

PER4-08

Furgotten Business

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

Version 1.0

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The City of Traft is not where you would expect a new trend in fashion to emerge; but one has! And it is a fashion that has swept through the Aristocracy like wildfire. But does the new wave of fashion have a darker connotation? Where is it coming from? And why is it making one clan, in particular, extremely hot under the collar? A Perrenland regional adventure suitable for character levels 1-13.

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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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

The Dark Wave Crime Syndicate spans Traft Canton, the Clatspurs, the Sepia Uplands (Vesbergen), Wolf Nomad Territories (unsettled) and Lake Quag, all the way to Tiger Nomad lands. Its primary role is to acquire goods that are (or might be) banned by lawful governments, and then sell those goods on to potential traders and buyers. In 592 CY the Syndicate made a deal with Iuz to act as intermediaries in the shipping of cursed clerical artefacts throughout the Lake Quag region. This venture was far too much for this relatively small (but growing) organisation. Later, the Syndicate lost a great deal of money when it invested in a logging company called Riverview, which was intended to smuggle the Iuzian artefacts. When the deal went bottom up, the Syndicate was stuck with the furniture to no good end ... as well as a number of clerical artefacts that were very hot.

In 594 CY, the Syndicate found a way to shift the Riverview furniture by taking control of a trusted local company, the Northwood Timber Company run by Maltheuse. They did this by infiltrating the logging camp, and making use of a chance discovery, mind leeches, to control the workers (whilst at the same time using their skin to feed a monstrous guardian beast). All was going well until they got cocky and tried to use the mind leeches to control 14 councillors on the Traft City Council. Although this plot was foiled, one councillor escaped and is currently (somewhere) under the Syndicate's control. At the same time, Panshazek sent his varrangoin to retrieve the remaining clerical artefacts and ship them via Lake Quag and the Wolf Nomads in an attempt to influence nations in the West who are, generally, less suspecting of Iuz. But this plot, also, was foiled.

By the end of 594 CY, the Dark Wave is at a crossroads and, generally, broke. It has been forced to turn its hand to more obvious black market acquisition such as furs, pelts, illegal weapons, and cursed magic items (including mind-affecting poisons and alchemical concoctions).

As a way of renewing the funds of the Dark Wave organisation, over one thousand Vosserkatz have been illegally caught, skinned, and sold on through the Dark Wave Crime Syndicate to the upper class of Traft. Unaware that the beautiful fur actually belongs to the Vosserkatz, a trend has started amongst the select elite. At the same time, Agents of Iuz have discovered that cloaks made out of the fur assist the wearer when hiding. Being less expensive and easier to produce than Cloaks of Elvenkind, the Iuzian Agents have contacted the Dark Waves to arrange the purchase of these furs to equip the Iuzian scouts.

Adventure Summary

Cuamis Denzheim, a failed merchant from Exag on the brink of losing everything, was contacted by the Dark Wave and offered an opportunity within their organisation. Cuamis agreed to open a store in Traft (with the backing of the Dark Wave) to sell Vosserkatz fur to the wealthy citizens.

Very quickly, a store location was found and the owner was persuaded to sell. As the first fur cloak was ready to be shipped to the store, an Iuzian agent they had had previous dealings with contacted the Dark Wave. It had been discovered that the cloaks assisted the wearer to hide. The Dark Wave struck a deal to supply the Iuzian forces in the Vesve Forest with all the cloaks they could make. The trimming left over was used to make gloves and trim hats, and these were sold in Traft through Cuamis' shop.

About one month ago, the Dark Wave's Iuzian contact decided to send a cleric to Traft to investigate these creatures and see if they could be useful to Old Wicked. Staying at Cuamis' they set up a laboratory to begin their experiments.

Encounter One

The PCs' quiet stroll through Traft is interrupted when they encounter a fight between a young aristocrat and a scruffy Vosser ranger. The aristocrat is wearing a hat trimmed in Vosserkatz fur and this has upset the Vosser who, being rather hot headed, has attacked the youth.

When the situation has been resolved, the Vosser ranger asks the party to look into the selling of the fur, as it is being sold as Vesve Woodlands Muskrat fur, which is suspicious in itself. The young aristocrat, whose name is Calanor, agrees to show them where he got the hat.

Encounter Two

The PCs are taken to a shop called Denzheim's, where they discover that the owner is away at the moment and that something strange is indeed going on with the sale of the furs. The party also has the opportunity to buy some magic items.

Encounter Three

A member of the Dark Wave has observed the confrontation between young Calanor and the ranger and heard the intention to investigate the fur business. To be on the safe side, it was decided to move the remaining stock of cloaks and go underground. If nothing comes of the investigation, then they can start up again quite quickly.

Unfortunately for Calanor, during the fight, a pin has dropped from his cloak. The Dark Wave has found this and has used it to convince his father that they have

kidnapped him. They demand that he make available some wagons from his company, the Traft Overland Merchant Company, to move the last of the stock. He agrees.

Now the Dark Wave needs to actually abduct Calanor. At the same time they would like to halt the party's investigation. To do this they send two assassins to attack and distract the party so that a wizard, under an invisibility spell, can kidnap Calanor.

Encounter Four

With Calanor missing, the party might decide to question Karina Krijgboot, the lady who has accidentally brought a cloak of Vosserkatz fur. Here they can discover that Cuamis Denzheim was involved with the Dark Wave and where he lives.

Encounter Five

The PCs may decide to see what information they can dig up on various subjects. Encounter Five lists the information available.

Encounter Six

If the party decide to inform Calanor's father that his son is missing, they discover that he left a few hours back after meeting with two creepy looking men. These men were the Iuzians (an agent of one of Iuz's sinister Boneshadows, and a cleric).

Encounter Seven

Eventually the party arrives at the house. Here they have a chance of finding the wagon tracks and follow them; or they investigate the house. If they investigate the house they find that Cuamis Denzheim and his guests have already left, but they have left a surprise for any intruders that find the hidden basement. A number of Vosserkatz have been experimented on, making them far larger and stronger than natural cats, and left as guards.

Encounter Eight

Hidden in the corner of the laboratory is Calanor. In an act that seems to be perpetrated for spitefulness, the Iuzian cleric has tortured him until he broke his mind and left him as a gibbering child. However with some careful questioning and by playing with him, the can learn that the caravan containing the last of the cloaks is heading towards the Vesve Forest to help the Iuzian's war against the elves.

Encounter Nine

Following the wagon is an easy task and the party should be able to catch them quite quickly. Left guarding the wagon is a Dark Wave monk and a wizard. The agent of the Boneshadows also keeps watch above as he is

mounted on a griffon. Cuamis Denzheim and the cleric are not present as they left with an earlier caravan. Battle begins, and the wagon is either stopped, or the PCs fall (or flee) in the final encounter.

Encounter Level Summary

Number of ELs	Enc 3	Enc 7	Enc 9	TOTAL
APL 2	4	3	5	12
APL 4	6	5	7	18
APL 6	8	7	9	24
APL 8	10	9	11	30
APL 10	12	11	13	36
APL 12	14	13	15	42

Preparation For Play

The DM should now read Appendix 8 – Divination In Perrenland. This should be understood before progressing any further in this scenario.

Introduction

The scenario begins in the city of Traft. It is assumed that the PCs are already with in the city, having come there for reasons off stage. Allow the players a short time to determine if they know each other, if they are in each other's company or if they just happened to be walking in the same area at the faithful time. Regardless of the decision, when the PCs are walking down a street in the city, they hear shouting.

"How dare you! You will pay for this insult!" The words break the solitude of the peaceful streets of Traft City. The shouts of anger seem to turn heads, and then they hurry on in another direction. Meanwhile angry words continue to come from up a side street ...

Encounter One

A young nobleman wearing fine clothes and an exquisite fur hat lies in the mud, blood dribbling from his nose. Over him stands another young man. This man does not have the air of gentry about him, but rather is dressed in a shabby travel worn brown tunic and grey trousers. At his side rest two steel shortswords, and a Vossler clan badge is clearly visible on his cloak clasp.

The young man in the mud looks up at the Vossler, wipes the blood from his nose and draws a dagger. The young Vossler smoothly draws both swords and waits for the youth to stand.

As the two men start to position themselves to fight, have the PCs make a sense motive check.

Sense Motive DC 5: The Vossers are much more skilled than the young aristocrat is.

Sense Motive DC 10: The Vossers are angry with the aristocrat, but does not really want to kill him.

Sense Motive DC 15: The young aristocrat knows that the Vossers are better than he is and is afraid. However, he is angry that his clothes are ruined, and is confused as to why he was attacked in the first place.

Sense Motive DC 20: Both men are looking for an excuse to stop before things go too far.

If any of the PCs makes themselves known, the two men will back away and glare at each other and start to tell their stories. Players can interrupt at any time with their own questions.

☛ **Calanor Galgamire:** Male human Ari2/Exp1.

☛ **Gerhart:** Male human Rng5.

Aristocrat: "Thank you for your timely assistance dealing with this boulder. Here I am just walking along the street, when he comes out of nowhere and attacks me! No warning ... and for no reason!"

Vossers: "For no reason? For no reason? How can you say that when you are wearing ... that ... thing!!" He points to the hat on the aristocrat's head.

Aristocrat: "What are you talking about you blithering idiot? It's just a hat. Admittedly, it is a very stylish one. But I doubt that a buffoon like you would notice that!"

Vossers: "Why - you arrogant pig! I should give you another thrashing! That's Vosserskat fur on the trim of that hat!"

Aristocrat: "Vosserskat? No it isn't. It's "Vesve Woodlands Muskrat". It's all the rage here in Traft. You are mistaken."

A **Survival, Knowledge (Nature) or Profession (Trapper)** check (DC 15) will identify the fur as being from a deceased Vosserskat.

A **Knowledge (Local-Iuz metaregion)** check (DC 15) will reveal that although it is frowned upon by the Vossers clan and their allies, it is not illegal to hunt the animals.

Members of the **Vossers** and **Roodberg** clans get a +2 **circumstance bonus** to these checks (Vossers for their close association with the animals, and Roodbergs for their practise of hunting them).

The PCs may have questions for the two combatants. Answers and possible directions of the conversation are summarised below.

☛ What's your name?

Aristocrat: "I am Calanor Galgamire. Son of Ranholm Galgamire, owner of the Traft Overland Merchant Company."

Vossers: "My name is Gerhart Vossers, ranger of the grove and faithful to Beory."

☛ What are Vosserskat? Or what is a Vosserskat?

Vossers: "Vosserskat are small magical cats that have a close and special association with the Vossers clan. Only someone with no respect for the feelings of our clan, like Roodberg slime, would even consider hunting them!"

☛ What do you mean all the rage?

Aristocrat: "Well the fur is so soft and it has become quite the fashion in Traft to have something trimmed in Vesve Woodlands Muskrat fur. Everyone who's anyone is wearing it."

☛ I am afraid the hat is made of Vosserskat, not muskrat.

Aristocrat: "Oh no! My aunt had a little Vosserskat caller Sergeant Tiffles when I was a boy. He slept in the flowerbox in the sun. I would never have bought this had I known it was a Vosserskat!"

☛ Where did you get the hat?

Aristocrat: "All the Vesve Woodlands Muskrat, er, Vosserskat, trimmed clothing comes from a shop call Denzheim's. It really is the place to shop in Traft."

Once the party has finished asking questions:

Vossers: "I am disturbed by the fact that the fur is not being sold as Vosserskat. It suggests that either the merchant has something to hide or does not know what he is selling. I unfortunately have urgent business for the Grove, but I am pained as both a Vossers and a follower of Beory, to let this matter drop. I know we have only just met, but if you could look into the shopkeeper that is involved in this disgusting trade, I would be most grateful. I can't pay you but I feel confident that you would have the favour of Clan Vossers if you do so." He then turns to Calanor: "Good sir, I have wronged you and rest

assured I will make sure kopprijs is payed. I lost my temper and acted hastily"

***Aristocrat:** "No, that is not necessary. I completely understand now. I will show these fine people the store where I purchased the hat if they wish to investigate this matter."*

Development: If the players agree to help Gerhart, he will thank them and depart. Calanor will then escort them to the store that he brought the hat

If the players do not agree to help Gerhart, then the adventure is over. Award XP and GP.

Encounter Two

Calanor leads you through the streets of Traft to a more affluent section of the city called Traftstaat, and to a small but well kept shop front. The sigh on the outside simple says 'Denzheim's'.

The shop is small but occupies a very prestigious location made available to Cuamis Denzheim through his contacts in the Dark Wave Crime Syndicate. This is to help sell the Vosserkatz fur that is left over from making the cloaks.

Once the party enters the shop, then read or paraphrase the following:

Entering the shop you see that while it is small, it is stocked full with some of the finest clothes that you have ever seen. Silk dresses of deep reds and golds, emerald doublets with silver highlights, and ermine capes are just some of what can be seen here.

To one side of the shop there is a desk. Behind it is a young man dressed in a rich blue shirt with onyx buttons and black leggings. By the looks of his face it appears he has some elven blood.

"Good afternoon, I am Martel. How can I help you today? We have all manner of stock available, from boots to capes to hats. We have some enchanted items if you are interested, or some fine silk and satin shirts. Maybe a Muskrat fur muff would be to your liking?"

A summary of what the assistant knows is listed below. He is not part of the Dark Wave or plays any part in the nefarious deeds that are going on. He is simply a friendly shop assistant.

☞ **Martel Vellik:** Male half-elf Exp2.

☞ *Are you the owner?*
No, I only work here. The store is owned by Cuamis Denzheim.

☞ *What enchanted items do you have?*
We have a number of items of enchanted clothing available to purchase.

