); Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+8 armor, +2 shield]; Atk +10 melee (1d10+6/19-20, masterwork bastard sword) or +4 ranged (1d8/x3, composite longbow); AL NE; SV Fort +7, Ref +1, Will +3; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +3, Spot +3; Exotic Weapon Proficiency (bastard sword); Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: full plate, large steel shield, masterwork bastard sword, composite longbow, 20 arrows, *potion of bull's strength*.

➤ **Kayli:** Female Human Rog5; CR 5; Medium Humanoid (Human); HD 5d6+5; hp 25; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +8 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d6/x3, composite shortbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +8, Will 0; Str 12, Dex 18, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +9, Disable Device +9, Hide +12, Jump +9, Listen +7, Move Silently +12, Open Lock +12, Search +9, Spot +7, Tumble +12; Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, composite shortbow, 20 masterwork arrows, *potion of hiding*, *potion of sneaking*, *potion of spider climb*.

➤ **Xyths:** Male Human Sor6; CR 6; Medium-size humanoid (human); HD 6d4+18; hp 34; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d8-1/x3, shortspear) or +6 ranged (1d8/19-20, lt. crossbow); SA spells; SQ familiar; AL NE; SV Fort +5, Ref +4, Will +4; Str 8, Dex 15, Con 14 (16), Int 8, Wis 9, Cha 18.

Skills and Feats: Concentration +12, Spellcraft +8; Combat Casting, Greater Spell Focus (evocation), Spell Focus (enchantment, evocation).

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: shortspear, lt. crossbow, 10 masterwork bolts, *potion of cat's grace*, *potion of blur*, *scroll of shield*, *scroll of mage armor*, *scroll of protection from arrows*, *scroll of invisibility*, *wand of magic missiles* (1st level).

Spells Known (6/7/6/4; base DC = 14 + spell level, 16 + spell level for enchantment spells, 18 + spell level for evocation spells): 0—[*arcane mark*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*, *read magic*, *resistance*]; 1st—

[charm person, magic missile, lesser sonic orb, lesser acid orb]; 2nd—[Melf's acid arrow, Tasha's hideous laughter]; 3rd—[fireball].

Zyrm: Toad familiar; Diminutive magical beast; HD 6d8; hp 17; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17) [+4 size, +1 Dex, +3 natural armor]; SQ alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

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

APL 8

Chorisa: Female Human Clr7 of Hextor; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 49; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +9 melee (1d10+3/19-20, masterwork heavy. flail) or +6 ranged (1d8/19-20, lt. crossbow); SA rebuke undead, spells; AL LE; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcane) +10, Spellcraft +10; Combat Casting, Greater Spell Focus (necromancy), Martial Weapon Proficiency (heavy. flail), Skill Focus (concentration), Spell Focus (necromancy), Weapon Focus (heavy. flail).

Greater Spell Focus (from Tome and Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: full plate, masterwork heavy. flail, lt. crossbow, 10 masterwork bolts, scroll of entropic shield, scroll of sanctuary, scroll of magic vestment, scroll of greater magic weapon.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 17 + spell level for necromancy spells): 0—guidance (3), resistance (3); 1st—magic weapon*, cause fear, doom (2), obscuring mist, shield of faith; 2nd—spiritual weapon*, bull's strength, hold person, sound burst (2); 3rd—contagion*, bestow curse, dispel magic (2); 4th—divine power*, poison.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

Methyr: Male Human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 55; Init +4; Spd 20 ft.; AC 21 (touch 10, flat-footed 21) [+9 armor, +2 shield]; Atk +12/+7 melee (1d10+6/19-20, masterwork bastard sword) or +7/+2 ranged (1d8/x3, composite longbow); AL NE; SV Fort +8, Ref +4, Will +4; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +4, Spot +4; Exotic Weapon Proficiency (bastard sword); Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power

Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 full plate, large steel shield, masterwork bastard sword, composite longbow, 20 masterwork arrows, *potion of bull's strength*, *potion of endurance*.

