

ULP7-01

Sudden Death

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 1.0

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Soothsayers have long claimed that the city of Greutam was founded under a fell sign, and the fatalist would cite the city's near destruction as the proof. More level-heads, however, have prevailed and as reconstruction begins, hope has at last returned to the ill-fated city...or has it? In the hour of her greatest need, who shall stand as the Greutam's first, last, and only line of defense? A Principality of Ulek regional adventure for APLs 2-14.

Note: This adventure will be of particular interest to quick-witted adventurers who thrive in the shadows, members of the Royal Armed Forces, heroes of Greutam, and members of three letter agencies. Lawful characters may have difficulty with the themes of this adventure.

Resources: *Living Greyhawk Gazetteer* [G. Holian, E. Mona, S.K. Reynolds, & F. Weining], *Magic Item Compendium* [Mathew Sernett, Jeff Grubb, Mike McArtor], *Player's Handbook II* [Dave Noonan], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke-Wilkes, J.D. Wiker], *Complete Divine*, *Complete Warrior*.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay

one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Rumors have circulated throughout the Principality for centuries regarding the demise of the Flan natives who originally lived in the region. No one ever really knew for sure where or how they disappeared. Most assumed the Suel and Oeridian immigrants of the Great Migration displaced them. The recent resurgence of the cult of Nerull in the Principality has led many to believe that the ageless Flan deity still holds sway over the land his people once occupied.

In the spring of CY 596, the Ulek port town of Greutam was buffeted by a marine assault coordinated by the villainess Markessa the Brown. A hastily assembled militia managed to thwart the attack, but not before much of the city was gutted by fire. High-ranking officers of the Principality's military and intelligence services were disciplined for the reconnaissance failures that led to the near destruction of Greutam, and the incident has instilled in the populace a deep distrust of the Crown.

In the summer of CY 597, a band of intrepid adventurers undertook a reconnaissance mission in the hills of the Prinzfeld on behalf of Professor Ramius Gladstone of the University of Gryrax. The adventurers were following up on captured Pomarj intelligence that suggested that some strange unnatural human relic had been unearthed in the hills. In the course of the reconnaissance, the adventurers identified the suspect location as an ancient temple crypt of Nerull from the time when Flan hunter-gatherers roamed the Sheldomar Valley, and recovered some of artifacts from the place. Unfortunately, those adventurers were duped by an erstwhile ally in their quest, and before the location of the crypt could be reported back to the University, the prize of the collection, a mysterious stone monolith with a strong connection to necromancy and negative energy was spirited away by the Dark Cult.

ADVENTURE SUMMARY

The PCs are called upon by mysterious shadowy forces (presumably Spyder, and the Web) to stop a plot that has arisen that threatens to destroy the city of Greutam. Flan cultists of Nerull have secured a powerful necromantic artifact and they intend to destroy the city in a catastrophic burst of negative energy. The PCs are alerted to this plot mere hours before it transpires, and presumably act to avert the wholesale destruction of the city.

Upon receiving a cryptic note, the PCs investigate the last known location of the artifact, a shipping and receiving warehouse run by semi-legitimate agents of the Society of Shadows. The Shadows have unwittingly aided the cultists in the transport and delivery of the artifact and either their lieutenants or their financial records direct the PCs to an alley at the end of Cash Street.

In the alley, astute PCs will note a hidden passage that descends into the sewers of Greutam. If the PCs can devise a means of tracking the cultists, they advance through the sewers towards the lair. Midway in their journey, they encounter a creature of the sewers that is apparently a very real urban legend.

In a climactic battle with the Nerullite cultists, masters of the undead, the PCs may interrupt the ritual involving the artifact, and save the city from an untimely demise. If the PCs fail, they may or may not survive the resulting onslaught of negative energy that threatens to take the lives of every living thing in Greutam.

PREPARATION FOR PLAY

Judges should familiarize themselves with the Principality of Ulek Judge's Primer with regard to crime and punishment in the realm. It is probable that within the confines of this adventure, the PCs may commit any of a litany of crimes including: assault, battery, burglary, civil disturbance, manslaughter, murder, treason, and trespassing. Judges should issue a caution to players who attempt to commit such crimes, and the players should be prepared to accept punishment for these crimes.

In preparation for the module, judges should ascertain any rank any PC holds in any military metaorg, the Society of Shadows, or the Web. The 'hook' of the adventure is delivered to the PC member of the Web with the highest Intelligence score, the Society of Shadows member with the highest Intelligence score, or the highest-ranking military PC in the assembled group. PC members of the Society of Shadows also enjoy minor modifications to social interactions in this adventure. The adventure is set in Greutam, and it should be noted whether any PCs have favors that improve their social standing there such as Success! from *ULP6-IN3, Two if by Sea*, or Patron of the Prison Wives of Greutam from *ULP6-IS1, Prose and Cons*. The adventure pits the protagonists against the Cult of Nerull and PCs unfortunate enough to be Marked by the Reaper in *ULP5-09, Traveling Tales* or possess the Enmity of the Cult of Nerull from *ULP6-IS1, Prose and Cons* or *ULP6-IN2, Operation: Rampart* are targeted preferentially.

The bulk of the adventure occurs under a strict real world timer. If the adventure cannot be completed by the PCs within the confines of four real hours, then a failure scenario is triggered. This should be apparent to the players based on the setup of the adventure, but to drive this point home it is advised that a cooking timer be placed on the game table counting down to the 'zero hour'. It is obviously advantageous to keep table chatter and rules lawyering at a minimum.

Be sure PCs are given ample opportunity to make pre-adventure purchases per the LGCS, and ensure that their spell lists are prepared before the adventure begins. There is **no** opportunity in the context of the adventure to change out prepared spells, and acquiring equipment during the adventure is very difficult and may lead to mission failure.

INTRODUCTION

Greutam...a rough and tumble port the likes of which 'nary exists anywhere west of the Pomarj. It's hard to believe the town was nearly burned to the ground just two years ago, but there's something unique about the character of Greutans. They know how to take a punch, and come back swinging harder than ever.

Greutam seems a world away from the eastern front, although the tell-tale glow of the prison's forges, now on triple shifts turning out arms and armor for the war effort, permeates even the darkest and murkiest of nights.

Tonight, you find yourself enjoying the local color at Procan's Tooth, a dive bar in the docks district favored by Royal Navy seamen and merchant marines. You've managed to make the acquaintance of several other sellswords, and availed yourself of the opportunity to trade stories for drinks one more time before you find the fight where your luck finally runs out.

Please take a moment for the tavern-goers to introduce themselves and offer up an example of their heroic exploits.

ENCOUNTER 1: ONE NIGHT IN GREUTAM AND THE WORLD'S YOUR OYSTER

As the night wiles away, the increasingly loud and intoxicated crowd fails to notice a young human boy who darts to your tableside. He is seemingly unnoticed by the Tooth's patrons or bouncers. He thrusts a sealed scroll and heavy metallic object at <Insert PC>, and scurries off mumbling 'Mama wouldn't approve...Mama wouldn't approve...'

If the 'hook' PC is a member of the Web, give that player Player Handout 1. Roll a secret trained Forgery check (if applicable) for any PC member of the Web who receives this document. If the result beats DC 30, the PC notes that while the handwriting style of the note is very similar to examples you have seen before, this note is noticeably more messy than usual.

If the 'hook' PC is a military officer or civilian adventurer, give that player Player Handout 2.

At this point, the mission timer should begin with three and one half hours of real time being displayed on the timer.

If there are Web members at the table, it is solely their responsibility to provide a convincing plot hook for non-affiliated PCs. Note how much of their mission and their 'double identity' they divulge to non-affiliated PCs; there are dire repercussions for breaking 'cover'. Military PCs who are recruited out of patriotic fervor likely have a far easier task before them, as it is very commonly known that the Royal Armed Forces have very deep pockets when it comes to funding mercenaries.

A note on scrying—there are no particular protections in place on most of the objects and NPCs in this adventure **other than** the cultists themselves and the monolith. Attempts to divine information about the Dark Cult or the monolith are shrouded in mystery by the will of the Nerull himself.

PCs who avail themselves of the opportunity to flee the city at this point, collect ARs with 0 gp and 0 xp, but obviously, escape with their lives. In this scenario PCs may opt to sell the rod of cancellation (thus, meeting the gp cap for APLs 2-6), but if they do they draw undesired attention to themselves. PCs who sell the *rod of cancellation* collect gp for the mod, but earn the Extraordinarily Rendered AR Item.

ENCOUNTER 2: ARM YOURSELF BECAUSE NO ONE ELSE HERE WILL SAVE YOU

When the going gets tough, the tough go shopping...unless it's well past midnight and you find yourself in a city of soused merchants. That said, it's not impossible to find just the right person willing to sell just the right thing. Use the table below to determine if any given object out of the LGCS is available.

GP Value	Gather Information DC to locate
< 100 gp	15
100-300 gp	20
> 300 gp	25

Five or more ranks in Profession: Merchant provides a circumstance bonus of +2 to this check.

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

Warehouse 23 is a seemingly indistinguishable timber and plaster building with a large, street level loading dock. Lights can be identified within the structure, although the office next to the street seems to be dark.

A DC 15 Listen check performed at the closed loading dock shutter identifies five distinct voices inside the warehouse. Large objects are likely being shifted about within. Stealth or a 'direct approach' are both viable options here, although both would obviously involve the threat of trespassing.

Office Door: 1.5 in. thick; hardness 5; hp 15; Break DC 18; Open Lock DC 30.

Note that the desk in the office contains an encrypted ledger detailing the less than legitimate transactions of this operation. Unfortunately, the Decipher Script DC to even get a hint of malfeasance is 18, and the DC to conclusively prove a smuggling operation is going on is 30. Conveniently enough, a Decipher Script check on the ledger of DC 10+APL identifies the release for delivery of an object of the approximate shape and weight of the monolith to an address on Cash Street two days before the present.