Players may purchase the following items listed below for their APL or less. These items can be brought straight away and are listed on the AR for this adventure.

APL 4

Choker of eloquence (lesser) [AEG]
Boots of the Winterland

APL 6

Choker of eloquence (greater) [AEG]

APL 8

Boots of levitation

☞ *Where do you get the fur?*
The fur itself comes in crates. The items are already pre-made. I think Master Denzheim places the orders. I remember once a box of cloaks was delivered. Well that caused a stir didn't it?

☞ *What sort of stir?*
Well, the crate arrived while Master Denzheim was out. We had never received cloaks before so I put them straight out on display and sent a message to Karina Krijgboot, one of our regulars. I know that her son is an officer in the 1st and that she would love to send him a cloak for him to wear at formal occasions that did not require a full dress uniform. I was right and she came straight away and brought one for her son.

Anyway when Master Denzheim saw the cloaks on display, he got very angry. He quickly packed all the stock back into the crate and left to see Madam Krijgboot. When he returned he had the cloak with him. I heard later that he payed her three times the price I charged for it originally!

The next day the crate and the cloaks were gone.

☞ *Can you tell us where This Karina Krijgboot lives?*
Sure you can find her in Quagshoff, just

down from the Mermaid's Touch Inn. You can't miss it.

- ☛ *Who sends the fur?*
I am afraid I can't help you there. I don't know where or who the supplier is. You will need to talk to Master Denzheim, but I doubt he will tell you. Vesve Woodlands Muskrat fur is popular stuff and we are the only shop to stock it.
- ☛ *Can we speak to the owner?*
I am afraid that Master Denzheim is out on business at the moment. I could leave a message that you would like to talk to him. Can you leave me the details on where you are staying?
- ☛ *When will he be back?*
I couldn't say. He may be back later today or later in the week. I would suspect the latter. When he goes away on these buying trips he is usually away for some time.
- ☛ *What trips are these?*
Oh, usually about once a month he goes away for a couple of days to a week. Don't know where he goes, but he is usually a bit nervous before he leaves and tired when he gets back.
- ☛ *Can you tell us where he lives?*
Oh no, I couldn't do that, it's not right. I don't know who you really are.
If the PCs insist, a **Diplomacy** check (DC 20) will move his attitude from friendly to helpful and he will tell them that Cuamis Denzheim lives in a large house outside of Traft. He gives directions.
- ☛ *Do you know that it is Vosserkat fur?*
I'm sorry but I don't know what a Vosserkat is. I know that we don't have any. Only the Vesve Woodlands Muskrat fur. If you want Vosserkat fur I can see if Master Denzheim is able to order any in.
- ☛ *You should stop selling the fur.*
I am afraid that's not really for me to decide. I only work here. You will really have to discuss that with Master Denzheim.

Encounter Three

Unfortunately for the PCs and Calanor, the incident on the street has been seen, and the subsequent conversation overheard by members of the Dark Wave. Under the threat of discovery they have moved their plans forward in case the PCs are successful in exposing their activities.

During the fight in the street with Gerhart, Calanor dropped a small broach. The Dark Wave retrieved the broach and contacted Calanor's father, telling him they have kidnapped his son to force him to provide wagons to move their merchandise. They showed him the pin as proof and he believed them.

Now all that they need to do is actually kidnap Calanor and deal with the PCs to tie up all of their loose ends. This is what occurs once the PCs leave the shop. Read or paraphrase the following as the PCs leave the shop:

As you leave the store and round a corner it suddenly occurs to you that the streets are unusually quiet.

Have each PC make a spot check. Regardless of the result read the following

A woman steps out from around the corner. "Well it appears that you have been poking around in areas that are none of your business. That is most unfortunate. For you that is!" A second woman then mysteriously appears next to her ...

Creatures: The two Dark Wave monks have two missions to accomplish. Their first mission is to eliminate the PCs. The second mission is for their accomplice, an invisible (*greater invisibility*) wizard, to kidnap Calanor and teleport him away. At APLs 4 and above each monk has drunken a potion of *Mage Armor*.

If the party has some way to see through invisibility, then they may have time to stop the wizard before he moves up behind Calanor and teleports away (use and remove the wizard from Encounter 9. The PCs get to fight him early).

The wizard has a holy symbol of Iuz on him, and thus giving a clue of who may be involved. If they manage to stop him, they will also find a note, see development below.

Because he is entering combat after the first round, he comes in at the top of the initiative order in the second round (as per the DMG pg 24), and thus acts first in that round.

Because the Dark Wave's wizard is unable to teleport an unwilling victim, he must spend one round using his

Scroll of *Charm person* (Silent). When it is cast, the young Calanor will fail his save (Consider this pre-rolled)

After casting the *Charm Person*, he casts *dimension door* (Silent) from a scroll at APLs 2, 4 and 6. At APL 8 he will cast *dimension door*, and at APL 10 and 12 he casts *teleport*.

At low APLs if the wizard fails the caster level check, the spell will not go off and he will not be noticed (as it is a Silent spell and he is invisible) and he can try again next round. The exception to this is if a natural 1 is rolled, then he will become visible. At this stage the party can engage him as per a normal opponent.

APL 2 (EL 4)

☛ **Ferna:** Female human Mnk2; hp 15; see *Appendix 1*

☛ **Genna:** Female human Mnk2; hp 15; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz1; hp 10; see *Appendix 1*

APL 4 (EL 6)

☛ **Ferna:** Female human Mnk3/Rog1; hp 26; see *Appendix 1*

☛ **Genna:** Female human Mnk3/Rog1; hp 26; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz2; hp 16; see *Appendix 1*

APL 6 (EL 8)

☛ **Ferna:** Female human Mnk4/Rog2; hp 37; see *Appendix 1*

☛ **Genna:** Female human Mnk4/Rog2; hp 37; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz5; hp 32; see *Appendix 1*

APL 8 (EL 10)

☛ **Ferna:** Female human Mnk5/Rog3; hp 48; see *Appendix 1*

☛ **Genna:** Female human Mnk5/Rog3; hp 48; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz7; hp 43; see *Appendix 1*

APL 10 (EL 12)

☛ **Ferna:** Female human Mnk6/Rog4; hp 59; see *Appendix 1*

☛ **Genna:** Female human Mnk6/Rog4; hp 59; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz9; hp 54; see *Appendix 1*

APL 12 (EL 14)

☛ **Ferna:** Female human Mnk7/Rog5; hp 70; see *Appendix 1*

☛ **Genna:** Female human Mnk7/Rog5; hp 70; see *Appendix 1*

☛ **Krensar, Dark Wave Wizard:** Male human Wiz11; hp 65; see *Appendix 1*

Tactics: The tactics used by the Dark Wave monks are to set up in a position where that can attack one target and concentrate on that target until he or she falls. They will try to flank if possible at those APLs where they have rogue levels. They will attempt to target spell casters and other “weaker” classes first get them out of the way.

If they are injured, they will use potions to heal themselves, covering one another as necessary.

Should it look like they will be captured or if they fall unconscious, then they will bite down on their suicide pills. These will kill them and foil any attempts of *raise dead* or *speak with dead*.

Treasure:

APL 2– 6x *potion of cure light wounds* - (25 gp).

APL 4– 6x *potion of cure light wounds* - (25 gp).

APL 6– 6x *potion of cure light wounds* - (25 gp).

APL 8– 6x *potion of cure light wounds* - (25 gp), 2x *potion of cure moderate wounds* - (50 gp).

APL 10– 6x *potion of cure light wounds* - (25 gp), 2x *potion of cure moderate wounds* - (50 gp).

APL 12– 6x *potion of cure light wounds* - (25 gp), 2x *potion of cure moderate wounds* - (50 gp).

Development: By the end of this encounter, Calanor should have been captured. The only clues that the party have are the names Cuamis Denzheim and Karina Krijgboot.

If the party decide to investigate Karina Krijgboot and talk to her about the incident with the cloak then proceed to **Encounter Four**.

If the party decides to investigate Cuamis Denzheim, then proceed to **Encounter Five**.

If the PCs know where Cuamis Denzheim lives (from talking to the shop assistant) and decide to investigate his house, then proceed to **Encounter Seven**.

It is also possible that they will wish to inform Calanor's father about the abduction. If that is the case proceed to **Encounter Six**.

Also, while it is unlikely, it is possible for the PCs to stop the wizard from kidnapping Calanor. If they do, remove the wizard from that encounter. The wizard will also have a scape of paper on him with the words:

Pickup, basement, twelve noon Today – CD

This should lead them to **Encounter Five** or **Seven** (Depending on if they know where Cuamis Denzheim lives).

Encounter Four

The directions that you were given lead you to Quagshoff. Just past the Mermaid's Touch Inn, you come to a large two-story house.

A young woman who appears to be a maid answers the door. She will ask the PCs who they are and what is their business. Once answered, she will show them to a sitting room and inform Karina Krijgboot that they are waiting.

After a few minutes a middle-aged woman enters the room. "I am Karina. I believe you wished you speak to me." She offers you all some tea.

From here the conversation can go in a number of directions. What Karina knows is summarised below:

- ☛ *I believe there was a recent incident involving a cloak?*
"Oh, ah yes. It was nothing really. I brought a coat for my son. Apparently it was shipped to Denzheim's by mistake. I gave it back for a refund."

A **Sense Motive** check (DC 15) will tell the PCs that she is leaving something out.

- ☛ *You seen troubled, is there something more that you can tell us?*
She looks at you for a moment as if weighing up her options. She appears frightened. Nervously, she starts to speak. "I really don't know if I should but you might be able do something about it. When Denzheim arrived and asked for the cloak, I told him that I did not want to sell it back as I was sure my son would love it. He then offered me three times the price, but still I would not sell.

"That's when he got this real cold look in his eyes and told me that if I did not sell it to him he had friends that could "arrange" to get it directly from my son. Well I knew exactly what he meant so I sold it to him."

- ☛ *Who could have been these "friends" of his?*
"I can't be sure but I think he is connected to a group called the Dark Wave. There was something in his voice that suggested that

they were not just hired thugs that he was talking about."

- ☛ *Who are these Dark Waves?*
"They are an organisation of thieves, assassins and smugglers that operate in and around Traft. It is said that they are all quite mad and carry a herbal pellet that causes death if it looks like they will be captured. They are not a group you want to mess with."

- ☛ *How can we help?*
"Well if you were to find something that proves he is up to no good, then the authorities could incarcerate him and he will get what he deserves, and he wont know that I told you anything."

- ☛ *Do you know where Denzheim lives?*
"He has a large house outside of the city. If you go out the main gates and take the eastbound road for twenty minutes, you will come to a bluestone building. That's his. You can't miss it."

- ☛ *Your son in the army, what does he do?*
"He is a captain in the Zee." [The Zee-Auszug is the Navy]

Development: If the party decide to investigate more about Cuamis Denzheim, then proceed to **Encounter Five**.

It is also possible that they will wish to inform Calanor's father about the abduction. If that is the case proceed to **Encounter Six**.

If the PCs decide to investigate Cuamis Denzheim's house, then proceed to **Encounter Seven**.

Encounter Five

If the party decides to try to find out more information about what is happening around Traft (or about Cuamis Denzheim), then use the Gather Information DCs summarised below to determine what information can be found. All lower check information up to the result of the gather information roll is discovered also.

- ☛ *Where does Cuamis Denzheim live?*
DC 5: Somewhere out of town.
DC 10: To the east of Traft
DC 15: It is large house outside of the city. If

you go out the main gates and take the eastbound road for twenty minutes, you will come to a bluestone building. That's it. You can't miss it.

DC 20: He brought the old Gelzamet property. Paid for it in gold. The store is doing well, but I did not think that well.

DC 25: Strange happening have been going on there lately. Lots of wagons heading over the mountains. Business must be good. Where he stores stuff at that place, I don't know.

Information on Cuamis Denzheim

DC 5: He is the owner of the fine clothing store "Denzheim's".

DC 10: He has only moved to Traft recently. Was lucky to find a good store location.

DC 15: He brought the old Gelzamet property outside town a few months back. Paid for it with gold. The store is doing well, but I did not think that well.

DC 20: I heard that he had a failed business in Exag. Zilchus has really favoured him here. Not sure what it was. Some sort of trading I heard.

DC 25: He did not get the store on his own. Pressure was put on the previous owner to sell.

DC 30: The same people that got him the store, sells him the muskrat furs.

Information on the dark haired stranger

DC 15: Been seen in the city a couple of times. Real cold like, scares the stuffing out of me!

DC 20: Saw him at the old Gelzamet property.

DC 25: He is a guest of Cuamis Denzheim. Been here about a month. I saw him arrive. Did not like the look of him or his friends. A shifty mob the lot of them.

DC 30: He had a covered wagon. Heard some banging in it. When it left there was a feather on the ground.

DC 35: My little girl saw them in Traft. The one with a burned hand slipped. She said that he had an amulet with a skull on it. I think it must have been Nerull's symbol. [He describes the symbol]

It does not have a scythe, so is the symbol of Iuz.

PCs may make a Knowledge (Religion) check (DC 15) to figure this out.

Information of the Dark Wave Crime Syndicate

DC 10: They are people you don't want to mess with. Smugglers and thieves.

DC 15: They commit suicide rather than be captured.

DC 20: Mostly monks, rogues or wizards.

DC 25: Tried to sell some powerful magic to agents of the old one. It was foiled by some adventurers.

DC 30: Recently in the fur trading business. Not all the furs are being sold through that shop in Traftstaat. Some are being sold directly to a private concern. Don't know who however.

Information on Denzheim's

DC 5: High-class clothing store in Traftstaat. DC 10: Only place to buy Vesve Woodlands Muskrat fur.