Kayli: Female Human Rog7; CR 7; Medium-size humanoid (human); HD 7d6+7; hp 34; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 19); Atk +10 melee (1d6+1/18-20, masterwork rapier) or +10 ranged (1d6/x3, composite shortbow); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +10, Will +2; Str 12, Dex 18, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +11, Disable Device +11, Hide +14, Jump +11, Listen +9, Move Silently +14, Open Lock +14, Search +11, Spot +9, Tumble +14; Combat Reflexes, Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, +1 buckler, masterwork rapier, composite shortbow, 20 masterwork arrows, *potion of hiding*, *potion of sneaking*, *potion of spider climb*.

Xyths: Male Human Sor8; CR 8; Medium-size humanoid (human); HD 8d4+24; hp 45; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d8-1/x3, shortspear) or +7 ranged (1d8/19-20, lt. crossbow); SA spells; SQ familiar; AL NE; SV Fort +5, Ref +4, Will +5; Str 8, Dex 15, Con 14 (16), Int 8, Wis 9, Cha 19.

Skills and Feats: Concentration +14, Spellcraft +10; Combat Casting, Greater Spell Focus (evocation), Spell Focus (enchantment, evocation).

Greater Spell Focus (from Tome and Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: shortspear, lt. crossbow, 10 masterwork bolts, *potion of cat's grace*, *potion of displacement*, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of improved invisibility, wand of magic missiles (1st level).

Spells Known (6/7/7/6/4; base DC = 14 + spell level, 16 + spell level for enchantment spells, 18 + spell level for evocation spells): 0—arcane mark, daze, detect magic, disrupt undead, light, ray of frost, read magic, resistance; 1st—charm person, lesser electric orb, magic missile, lesser sonic orb, lesser acid orb; 2nd—eagle's splendor, Melf's acid arrow, Tasha's hideous laughter; 3rd—fireball, lightning bolt; 4th—ice storm.

Zyrm: Toad familiar; Diminutive magical beast; HD 8d8; hp 22; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18) [+4 size, +1 Dex, +4 natural armor]; SQ alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its

race; AL N; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

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

APL 10

➤ **Chorisa:** Female Human Clr9 of Hextor; CR 9; Medium-size humanoid (human); HD 9d8+18; hp 62; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +10 melee (1d10+3/19-20, masterwork heavy flail) or +7 ranged (1d8/19-20, lt. crossbow); SA rebuke undead, spells; AL LE; SV Fort +8, Ref +3, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +16, Knowledge (arcane) +12, Spellcraft +12; Combat Casting, Greater Spell Focus (necromancy), Martial Weapon Proficiency (heavy flail), Skill Focus (concentration), Spell Focus (necromancy, enchantment), Weapon Focus (heavy flail).

Greater Spell Focus (from Tome and Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: full plate, masterwork heavy flail, lt. crossbow, 10 masterwork bolts, *scroll of entropic shield*, *scroll of sanctuary*, *scroll of magic vestment*, *scroll of greater magic weapon*.

Spells Prepared (6/5+1/5+1//4+1/3+1/1+1; base DC = 14 + spell level, 16 + spell level for enchantment spells, 18 + spell level for necromancy spells): 0—*guidance* (3), *resistance* (3); 1st—*magic weapon**, *cause fear*, *doom* (2), *obscuring mist*, *shield of faith*; 2nd—*spiritual weapon**, *bull's strength*, *hold person* (2), *sound burst* (2); 3rd—*contagion** (2), *bestow curse*, *dispel magic* (2); 4th—*divine power**, *freedom of movement*, *poison*, *spell immunity*; 5th—*flame strike**, *slay living*.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

➤ **Methyr:** Male Human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+24; hp 72; Init +4; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +14/+9 melee (1d10+7/17-20, +1 bastard sword) or +9/+4 ranged (1d8/x3, composite longbow); AL NE; SV Fort +9, Ref +4, Will +4; Str 18, Dex 10, Con 17, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +5, Spot +5; Exotic Weapon Proficiency (bastard sword); Improved Critical (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 full plate, +1 large steel shield, +1 bastard sword, composite longbow, 20 masterwork arrows, *potion of bull's strength*, *potion of endurance*, *potion of haste*.