Loading Dock Door: 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 25.

The work gang's leader, Quintus, is not expecting any deliveries this evening and he dismisses any conventional knocking at the door as drunken pranksters. Extraordinary distractions in the alley might draw his attention, but are likely to involve property damage.

If trespassers are identified in the warehouse, Quintus rallies his work gang to subdue and detain the intruders. If lethal force is employed against the work gang, they reciprocate with lethal force otherwise they will attempt to subdue the PCs as best as possible. If the PCs are caught trespassing, Quintus' initial reaction is Hostile; if the PCs engage Quintus by some mode other than trespassing, his initial reaction is Unfriendly.

APL 2 (EL 4)

Quintus, Legitimate Businessperson, Male Human Wiz 3: hp 9; see *Appendix 1*.

Olli D, Legitimate Businessperson, Male Human Clr 1: hp 8; see *Appendix 1*.

Thugs (3), Male Human War 1: hp 9; see *Appendix 1*.

APL 4 (EL 6)

Quintus, Legitimate Businessperson, Male Human Wiz 3: hp 12; see *Appendix 2*.

Olli D, Legitimate Businessperson, Male Human Clr 2: hp 12; see *Appendix 2*.

Thugs (2), Male Human War 1 Rog 1: hp 18; see *Appendix 2*.

APL 6 (EL 8)

Quintus, Legitimate Businessperson, Male Human Wiz 5: hp 18; see *Appendix 3*.

Olli D, Legitimate Businessperson, Male Human Clr 4: hp 24; see *Appendix 3*.

Thugs (3), Male Human War 1 Rog 3: hp 23; see *Appendix 3*.

APL 8 (EL 10)

Quintus, Legitimate Businessperson, Male Human Wiz 7: hp 26; see *Appendix 4*.

Olli D, Legitimate Businessperson, Male Human Clr 6: hp 36; see *Appendix 4*.

Thugs (3), Male Human War 1 Rog 5: hp 33; see *Appendix 4*.

APL 10 (EL 12)

Quintus, Legitimate Businessperson, Male Human Wiz 9: hp 52; see *Appendix 4*.

Olli D, Legitimate Businessperson, Male Human Clr 8: hp 48; see *Appendix 4*.

Thugs (3), Male Human War 1 Rog 7: hp 50; see *Appendix 4*.

APL 12 (EL 14)

Quintus, Legitimate Businessperson, Male Human Wiz 11: hp 60; see *Appendix 4*.

Olli D, Legitimate Businessperson, Male Human Clr 10: hp 60; see *Appendix 4*.

Thugs (3), Male Human War 1 Rog 9: hp 62; see *Appendix 4*.

APL 14 (EL 16)

Quintus, Legitimate Businessperson, Male Human Wiz 13: hp 68; see *Appendix 4*.

Olli D, Legitimate Businessperson, Male Human Clr 12: hp 78; see *Appendix 4*.

Thugs (3), Male Human War 1 Rog 11: hp 92; see *Appendix 4*.

Tactics:

APLs 2-8: Quintus initially concentrates on buffing and debuffing, then employs disabling tactics. Olli D tries to de-escalate the combat through *calm emotions*, but barring that he buffs his allies, and provide assistance to the attacks of the thugs. The thugs attempt to encircle lightly armored targets first to put them down with concerted attacks.

APLs 10-14: Quintus initially employs disabling tactics, trying to use enchantment to flip party members, then using debilitating spells. Olli D tries to de-escalate the combat through *calm emotions*, *Confusion*, or *Greater Command*, but barring that he buffs his allies, and provides assistance to the attacks of the thugs. At APL14, both casters will use their belt of battle in the first round to allow them to cast a second spell—which ever spell seems most effective; likely Forcecage or Solid fog for Quintus and Righteous Wrath of the Faithful for Olli. The thugs attempt to encircle lightly armored targets first to put them down with concerted attacks.

Treasure: Note that PCs who lay claim to this treasure have committed an act of theft and are reported to the proper authorities unless the ‘thieves’ of this den can be convinced not to press charges. Treasure from this encounter will be seized by the authorities and returned to their rightful owners.

Development: A Knowledge: Local – Sheldomar check of DC 15 identifies the gang signs on Olli D’s armor as those of the Society of Shadows (SoS). A PC member of the SoS instantly recognizes the cell on sight based on their equipment and mannerisms. Utilization of diplomacy to advance the ‘legitimate businesspersons’ to a standing of Friendly convinces them to share all they know. Bribes on the order of 25 gp x APL provide a +4 circumstance bonus to most diplomacy checks. The initial attitude of the smugglers may range from Hostile (the PCs have broken into their private property) to Unfriendly (the PCs have distracted them from their operation and convinced them to parley with them without entering the warehouse). PC members of the SoS enjoy a single increment improvement in the initial attitude of the smugglers. Contrary to popular

belief, beating the stuffing out of street toughs may or may not make them talkative. Opposed Intimidate rolls for Quintus and Olli D are typically 1d20+APL-1 and 1d20+APL+1, respectively. The rank-and-file thugs know when to keep their eyes closed and their ears shut, and consequently, do not know any ‘useful’ information.

Quintus and Olli D are familiar with the shipment the PCs are interested in, and strongly suspect that the monolith was transported out of the warehouse by four strong men, a team of draft horses, and a wagon. They were last spotted heading down Cash Street two nights ago.

If a diplomatic standing of Friendly is reached with Olli D, he will cast any spells he has remaining in his repertoire for twice the typical LGCS rate.

If the ‘legitimate businesspersons’ are relieved of their personal property, they will press charges against the PCs, hence collecting loot from this encounter is dubious.

ENCOUNTER 4: COME AND SEE THE VIOLENCE INHERENT IN THE SYSTEM

In the process of reconnoitering Warehouse 23, it is quite possible that things could go from bad to worse. Spectacular displays of wanton violence (such as arson) attract the attention of the Greutam watch within 2d6 rounds. Alternatively, unless restrained Quintus and Olli D can alert the watch within 2d4 minutes if negotiations fail. Unless the PCs can produce physical evidence of their crimes, Quintus and/or Olli D will press charges against the PCs without any real threat of retaliation. If the PCs do manage to produce ‘dirt’ on the operation, Quintus and/or Olli D will reciprocally press charges in the face of the threat of incarceration as they are inclined to count on their ‘contacts’ to assuring them a light sentence.

The Watch collectively has an attitude of Hostile towards accused lawbreakers. The Watch is unsympathetic towards open claims of ‘an imminent threat to the city’ and such arguments have no particular benefit in interaction with them. Judges should note if any members of the Web blow their cover in their explanation to the Guard, as there are repercussions for such an oversight. If the PCs miraculously improve the attitude of the Watch collectively to Helpful (i.e. a Diplomacy check of DC 50), they agree to release the PCs on

their own cognizance if they return to face their court date the following afternoon.

If PCs attempt to overcome any given guard contingent by force, assume they face the following untiered combatants:

ALL APLs (EL 7)

Officer of the Watch, Male Human Clr 4: hp 24; see *Appendix 8*.

Watchman Warrior 4 (4): hp 27; see *Appendix 8*.

Include the following section for tactics by combatants:

Tactics: The Watch attempts to subdue lightly armored targets such as arcane magic users and rogues preferentially over armored felons.

PCs who are arrested by the Guard, are booked and detained in the precinct jail. Upon detention, the PCs are stripped of weapons, armor, and equipment to the best of the Guard's ability (Search +0). Each PC is housed in a 5' by 10' cell with a mechanical lock of good quality (Open Lock DC 30) until their appointed arraignment the following afternoon—a court date that never arrives unless the PCs escape their incarceration. PCs are housed in alternating cells and, oddly, there are no other detainees this evening at the local precinct.

A single sympathetic human guard named Rigo with stats for a typical Guardsman (see above) is on the night watch at the jail. Assume Rigo starts with an inclination of Hostile to a typical lawbreaker or possibly Unfriendly to any lawbreaker with a proven history of providing aid to the city of Greutam. If Rigo can be advanced to Helpful either through being genuinely convinced the city is in danger or clever deception, he is willing to risk his job and release the PCs if they agree to return for their court date the following day.

If the PCs fail to escape incarceration, proceed directly to **Conclusion A: Night of the Living Dead**.

ENCOUNTER 5: A DARK NIGHT IN A DARK ALLEY

Cash Street ends in a blind alley in 'the wrong part of town'. Most of the buildings in this district either lie in ruins or still bear the telltale signs of fire damage from the surprise

assault that nearly destroyed Greutam two years ago. Spent cooking fires and detritus betray the itinerant presence of squatters in the ruined buildings. A cool mist has rolled in off the Azure Sea obscuring Luna, Celene, and the stars above, perhaps as an ominous portent that Procan, Celestian, and all the other gods have diverted their eye from this forsaken corner of Oerth.

By the time the protagonists leave Warehouse 23, a mist has rolled in off the sea. This has the minor mechanical effect of impeding tracking, but it primarily establishes mood. It takes approximately 15 minutes to walk from the warehouse district to the alley at the end of Cash Street, as described by the smugglers. A Track check of DC 23 identifies the characteristic markings of two draft animals, a large cart, and four medium humanoids passing recklessly down the paved stone alley two days ago. A Search check of DC 17 identifies ruts from a cart that end at a blank wall at the end of the alley. The Search DC for the seemingly apparent secret entryway is 20+APL.