DC 15: The owner has a nasty temper on him. Heard he bullied a customer by the name of Karina Krijgboot. A nice lady, her son is an officer in the Zee.

DC 20: The store is quite new. People were really surprised that it managed to open where it did. Never thought that the property would be sold.

DC 25: It often receives deliveries late at night.

DC 30: The Dark Wave use it to move shifty merchandise. They were the ones that funded it.

Information on the Vesve Woodland Muskrat fur.

DC 5: It is really expensive.

DC 10: Only place to buy it is "Denzheim's".

DC 15: Only hats, gloves and other small items are made from it. Only ever heard on one cloak being sold and that was to Karina Krijgboot. I believe she sold it back to Cuamis Denzheim.

DC 20: I put my gloves down on the ground to pick some flowers once. Took me an age to find them. They were right in front of me, but I could not for the life of me see them until I kicked one.

DC 25: They are really Vosserkatz, and the fur retains some of the animal's ability to camouflage the wearer.

DC 30: The fur is being made into cloaks and shipped to someone in the Vesve

General Gather Information Roll

DC 15: Cuamis Denzheim owns the large

house outside of the city. If you go out the main gates and take the eastbound road for twenty minutes, you will come to a bluestone building. That's it. You can't miss it.

DC 20: Strange noises have been heard outside Traft lately

DC 25: A merchant, Jerrima Vosser was killed by a large animal about 2 weeks ago. Happened near the eastbound road

If the PCs still don't know where the home of Cuamis Denzheim is, then a boy will tell them if they buy a cooked rat on a stick from him. (1sp). If a Knowledge (Nature) check (DC 15) is made, then the PC can tell that it is not a rat but some sort of cat. The boy will tell them that they found the skinned carcasses dumped outside of Traft, near the eastbound road [yecch].

Development: If the party decides to investigate Karina Krijgboot and talk to her about the incident with the cloak then proceed to **Encounter Four**.

If the PCs decide to investigate Cuamis Denzheim house, then proceed to **Encounter Seven**.

It is also possible that they will wish to inform Calanor's father about the abduction. If that is the case proceed to **Encounter Six**.

Encounter Six

Your search for Calanor's father has led you to the offices of the Traft Overland Merchant Company. A small gnome quickly comes over to you.

"Hello there! Welcome to the Traft Overland Merchant Company. Are you here to arrange a caravan or looking for work?"

The Traft Overland Merchant Company consists of two large warehouses, a workshop and a small office building. There are two wagons in the workshop that are being repaired and some boxes in the warehouses. The rest of the wagons are either out on trips or have been taken by Calanor's father in response to the Dark Wave's threat.

Telik Twindlewort: Male gnome Exp6.

Telik Twindlewort, the gnome is the bookkeeper and scheduler for the trading company. What he can tell the party is listed below.

☛ *We are here to see Ranholm*
"I sorry but he has just left with a couple of wagons about 3 hours ago."

☛ *Left, where did he go?*
"I don't know. There was nothing scheduled."

Then these two men came and the next thing I know, Ranholm has taken the last two wagons and headed out."

☛ *Some men, what did they look like?*

"They scared me. The one that seemed in charge had dark hair and moved like he was always ready for a fight. His eyes were as cold as night. The other did not speak, and looked like he had badly burned his left hand at one time. I saw the scar when he handed something to Ranholm."

☛ *What did he give to Ranholm?*

"It looked like a pin of some sort."

☛ *Do you know where Cuamis Denzheim lives?*

"He has a large house outside of the city. If you go out the main gates and take the eastbound road for twenty minutes, you will come to a bluestone building. That's it. You can't miss it."

Development: If the party decides to investigate Karina Krijgboot and talk to her about the incident with the cloak then proceed to **Encounter Four**.

If the party decides to investigate more about Cuamis Denzheim, then proceed to **Encounter Five**.

If the PCs decide to investigate his Cuamis Denzheim's house, then proceed to **Encounter Seven**.

Encounter Seven

The house belonging to Cuamis Denzheim is a medium sized two-story house in a lightly forested area. Off to one side, hidden by a thicket of trees is an underground entrance to the basement storage area.

There are two other entrances, the main door at the front and the kitchen door at the rear.

Rooms on the Ground Floor are marked G1-9. Rooms on the Upper floor are marked U1-6. The basement is marked B1 and B2.

Just outside the city of Traft is the house that you have been led to believe belongs to Cuamis Denzheim. It is a well-kept two-storey place of a moderate size built in the woods. There appear to be no lights on inside and both doors are closed.

Outside: On a **Search** check (DC 18), a trapdoor hidden in a thicket is found. The door is 15 feet on each side. If opened, **Open Lock** check (DC 20), then they

lead down a gentle sloping ramp to area **B1**. A **Spellcraft** check (DC 20) will inform the PCs that it was made using the *Transmute Rock to Mud* spell.

On a **Search** check (DC 22), wagon tracks are discovered. They appear to be heading east. If the PCs head off in that direction then they will find clearer tracks further on. These tracks can be followed on a **Search** check (DC 10).

The main doors are locked, **Open Lock** check (DC 25), but are not trapped.

☛ **Strong Wooden Doors:** 3 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

The Kitchen door is also locked, **Open Lock** check (DC 20), but it is not trapped.

☛ **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

G1: Entrance Hall

This large room is the entrance hall for the house. Directly opposite you is a set of stairs leading up to a balcony and upper story. There are four doors in this room, one on the right side of the hall, one directly opposite the main doors and two on the left. A number of wall hangings cover the walls and a small statue sits in the right hand corner.

Under the stairs is a secret door leading to the basement. It can be found on a **Search** check (DC 20). It is locked, **Open Locks** check (DC 20), but not trapped.

G2: Dining Room

This large room is dominated by a long wooden table with a pair of candelabra on them. There is one door to the left as you enter.

This is the dining room. A **Spot** check (DC 15) will show that six people have eaten here recently. A **Spot** check (DC 20) will show that only three people have eaten in the past day.

G3: Kitchen

It is obvious to all that this room is the kitchen. There is a door that leads to the rear of the house and two doors that lead into other rooms.

There is nothing of interest in the kitchen.

G4: Pantry

Dried meats, flour and vegetables fill this room and the smell of spices hang heavy in the air.

This is the pantry. There is nothing of interest here.

G5: Servants Room

This small room has a simple bed and an unadorned side table. A small layer of dust rests on the surface of the table.

This was the servant's room. It has not been used since Cuamis Denzheim bought the house.

G6: Record Room

All this room contains is a desk and a pile of papers.

Most of the papers deal with everyday business. However locked in the drawer, **Open Locks** check (DC 20), is a ledger that details the selling of the Vosserkatz skins. It proves that over one thousand animals have been used to create cloaks and sold to a man on the Iuz side of the Vesve.

G7: Private Study

A polished wooden desk, a chair and two bookshelves are the only furniture in this room. A small window lets in the light

This is Cuamis Denzheim's private study. There is little of interest here except for a secret door leading to the record room. A **Search** check (DC 18) is needed to find it.

G8: Study

This room has a large window that allows the light to enter. In the middle is a large desk. In front of the desk are two comfortable looking chairs.

This is Cuamis Denzheim study where he conducts business with clients. There is nothing of interest in this room.

G9: Sitting Room

This large bright room contains two chairs, a sofa and a small table. In the corner is a small cabinet containing spirits and wine.

This room is the sitting room of the house. It has nothing of interest.

U1: Balcony

This balcony overlooks the main hall and leads to the rooms on the upper floor.

U2: Private Sitting Room

A plush chair, a table, a small bookshelf and a small cabinet full of high quality wine and spirits are all that is in this room. A half open window lets in a cool breeze.

This is Cuamis Denzheim's private sitting room. There is nothing of interest here.

U3: Master Bedroom

A large bed and a trunk dominate this room. There is also a small bedside table as wardrobe present.

This is the master bedroom. The bed is unmade and the trunk and wardrobe is empty.

U4: Treasure Room

This small room contains a number of chests and cabinets. All are open and empty.

This is Cuamis Denzheim's strongroom. Normally the door is locked, but it has been totally cleaned out when Cuamis Denzheim left.

U5: Guest Room

This room has a small bed and a bedside table. The bed looks comfortable but not luxurious.

This is one of the guest rooms. A **Search** check (DC 20) will reveal that it has been used recently and the PCs will discover a small piece of parchment (**Player handout 1**) behind the bed where it appears to have fallen.

U6: Guest Room

This room has a small bed and a bedside table. The bed looks comfortable but not luxurious.

This is one of the guest rooms. A **Search** check (DC 20) will show that it has been used recently.

B1: Basement Warehouse

This large area is bare except for a couple of empty crates and a large set of double doors

This is where Cuamis Denzheim stores the furs. A DC 20 search check will reveal two sets of wagon tracks leading out. A DC 20 survival check and the track feat will allow a PC to follow them until they hit the road, where the mud makes it a DC 10 search check to follow.

B2: Laboratory

This half of the basement contains a number of tables with strange symbols and dried blood covering them. Glass beakers and other alchemical equipment are scattered all around. In the right hand corner is a large cage. It is empty and the doors are open. In the left hand corner there is a curtained area

This is where the Iuzian priest experimented on the Vosserkatz. Eventually he succeeded in infusing fiendish blood into them and corrupting their very nature. An Iuz-Corrupted Vosserkatz can grow much larger than normal Vosserkatz and show an ability to detect members of the Vossers clan. Their reaction to Vossers is one of insane hatred. He has left some of them as a surprise for the party.

The cage was where the Vosserkatz were kept and behind the curtain is an altar to Iuz and the insane

Calanor. Proceed to **Encounter Eight** if the curtain is investigated.

As the PCs enter the laboratory have them make a **Spot** Check vs. Vosserkatz **Hide** check to avoid being surprised by the Fiendish Vosserkatz.

Creatures:

APL 2 (EL 3)

☛ Iuz corrupted, Fiendish Vosserkatz (3): hp 6, 5, 4; see *Appendix 1*

APL 4 (EL 5)

☛ Iuz corrupted, Advanced Fiendish Vosserkatz (2): hp 26, 25; see *Appendix 1*

APL 6 (EL 7)

☛ Iuz corrupted, Advanced Fiendish Vosserkatz (2): hp 60, 59; see *Appendix 1*

APL 8 (EL 9)

☛ Iuz corrupted Advanced Fiendish Vosserkatz (4): hp 60, 59, 59, 58; see *Appendix 1*

APL 10 (EL 11)

☛ Iuz corrupted Advanced Fiendish Vosserkatz (4): hp 86, 85, 85, 84; see *Appendix 1*

APL 12 (EL 13)

☛ Iuz corrupted Advanced Fiendish Vosserkatz (8): hp 87, 86, 86, 85, 85, 84, 84, 83; see *Appendix 1*

Tactics: Normally, Vosserkatz can sense a member of the Vossers clan and bond to them. In the evil manipulations performed, this Vossersense was corrupted and turned to hatred.

If there are no Vossers present the Vosserkatz will attack the nearest PC.

If there are members of the Vossers clan present, the Vosserkatz will attack the nearest.

Development: If the PCs investigate the curtain then proceed to **Encounter Eight**.

If the PCs follow the wagon tracks then proceed to **Encounter Nine**.

Encounter Eight

When the party looks behind the curtained area they see Calanor sitting there playing with some Vosserkatz bones. In an act of malice and as an example to others of why not to act against the Dark Wave (even unintentionally), the priests of Iuz have tortured him

until they destroyed his mind. A *greater restoration, heal, miracle, limited wish or wish* is needed to restore his mind

Read or paraphrase:

You look around the curtain and see a small table with a grinning skull carved into it and Calanor. He appears to be playing with some white stones in an almost child like way. Looking closer you realise that they are not stones by bones. Small animal bones! He has appeared to have made a path with the skulls and is using a thighbone as a cart or horse that's travelling up the path. "All Roads lead to Him and the skulls of those that resist will pave it." He appears to be raving but then looks up and sees the party. "Would you like to play?"

A **Knowledge (Religion)** check (DC 15) will inform the party that the table is an altar dedicated to Iuz.

If the party ask any questions they will only get the following mumbling unless they play with him.

"All Roads lead to Him and the skulls of those that resist will pave it."

"He sees all and he is watching!"

"All things are his to play with!"

"He wants his mummy, so she is coming back!"

"Have you seen the road? It will go everywhere!"

If the party plays with him then he will tell them that:

"The others took all the boxes. They are going over the mountains to play hide and seek with the elves." He points towards the doors and the wagon tracks.

If the PCs have access to a *greater restoration, heal, miracle, limited wish or wish*, then they can restore his mind and he will tell them the information needed. He will also give them the enemy breakdown, including the fact that one of them is a mounted combat expert (but he does not know about the griffon).

If the party wants to kill Calanor, then he does not resist and a single blow will accomplish the job. Of course killing an innocent, defenceless opponent may have consequences on alignment and should be considered an evil act.

Development: Once the tracks are pointed out, the party will have no problems following them **Search** check (DC 10). They can choose to take Calanor with them or leave him here to play and come back for him.

If they take him with them he will neither help nor hinder the party, and unless the party specifically state that he is in the middle of the group he will be outside any area effect spells.

If they do have him in the middle, then he only has 12 hit points and a reflex save of +3; and may die.

Encounter Nine

While the road that leads to the Northern Vesve (via the gullies of the Sepia Uplands) is not well travelled, recent rain has made the wagon tracks easy to follow. It appears that the occupants are more interested in speed than stealth. Currently, they are passing through a forested area. An area that is devoid of the normal forest sounds.

While it may seem that this is an ambush, it is not. The forest is quiet because of the griffon and his rider (the agent of the boneshadows).

Because of the trees, the encounter distance to spot or hear the wagons is increased.