➤ **Kayli:** Female Human Rog9; CR 9; Medium-size humanoid (human); HD 9d6+18; hp 52; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 19); Atk +12/+7 melee (1d6+1/18-20, masterwork rapier) or +11/+6 ranged (1d6/x3, composite shortbow); SA sneak attack +5d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +11, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +13, Disable Device +13, Hide +16, Jump +13, Listen +11, Move Silently +16, Open Lock +16, Search +13, Spot +11, Tumble +16; Combat Reflexes, Improved Initiative, Shield Proficiency, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork studded leather, +1 buckler, masterwork rapier, composite shortbow, 20 masterwork arrows, *potion of haste*, *potion of hiding*, *potion of sneaking*, *potion of spider climb*.

➤ **Xyths:** Male Human Sor10; CR 10; Medium-size humanoid (human); HD 10d4+30; hp 56; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +4 melee (1d8-1/x3, shortspear) or +8 ranged (1d8/19-20, lt. crossbow); SA spells; SQ familiar; AL NE; SV Fort +6, Ref +5, Will +6; Str 8, Dex 15, Con 14 (16), Int 8, Wis 9, Cha 19.

Skills and Feats: Concentration +16, Spellcraft +12; Combat Casting, Greater Spell Focus (enchantment, evocation), Spell Focus (enchantment, evocation).

Greater Spell Focus (from Tome and Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: shortspear, lt. crossbow, 10 masterwork bolts, *potion of cat's grace*, *potion of displacement*, *scroll of shield*, *scroll of mage armor*, *scroll of protection from arrows*, *scroll of improved invisibility*, *wand of magic missiles* (1st level).

Spells Known (6/7/7/7/6/3; base DC = 14 + spell level, 18 + spell level for enchantment/evocation spells): 0—*arcane mark*, *daze*, *detect magic*, *disrupt undead*, *flare*, *light*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *lesser electric orb*, *magic missile*, *lesser sonic orb*, *lesser acid orb*; 2nd—*eagle's splendor*, *owl's wisdom*, *Melf's acid arrow*, *Tasha's hideous laughter*; 3rd—*fireball*, *hold person*, *lightning bolt*; 4th—*confusion*, *ice storm*; 5th—*feblemind*.

Zyrm: Toad familiar; Diminutive magical beast; HD 10d8; hp 28; Init +1 (Dex); Spd 5 ft.; AC 20 (touch 15, flat-footed 19) [+4 size, +1 Dex, +5 natural armor]; SQ alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its race; AL N; SV Fort +3, Ref +4, Will +9; Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 4.

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

APPENDIX II: NEW SPELLS (FROM *TOME AND BLOOD*)

Acid Orb

Evocation [Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and becomes nauseated from the acid's noxious fumes for 1 round. A successful Fortitude save reduces damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points per die damage dealt by that orb. A successful Reflex save reduces splash damage by half.

Eagle's Splendor

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement modifier to Charisma of 1d4+1 points, adding the usual benefits to Charisma-related skills. Sorcerers and bards who receive *eagle's splendor* do no gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an eagle.

Lesser Acid Orb

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You

must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you can shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

Lesser Electric Orb

Evocation [Fire]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser electric orb* deals electricity damage.

Lesser Sonic Orb

Evocation [Sonic]

Level: Sor/Wiz 1

As *lesser acid orb*, except *lesser sonic orb* deals sonic damage.

Owl's Wisdom

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladin, and rangers who receive *owl's wisdom* do no gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.