A Spot check of DC 18 notes a stray cat nearby gnawing on what seems to resemble a discarded human digit, now mostly bone but with remnants of moldy flesh. If confronted, the cat drops the digit and flees. Knowledge: Nature or a Heal check of DC 10 confirms the digit is, in fact, human. Alternatively, befriending and speaking with the cat identifies the creature as the mighty 'Two Spots', master of the alley from this block to the next. Two smelly humans passed through the alley two days ago with a tarp-covered cart and two draft horses. Two Spots deftly stole his prize from their cart.

The aforementioned squatters are indifferent to typical Ulekian adventurers, as they generally consider them pampered and overfed. Consider them to be friendly to PCs who have previously aided the city. Their story of the events that have transpired in the past two days is rather similar to that of the cat, Two Spots. The squatters have identified four different swarthy humans lurking in the alley in the past two days. Two days ago, two of the humans transported an enormous stone monolith through the alley and left it in some sort of hidden passage in the blank wall at the end of the alley. This did not seem terribly out of the ordinary, as the squatters of Greutam are quite used to bizarre sights such as their friends being kidnapped off the streets and being sold into slavery.

ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS

You have entered the sludge-encrusted sewer of Greutam, following the apparent tracks left by transporting the monolith. Barely twenty feet down the cramped corridor, the obvious tracks cease. Nearby you note an abandoned cart. Locating your quarry should prove to be quite a challenge. You now tread on narrow pathways, typically 5' wide, that traverse slowly flowing culverts filled with muck, filth, and human waste. Mom always said there'd be days like these.

The secret passage in the alley at Cash Street descends some thirty feet below the street surface and eventually enters the sewer system of Greutam. Tracking the quarry is actually easier in the sewer, requiring only a single DC 15 Track check. Another fortunate consequence of tracking the movement of the monolith is that at the time of the pursuit, it leaves a trail of lingering overwhelming necromantic magic. Assume that locating the cultists' lair through the use of *detect magic* alone requires 2d6 separate spells or an equivalent persistent detection effect. Alternatively, utilization of *detect evil* for a duration of thirty minutes also identifies a path to the lair of the necromancer. As a last resort, the cultists were not very careful about concealing their tracks and they have left telltale scuff marks on the walls where their control of the floating monolith was less than perfect. A trail of these imperfections may be followed with a DC 12 Spot check. If the PCs think to test the depth of the culverts, they discover the filth is mostly liquid and at least 10' deep. Assume the ceiling is also 10' above the floor in these confines.

Midway through the journey, in a nondescript sewer junction the PCs encounter some of the more legendary denizens of the sewers. While this creature may or may not be under the direct control of the cultists, it certainly functions as a superb guardian for their lair.

APL 2 (EL 3)

Fiendish Crocodile: hp 53; see *Appendix 1*.

APL 4 (EL 5)

Fiendish Giant Crocodile: hp 63; see *Appendix 2*.

APL 6 (EL 7)

Chuul (1): hp 91; see *Monster Manual*, page 35.

APL 8 (EL 9)

Chuul (2): hp 91; see *Monster Manual*, page 35.

APL 10 (EL 11)

Black Half-Dragon Chuul (2): hp 140; see *Appendix 5*.

APL 12 (EL 13)

Advanced Black Half-Dragon Chuul (2): hp 191; see *Appendix 6*.

APL 14 (EL 15)

Advanced Fiendish Black Half-Dragon Chuul (2): hp 191; see *Appendix 7*.

Tactics:

All APLs: Assume the creatures are hiding by taking 10, submerged in the sludge near the center of the sewer junction. The creature springs to attack a relatively poorly armored PC when they reach a distance of 20' from their hiding position; resolve surprise accordingly. For sheer intimidation effect, after grappling foes a creature releases them into the center of the sewer culvert, forcing them to hold their breath, and letting them settle to the bottom 10' below the surface. At higher APLs, they will use their breath weapons in alternating rounds to target spell casters.

Treasure: No treasure may be gained from this encounter.

Development: For every three rounds of combat, make a DC 10 Listen check at +3, 4, or 5 (APL2-10, 12, 14). Success indicates that Veldon has heard the sounds of combat and can take preparatory actions.

ENCOUNTER 7: MINUTES TO MIDNIGHT

After navigating the hazards of the depths of Greutam, the PCs stumble unwittingly into the lair of Flannae extremists of an unusual caliber. Veldon Crane, a scholar of the esoteric from the Duchy of Ulek, long pondered the absence of his race from the fertile plains and ore-rich hills of the Principality, and either out of madness or out of the discovery of long lost truths he has decided that the time has arrived for Flannae to lay waste to

the 'lesser races' who have overrun these lands and slain his brothers.

Visibility in the murky corridors of the sewers has been strangely affected by an ominous, unnatural, and almost smoke-like mist. Continuing to follow the trail of the monolith and its newfound masters for another 200 some feet, you emerge into a large chamber with a sewage settling pool. On a raised platform above the pool, a figure cloaked in rust red robes scurries back and forth around a hastily constructed altar surrounded by decaying corpses. Looming over the entire scene is an unearthly black stone monolith. Strange blue-grey light flickers across this unnatural tableau, and the monolith seems to occupy more of the room than its size and shape would suggest. The intensity of the light seems to be slowly growing, and you are not quite sure if you hear your own blood in your ears or if the monolith seems to be audibly beating.

Noting your presence, the figure sneers in a gravelly voice: 'You...Heroes of the Crown. I suspected they would send you, but you've arrived too late. Your journey ends here insects, and your illustrious careers shall end with the fall of this accursed city. Make peace with your gods, heretics; the reign of the REAPER OF FLESH returns to these lands tonight!'

Roll for initiative; it's time to defeat the Death Knight and his minions.

APL 2 (EL 5)

Veldon Crane, Death Knight of Nerull, Male Human Clr 3: hp 24; see *Appendix 1*.

Ghoul (1) hp 20 each; see *Monster Manual*, page 118.

Human Warrior Skeletons (3) hp 10; see *Monster Manual*, page 226.

APL 4 (EL 7)

Veldon Crane, Death Knight of Nerull, Male Human Clr 4: hp 30; see *Appendix 2*.

Shadow (1) hp 27 each; see *Monster Manual*, page 221.

Ghoul (5) hp 20 each; see *Monster Manual*, page 118.

APL 6 (EL 9)

Veldon Crane, Death Knight of Nerull, Male Human Clr 6: hp 45; see *Appendix 3*.

Shadow (3) hp 27 each; see *Monster Manual*, page 221.

'War', Male Vampire Brb 1 Ftr 1: hp 20; see *Appendix 3*.

'Murder', Female Vampire Rog 2: hp 20; see *Appendix 3*.

APL 8 (EL 11)

Veldon Crane, Death Knight of Nerull, Male Human Clr 8: hp 60; see *Appendix 4*.

Greater Shadow (1) hp 81 each; see *Monster Manual*, page 221.

'War', Male Vampire Brb 2 Ftr 2: hp 40; see *Appendix 4*.

'Murder', Female Vampire Rog 4: hp 40; see *Appendix 4*.

APL 10 (EL 13)

Veldon Crane, Death Knight of Nerull, Male Human Clr 10: hp 75; see *Appendix 5*.

Greater Shadow (1) hp 81 each; see *Monster Manual*, page 221.

Mohrg (2) hp 126 each; see *Monster Manual*, page 189.

Vampire Spawn (4) hp 36 each; see *Monster Manual*, page 250.

APL 12 (EL 15)

Veldon Crane, Death Knight of Nerull, Male Human Clr 11: hp 83; see *Appendix 6*.

Dread Wraith (1) hp 144 each; see *Monster Manual*, page 258.

Greater Shadow (3) hp 81 each; see *Monster Manual*, page 221.

Mohrg (3) hp 126 each; see *Monster Manual*, page 189.

APL 14 (EL 17)

Veldon Crane, Death Knight of Nerull, Male Human Clr 13: hp 98; see *Appendix 7*.

Dread Wraith (1) hp 144 each; see *Monster Manual*, page 258.

Mummy Lord (1) hp 132 each; see *Monster Manual*, page 190.

Mohrg (3) hp 126 each; see *Monster Manual*, page 189.

Tactics:

APL 2 & 4: Crane uses his initial actions to summon undead allies. Summoning should be Crane's primary MO, but if the opportunity presents itself, he uses self buffs to improve his combat abilities and then engage the PCs in melee combat.

APL 6 & 8: Crane uses his initial action to summon two owlbear skeletons to aid Murder with flanking opportunities. Summoning should be Crane's primary MO, but if the opportunity presents itself, he animates a prepared scrag corpse at his feet (treat as a troll skeleton, MM p. 227). Murder uses her dominate ability against heavily armored targets without holy symbols to pull them out of the fight if flanks are not available. War uses his augmented physical abilities to pummel any who oppose him, and provide a flank for Murder if at all possible.

APL 10: If Crane heard the sounds of combat, he'll cast Freedom of Movement. Crane uses his initial action to summon two owlbear skeletons to aid his minions with flanking opportunities. Summoning should be Crane's primary MO, but if the opportunity presents itself, he will attempt Confusion or Dispel Magic, even sacrificing spells to use the fireball option of his goggles. Vampire Spawn will charge, trying to occupy turning attempts and block initial combatants. The Mohrg will try to flank and attack. The Greater Shadow will attempt to go for a spell caster, keeping them occupied. The Unhallow effect has a Dimensional Anchor tied to it, preventing teleportation effects. Turning attempts in this room are at –10 due to the effects of Desecrate and Unhallow.