A **Spot** and **Listen** check (DC 30) is required at 100 feet from the wagons. If the check fails, repeat the checks at 80, 60, 40 & 20 feet. The DC is **decreased by 2 for every 10 feet** closer the party gets to the wagon (DC 26, 22, 18 & 14 respectively). If no one makes the checks by the 20-foot mark, then they have ran straight into the rear of the wagons (which may or may not result in an ambush depending on the success of the Dark Waves checks.)

The Dark Wave monk and wizard also make checks to see or hear the party approach. The DC will be the **Move Silently** or **Hide** result + 2 per 10 feet.

To spot the agent of the Boneshadows mounted on the flying mount requires an opposed **Spot/Hide** check of party vs. boneshadow agent.

The agent of the Boneshadows also makes a **Spot** check (DC -PCs lowest **Hide** result + 10) to see the party approach.

Ranholm and a trusted employee are driving the wagons. They will do nothing to aid the Dark Waves and hide in the bushes until the battle is over.

Creatures:

APL 2 (EL 5)

➤ **Hippogriff:** hp 25; see *Appendix X*

➤ **Daminis, Agent of the Boneshadows:** Male human Ftr2; hp 18; see *Appendix 1*

➤ **Krensar, Dark Wave Wizard:** Male human Wiz1; hp 10; see *Appendix 1*

➤ **Alatera, Dark Wave Monk:** Female human Mnk1; hp 9; see *Appendix 1*

APL 4 (EL 7)

➤ **Griffon:** hp 59; see *Appendix 1*.

- **Daminis, Agent of the Boneshadows:** Male human Ftr4; hp 31; see *Appendix 1*
- **Krensar, Dark Wave Wizard:** Male human Wiz2; hp 16; see *Appendix 1*
- **Alatera, Dark Wave Monk:** Female human Mnk2; hp 15; see *Appendix 1*.

APL 6 (EL 9)

- **Griffon:** hp 59; see *Appendix 1*.
- **Daminis, Agent of the Boneshadows:** Male human Ftr6; hp 44; see *Appendix 1*
- **Krensar, Dark Wave Wizard:** Male human Wiz5; hp 32; see *Appendix 1*
- **Alatera, Dark Wave Monk:** Female human Mnk5; hp 43; see *Appendix 1*

APL 8 (EL 11)

- **Advanced Fiendish Griffon:** hp 77; see *Appendix 1*
- **Daminis, Agent of the Boneshadows:** Male human Ftr8; hp 65; see *Appendix 1*
- **Krensar, Dark Wave Wizard:** Male human Wiz7; hp 43; see *Appendix 1*
- **Alatera, Dark Wave Monk:** Female human Mnk7; hp 57; see *Appendix 1*.

APL 10 (EL 13)

- **Advanced Fiendish Griffon:** hp 128; see *Appendix 1*
- **Daminis, Agent of the Boneshadows:** Male human Ftr10; hp 80; see *Appendix 1*
- **Krensar, Dark Wave Wizard:** Male human Wiz9; hp 54; see *Appendix 1*
- **Alatera, Dark Wave Monk:** Female human Mnk9; hp 71; see *Appendix 1*.

APL 12 (EL 15)

- **Advanced Fiendish Griffon:** hp 128; see *Appendix 1*
- **Daminis, Agent of the Boneshadows:** Male human Ftr113; hp 102; see *Appendix 1*
- **Krensar, Dark Wave Wizard:** Male human Wiz11; hp 65; see *Appendix 1*
- **Alatera, Dark Wave Monk:** Female human Mnk10; hp 78; see *Appendix 1*

Tactics: At APL 2 and 4 the wizard will use his spell to concentrate on a single PC, aiming first at other spell casters, then frontline fighters. The monk will also concentrate on the same target as the Wizard.

At APL 6-12 the wizard will begin with his area effect spells. If the monk is in such a position that she will get caught in the blast, he will trust her ability to evade the effects (*evasion* feat). The monk will concentrate her attacks on any PCs that have been damaged by the

wizard's spells. Once the wizard has used all his prepared area spells, he will start concentrating spells onto the monk's current target or using his neutralization spells (*web* etc) if the situation warrants it.

Daminis will target mounted PCs. If there are any flying mounted PCs they will be first priority. The second priority will be any land mounted PCs with skills in mounted combat. After that he will concentrate on spell casters and the monk's target, as the situation requires. At APL 6+ he will use the lance of the last rider to dismount PCs and the griffon will follow up with a bite attack to the mount once the rider has been pushed off.

Treasure:

APL 2—loot (205.5 gp), *Lance +1-* (192.5 gp), *Broach of Shielding-* (125 gp), 6x *Potion Cure Light Wounds-* (25 gp)

APL 4—loot (79.5 gp), *Lance +1-* (192.5 gp), *Full Plate +1-* (221 gp), *Broach of Shielding-* (125 gp), *Bracers of Armor +1-* (83 gp), 6x *Potion Cure Light Wounds-* (25 gp)

APL 6—loot (79.5 gp), *Lance of the last rider-* (692.5 gp), *Full Plate +1-* (221 gp), *Broach of Shielding-* (125 gp), *Bracers of Armor +1-* (83 gp), 6x *Potion Cure Light Wounds-* (25 gp)

APL 8—loot (71 gp), *Lance of the last rider-* (692.5 gp), *Full Plate +1-* (221 gp), *Heavy Wood Shield +1-* (96 gp), *Studded Leather Barding +1-* (104 gp), *Broach of Shielding-* (125 gp), *Bracers of Armor +2-* (333.5 gp), 6x *Potion Cure Light Wounds-* (25 gp)

APL 10—loot (71 gp), *Lance of the last rider-* (692 gp), *Full Plate +1-* (221 gp), *Heavy Wood Shield +1-* (96 gp), *Studded Leather Barding +1-* (104 gp), *Broach of Shielding-* (125 gp), *Amulet of Mighty Fists-* (500 gp), *Bracers of Armor +3-* (750 gp), 4x *Potion Cure Moderate Wounds-* (100 gp)

APL 12—loot (71 gp), *Lance of the last rider-* (692 gp), *Full Plate +2-* (470 gp), *Heavy Wood Shield +1-* (96 gp), *Studded Leather Barding +2-* (354 gp), *Broach of Shielding-* (125 gp), *Amulet of Mighty Fists +1-* (500 gp), *Bracers of Armor +4-* (1333 gp), 6x *Potion Cure Moderate Wounds-* (150 gp)

Development: Ranholm will then come out of hiding and tell the party about his son. If they found and followed the tracks and did not go into the house, allow them to return now and complete encounters seven and eight.

If they have already found Calanor then they can tell his father what happened.

The wagons contain the goods being sold, but the Traft council claims these as evidence. However both Dark Wavers are wearing Vosserkatz cloaks that the PCs may claim.

Conclusion

Assuming success stopping the wagons:

With the last wagonload stopped, you cannot help but wonder how many of those poor animals gave their lives to assist Iuz with his evil schemes. Well, one thing's for certain, if they were not already against him, there is now at least one clan in Perrenland that will stand against Old Wicked no matter what the cost. It does not pay to wake the sleeping Lion (or in this case Vosserkatz)! In the meantime, you are left to ponder what the future may hold, particularly what new terrible scheme The Dark Wave Crime Syndicate will attempt to unleash upon Perrenland and her surrounding regions.

The wagon and its goods are taken as evidence by the authorities, but the PCs can keep the gear belonging to the Dark Wave and the agent of the Boneshadows. If Daminis survived, then he is also taken, but unfortunately before he can be questioned, he is found dead. His body just spontaneously ignited while in a holding cell. The Pfalzgraf of the Vosser clan was officially informed of the incident. His official response remains unknown.

Cuamis Denzheim was not with the wagons and does not return to Traft. The authorities seize his shop and the Rechter awards it to Ranholm Galgamire as kopprijs. Ranholm renames it Calanor's and stops the trade in Vosserkatz fur.

Ranholm Galgamire is grateful for the rescue and rewards the PCs with his favour, unless the players killed or let Calanor die, then his grieving father will blame them and they will earn his Ire.

The End

Experience Point Summary

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

Encounter One

Experience objective Peacefully resolve street fight.

APL2 20 xp; APL4 30 xp; APL6 45 xp;
APL8 55 xp; APL10 70 xp; APL12 100 xp

Encounter Two

Experience objective Defeat Dark Wave assassins

APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Seven

Experience objective Defeat Iuz-corrupted Vosserkatz

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 270 xp; APL10 330 xp; APL12 390 xp

Encounter Nine

Experience objective Stop Caravan

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp

Discretionary roleplaying award

APL2 70 xp; APL4 105 xp; APL6 135 xp;
APL8 170 xp; APL10 200 xp; APL12 215 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Three: Dark Waves Assassin

APL 2: L: 0 gp; C: 0 gp; M: 25 gp
APL 4: L: 0 gp; C: 0 gp; M: 25 gp
APL 6: L: 0 gp; C: 0 gp; M: 25 gp
APL 8: L: 0 gp; C: 0 gp; M: 75 gp
APL 10: L: 0 gp; C: 0 gp; M: 75 gp
APL 12: L: 0 gp; C: 0 gp; M: 75 gp

Encounter Nine: Caravan guards

APL 2: L: 205.5 gp; C: 0 gp; M: 342.5 gp
APL 4: L: 79.5 gp; C: 0 gp; M: 646.5 gp
APL 6: L: 79.5 gp; C: 0 gp; M: 1146.5 gp
APL 8: L: 71 gp; C: 0 gp; M: 1592 gp
APL 10: L: 71 gp; C: 0 gp; M: 2588 gp
APL 12: L: 71 gp; C: 200 gp; M: 3127 gp

Total Possible Treasure

APL 2: L: 197.5 gp; C: 0 gp; M: 367.5 gp - Total: 565 gp
APL 4: L: 79.5 gp; C: 0 gp; M: 671.5 gp - Total: 751 gp
APL 6: L: 79.5 gp; C: 0 gp; M: 1171.5 gp - Total: 1251 gp
APL 8: L: 71 gp; C: 0 gp; M: 1667 gp - Total: 1738 gp
APL 10: L: 71 gp; C: 0 gp; M: 2663 gp - Total: 2734 gp
APL 12: L: 71 gp; C: 200 gp; M: 3202 gp - Total: 3473 gp

Special

Vosserkat Cloak: This fine cloak counts as a masterwork tool for hiding, giving a +2 circumstance bonus to the check. Possession of a cloak shifts all Vosser reactions to unfriendly and gives a -4 circumstance penalty to charisma-based checks. These penalties are increased to -6 if the wearer of the cloak is also a member of the Vosser clan. Wearing the cloak will cause members of the Roodberg clan to admire the wearer, shifting the Roodberg reaction by one category in the positive

direction (unfriendly to indifferent etc), and giving +4 circumstance bonus to charisma based checks.

Market Price: 250 gp; *Weight:* 1 lb.

Favour of Ranholm Galgamire: As a favour for rescuing his son, the PC gains regional access to the magical items being sold at Denzheim's, which is now called Calanor's. (Items marked with an *) Cross off the Adventure access to Denzheim's magic items on AR. The PCs also get a one-time discount of 20% on a single item from this list. Cross off this favour when used.

Ire of Ranholm Galgamire: Because of the death of his son, which the Ranholm blames (rightly or wrongly), you for all life style costs and item purchases in Traft costs an extra 25% for one calendar year. Cross off regional access for Denzheim's magic items on AR. (Marked with an *)

Items for the Adventure Record

Item Access

APL 2:

Vosserkat Cloak (Adventure, See AR)

Broach of Shielding (Adventure, DMG)

APL 4: (plus APL 2 items)

*Choker of eloquence (lesser) (Adventure/Regional, 6,000 gp, A&EG)

*Boots of the Winterland (Adventure/Regional DMG)

APL 6: (plus APL 2 & 4 items)

*Choker of eloquence (greater) (Adventure/Regional, 24,000 gp, A&EG)

Lance of the Last Rider (Adventure, CW)

APL 8: APL 2, 4 & 6 Items

*Boots of levitation (Adventure/Regional DMG)

Bracers of Armor +2 (Adventure, DMG)

APL 10: APL 2, 4, 6 & 8 Items

Bracers +3 (Adventure, DMG)

Amulet of Mighty Fists +1 (Adventure, DMG)

APL 12: APL 2, 4, 6, 8 & 10 Items

Full Plate +2 (Adventure, DMG)

Large Studded Leather Barding +2 (Adventure, DMG)

Appendix One: NPC and Monsters

Encounter 3

APL 2

Ferna: female, human Mnk2; CR 2 Medium-sized humanoid (human); HD 2d8+ 2; hp 15; Init +7; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6/20, unarmed strike); Full Atk +2 melee (1d6/20, Unarmed strike), or Atk o/o melee (1d6/20, flurry of blows); SA flurry of blows, unarmed strike; SQ AC bonus, evasion; AL LE; SV Fort +4, Ref +6, Will +5; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +5, Escape Artist +5, Hide +8, Jump +3, Listen +4, Move Silently +8, Spot +4, Tumble +8; Combat Reflexes, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: 3x *Potion of Cure Light Wounds*.

Genna: female, human Mnk2; CR 2 Medium-sized humanoid (human); HD 2d8+ 2; hp 15; Init +7; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6/20, unarmed strike); Full Atk +2 melee (1d6/20, Unarmed strike), or Atk o/o melee (1d6/20, flurry of blows); SA flurry of blows, unarmed strike; SQ AC bonus, evasion; AL LN; SV Fort +4, Ref +6, Will +5; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +5, Escape Artist +5, Hide +8, Jump +3, Listen +4, Move Silently +8, Spot +4, Tumble +8; Combat Reflexes, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: 3x *Potion of Cure Light Wounds*.

Krensar: Male Human Wizi; CR 1; Medium-size humanoid (human); HD 1d4+6; hp 10; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp -1; Atk -1 melee (1d6-1/x2, quarterstaff) or +1 ranged (1d8/19-20 x2, light crossbow); Full Atk -1 melee (1d6-1/x2, quarterstaff) or +1 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Listen +3, Sense Motive +3, Spot +3; Combat Casting, Toughness.

Spells Prepared (3/2 base DC = 13 + spell level): o-[Daze, detect magic, ray of frost]; 1st-[Color spray, mage armor].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

APL 4

Ferna: female, human Mnk3/Rogr; CR 4 Medium-sized humanoid (human); HD 3d8+1d6+4; hp 26; Init +7; Spd 40 ft.; AC 19 (20), touch 15 (16), flat-footed 16 (Dodge); Base Atk +2; Grp +3; Atk +3 melee (1d6/20, unarmed strike); Full Atk +3 melee (1d6/20, Unarmed strike), or Atk+1/+1 melee (1d6/20, flurry of blows); SA flurry of blows, sneak attack +1d6, unarmed strike; SQ AC bonus, evasion, fast movement, still mind, trap finding; AL LE; SV Fort +4, Ref +8, Will +5; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +6, Disable Device +1, Escape Artist +7, Hide +10, Jump +3, Listen +5, Move Silently +10, Open Lock +4, Spot +6, Tumble +10; Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~*Potion of Mage Armor*~~, 3x *Potion of Cure Light Wounds*.

Genna: female, human Mnk3/Rogr; CR 4 Medium-sized humanoid (human); HD 3d8+1d6+4; hp 26; Init +7; Spd 40 ft.; AC 19 (20), touch 15 (16), flat-footed 16 (Dodge); Base Atk +2; Grp +3; Atk +3 melee (1d6/20, unarmed strike); Full Atk +3 melee (1d6/20, Unarmed strike), or Atk+1/+1 melee (1d6/20, flurry of blows); SA flurry of blows, sneak attack +1d6, unarmed strike; SQ AC bonus, evasion, fast movement, still mind, trap finding; AL LN; SV Fort +4, Ref +8, Will +5; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +6, Disable Device +1, Escape Artist +7, Hide +10, Jump +3, Listen +5, Move Silently +10, Open Lock +4, Spot +6, Tumble +10; Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~*Potion of Mage Armor*~~, 3x *Potion of Cure Light Wounds*.

Krensar: Male Human Wiz2; CR 2; Medium-size humanoid (human); HD 2d4+9; hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +1; Grp+0; Atk +0 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d8/19-20 x2, light crossbow); Full Atk +0 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +3, Ref +1, Will +6; Str 8, Dex 12, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Listen +3, Move Silently +2, Sense Motive +3, Spot +3; Combat Casting, Toughness.

Spells Prepared (4/3 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, magic missile, mage armor].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

APL 6

Ferna: female, human Mnk4/Rog2; CR 6 Medium-sized humanoid (human); HD 4d8+2d6+6; hp 37; Init +7; Spd 40 ft.; AC 19 (20), touch 15 (16), flat-footed 16 (Dodge); Base Atk +4; Grp +5; Atk +5 melee (1d8/20, unarmed strike); Full Atk +5 melee (1d8/20, Unarmed strike), or Atk +3/+3 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +1d6, unarmed strike; SQ AC bonus, evasion, fast movement, still mind, slow fall 20 ft., trap finding; AL LE; SV Fort +5, Ref +10, Will +6; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +6, Disable Device +2, Escape Artist +9, Hide +12, Jump +3, Listen +7, Move Silently +12, Open Lock +5, Spot +7, Tumble +12; Arterial Strike, Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~*Potion of Mage Armor*~~, 3x *Potion of Cure Light Wounds*.

Genna: female, human Mnk4/Rog2; CR 6 Medium-sized humanoid (human); HD 4d8+2d6+6; hp 37; Init +7; Spd 40 ft.; AC 19 (20), touch 15 (16), flat-footed 16 (Dodge); Base Atk +4; Grp +5; Atk +5 melee (1d8/20, unarmed strike); Full Atk +5 melee (1d8/20, Unarmed strike), or Atk +3/+3 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +1d6, unarmed strike; SQ AC bonus, evasion, fast movement, still mind, slow fall 20 ft., trap finding; AL LN; SV Fort +5, Ref +10, Will +6; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +6, Disable Device +2, Escape Artist +9, Hide +12, Jump +3, Listen +7, Move Silently +12, Open Lock +5, Spot +7, Tumble +12; Arterial Strike, Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~*Potion of Mage Armor*~~, 3x *Potion of Cure Light Wounds*.

Krensar: Male Human Wiz5; CR 5; Medium-size humanoid (human); HD 5d4+18; hp 32; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp+1; Atk +1 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d8/19-20 x2, light crossbow); Full Atk +1 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +4, Ref +2, Will +7; Str 8, Dex 12, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Listen +3, Move Silently +3, Sense Motive +5, Spot +3; Combat Casting, Improved Initiative, Toughness.

Spells Prepared (4/4/3/2 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, magic missile, mage armor]; 2nd-[False life, scorching ray, web]; 3rd-[Fireball, fly].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

APL 8

Ferna: female, human Mnk5/Rog3; CR 8 Medium-sized humanoid (human); HD 5d8+3d6+8; hp 48; Init +8; Spd 40 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +5; Grp +6; Atk +6 melee (1d8/20, unarmed strike); Full Atk +6 melee (1d8/20, Unarmed strike), or Atk +4/+4 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +2d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 20 ft., trap finding, trap sense+1; AL LE; SV Fort +6, Ref +11, Will +7; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +7, Disable Device +9, Escape Artist +11, Hide +14, Jump +4, Listen +8, Move Silently +14, Open Lock +6, Spot +8, Tumble +14; Arterial Strike, Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Genna: female, human **Mnk5/Rog3**; CR 8 Medium-sized humanoid (human); HD 5d8+3d6+8; hp 48; Init +8; Spd 40 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +5; Grp +6; Atk +6 melee (1d8/20, unarmed strike); Full Atk +6 melee (1d8/20, Unarmed strike), or Atk +4/+4 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +2d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 20 ft., trap finding, trap sense+1; AL LN; SV Fort +6, Ref +11, Will +7; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +7, Disable Device +9, Escape Artist +11, Hide +14, Jump +4, Listen +8, Move Silently +14, Open Lock +6, Spot +8, Tumble +14; Arterial Strike, Combat Reflexes, Dodge, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Krensar: Male Human Wiz7; CR 7; Medium-size humanoid (human); HD 7d4+24; hp 43; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 14); Base Atk +3, Grp+2; Atk +2 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +2 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +5, Ref +3, Will +8; Str 8, Dex 12, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Listen +3, Move Silently +5, Sense Motive +5, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Toughness.

Spells Prepared (4/5/4/3/1 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (2), web]; 3rd-[Fireball, fly, slow]; 4th-[Dimension Door].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

APL 10

Ferna: female, human **Mnk6/Rog4**; CR 10 Medium-sized humanoid (human); HD 6d8+4d6+10; hp 59; Init +8; Spd 50 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +7; Grp +8; Atk +9 melee

(1d8/20, unarmed strike); Full Atk +9 melee (1d8/20, Unarmed strike), or Atk +7/+7 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +2d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 30 ft., trap finding, trap sense+1, uncanny dodge; AL LE; SV Fort +7, Ref +13, Will +8; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +8, Disable Device +10, Escape Artist +13, Hide +16, Jump +5, Listen +9, Move Silently +14, Open Lock +7, Spot +9, Tumble +16; Arterial Strike, Combat Reflexes, Dodge, Weapon Focus (Unarmed), Improved Initiative, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Genna: female, human **Mnk6/Rog4**; CR 10 Medium-sized humanoid (human); HD 6d8+4d6+10; hp 59; Init +8; Spd 50 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +7; Grp +8; Atk +9 melee (1d8/20, unarmed strike); Full Atk +9 melee (1d8/20, Unarmed strike), or Atk +7/+7 melee (1d8/20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +2d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 30 ft., trap finding, trap sense+1, uncanny dodge; AL LN; SV Fort +7, Ref +13, Will +8; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +8, Disable Device +10, Escape Artist +13, Hide +16, Jump +5, Listen +9, Move Silently +14, Open Lock +7, Spot +9, Tumble +16; Arterial Strike, Combat Reflexes, Dodge, Weapon Focus (Unarmed), Improved Initiative, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Krensar: Male Human Wiz9; CR 9; Medium-size humanoid (human); HD 9d4+30; hp 54; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BA/G +4/+3; Atk +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 12, Con 16, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Listen +3, Move Silently +6, Sense Motive +6, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Spells Prepared (4/5/5/4/3/1 base DC = 14 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (3), web]; 3rd-[Dispel magic, fireball, fly, slow]; 4th-[Enervation (2), greater invisibility]; 5th-[Teleport].

Possessions: Vossoerkatz Cloak, *Broach of shielding*, Quarterstaff, *Potion of Cure Moderate Wounds*.

APL 12

Ferna: female, human Mnk7/Rog5; CR 12 Medium-sized humanoid (human); HD 7d8+5d6+12; hp 70; Init +8; Spd 50 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +8; Grp +9; Atk +10 melee (1d8/19-20, unarmed strike); Full Atk +10 melee (1d8/19-20, Unarmed strike), or Atk +8/+9 melee (1d8/19-20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +3d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 30 ft., trap finding, trap sense+1, uncanny dodge, wholeness of body; AL LE; SV Fort +7, Ref +13, Will +8; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +9, Disable Device +11, Escape Artist +15, Hide +18, Jump +6, Listen +10, Move Silently +16, Open Lock +8, Spot +10, Tumble +18; Arterial Strike, Combat Reflexes, Dodge, Weapon Focus (Unarmed), Improved Critical (Unarmed), Improved Initiative, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Genna: female, human Mnk7/Rog5; CR 12 Medium-sized humanoid (human); HD 7d8+5d6+12; hp 70; Init +8; Spd 50 ft.; AC 21 (22), touch 17 (18), flat-footed 17 (Dodge); Base Atk +8; Grp +9; Atk +10 melee (1d8/19-20, unarmed strike); Full Atk +10 melee (1d8/19-20, Unarmed strike), or Atk +8/+9 melee (1d8/19-20, flurry of blows); SA flurry of blows, *ki* strike (magic), sneak attack +3d6, unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 30 ft., trap finding, trap sense+1,

uncanny dodge, wholeness of body; AL LN; SV Fort +7, Ref +13, Will +8; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +9, Disable Device +11, Escape Artist +15, Hide +18, Jump +6, Listen +10, Move Silently +16, Open Lock +8, Spot +10, Tumble +18; Arterial Strike, Combat Reflexes, Dodge, Weapon Focus (Unarmed), Improved Critical (Unarmed), Improved Initiative, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: ~~Potion of Mage Armor~~, 3x *Potion of Cure Light Wounds*, *Potion of Cure Moderate Wounds*.

Krensar: Male Human Wiz11; CR 11; Medium-size humanoid (human); HD 11d4+36; hp 65; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5, Grp +4; Atk +4 melee (1d6-1/x2, quarterstaff) or +6 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 melee (1d6-1/x2, quarterstaff) or +6 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +6, Ref +4, Will +10; Str 8, Dex 12, Con 16, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +17, Listen +3, Move Silently +7, Sense Motive +7, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Spells Prepared (4/5/5/5/4/2/1 base DC = 14 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (3), web]; 3rd-[Dispel magic, fireball (2), fly, slow]; 4th-[Enervation (2), greater invisibility, stonewall]; 5th-[Cone of cold, Teleport]; 6th-[Chain lightning].

Possessions: Vossoerkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Moderate Wounds*.

Encounter 7

APL 2

Iuz corrupted, Fiendish Vossoerkatz (3): CR 1; Small Magical Beast (Outsider); HD 1d8+1; hp 6, 5, 4; Init +7; Spd 30 ft.; AC 15, touch 14, flat-footed 12; Base Atk +1; Grp -3; Atk +5 melee (1d3, claw); Full Atk +5/+5 melee (1d3, 2 claws) and 0 melee (1d4, bite); Space/Reach 5ft./5ft.; SA Improved grab, pounce, rake 1d3, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 6,

vossersense; AL CE; SV Fort +3, Ref +5, Will +1; Str 10, Dex 17, Con 13; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +5, Hide +9*, Jump +7, Listen +2, Move Silently +7*, Spot +2; Improved Initiative, Weapon Finesse (B).

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+5 melee) with its hind legs for 1d3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +1 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossler clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a +2 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

APL 4

Advanced Iuz corrupted, Fiendish Vosserkatz (2): CR 3; Medium Magical Beast (Outsider); HD 4d8+8; hp 26, 25; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +5; Atk +9 melee (1d4+2, claw); Full Atk +5/+5 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite); Space/Reach 5ft./5ft.; SA Improved grab, pounce, rake 1d4+1, smite good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 9, vossersense; AL CE; SV Fort +5, Ref +7, Will +2; Str 14, Dex 15, Con 15; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb 9, Hide +9*, Jump +11, Listen +4, Move Silently +9*, Spot +6; Alertness, Improved Initiative, Weapon Finesse (B).