APL 12: If Crane heard the sounds of combat, he'll cast Freedom of Movement. Crane uses his initial action to cast Mislaid. He'll then shift location and use his blade barrier to encircle the monolith. Later actions have summoning should be Crane's primary MO, but if the opportunity presents itself, he will attempt Confusion or Dispel Magic, even sacrificing spells to use the fireball option of his goggles. The Mohrg will charge, trying to occupy turning attempts and block initial combatants. The Shadows will try to flank and attack. The Dread Wraith will attempt to go for a spell caster, keeping them occupied. The Unhallow effect has a Dimensional Anchor tied to it, preventing teleportation effects. Turning

attempts in this room are at –10 due to the effects of Desecrate and Unhallow.

APL 14: If Crane heard the sounds of combat, he'll cast Freedom of Movement. Crane uses his initial action to cast Mislaid, move, then activate his belt of battle to cast his blade barrier to encircle the monolith. While invisible, he'll cast Repulsion on himself at 10' radius, then Recitation. Later actions have summoning should be Crane's primary MO, but if the opportunity presents itself, he will attempt Confusion or Dispel Magic, even sacrificing spells to use the fireball option of his goggles. The Wraith and Mohrgs will charge, trying to occupy turning attempts and block initial combatants. The Mummy Lord will support the combat with spells like symbol of pain or melee as necessary. The Unhallow effect has a Dimensional Anchor tied to it, preventing teleportation effects. Turning attempts in this room are at –10 due to the effects of Desecrate and Unhallow.

Development: In this combat, it should be apparent to astute players that priority number one for the PCs would be to deliver and activate the rod. If this is not the case, then they plunge directly into combat confident that they will emerge triumphant from their ordeal and that the city will undoubtedly be rescued.

If the PCs successfully deliver the Rod of Cancellation to the monolith, read or paraphrase the following:

As you touch the rod to the monolith, small arcs of bluish energy dance around the rod. The rod begins to glow with the blue-grey light, slowly brightening in intensity until it is very nearly blinding. With a slight 'pop', the rod crumbles to dust, and the light from the monolith fades. In moments, the strange noise dissipates. Fate has smiled on Greutam.

If the PCs fall in combat, proceed to **Conclusion A: Night of the Living Dead**. If the PCs prevail in this combat, and they are not a member of a three-letter metaorg, proceed to **Conclusion B: Patriots of Ulek**. If the PCs prevail in this combat, and they are an agent of the Web, proceed to **Conclusion C: Live and Let Die**.

CONCLUSION

CONCLUSION A: NIGHT OF THE LIVING DEAD

Time has run out—the PCs have failed to stop the Flannae necromancer, and the fate of Greutam is now in question. A wave of negative energy rushes over the PCs, and depending on the overall campaign consequences, quite possibly the entirety of the city. At APL 2-4, PCs are affected by an *enervation* effect with the maximum possible duration; the duration is moot, however, as the effect is primarily intended to slay the PCs and raise them as unliving monsters. At APL 6-12, the PCs are affected by an *energy drain* effect. The DC to remove the negative levels is 24, but again the primary intention is to slay the PCs and raise them as unliving monsters. PCs who survive the onslaught are assumed to slay any of their allies who rise as undead, and flee the city seeking aid for their now weakened condition.

In this conclusion, the authorities are far too preoccupied to prosecute the PCs for any crimes short of murder that have transpired in the adventure.

Read or paraphrase the following conclusion:

It is said that astonishingly few individuals are witnesses to history. Some witnesses would probably prefer to join the ranks of the fallen when the history they witness is akin to the nightmares you confronted in Greutam. Until the end of your days and the escape of your last breath, you wonder if you will ever be able to wipe from your memory the horrors you witnessed in your escape. Friends...innocents...loved ones...gone in a crash of thunder, a whiff of brimstone, and a flash of blue-gray light. You, however, stand as a survivor, a living testament to the horrors wrought on a fateful winter night in Greutam, and the resilient character of the heroes of the Principality.

CONCLUSION B: PATRIOTS OF ULEK

In this conclusion, the authorities prosecute the PCs to the fullest extent of the law. A mysterious benefactor pulls strings shortening their sentence by one TU.

As Pelor nudges over the Azure Sea, you at last realize that the long nightmare is over. You have prevailed in the battle beneath

Greutam, and you are convinced that your actions have averted an indescribable tragedy. When you wearily retire to your rooms at the inn, you each have a message waiting for you detailing instructions for a rendezvous outside of Gryrax. When you finally reach the old oak tree on the North Road out of town, you find a pouch full of gold and an ominous note. 'The boss is grateful for what you've done. Stop in for a drink sometime. We have things to discuss. –Drix'

PCs who reach this conclusion have earned the following AR items: Thanks of a Grateful Nation and The Great Game. PCs who have reached this conclusion and are members of a PoU military metaorg gain the AR item: Silent Service. PCs who have reached this conclusion and are members of the Society of Shadows gain the AR Item: Tools of the Trade. PCs are compensated to the tune of 25 x APL in gp. PCs may use any gold over the cap from this adventure to pay fines assessed by the authorities of the Principality.

CONCLUSION C: LIVE AND LET DIE

In this conclusion, the authorities prosecute the PCs to the fullest extent of the law. A mysterious benefactor pulls strings shortening their sentence by one TU.

As Pelor nudges over the Azure Sea, you at last realize that the long nightmare is over. You have prevailed in the battle beneath Greutam, and you are convinced that your actions have averted an indescribable tragedy. When you wearily retire to your rooms at the inn, you each have a message waiting for you detailing instructions for a rendezvous outside of Gryrax.

When you reach the maple tree dead drop on the East Road out of town, you find a pouch of gold in its hollowed out trunk. Just as you begin to count your find, a magical image flickers into existence beside the tree. A hunched and cloaked humanoid figure speaks. 'You've done a great service for your country, hero(es). You've saved countless lives in that ugly and forgotten corner of Ulek, and you've protected certain...interests. You have my personal thanks.' As the image fades from existence, a sinister, and increasingly inhuman voice echoes in your mind: 'If I need you again, don't find me. I'll find you. After all...I know your name.'

PCs may recognize the sinister telepathic voice as rogue illithid Malevolence. PCs who reach this conclusion have earned the following AR item: Thanks of a Grateful Nation. PCs who have reached this conclusion and are members of a PoU military metaorg gain the AR item: Silent Service. PCs who have grossly violated their cover identity, divulged their agent status, or otherwise drawn undue attention to the Web gain the AR item: Burn Notice. PCs who have prevailed in their mission without breaking cover gain the AR item: Tools of the Trade. PCs are also compensated to the tune of 25 x APL in gp. PCs may use any gold over the cap from this adventure to pay fines assessed by the authorities of the Principality.

CAMPAIGN CONSEQUENCES

Keep your campaign 'living' by completing the campaign consequences questionnaire! Please email your results before January 31, 2008 to pgfrix@gmail.com and brickk@gmail.com as soon as possible.

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 3: The Wrong Side of the Docks

Learn the current location of the monolith.

APL 2: 110 xp
APL 4: 165 xp
APL 6: 225 xp
APL 8: 280 xp
APL 10: 330 xp
APL 12: 395 xp
APL 14: 450 xp

Encounter 6: More Than Darkness in the Depths

Defeat or bypass the guardian of the sewers.

APL 2: 150 xp
APL 4: 225 xp
APL 6: 300 xp
APL 8: 375 xp
APL 10: 450 xp
APL 12: 525 xp
APL 14: 600 xp

Encounter 7: Minutes to Midnight

Defeat the Cultists.

APL 2: 40 xp
APL 4: 60 xp
APL 6: 75 xp
APL 8: 95 xp
APL 10: 120 xp
APL 12: 130 xp
APL 14: 150 xp

Story Award

Interrupt the Cultists' Ritual.

APL 2: 150 xp
APL 4: 225 xp
APL 6: 300 xp
APL 8: 375 xp
APL 10: 450 xp
APL 12: 525 xp
APL 14: 600 xp

Total possible experience

APL 2: 450 xp
APL 4: 675 xp
APL 6: 900 xp
APL 8: 1,125 xp
APL 10: 1,350 xp
APL 12: 1,575 xp
APL 14: 1,800 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 adventure, 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 1: One Night in Greutam....

All APLs: L: 0 gp, C: 0 gp, M: *rod of cancellation* (833 gp).

Encounter 3: The Wrong Side of the Docks:

APL 2: L: 145 gp, C: 0 gp, M: *potion of cure light wounds* (5) (4 gp ea), *scroll of shield of faith* (2 gp), *scroll of invisibility* (12 gp).

APL 4: L: 242 gp, C: 0 gp, M: *amulet of natural armor* +1 (284 gp), *potion of cure light wounds* (3) (4 gp ea), *wand of cure light wounds* (62 gp), *scroll of shield of faith* (2 gp), *scroll of invisibility* (12 gp).

APL 6: L: 287 gp, C: 0 gp, M: *amulet of natural armor* +2 (666 gp), *potion of cure light wounds* (3) (4 gp ea), *potion of cure moderate wounds* (25 gp), *wand of cure light wounds* (62 gp), *scroll of shield of faith* (2 gp), *scroll of invisibility* (12 gp).

APL 8: L: 287 gp, C: 0 gp, M: *amulet of natural armor* +2 (666 gp), +1 *shortspear* (191 gp), +1 *dagger* (3) (191 gp ea), *potion of cure moderate wounds* (4) (25 gp ea), *wand of cure light wounds* (62 gp), *scroll of shield of faith* (2 gp), *scroll of invisibility* (12 gp).

APL 10: L: 1 gp, C: 30 gp, M: (4367gp) *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of invisibility*, +1 *full plate*, +1 *spear*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*, +1 *Kukri* (6), +1 *Ring of Protection* (3), +1 *Cloak of Resistance* (3), +1 *chainshirt* (3), *potion of cure moderate wounds* (3), *potion of invisibility* (3).