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+9 melee) with its hind legs for 1d4+2 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +4 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossler clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a +2 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

APL 6

Advanced Iuz corrupted, Fiendish Vosserkatz (2): CR 5; Large Magical Beast (Outsider); HD 7d8+28; hp 60, 59; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +11; Grp +15; Atk +15 melee (1d8+6, claw); Full Atk +11/+11 melee (1d8+6, 2 claws) and +6 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA Improved grab, pounce, rake 1d8+3, smite good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 12, vossersense; AL CE; SV Fort +9, Ref +6, Will +3; Str 22, Dex 13, Con 19; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +4*, Jump +16, Listen +10, Move Silently +8*, Spot +6; Alertness, Improved Initiative, Improved natural attack (Claw), Weapon Finesse (B).

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+11 melee) with its hind legs for 1d8+3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +7 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossler clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a +6 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

APL 8

Advanced Iuz corrupted, Fiendish Vosserkatz (4): CR 5; Large Magical Beast (Outsider); HD 7d8+28; hp 60, 59; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +11; Grp +15; Atk +15 melee

(1d8+6, claw); Full Atk +11/+11 melee (1d8+6, 2 claws) and +6 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA Improved grab, pounce, rake 1d8+3, smite good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 12, vossersense; AL CE; SV Fort +9, Ref +6, Will +3; Str 22, Dex 13, Con 19; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +4*, Jump +16, Listen +10, Move Silently +8*, Spot +6; Alertness, Improved Initiative, Improved natural attack (Claw), Weapon Finesse (B).

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+11 melee) with its hind legs for 1d8+3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +7 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossers clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a 26 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

APL 10

Advanced Iuz corrupted, Fiendish Vosserkatz (4): CR 7; Large Magical Beast (Outsider); HD 10d8+40; hp 86, 85, 85, 84; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 11; Base Atk +7; Grp +17; Atk +14 melee (1d8+6, claw); Full Atk +14/+14 melee (1d8+6, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA Improved grab, pounce, rake 1d8+3, smite good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, scent, spell resistance 15, vossersense; AL CE; SV Fort +11, Ref +9, Will +4; Str 22, Dex 14, Con 19; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +5*, Jump +16, Listen +10, Move Silently +9*, Spot +6; Alertness, Improved Initiative, Improved natural attack (Claw), Weapon Finesse (B)

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+14 melee) with its hind legs for 1d8+3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +10 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossers clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a +2 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

APL 12

Advanced Iuz corrupted, Fiendish Vosserkatz (8): CR 7; Large Magical Beast (Outsider); HD 10d8+40; hp 86, 85, 85, 84; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 11; Base Atk +7; Grp +17; Atk +14 melee (1d8+6, claw); Full Atk +14/+14 melee (1d8+6, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA Improved grab, pounce, rake 1d8+3, smite good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, scent, spell resistance 15, vossersense; AL CE; SV Fort +11, Ref +9, Will +4; Str 22, Dex 14, Con 19; Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +5*, Jump +16, Listen +10, Move Silently +9*, Spot +6; Alertness, Improved Initiative, Improved natural attack (Claw), Weapon Finesse (B)

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets hold it can rake.

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Vosserkatz that gets a hold can make two raking attacks (+14 melee) with its hind legs for 1d8+3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Vosserkatz can make a normal melee attack to deal extra damage equal to +10 against a good foe.

Vossersense (Sp): The corruption of the Vosserkatz bonding ability has given them the ability to sense a member of the Vossers clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: *Vosserkatz gain a +2 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.

Encounter 9

APL 2

Hippogriff: CR 2; Large magical beast; HD 3d10+9; hp 25; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 15; Base Atk +3; Grp +11; Atk +6 melee (1d4+4, claw); Full Atk +6/+6 melee (1d4+4, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10ft./5ft.; SA -; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16; Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8*; Dodge, Wingover.

Skills: *Hippogriffs gain a +4 racial bonus to Spot checks.

Possessions: Studded leather Barding.

Daminis: Male Human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +2, Grp +5; Atk +7 melee (1d8+5/x2, *lance+1*) or +2 ranged (1d8/x3, composite longbow); Full Atk +7 melee (1d8+5/x2, *lance+1*) or +2 ranged (1d8/x3, composite longbow); AL CE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 10, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +2, Handle Animal +2, Hide +4, Intimidate +5, Ride +5; Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (lance).

Possessions: *Lance +1*, Full plate, Heavy Wood shield, Composite longbow, Vosserkatz cloak, 2x *Potion of Cure Light Wounds*, 20 Arrows.

Krensar: Male Human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+6; hp 10; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp -1; Atk -1 melee (1d6-1/x2, quarterstaff) or +1 ranged (1d8/19-20 x2, light crossbow); Full Atk -1 melee (1d6-1/x2, quarterstaff) or +1 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Listen +3, Sense Motive +3, Spot +3; Combat Casting, Toughness.

Spells Prepared (3/2 base DC = 13 + spell level): o-[Daze, detect magic, ray of frost]; 1st-[Color spray, mage armor].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

Alatera: female, human Mnk1; CR 1 Medium-sized humanoid (human); HD 1d8+1; hp 9; Init +7; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/20, unarmed strike); Full Atk

+1 melee (1d6+1/20, Unarmed strike), or Atk -1/-1 melee (1d6+1/20, flurry of blows); SA flurry of blows, unarmed strike; SQ AC bonus, evasion; AL LN; SV Fort +3, Ref +5, Will +4; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +4, Escape Artist +4, Hide +7, Jump +2, Listen +3, Move Silently +7, Spot +3, Tumble +7; Combat Reflexes, Improved Initiative, Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, 2x *Potion of Cure Light Wounds*.

APL 4

Griffon: CR 4; Large Magical Beast; HD 7d10+21; hp 59; Init +2; Spd 30 ft., fly 80 ft.; AC 20, touch 11, flat-footed 18; Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws) and; Space/Reach 10ft./5ft.; SA pounce, rake 1d6+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16; Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +7*, Listen +6, Spot +10*; Iron Will, Multiattack, Weapon Focus (Bite).

Pounce (Ex): If a Griffon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Griffon that gets a hold can make two raking attacks (+8 melee) with its hind legs for 1d6+2 damage each. If the Griffon pounces on an opponent, it can also rake.

Skills: *Griffons gain a +4 racial bonus to Jump and Spot checks.

Possessions: Studded leather Barding.

Daminis: Male Human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 31; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21; Base Atk +4; Grp +8; Atk +10 melee (1d8+9/x2, *lance+1*) or +4 ranged (1d8/x3, composite longbow); Full Atk +10 melee (1d8+9/x2, *lance+1*) or +4 ranged (1d8/x3, composite longbow); AL CE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 10, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +3, Handle Animal +5, Hide +5, Intimidate +5, Ride +8; Cleave, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: *Lance +1*, *Full plate+1*, Heavy Wood shield, Composite longbow, Vosserkatz cloak, 2x *Potion of Cure Light Wounds*, 20 Arrows.

Krensar: Male Human Wizz; CR 2; Medium-size humanoid (human); HD 2d4+9; hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +1; Grp+0; Atk +0 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d8/19-20 x2, light crossbow); Full Atk +0 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +3, Ref +1, Will +6; Str 8, Dex 12, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Listen +3, Move Silently +2, Sense Motive +3, Spot +3; Combat Casting, Toughness.

Spells Prepared (4/3 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, magic missile, mage armor].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

Alatera: female, human Mnk2; CR 2 Medium-sized humanoid (human); HD 2d8+ 2; hp 15; Init +7; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/20, unarmed strike); Full Atk +2 melee (1d6+1/20, Unarmed strike), or Atk 0/0 melee (1d6+1/20, flurry of blows); SA flurry of blows, unarmed strike; SQ AC bonus, evasion; AL LN; SV Fort +4, Ref +6, Will +5; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +5, Escape Artist +5, Hide +8, Jump +3, Listen +4, Move Silently +8, Spot +4, Tumble +8; Combat Reflexes, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, *Bracers of Armor +1*, 2x *Potion of Cure Light Wounds*.

APL 6

Griffon: CR 4; Large Magical Beast; HD 7d10+21; hp 59; Init +2; Spd 30 ft., fly 80 ft.; AC 20, touch 11, flat-footed 18; Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws) and; Space/Reach 10ft./5ft.; SA pounce, rake 1d6+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16; Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +7*, Listen +6, Spot +10*; Iron Will, Multiattack, Weapon Focus (Bite).

Pounce (Ex): If a Griffon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Griffon that gets a hold can make two raking attacks (+8 melee) with its hind legs for

1d6+2 damage each. If the Griffon pounces on an opponent, it can also rake.

Skills: *Griffons gain a +4 racial bonus to Jump and Spot checks.

Possessions: Studded leather Barding.

Daminis: Male Human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 44; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21; Base Atk +6; Grp+10; Atk +12 melee (1d8+9/x2, *lance of the last rider*) or +6 ranged (1d8/x3, composite longbow); Full Atk +12/+6 melee (1d8+9/x2, *lance of the last rider*) or +6/+1 ranged (1d8/x3, composite longbow); AL CE; SV Fort +6, Ref +3, Will +1; Str 18, Dex 10, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Handle Animal +5, Hide +6, Intimidate +5, Ride +10, Sense Motive +0; Cleave, Combat Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: *Lance of the last rider*, Full plate+1, Heavy Wood shield, Composite longbow, Vosserkatz cloak, 2x *Potion of Cure Light Wounds*, 20 Arrows.

Krensar: Male Human Wizz5; CR 5; Medium-size humanoid (human); HD 5d4+18; hp 32; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp+1; Atk +1 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d8/19-20 x2, light crossbow); Full Atk +1 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +4, Ref +2, Will +7; Str 8, Dex 12, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Listen +3, Move Silently +3, Sense Motive +5, Spot +3; Combat Casting, Improved Initiative, Toughness.

Spells Prepared (4/4/3/2 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, magic missile, mage armor]; 2nd-[False life, scorching ray, web]; 3rd-[Fireball, fly].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

Alatera: female, human Mnk5; CR 5 Medium-sized humanoid (human); HD 5d8+ 10; hp 43; Init +7; Spd 40 ft.; AC 17 (18), touch 16 (18), flat-footed 14 (Dodge); Base Atk +3; Grp +4; Atk +4 melee (1d8+1/20, unarmed strike); Full Atk +4 melee (1d8+1/20, Unarmed strike), or Atk +3/+3 melee (1d8+1/20, flurry of blows); SA flurry of blows, *ki* strike (magic), unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 20 ft.; AL LE; SV Fort +5, Ref +7, Will +6; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +7, Escape Artist +7, Hide +9, Jump +4, Listen +5, Move Silently +8, Spot +5,

Tumble +20; Combat Reflexes, Improved Initiative, Deflect Arrow (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, *Bracers of Armor +1*, 2x *Potion of Cure Light Wounds*.

APL 8

Advanced Fiendish Griffon: CR 6; Large Magical Beast; HD 9d10+27; hp 77; Init +3; Spd 30 ft., fly 80 ft.; AC 22, touch 12, flat-footed 19; Base Atk +9; Grp +17; Atk +12 melee (3d6+4, bite); Full Atk +13 melee (3d6+4, bite) and +10/+10 melee (1d4+2, 2 claws) and; Space/Reach 10ft./5ft.; SA pounce, rake 1d6+2; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, scent, spell resistance 14, smite good; AL NE; SV Fort +9, Ref +9, Will +6; Str 18, Dex 16, Con 16; Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +10*, Listen +6, Spot +12*; Improved Natural Weapon (Bite), Iron Will, Multiattack, Weapon Focus (Bite).

Pounce (Ex): If a Griffon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Griffon that gets a hold can make two raking attacks (+10 melee) with its hind legs for 1d6+2 damage each. If the Griffon pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Griffon can make a normal melee attack to deal extra damage equal to +9 against a good foe.

Skills: *Griffons gain a +4 racial bonus to Jump and Spot checks.

Possessions: *Studded leather Barding+1*.

Daminis: Male Human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 65; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +8 Grp+12; Atk +14 melee (1d8+9/19-20x2, *lance of the last rider*) or +8 ranged (1d8/x3, composite longbow); Full Atk +14/+9 melee (1d8+9/19-20x2, *lance of the last rider*) or +8/+3 ranged (1d8/x3, composite longbow); AL CE; SV Fort +7, Ref +3, Will +1; Str 18, Dex 10, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Handle Animal +5, Hide +7, Intimidate +7, Ride +12, Sense Motive +1; Cleave, Combat Reflexes, Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: *Lance of the last rider*, *Full plate+1*, *Heavy wood shield +1*, Composite longbow,

Vosserkatz cloak, 2x *Potion of Cure Light Wounds*, 20 Arrows.

Krensar: Male Human Wiz7; CR 7; Medium-size humanoid (human); HD 7d4+24; hp 43; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 14); Base Atk +3, Grp+2; Atk +2 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +2 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +5, Ref +3, Will +8; Str 8, Dex 12, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Listen +3, Move Silently +5, Sense Motive +5, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Toughness.

Spells Prepared (4/5/4/3/1 base DC = 13 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (2), web]; 3rd-[Fireball, fly, slow]; 4th-[Greater invisibility].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Light Wounds*.

Alatera: female, human Mnk7; CR 7 Medium-sized humanoid (human); HD 7d8+ 14; hp 57; Init +7; Spd 50 ft.; AC 18 (19), touch 16 (17), flat-footed 15 (Dodge); Base Atk +5; Grp +6; Atk +6 melee (1d8+1/20, unarmed strike); Full Atk +6 melee (1d8+1/20, Unarmed strike), or Atk +5/+5 melee (1d8+1/20, flurry of blows); SA flurry of blows, *ki* strike (magic), unarmed strike; SQ AC bonus, evasion, fast movement, purity of body, still mind, slow fall 30 ft. wholeness of body; AL LE; SV Fort +6, Ref +8, Will +7; Str 12, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +7, Escape Artist +7, Hide +11, Jump +4, Listen +7, Move Silently +10, Spot +7, Tumble +14; Combat Reflexes, Dodge, Mobility, Improved Initiative, Deflect Arrow (B), Improved Trip (B) Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, *Bracers of Armor +2*, 2x *Potion of Cure Light Wounds*.

APL 10

Advanced Fiendish Griffon: CR 8; Huge Magical Beast; HD 12d10+60; hp 128; Init +2; Spd 30 ft., fly 80 ft.; AC 23, touch 10, flat-footed 21; Base Atk +12; Grp +28; Atk +18 melee (4d6+8, bite); Full Atk +19 melee (4d6+8, bite) and +16/+16 melee (1d6+4, 2 claws) and; Space/Reach 10ft./5ft.; SA pounce, rake 1d8+4; SQ Damage reduction 10/magic, darkvision 60 ft., low-

light vision, resistance to cold 10 and fire 10, scent, spell resistance 17, smite good; AL NE; SV Fort +12, Ref +9, Will +7; Str 27, Dex 14, Con 20; Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +16*, Listen +8, Spot +14*; Hover, Improved Natural Weapn (Bite), Iron Will, Multiattack, Weapon Focus (Bite).

Pounce (Ex): If a Griffon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Griffon that gets a hold can make two raking attacks (+12 melee) with its hind legs for 1d8+4 damage each. If the Griffon pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Griffon can make a normal melee attack to deal extra damage equal to +12 against a good foe.

Skills: *Griffons gain a +4 racial bonus to Jump and Spot checks.

Possessions: *Studded leather Barding* +1.

Daminis: Male Human Ftr10; CR 10; Medium-size humanoid (human); HD 10d10+20; hp 80; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +10, Grp +14; Atk +17 melee (1d8+9/19-20x2, *lance of the last rider*) or +10 ranged (1d8/x3, composite longbow); Full Atk +17/+12 melee (1d8+9/x2, *lance of the last rider*) or +10/+5 ranged (1d8/x3, composite longbow); AL CE; SV Fort +8, Ref +4, Will +4; Str 18, Dex 10, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Handle Animal +5, Hide +5, Intimidate +8, Knowledge (religion) +1, Ride +15, Sense Motive +2; Cleave, Combat Reflexes, Greater Weapon Focus (lance), Improved Critical (lance), Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: *Lance of the last rider*, *Full plate* +1, *Heavy wood shield* +1, Composite longbow, Vosserkatz cloak, 2x *Potion of Cure Moderate Wounds*, 20 Arrows.

Krensar: Male Human Wiz9; CR 9; Medium-size humanoid (human); HD 9d4+30; hp 54; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BA/G +4/+3; Atk +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 12, Con 16, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Listen +3, Move Silently +6, Sense Motive +6, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Spells Prepared (4/5/5/4/3/1 base DC = 14 + spell level): o-[Daze, detect magic, ray of frost (2)]; 1st-[Color

spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (3), web]; 3rd-[Dispel magic, fireball, fly, slow]; 4th-[Enervation (2), greater invisibility]; 5th-[Waves of fatigue].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, *Potion of Cure Moderate Wounds*.

Alatera: female, human Mnk9; CR 9 Medium-sized humanoid (human); HD 9d8+ 18; hp 71; Init +8; Spd 60 ft.; AC 20 (21), touch 16 (17), flat-footed 15 (Dodge); Base Atk +6; Grp +7; Atk +8 melee (1d10+2/20, unarmed strike); Full Atk +8/+3 melee (1d10+2/20, Unarmed strike), or Atk +8/+8/+3 melee (1d8+2/20, flurry of blows); SA flurry of blows, *ki* strike (magic), unarmed strike; SQ AC bonus, evasion, fast movement, improved evasion, purity of body, still mind, slow fall 40 ft. wholeness of body; AL LE; SV Fort +7, Ref +10, Will +8; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +9, Escape Artist +9, Hide +14, Jump +4, Listen +7, Move Silently +13, Spot +9, Tumble +17; Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, *Amulet of Might Fists* +1, *Bracers of Armor* +3, *Potion of Cure Moderate Wounds*.

APL 12

Advanced Fiendish Griffon: CR 8; Huge Magical Beast; HD 12d10+60; hp 128; Init +2; Spd 30 ft., fly 80 ft.; AC 24, touch 10, flat-footed 22; Base Atk +12; Grp +28; Atk +18 melee (4d6+8, bite); Full Atk +19 melee (4d6+8, bite) and +16/+16 melee (1d6+4, 2 claws) and; Space/Reach 10ft./5ft.; SA pounce, rake 1d8+4; SQ Damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, scent, spell resistance 17, smite good; AL NE; SV Fort +12, Ref +9, Will +7; Str 27, Dex 14, Con 20; Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +16*, Listen +8, Spot +14*; Hover, Improved Natural Weapn (Bite), Iron Will, Multiattack, Weapon Focus (Bite).

Pounce (Ex): If a Griffon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A Griffon that gets a hold can make two raking attacks (+12 melee) with its hind legs for

1d8+4 damage each. If the Griffon pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the fiendish Griffon can make a normal melee attack to deal extra damage equal to +12 against a good foe.

Skills: *Griffons gain a +4 racial bonus to Jump and Spot checks.

Possessions: *Studded leather Barding+2.*

Daminis: Male Human Ftr13; CR 13; Medium-size humanoid (human); HD 13d10+26; hp 102; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +13, Grp+17; Atk +20 melee (1d8+11/19-20x2, *lance of the last rider*) or +13 ranged (1d8/x3, composite longbow); Full Atk +20/+15/+10 melee (1d8+11/x2, *lance of the last rider*) or +13/+8/+3 ranged (1d8/x3, composite longbow); AL CE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 10, Con 14, Int 12, Wis 8, Cha 11.

Skills and Feats: Bluff +5, Diplomacy +4, Handle Animal +5, Hide +5, Intimidate +11, Knowledge (religion) +1, Ride +18, Sense Motive +4; Cleave, Combat Reflexes, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Hold The Line (CW), Improved Critical (lance), Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: *Lance of the last rider, Full plate+2, Heavy wood shield +1, Composite longbow, Vosserkatz cloak, 2x Potion of Cure Moderate Wounds, 20 Arrows, 200gp.*

Krensar: Male Human Wiz11; CR 11; Medium-size humanoid (human); HD 11d4+36; hp 65; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5, Grp+4; Atk +4 melee (1d6-1/x2, quarterstaff) or +6 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 melee (1d6-1/x2, quarterstaff) or +6 ranged (1d8/19-20 x2, light crossbow); SQ Spells; AL LE; SV Fort +6, Ref +4, Will +10; Str 8, Dex 12, Con 16, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +17, Listen +3, Move Silently +7, Sense Motive +7, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Spells Prepared (4/5/5/5/4/2/1 base DC = 14 + spell level): 0-[Daze, detect magic, ray of frost (2)]; 1st-[Color spray, expeditious retreat, ~~mage armor~~, magic missile (2)]; 2nd-[False life, scorching ray (3), web]; 3rd-[Dispel magic, fireball (2), fly, slow]; 4th-[Enervation (2), greater invisibility, stoneskin]; 5th-[Cone of cold, waves of fatigue]; 6th-[Chain lightning].

Possessions: Vosserkatz Cloak, *Broach of shielding*, Quarterstaff, 2x *Potion of Cure Moderate Wounds*.

Alatera: female, human Mnk10; CR 10 Medium-sized humanoid (human); HD 10d8+ 20; hp 78; Init +8; Spd 60 ft.; AC 21 (22), touch 17 (18), flat-footed 16 (Dodge); Base Atk +7; Grp +8; Atk +9 melee (1d10+2/20, unarmed strike); Full Atk +9/+4 melee (1d10+2/20, Unarmed strike), or Atk +9/+9/+4 melee (1d10+2/20, flurry of blows); SA flurry of blows, *ki* strike (lawful), *ki* strike (magic), unarmed strike; SQ AC bonus, evasion, fast movement, improved evasion, purity of body, still mind, slow fall 50 ft. wholeness of body; AL LE; SV Fort +8, Ref +11, Will +9; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +8, Escape Artist +9, Hide +15, Jump +4, Listen +7, Move Silently +13, Spot +10, Tumble +18; Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack, Deflect Arrow (B), Improved Trip (B), Stunning Fists (B).

Note: It is important that the DM read up on Monk's special abilities and brings all these into play at the appropriate levels for these NPCs. These can all be found on pages 40-42 of the PHB v.3.5.

Possessions: Vosserkatz Cloak, *Amulet of Might Fists +1, Bracers of Armor +3, 2x Potion of Cure Moderate Wounds.*

Appendix Two: New Items

Lance of the Last Rider: Whenever the wielder of this +1 *lance* charges a mounted foe from the back of a steed, the weapon allows a free bull rush attempt on a successful hit. If the bull rush attempt succeeds, the enemy rider moves back but the enemy's mount stays where it is.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price 8,306 gp; Cost 4306 gp + 320XP. (From *Complete Warrior*, page 135)

Choker of Eloquence: Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. The *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. *The greater choker of eloquence* increases the bonus to +10.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, creator must be a spellcaster of 6th level; *Market Price:* 6,000 gp (*lesser*), 24,000 gp (*greater*); *Weight:* —.

Vosserkatz Cloak: This fine cloak counts as a masterwork tool for hiding, giving a +2 circumstance bonus to the check. Possession of a cloak shifts all Vosser reactions to unfriendly and gives a –4 circumstance penalty to charisma-based checks. These penalties are increased to –6 if the wearer of the cloak is also a member of the Vosser clan. Wearing the cloak will cause members of the Roodberg clan to admire the wearer, shifting the Roodberg reaction by one category in the positive direction (unfriendly to indifferent etc), and giving +4 circumstance bonus to charisma based checks.

Market Price: 250 gp; *Weight:* 1 lb.

Appendix Three: New Monsters

Note: This monster has already been approved as a new special Perrenland creature by Stephen Radney McFarland in the 2003 scenario Pfalzgraf's Fury.

Vosserkatz

Small Magical Beast

Hit Dice: 1d8+1 (5 hp)

Initiative: +7

Speed: 30 ft (6 squares)

AC: 15 (+1 size, +3 dex, +1 natural armor) [Touch 14, Flat footed 12]

Base Attack/Grapple: +1/-3

Attacks: +5 melee (1d3, claw)

Full Attack: +5 melee (1d3, 2 claws) and +0 melee (1d4, bite)

Face/Reach: 5ft / 5ft

Special Attacks: Pounce, improved grab (bite), rake (1d3)

Special Qualities: Bond (su), low-light vision (ex), scent (ex).

Saves: Fort +3, Ref +5, Will +1.

Abilities: Str 10, Dex 17, Con 13, Int 3, Wis 12, Cha 6.

Skills: Climb +5, Hide +9*, Jump +7, Listen +2, Move Silently +7, Spot +2.

Feats: Improved Initiative, Weapon Finesse^B

Climate/Terrain: Temperate forest, Hills and Mountains.

Organisation: Solitary or Family Group (2-8).

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral

Advancement: 2-3 HD (Small)

Pounce (Ex): If a vosserkatz charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.

Rake (Ex): Attack bonus +5 melee, damage 1d3.

Bond (Su): A Vosserkatz cannot be taken as a normal familiar. The exception to this rule is that it will bond as an animal companion to any good aligned humanoid with Vosser heritage, with the Animal Companion class feature. As an animal companion it has a +0 Level Adjustment. An arcane caster of 5th level or higher of

good alignment and Vosser heritage may take it as a familiar via the Improved Familiar feat.

Skills: Vosserkatz have a +2 racial bonus on Climb, Hide (which includes size modifier), and Move Silently checks and a +4 racial bonus on Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In rocky or broken terrain, they gain an additional +2 circumstance bonus to Hide.

Special: Vosserkatz cloaks count as a masterwork tool for hiding, giving a +2 circumstance bonus to the check. Possession of a cloak shifts all Vosser reactions too unfriendly and gives a -4 circumstance penalty to charisma based checks. These penalties are increased to -6 if the wearer of the cloak is also a member of the Vosser clan. Wearing the cloak will cause members of the Roodberg clan to admire the wearer, shifting the Roodberg reaction by one category in the positive direction (unfriendly to indifferent etc), and giving +4 circumstance bonus to charisma based checks.

As a familiar, the master gains a +3 bonus on Hide checks.

The Vosserkatz (both singular and plural) is a legendary animal of the hills and mountain ranges of the Quaglands (Perrenland). It has, since ancient days, been associated in totemic form with the Flan peoples of this region. The legends and myths of the Vosser clan in particular have given it its modern namesake, yet depictions of it found in ancient Ur-Flannae ruins in the region predate this clan's establishment in the mountain valleys of the Quaglands. Some scholars seem to feel that this indicates that the modern Vosser clan may, in fact, be simply a modern remnant of the once thriving indigenous Ur-Flannae peoples that inhabited the Quagland in prehistoric times.

Regardless, the legend attributed to the Vosserkatz is one that hints at a dualism. The Vosserkatz is seen as being both a protector and harbinger of trouble. The Vosser clan seems to attribute some magical nature to the animal, yet no evidence of this has ever been found. It is, however, peculiar that the animal will resist all calls to friendship with humans, unless called by one with a Vosser heritage.

Legends suggest that, at times, a litter of Vosserkatz is born with magical abilities; an aberration from the otherwise mundane nature that captured specimen's display. Vosser legends portray the birth of such a litter as a warning that trouble for the clan is manifesting. To harm a Vosserkatz is to earn the ire of the any Vossers who gain knowledge of such a travesty. The hunting and killing of Vosserkatz is said to be the

main cause of continued tensions between the Vossers clan and the Roodberg clan, who prize the pelt for its camouflage ability. Possession of such a cloak shifts all Vossers reactions to Unfriendly and gives a -4 penalty on all Diplomacy and Gather Information checks with Vossers clansman.