APL 12: L: 1 gp, C: 30 gp, M: (6813gp) *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of invisibility*, *vest of the master evoker*, +1 *Displacer full plate*, +1 *spear*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*, +1 *Merciful Kukri* (3), +1 *Kukri* (3), +1 *Ring of Protection* (3), +1 *Cloak of Resistance* (4), +1 *chainshirt* (3), *potion of cure moderate wounds* (3), *potion of invisibility* (3).

APL 14: L: 1 gp, C: 30 gp, M: (10416 gp) *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection*

+1, *potion of cure moderate wounds*, scroll of *invisibility*, *Belt of Battle* (2), *Vest of the master evoker*, +1 *Displacer full plate*, +1 *spear*, *periapt of wisdom* +2, *potion of cure moderate wounds*, scroll of *shield of faith*, wand of *cure light wounds*, *Cloak of Resistance* +1 (4), +1 *Merciful Kukri* (6), +1 *Ring of Protection* (3), +1 *chainshirt* (3), *Gloves of Dexterity* +2(3), *potion of cure moderate wounds*(3), *potion of invisibility*(3).

Encounter 7: Minutes to Midnight:

APL 2: L: 25 gp, C: 30 gp, M: *potion of cure light wounds* (4 gp), scroll of *shield of faith* (2 gp), +1 *full plate* (291 gp), *talisman of the disk* (5) (41 gp ea).

APL 4: L: 25 gp, C: 30 gp, M: *potion of cure moderate wounds* (25 gp), scroll of *shield of faith* (2 gp), +1 *full plate* (291 gp), *talisman of the disk* (5) (41 gp each), *hat of disguise* (150 gp).

APL 6: L: 116 gp, C: 30 gp, M: *potion of cure moderate wounds* (25 gp), scroll of *shield of faith* (2 gp), +1 *full plate* (291 gp), *talisman of the disk* (5) (41 gp ea), *hat of disguise* (150 gp), +1 *ring of protection* (284 gp), scroll of *cure serious wounds* (31), *chronocharm of the celestial wanderer* (41 gp), *chronocharm of the fateweaver* (41 gp), *chronocharm of the laughing rogue* (41 gp).

APL 8: L: 25 gp, C: 30 gp, M: *potion of cure moderate wounds* (25 gp), scroll of *shield of faith* (2 gp), +2 *full plate* (458 gp), +1 *falchion* (191 gp), +1 *rapier* (191 gp), +1 *chainshirt* (2) (104 gp), *talisman of the disk* (5) (41 gp ea), *hat of disguise* (150 gp), +1 *ring of protection* (284 gp), scroll of *cure serious wounds* (31), *chronocharm of the celestial wanderer* (41 gp), *chronocharm of the fateweaver* (41 gp), *chronocharm of the laughing rogue* (41 gp), *goggles of the golden sun* (416 gp).

APL 10: L: 25 gp, C: 5 gp, M: +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, scroll of *shield of faith*, scroll of *cure serious wounds*, *goggles of the golden sun*, *lesser iron ward diamond*, *talisman of the disk* (5), *talisman of undead mastery* (3000 gp).

APL 12: L: 25 gp, C: 5 gp, M: +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, scroll of *shield of faith*, scroll of *cure serious wounds*, *goggles of the golden sun*, *lesser iron ward*

diamond, *Periapt of Wisdom* +2, *Cloak of Resistance* +1, *talisman of the disk* (5), *talisman of undead mastery* (4000 gp).

APL 14: L: 25 gp, C: 5 gp, M: +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, scroll of *shield of faith*, scroll of *cure serious wounds*, *Belt of Battle*, *goggles of the golden sun*, *lesser iron ward diamond*, *Periapt of Wisdom* +2, *Cloak of Resistance* +1, *talisman of the disk* (5), *talisman of undead mastery* (6000 gp).

Conclusion:

APL 2: L: 0 gp, C: 50 gp, M: 0 gp.

APL 4: L: 0 gp, C: 100 gp, M: 0 gp.

APL 6: L: 0 gp, C: 150 gp, M: 0 gp.

APL 8: L: 0 gp, C: 200 gp, M: 0 gp.

APL 10: L: 0 gp, C: 250 gp, M: 0 gp.

APL 12: L: 0 gp, C: 300 gp, M: 0 gp.

APL 14: L: 0 gp, C: 350 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 195 gp, C: 80 gp, M: 1,326 gp – Total: 1,601 gp (450 gp).

APL 4: L: 267 gp, C: 130 gp, M: 1,876 gp – Total: 2,273 gp (650 gp).

APL 6: L: 403 gp, C: 180 gp, M: 2,726 gp – Total: 3,309 gp (900 gp).

APL 8: L: 312 gp, C: 230 gp, M: 4,823 gp – Total: 5,365 gp (1,300 gp).

APL 10: L: 26 gp, C: 235 gp, M: (7567gp) – Total: 7428gp (2,300 gp).

APL 12: L: 26 gp, C: 235 gp, M: (11013gp) – Total: 10874 gp (3,300 gp).

APL 14: L: 26 gp, C: 235 gp, M: (16616 gp) – Total: 16477 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Extraordinarily Rendered: You have awakened beaten, bruised, and amnesiac in an abandoned farmhouse in the Reclaimed Territories. Your possessions are intact, but when you stumble to

the nearest inhabited town you discover 5 TU have passed and that there is a tattoo on your forehead reading 'Traitor' in Dwarven. This tattoo acts as a *mark of justice* activated when you act contrary to the state security of the Principality. The curse, but not the tattoo, may be removed by a 10th level caster; NPC spell casters in the PoU will *not* remove this curse under any circumstance.

Thanks of a Grateful Nation: You've heard through the grapevine that somebody 'up there' likes you. You may expend this favor to call on your newfound patron to gain Access: Adventure to one item in the lower section of any AR dated up to one calendar year prior to the date of this AR. Note the item requested here: _____. Note the original AR # here: _____.

Silent Service: A mid-level commendation has mysteriously been included in the personnel records of your Principality of Ulek military metaorg. It is footnoted 'Eyes Only' and none of your superior officers know anything about it.

Burn Notice: Your indiscretions in Greutam have compromised the integrity of your cell. You have been 'invited' to leave the Web. You are debriefed for a period of 2 TU and you lose all bonuses and favors associated with this metaorg other than those gained on this AR.

The Great Game: Drix has an interesting proposition for an adventurer with your talents and discretion. Contact the PoU Triad for further details.

Tools of the Trade: Word has reached the upper echelons of your actions in Greutam, and some choice equipment has been set aside for you. Expend this favor to gain Access: Adventure to the following items: *ring of communication* (MIC), *lesser weapon crystal of security* (MIC), *mithral breastplate*, *memento magica 2nd*, *talisman of undead mastery* (MIC).

Item Access

APL 2:

- *Talisman of the Disk* (500 gp, Adventure; MIC)
- *Least iron diamond ward* (500 gp, Adventure; MIC)

APL 4:

- *Wand of Lesser Vigor* (750 gp, Adventure; DMG/SpC)
- *Memento Magica 1st* (1000 gp, Adventure; MIC)

APL 6:

- *Chronocharm of the Celestial Wanderer* (500 gp, Adventure; MIC)
- *Chronocharm of the Fateweaver* (500 gp, Adventure; MIC)
- *Chronocharm of the Laughing Rogue* (500 gp, Adventure; MIC)

APL 8:

- *Goggles of the Golden Sun* (5,000 gp, Adventure; MIC)
- *Lesser Iron Ward Diamond* (2000 gp, Adventure; MIC)

APL 10:

- *Greater Iron Ward Diamond* (2000 gp, Adventure; MIC)
- *Pearl of the Sirines* (15300 gp, Adventure; DMG)

APL 12:

- *+1 Displacer Full Plate Armor* (5650 gp, Adventure; MIC)
- *Vest of the Master Evoker* (500 gp, Adventure; MIC)

APL 14:

- *Belt of Battle* (12,000 gp, Adventure; MIC)
- *+1 Merciful Kukri* (8258 gp, Adventure; DMG)

APPENDIX 1 – APL 2

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 2

Male Human Wiz 2

TN Medium Humanoid (human)

Init +1; Senses Listen +0, Spot +0

Languages Common, Dwarven, Thieves' Cant

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 9 (2d4+3)

Fort +1, Ref +2, Will +3

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +0 (1d4-1) or melee touch +1

Ranged dagger +3 (1d4-1)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +0

Combat Gear dagger(2), potion of *cure light wounds*, scroll of *invisibility*.

Wizard Spells Prepared (CL 5th):

1st—*sunstroke*, *mage armor* ‡, *magic missile*, *color spray*.

0—*detect magic*(2), *daze*, *prestidigitation*.

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13

Feats Spell Focus: Conjuration, Spell Mastery

Skills Concentration +6, Decipher Script +8, Knowledge: Local-Sheldomar Valley +8, Knowledge: Arcana +8, Spellcraft +10.

Possessions combat gear plus explorer's outfit, spell component pouch (2).

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutam underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 1

Male Human Clr 1

CN Medium Humanoid (Human)

Init +1; Senses Listen +2, Spot +2

Languages Common, Thieves' Cant

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 8 (1d8);

Fort +2, Ref +1, Will +4

Speed 20 ft. in banded mail (6 squares), base movement 30 ft.;

Melee MW Spear +3 (1d8+1) or dagger +2 (1d4+1)

Ranged dagger +2 (1d4+1)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +2

Atk Options

Special Actions

Combat Gear banded mail, MW spear, potion of *cure light wounds*, scroll of *shield of faith*.

Cleric Spells Prepared (CL 4th):

1st—*Bless*, *obscuring mist*, *disguise self* (D)

0—*detect magic*, *guidance*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

‡ Already cast

Abilities Str 13, Dex 12, Con 10, Int 8, Wis 15, Cha 14

Feats Extra Turning, Divine Ward.