Source: RPGA Perrenland regional scenario – Pfaltzgrafs Fury (Updated for Ed3.5)

Iuz-Corrupted Vosserskatz (Iuzkatz)

Small Outsider (Native)

Hit Dice: 1d8+1 (5 hp)

Initiative: +7

Speed: 30 ft (6 squares)

AC: 15 (+1 size, +3 dex, +1 natural armor) [Touch 14, Flat footed 12]

Base Attack/Grapple: +1/-3

Attacks: +5 melee (1d3, claw)

Full Attack: +5 melee (1d3, 2 claws) and +0 melee (1d4, bite)

Face/Reach: 5ft / 5ft

Special Attacks: Pounce, improved grab (bite), rake (1d3)

Special Qualities: Bond (su), low-light vision (ex), scent (ex).

Saves: Fort +3, Ref +5, Will +1.

Abilities: Str 10, Dex 17, Con 13, Int 3, Wis 12, Cha 6.

Skills: Climb +5, Hide +9*, Jump +7, Listen +2, Move Silently +7, Spot +2.

Feats: Improved Initiative, Weapon Finesse^B

Climate/Terrain: Temperate forest, Hills and Mountains.

Organisation: Solitary or Family Group (2-8).

Challenge Rating: 1+ fiendish template

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 2-3 HD (Small), 4-6 HD (Medium); 7-10 HD (Large)

Through the twisted and evil magic of the servants of Iuz, the small magical creature of Perrenland, the Vosserskatz, was corrupted into something far more evil. This creature is the Iuz-Corrupted Vosserskatz, or as it is known amongst the few people aware of its existence, the Iuzkatz. Infused with fiendish blood, the Iuzkatz can grow far larger than its natural counterpart.

Fiendish Template (Ex): All Iuz-corrupted Vosserskatz have the fiendish template added to them. This is added on top of the statistics detailed in the stat block

above as the benefits gained from the template will vary on the size of the animal

Pounce (Ex): If an Iuz-corrupted Vosserskatz charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, the Iuz-corrupted Vosserskatz must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.

Rake (Ex): Attack bonus +5 melee, damage 1d3.

Vossersense (Sp): The corruption of the Vosserskatz bonding ability has given them the ability to sense a member of the Vossers clan within 30 ft. It has also instilled a hatred of Vossers.

Skills: Iuz-corrupted Vosserskatz have a +2 racial bonus on Climb, Hide (which includes size modifier), and Move Silently checks and a +4 racial bonus on Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In rocky or broken terrain, they gain an additional +2 circumstance bonus to Hide.

Appendix Four: New Feats

Arterial Strike (Complete Warrior)

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4

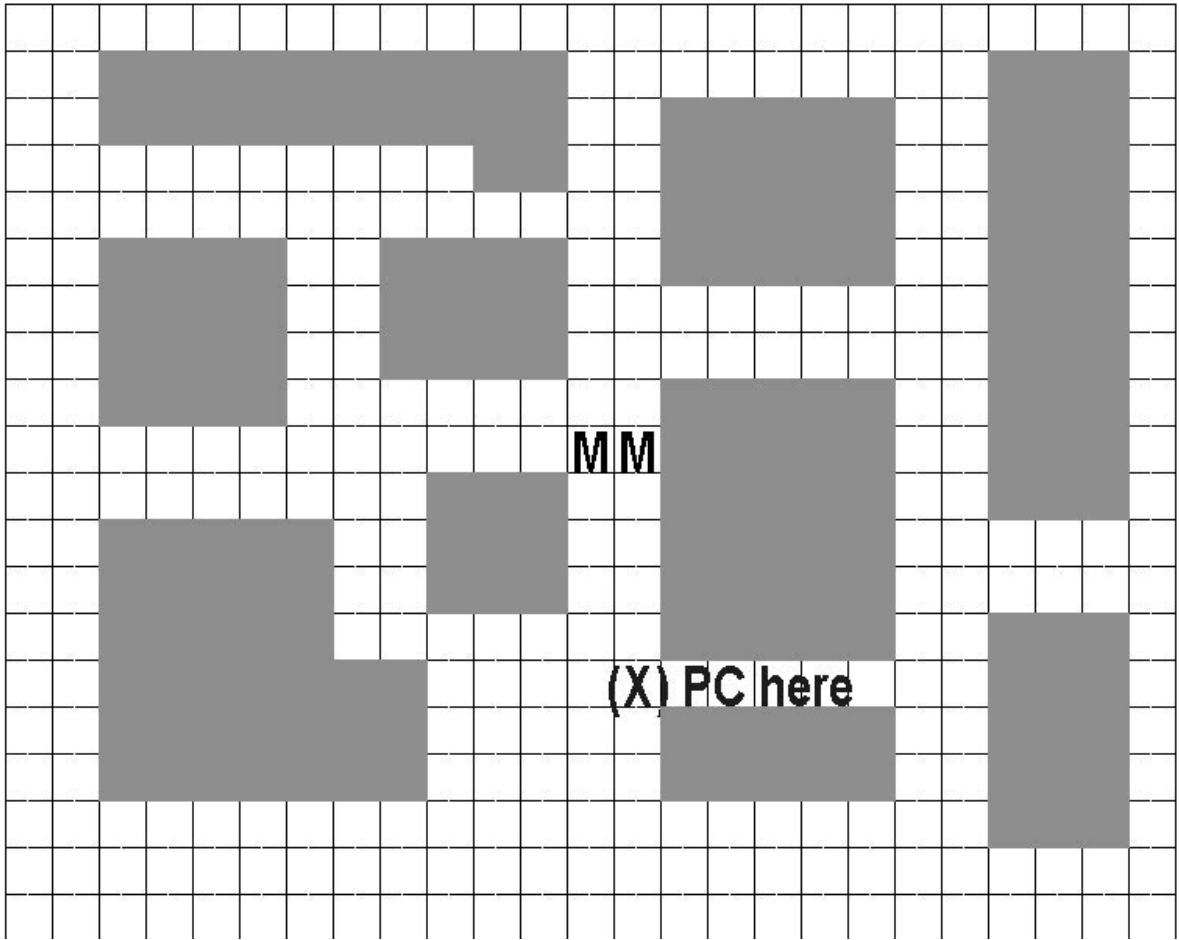
Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any *cure* spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

Hold the Line (Complete Warrior)

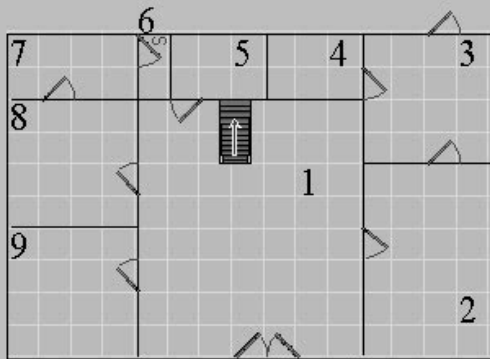
Prerequisites: Combat Reflexes, base attack bonus +2

Benefit: Hold The Line: You make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

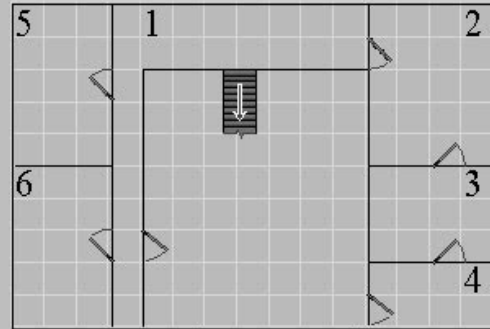
Appendix Five: Ambush Map



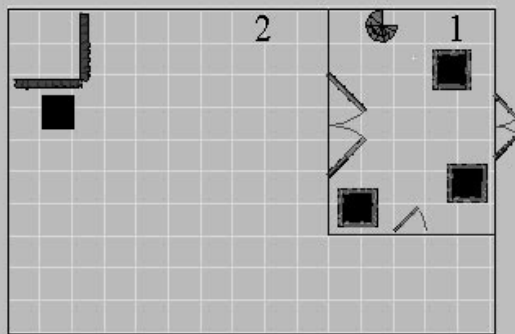
Appendix Six: House Map



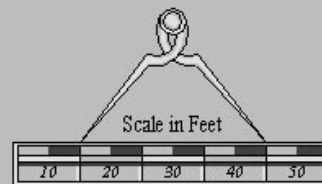
Ground Floor



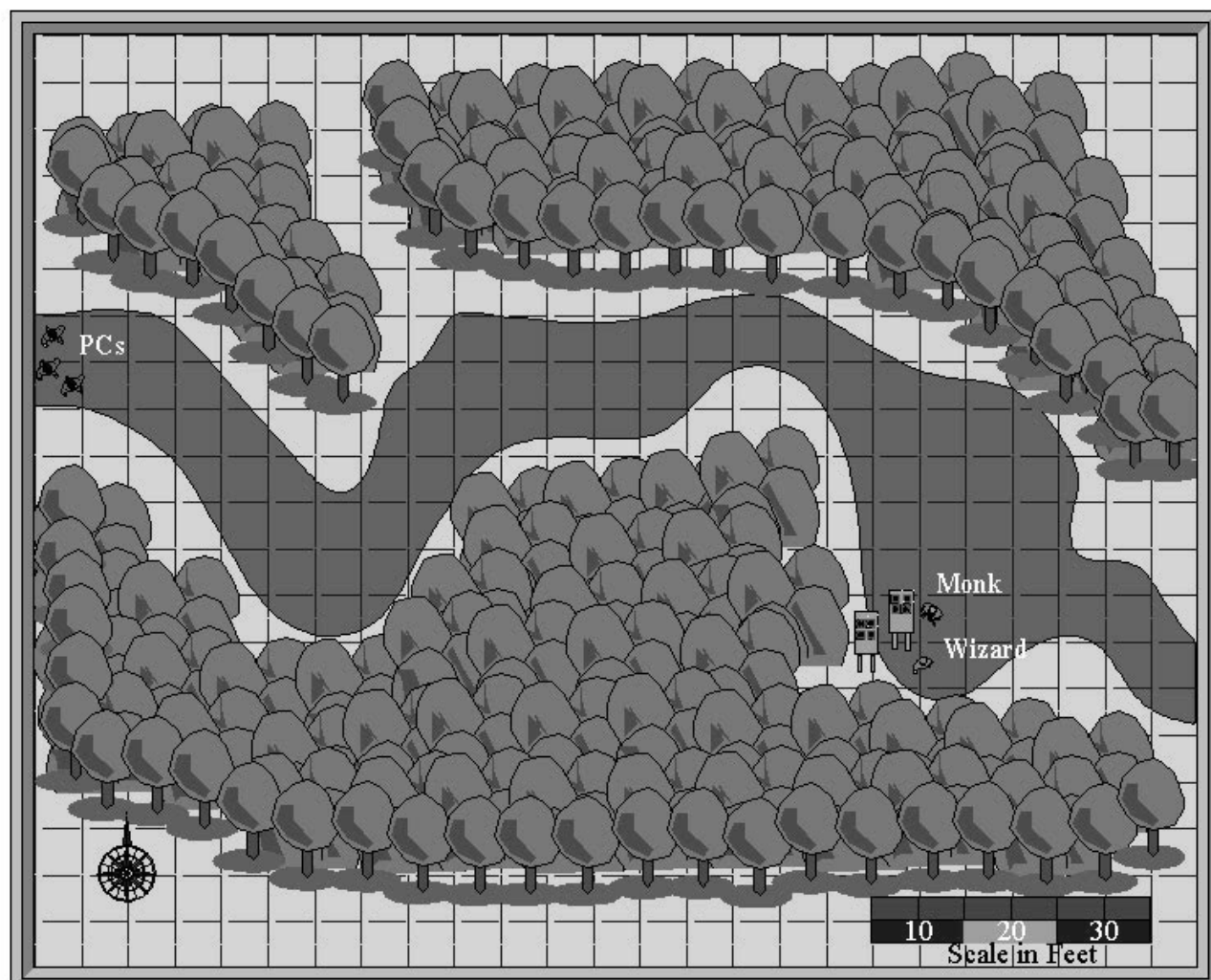
First Floor



Basement



Appendix Seven: Trail Map



Appendix Eight

Divination in Perrenland 595CY

IMPORTANT DMs NOTE: At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series will be introducing the following effect into Perrenland regional scenarios. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “your doom is at hand mortal” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a Sonic Burst spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a Doom spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and Scrying, Greater: The PC’s sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium).

APL 4: *Summon Monster IV* (Howler).

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge).

APL 8: *Summon Monster VII* (Fiendish Girallon).

APL 10: *Summon Monster VIII* (Vrock)

APL 12: *Summon Monster IX* (Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud farting sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Players Handout One

Master,

The experiments are going well. The problems we had earlier seem to be resolved now. The new process that we are using seems to allow the infernal taint to take. We have also been experimenting in increasing the size and ferociousness of these creatures.

There has been an interesting side effect. It seems that there is some connection between the animals and the Vossier clan of Perrenland. What it is I do not know, maybe some blessing given in the distant past to an ancestor common to the modern day clan members. This in itself may be worth exploring. But more interesting is that when the infernal taint is applied, this bonding ability is corrupted allowing the creatures to sense a member of the clan up to 30 or so feet away. It also instils an almost insane hatred of Vossers into the animals. How this can be used may require further investigation, but if the sense can be tuned to other targets then maybe they can be used for assassinations.

Just my thoughts O Great One. However I have sent word for our hunters to bring us more live specimens for our research.

As always, your faithful servant

R.