Skills Bluff +4, Concentration +2, Disguise +4.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources *Players Handbook II*

THUG**CR 1/2****MALE HUMAN WARRIOR 1**

CN Medium Humanoid

Init +3; **Senses** None; Listen +1, Spot +1**Languages** Common.**AC**: 17 (+3 Dex, +4 armor) touch 13, flat-footed 14**Hp**: 18 (1d8+2d6+3)**Fort** +3; **Ref** +6, **Will** +1**Speed** 20 ft. (4 squares); base movement 30 ft (6 squares)**Melee** Atk MW dagger/ dagger +5/+4 (1d4+2) or sap/sap +3/+3 (1d6+2)**Ranged** dagger +6 (1d4+2)**Space** 5ft.; **Reach** 5ft.**Base Atk** +2; **Grp** +3**Combat Gear**: MW Dagger (1), Dagger (3), Sap (2), chainshirt, potion of *cure light wounds*.**Abilities** Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10**Feats**: Two Weapon Fighting, Weapon Finesse.**Skills**: +4 Climb, +4 Intimidate.**Possessions** Combat gear plus traveler's clothes**Description**: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.**ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS****LITTLE BERTHA (FIENDISH CROCODILE) CR 4**

NE Medium Magical Beast

Init +1; **Senses** Low-light vision, Listen +5, Spot +5**AC** 15, touch 11, flat-footed 14

(-2 size, +1 Dex, +7 natural)

hp 53 (5d10+20 HD); DR 5/magic**Resist** Cold 5 Fire 5; **SR** 10**Fort** +8, **Ref** +5, **Will** +2**Weakness****Speed** 20 ft., swim 30 ft.;**Melee** bite +9 (1d8+6) or tail slap +9 tail slap (1d8+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +9**Atk Options** Improved grab**Special Actions****Abilities** Str 19, Dex 12, Con 18, Int 3, Wis 12, Cha 2**SQ** Darkvision 60'**Feats** Alertness, Skill Focus: Hide.**Skills** Hide +7, Listen +5, Spot +5, Swim +12,**Smite Good (1/day)** +5 damage vs. good-aligned creatures.**Improved Grab**: To use this ability, a crocodile 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.**Description** Long thought to be a mere myth, various denizens of the Greutam sewers have claimed for years that there's a 'big 'un' down here--a croc, purportedly forsaken by a member of the Emerald Conclave. She's big, ugly, and prone to drowning the unwary. Apparently...the stories are all true.**ENCOUNTER 7: MINUTES TO MIDNIGHT****VELDON CRANE****CR 3**

Male Human Clr 3

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3**Languages** Common.**AC** 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 24 (3d8+6);**Fort** +5, **Ref** +2, **Will** +5**Speed** 20 ft. in full plate (6 squares), base movement 30 ft.;**Melee** MW morningstar +4 (1d8+1) or dagger +3 (1d4+1)**Ranged** dagger +4 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Combat Gear** +1 full plate, MW morningstar, dagger (3), potion of *cure light wounds*, scroll of *shield of faith*.**Cleric Spells Prepared** (CL 3rd):2nd—*Bull's strength*, *summon undead II*, *desecrate* (D) ‡1st—*Divine favor*, *doom* (DC 14), *obscuring mist*, *protection from good* (D)0—*detect magic* (2), *light*, *resistance*.**D**: Domain spell. Deity: Nerull. Domains: Evil, Trickery

‡ Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16, Cha 10**Feats** Spell Focus: Conjuraton, Augment Summoning, Extra Turning, Divine Ward.**Skills** Concentration +8, Knowledge: Religion +5, Spellcraft +1**Possessions** combat gear plus holy symbols (2), *talisman of the disk* (5).**Description**: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in his plot. If Greutam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.**Sources** *Players Handbook II*

APPENDIX 2 – APL 4

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 3

Male Human Wiz 3

TN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Thieves' Cant

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 natural)

hp 12 (3d4+3)

Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +0 (1d4-1) or melee touch +1

Ranged dagger +3 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Combat Gear dagger(2), *amulet of natural armor* +1, potion of *cure light wounds*, scroll of *invisibility*.

Wizard Spells Prepared (CL 3rd):

2nd—*glitterdust* (DC 16), *hideous laughter*.

1st—*sunstroke*, *mage armor* ‡, *magic missile*, *color spray*.

0—*detect magic*(2), *daze*, *prestidigitation*.

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13

Feats Spell Focus: Conjunction, Spell Mastery, Greater Spell Focus: Conjunction

Skills Concentration +7, Decipher Script +11, Knowledge: Local-Sheldomar Valley +9, Knowledge: Arcana +9, Spellcraft +11.

Possessions combat gear plus explorer's outfit, spell component pouch (2).

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutarn underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 2

Male Human Clr 2

CN Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Thieves' Cant

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 12 (2d8);

Fort +3, **Ref** +1, **Will** +5

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee MW Spear +3 (1d8+1) or dagger +2 (1d4+1)

Ranged dagger +2 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options

Special Actions

Combat Gear full plate, MW spear, potion of *cure light wounds*, scroll of *shield of faith*, wand of *cure light wounds*.

Cleric Spells Prepared (CL 4th):

1st—*Bless*, *hide from undead* (DC 13), *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

‡ Already cast

Abilities Str 13, Dex 12, Con 10, Int 8, Wis 15, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting.

Skills Bluff +4, Concentration +4, Disguise +4.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources *Players Handbook II*

THUG

CR2

MALE HUMAN WARRIOR 1 ROGUE 2

CN Medium Humanoid

Init +3; **Senses:** None; Listen +1, Spot +1

Languages: Common, Thieves' Cant.

AC: 17 (+3 Dex, +4 armor) touch 13, flat-footed 14

Hp: 18 (1d8+2d6+3)

Fort +3; **Ref** +6, **Will** +1

Speed 20 ft. (4 squares); base movement 30 ft (6 squares)

Melee Atk MW dagger/ dagger +4/+3 (1d4+2) or sap/sap +2/+2 (1d6+2)

Ranged dagger +4 (1d4+2)

Space 5ft.; **Reach** 5ft.

Base Atk +2; **Grp** +3

Combat Gear: MW Dagger (1), Dagger (3), Sap (2), MW chainshirt, potion of *cure light wounds*.

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10

Feats: Two Weapon Fighting, Weapon Finesse, Weapon Focus(Dagger)

Skills: +6 Climb, +6 Intimidate, +7 Hide, +3 Move Silently, Speak Language, +7 Tumble.

Possessions Combat gear plus traveler's clothes

Sneak Attack (1d6)

Evasion

Description: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.

ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS

BERTHA (FIENDISH GIANT CROCODILE) CR 5

NE Huge Magical Beast

Init +1; **Senses** Listen +5, Spot +5

AC 16, touch 9, flat-footed 15

(-2 size, +1 Dex, +7 natural)

hp 63 (7d8+28 HD); DR 5/magic

Resist Cold 5 Fire 5; **SR** 12

Fort +9, **Ref** +6, **Will** +3

Weakness

Speed 20 ft., swim 30 ft.;

Melee bite +11 (2d8+12) or tail slap +11 tail slap (1d12+12)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +21

Atk Options

Special Actions

Abilities Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2

SQ Darkvision 60'

Feats Alertness, Endurance, Skill Focus: Hide.

Skills Hide +1, Listen +5, Spot +5, Swim +16,

Smite Good (1/day) +7 damage vs. good-aligned creatures.

Improved Grab To use this ability, a crocodile 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Description Long thought to be a mere myth, various denizens of the Greutam sewers have claimed for years that there's a 'big 'un' down here--a croc, purportedly forsaken by a member of the Emerald Conclave. She's big, ugly, and prone to drowning the unwary. Apparently...the stories are all true.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE

CR 4

Male Human Clr 4

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Flan.

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 30 (4d8+8);

Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee MW morningstar +5 (1d8+1) or dagger +4 (1d4+1)

Ranged dagger +4 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Combat Gear +1 full plate, MW morningstar, dagger (3), potion of *cure moderate wounds*, scroll of *shield of faith*.

Cleric Spells Prepared (CL 6th):

2nd—*Bull's strength*, *summon undead II*, *desecrate* (D) †

1st—*Cure light wounds*, *divine favor*, *doom* (DC 14) (2), *obscuring mist*, *protection from good* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery

† Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16, Cha 10

Feats Spell Focus: Conjuraton, Augment Summoning, Extra Turning, Divine Ward.

Skills Concentration +9, Spellcraft +2, Knowledge: Religion +3.

Possessions combat gear plus holy symbols (2), *talisman of the disk* (5), *hat of disguise*.

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in is plot. If Gruetam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.

Sources *Players Handbook II*

APPENDIX 3 – APL 6

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 5

Male Human Wiz 5

TN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Thieves' Cant

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 natural)

hp 18 (5d4+5)

Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +1 (1d4-1) or melee touch +1

Ranged dagger +4 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Combat Gear dagger(2), *amulet of natural armor* +2, potion of *cure moderate wounds*, scroll of *invisibility*.

Wizard Spells Prepared (CL 5th):

3rd—*haste*, *slow* (DC 17).

2nd—*glitterdust* (DC 17), *hideous laughter*, *touch of idiocy*.

1st—*sunstroke*, *mage armor* ‡, *magic missile*, *color spray*.

0—*detect magic*(2), *daze*, *prestidigitation*.

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 13

Feats Spell Focus: Conjuration, Spell Mastery, Greater Spell Focus: Conjuration, Spell Focus: Abjuration

Skills Concentration +9, Decipher Script +11, Knowledge: Local-Sheldomar Valley +11, Knowledge: Arcana +11, Knowledge: Geography +5, Spellcraft +13.

Possessions combat gear plus explorer's outfit, spell component pouch (2).

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*; 2—*knock*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutarn underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 4

Male Human Clr 4

CN Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Thieves' Cant

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 24 (4d8);

Fort +4, **Ref** +2, **Will** +6

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee MW Spear +5 (1d8+1) or dagger +4 (1d4+1)

Ranged dagger +4 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options

Special Actions

Combat Gear full plate, MW spear, scroll of *shield of faith*, wand of *cure light wounds*.

Cleric Spells Prepared (CL 4th):

2nd—*Calm emotions* (DC 15)(2), *lesser restoration*, *invisibility* (D)

1st—*Bless*, *hide from undead* (DC 14), *protection from law*, *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

‡ Already cast

Abilities Str 13, Dex 12, Con 10, Int 8, Wis 16, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting.

Skills Bluff +7, Concentration +7, Disguise +6.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources *Players Handbook II*

THUG

CR 3

MALE HUMAN WARRIOR 1 ROGUE 3

CN Medium Humanoid

Init +3; **Senses:** None; Listen +1, Spot +1

Languages: Common, Thieves' Cant.

AC: 17 (+3 Dex, +4 armor) touch 13, flat-footed 14

Hp: 23 (1d8+3d6+4)

Fort +4; **Ref** +6, **Will** +2

Speed 30 ft. (4 squares); base movement 30 ft (6 squares)

Melee Atk MW dagger/MW dagger +6/+6 (1d4+2/1d4+1) or sap/sap +4/+4 (1d6+2/1d6+1)

Ranged dagger +6 (1d4+2)
Space 5ft.; **Reach** 5ft.
Base Atk +3; **Grp** +4
Combat Gear: MW Dagger (2), Dagger (2), Sap (2), MW chainshirt, potion of *cure light wounds*.
Abilities Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10
Feats: Two Weapon Fighting, Weapon Finesse, Weapon Focus(Dagger)
Skills: +7 Climb, +7 Intimidate, +8 Hide, +3 Move Silently, Speak Language, +8 Tumble.
Possessions Combat gear plus traveler's clothes.
Sneak Attack (2d6)
Evasion

Description: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE **CR 6**
Male Human Clr 6
NE Medium Humanoid (Human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Flan, Dwarven
AC 21, touch 12, flat-footed 20
(+1 Dex, +9 armor, +1 deflection)
hp 45 (6d8+12);
Fort +7, **Ref** +3, **Will** +8
Speed 20 ft. in full plate (6 squares), base movement 30 ft.;
Melee MW morningstar +6 (1d8+1) or dagger +5 (1d4+1)
Ranged dagger +5 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Combat Gear +1 full plate, ring of protection +1, MW morningstar, dagger (3), potion of *cure moderate wounds*, scroll of *shield of faith*, scroll of *cure serious wounds*.
Cleric Spells Prepared (CL 6th):
3rd—*Prayer, summon undead III* (2), *animate dead* (D)
2nd—*Bull's strength, shatter* (DC 15), *summon undead II* (2), *desecrate* (D) †
1st—*Cure light wounds, divine favor, doom* (DC 14) (2), *obscuring mist, protection from good* (D)
0—*detect magic* (2), *guidance, light, resistance*.
D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
† Already cast
Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16, Cha 10
Feats Spell Focus: Conjuraton, Augment Summoning, Extra Turning, Divine Ward.
Skills Concentration +7, Spellcraft +2, Knowledge: Religion +3,.

Possessions combat gear plus holy symbols (2), *talisman of the disk* (5).

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in is plot. If Gruetam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.

Sources *Players Handbook II*

WAR (ADJUSTED BY DESECRATE) CR4

MALE VAMPIRE BARBARIAN 1 FIGHTER 1

CE Medium Undead

Init +8; **Senses:** Listen +18, Spot +10

Languages: Common, Flan

AC 24, touch 14, flat-footed 20

(+4 Dex, +4 armor, +6 natural)

Miss Chance

hp 20 (2d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort --, **Ref** +6, **Will** +2

Speed 40 ft. (6 squares); base movement 40 ft (8 squares)

Melee Atk MW Falchion +9 (18-20, 2d4+7) or slam +8 (1d6+5)

Ranged longbow +7 (1d8)

Space 5ft.; **Reach** 5ft.

Base Atk +2; **Grp** +7

Combat Gear: MW Falchion, Greatclub, Dagger (2), Longbow, MW Chainshirt

Abilities Str 21, Dex 18, Con --, Int 12, Wis 14, Cha 12

Feats: Endurance, Die Hard, Power Attack, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Skills: +7 Climb, +7 Intimidate, +18 Listen, Speak Language, +6 Tumble.

Possessions Combat Gear plus explorer's outfit

Rage (1/day) (Ex): This barbarian gains a +4 bonus to strength, a +2 morale bonus to Will saves, and takes a –2 penalty to AC for a duration of 3 rounds.

Energy Drain (Su): A living creature struck by this vampire's slam attack gains one negative level. A DC 14 Fort save is required for removal. For each negative level bestowed, the vampire gains 5 temporary hit points.

Description: 'War' was once a soldier of the Onnwal, proud to have repulsed the hordes of the Pomarj from his lands. War mustered out of his army when it was apparent that Turrosh Mak threatened other lands, so he adventured in the lands of the Sheldomar Valley. There he met an untimely demise, but after rising in glorious undeath he has now learned who the true enemies of the Flannae are.

MURDER (ADJUSTED BY DESECRATE) CR4

FEMALE VAMPIRE ROGUE 2

NE Medium Undead

Init +8; **Senses:** Listen +8, Spot +15

Languages: Common, Flan, Infernal

AC 24, touch 14, flat-footed 20
(+4 Dex, +4 armor, +6 natural)

Miss Chance

hp 20 (2d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort --, **Ref** +9, **Will** +0

Speed 30 ft. (6 squares); base movement 30 ft (6 squares)

Melee Atk MW Rapier/slam +5/+4 (18-20, 1d6+4/1d6+4)

Ranged shortbow +6 (1d6)

Space 5ft.; **Reach** 5ft.

Base Atk +1; **Grp** +5

Combat Gear: MW Rapier, shortbow, Dagger (2), MW Chainshirt

Abilities Str 18, Dex 19, Con --, Int 16, Wis 10, Cha 17

Feats: Two Weapon Fighting, Combat Expertise, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Skills: +16 Bluff, +10 Diplomacy, +10 Disable Device, +18 Disguise, +17 Hide, +17 Move Silently, +18 Open Lock, +18 Search, +9 Sleight of Hand, +15 Spot, +8 Tumble.

Possessions Combat Gear plus explorer's outfit, *chronocharm of the celestial wanderer*, *chronocharm of the fateweaver*, *chronocharm of the laughing rogue*.

Sneak Attack (1d6)

Energy Drain (Su): A living creature struck by this vampire's slam attack gains one negative level. A DC 14 Fort save is required for removal. For each negative level bestowed, the vampire gains 5 temporary hit points.

Dominate (Su): As a standard action, this vampire may crush an opponent's will as though affected by a *dominate person* spell (CL 12). The save for this attack is Will DC 18.

Description: 'Murder' was once a spy in the service of the Faithful Flan and the Theocracy of the Pale. Her self-doubt and reluctance led to an untimely demise while adventuring in the Sheldomar Valley. Her perspective has changed a bit now that she's become more accustomed to the benefits of undeath, and she now scoffs at the twisted philosophies of Pholtus.

APPENDIX 4 – APL 8

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 7

Male Human Wiz 7

TN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Halfling, Abyssal, Thieves' Cant

AC 18, touch 12, flat-footed 16
(+2 Dex, +4 armor, +2 natural)

hp 26 (7d4+7)

Fort +3, **Ref** +4, **Will** +5

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +1 (1d4-1) or melee touch +1

Ranged dagger +4 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Combat Gear dagger(2), *amulet of natural armor* +2, *potion of cure moderate wounds*, *scroll of invisibility*.

Wizard Spells Prepared (CL 7th):

4th—*dimension door*.

3rd—*haste*, *slow* (DC 18), *ray of exhaustion* (DC 18).

2nd—*glitterdust* (DC 18), *hideous laughter* (2), *touch of idiocy*.

1st—*sunstroke* (2), *mage armor* †, *magic missile* (2).

0—*detect magic*(2), *daze*, *prestidigitation*.

† Already cast

Abilities Str 8, Dex 14, Con 12, Int 18, Wis 10, Cha 13

Feats Spell Focus: Conjuraton, Spell Mastery, Greater Spell Focus: Conjuraton, Spell Focus: Abjuration, Spell Focus: Necromancy.

Skills Concentration +9, Decipher Script +11, Knowledge: Local-Sheldomar Valley +11, Knowledge: Arcana +11, Knowledge: Geography +9, Speak Language, Spellcraft +13.

Possessions combat gear plus explorer's outfit, spell component pouch (2), *circlet of intellect* +2.

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*; 2—*knock*, 3—*tongues*, 4—*fear*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutam underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 6

Male Human Clr 6

CN Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Thieves' Cant

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 armor)

hp 36 (6d8);

Fort +5, **Ref** +3, **Will** +7

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee +1 *Spear* +5 (1d8+2) or dagger +5 (1d4+1)

Ranged dagger +5 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options

Special Actions

Combat Gear full plate, +1 *spear*, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*.

Cleric Spells Prepared (CL 6th):

3rd—*Prayer*, *speak with dead*, *stone shape*, *protection from energy* (D)

2nd—*Calm emotions* (DC 15)(2), *darkness*, *lesser restoration*, *invisibility* (D)

1st—*Bless*, *hide from undead* (DC 14), *protection from law*, *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

† Already cast

Abilities Str 13, Dex 12, Con 10, Int 8, Wis 16, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting, Persuasive.

Skills Bluff +13, Concentration +9, Disguise +4.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources *Players Handbook II*

THUG

CR 5

MALE HUMAN WARRIOR 1 ROGUE 5

CN Medium Humanoid

Init +3; **Senses:** None; Listen +1, Spot +1

Languages: Common, Thieves' Cant.

AC: 17 (+3 Dex, +4 armor) touch 13, flat-footed 14

Hp: 33 (1d8+5d6+6)

Fort +4; Ref +7, Will +2

Speed 30 ft. (4 squares); base movement 30 ft (6 squares)

Melee Atk +1 *dagger*/MW dagger +7/+7 (1d4+3/1d4+1) or sap/sap +5/+5 (1d6+2/1d6+1)

Ranged dagger +7 (1d4+2)

Space 5ft.; **Reach** 5ft.

Base Atk +4; Grp +5

Combat Gear: +1 *Dagger*, MW *Dagger*, *Dagger* (2), *Sap* (2), MW *chainshirt*, *potion of cure moderate wounds*.

Abilities Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10

Feats: Two Weapon Fighting, Weapon Finesse, Weapon Focus(*Dagger*)

Skills: +7 Climb, +7 Intimidate, +8 Hide, +7 Move Silently, Speak Language, +8 Tumble.

Possessions Combat gear plus traveller's clothes

Sneak Attack (3d6)

Evasion

Uncanny Dodge

Description: These thugs are representative of the dregs of Greutarn society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE

CR 8

Male Human Clr 8

NE Medium Humanoid (Human)

Init +1; Senses Listen +3, Spot +3

Languages Common, Flan, Dwarven

AC 22, touch 12, flat-footed 21

(+1 Dex, +10 armor, +1 deflection)

hp 60 (8d8+16);

Fort +8, Ref +3, Will +9

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee MW *morningstar* +8/3 (1d8+1) or *dagger* +7/2 (1d4+1)

Ranged *dagger* +7/2 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; Grp +7

Combat Gear +2 *full plate*, *ring of protection* +1, MW *morningstar*, *dagger* (3), *potion of cure moderate wounds*, *scroll of shield of faith*, *scroll of cure serious wounds*, *goggles of the golden sun*.

Cleric Spells Prepared (CL 6th):

4th—*Divine power*, *summon undead IV*, *unholy blight* (D)

3rd—*Prayer*, *summon undead III* (2), *animate dead* (D)

2nd—*Bull's strength*, *shatter* (DC 15), *summon undead II* (2), *desecrate* (D) †

1st—*Cure light wounds*, *divine favor*, *doom* (DC 14) (2), *obscuring mist*, *protection from good* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
† Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 17, Cha 10

Feats Spell Focus: Conjuraton, Augment Summoning, Extra Turning, Divine Ward.

Skills Concentration +13, Spellcraft +2, Knowledge: Religion +5, .

Possessions combat gear plus holy symbols (2), *talisman of the disk* (5), *talisman of undead mastery*.

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in is plot. If Gruetarn is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.

Sources *Players Handbook II*

WAR (ADJUSTED BY DESECRATE)

CR 6

MALE VAMPIRE BARBARIAN 2 FIGHTER 2

CE Medium Undead

Init +8; Senses: Listen +19, Spot +10

Languages: Common, Flan

AC 25, touch 14, flat-footed 21

(+4 Dex, +5 armor, +6 natural)

Miss Chance

hp 36 (4d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort --, Ref +6, Will +2

Speed 40 ft. (6 squares); base movement 40 ft (8 squares)

Melee Atk MW *Falchion* +13 (18-20, 2d4+8) or *slam* +11 (1d6+5)

Ranged *longbow* +9 (1d8)

Space 5ft.; **Reach** 5ft.

Base Atk +2; Grp +7

Combat Gear: +1 *Falchion*, *Greatclub*, *Dagger* (2), *Longbow*, +1 *chainshirt*.

Abilities Str 22, Dex 18, Con --, Int 12, Wis 14, Cha 12

Feats: Endurance, Die Hard, Power Attack, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus: *Falchion*

Skills: +7 Climb, +7 Intimidate, +19 Listen, Speak Language, +6 Tumble.

Possessions Combat Gear plus explorer's outfit

Rage (1/day) (Ex): This barbarian gains a +4 bonus to strength, a +2 morale bonus to Will saves, and takes a –2 penalty to AC for a duration of 3 rounds.

Energy Drain (Su): A living creature struck by this vampire's *slam* attack gains one negative level. A DC 14 Fort save is required for removal. For each negative level bestowed, the vampire gains 5 temporary hit points.

Uncanny Dodge

Description: 'War' was once a soldier of the Onnwal, proud to have repulsed the hordes of the Pomarj from his lands. War mustered out of his army when it was apparent that Turrosh Mak threatened other lands, so he adventured in the lands of the Sheldomar Valley. There he met an untimely demise, but after rising in glorious undeath he has now learned who the true enemies of the Flannae are.

MURDER (ADJUSTED BY DESECRATE) CR6

FEMALE VAMPIRE ROGUE 4

NE Medium Undead

Init +8; **Senses:** Listen +8, Spot +15

Languages: Common, Flan, Infernal

AC 26, touch 15, flat-footed 21

(+5 Dex, +5 armor, +6 natural)

Miss Chance

hp 36 (4d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort --, **Ref** +9, **Will** +1

Speed 30 ft. (6 squares); base movement 30 ft (6 squares)

Melee Atk MW Rapier/slam +9/+8 (18-20, 1d6+5/1d6+4)

Ranged shortbow +10 (1d6)

Space 5ft.; **Reach** 5ft.

Base Atk +3; **Grp** +7

Combat Gear: +1 Rapier, shortbow, Dagger (2), +1 mithral shirt, *chronocharm of the fateweaver*.

Abilities Str 18, Dex 20, Con --, Int 16, Wis 10, Cha 17

Feats: Two Weapon Fighting, Combat Expertise, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Improved Feint

Skills: +18 Bluff, +12 Diplomacy, +10 Disable Device, +20 Disguise, +19 Hide, +19 Move Silently, +11 Open Lock+20 Search +11 Sleight of Hand +17 Spot+10 Tumble.

Possessions Combat Gear plus explorer's outfit, *chronocharm of the celestial wanderer*, *chronocharm of the laughing rogue*.

Sneak Attack (2d6)

Energy Drain (Su): A living creature struck by this vampire's slam attack gains one negative level. A DC 14 Fort save is required for removal. For each negative level bestowed, the vampire gains 5 temporary hit points.

Dominate (Su): As a standard action, this vampire may crush an opponent's will as though affected by a *dominate person* spell (CL 12). The save for this attack is Will DC 18.

Evasion

Uncanny Dodge

Description: 'Murder' was once a spy in the service of the Faithful Flan and the Theocracy of the Pale. Her self-doubt and reluctance led to an untimely demise while adventuring in the Sheldomar Valley. Her perspective has changed a bit now that she's become more accustomed to the benefits of undeath, and she now scoffs at the twisted philosophies of Pholtus.

APPENDIX 5 – APL 10

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 9

Male Human Wiz 9

TN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Halfling, Abyssal, Thieves' Cant

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +1 natural, +1 deflection)

hp 52 (9d4+9 plus 3[toad familiar] plus 15 [false life])

Fort +6, **Ref** +7, **Will** +8

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +3 (1d4-1) or melee touch +4

Ranged dagger +6 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Combat Gear dagger(2), *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of invisibility*.

Wizard Spells Prepared (CL 9th 4/5/5/4/3/1):

5th—*Dominate Person* (DC 20).

4th—*dimension door*, *Solid fog*(DC 20), *confusion*

3rd—*haste*, *slow* (DC 19), *ray of exhaustion* (DC 18).

2nd—*glitterdust* (DC 18), *False Life* †, *hideous laughter*, *touch of idiocy*.

1st—*sunstroke* (2), *mage armor* †, *magic missile* (2).

0—*detect magic*(2), *daze*, *prestidigitation*.

† Already cast

Abilities Str 8, Dex 14, Con 12, Int 19, Wis 10, Cha 13

Feats Spell Focus: Conjuraton, Spell Mastery, Greater Spell Focus: Conjuraton, Spell Focus: Abjuraton, Spell Focus: Necromancy, Spell Focus: Enchantment.

Skills Concentration +13, Decipher Script +11, Knowledge: Local-Sheldomar Valley +11, Knowledge: Arcana +13, Knowledge: Geography +9Speak Language, Spellcraft +17.

Possessions combat gear plus explorer's outfit, spell component pouch (2), 30gp.

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*; 2—*knock*, 3—*tongues*, 4—*fear*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutarn underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent

when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 8

Male Human Clr 8

CN Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Thieves' Cant

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 48 (8d8);

Fort +6, **Ref** +3, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *Spear* +9/+4 (1d8+3) or dagger +8/+3 (1d4+2)

Ranged dagger +7/+2 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options

Special Actions Turn Undead (9 attempts/Day, 4 used)

Combat Gear +1 *full plate*, +1 *spear*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*.

Cleric Spells Prepared (CL 8th 6/4/4/4/3):

4th—*Freedom of Movement*, *Delay Death*, *Summon Monster IV*, *Confusion* (D)

3rd—*Dispel magic*, *Prayer*, *Invisibility Purge*, *stone shape*, *protection from energy* (D)

2nd—*Calm emotions* (DC 15)(2), *Silence*, *lesser restoration*, *invisibility* (D)

1st—*Bless*, *hide from undead* (DC 14), *protection from law*, *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

† Already cast

Abilities Str 14, Dex 12, Con 10, Int 8, Wis 18, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting, Persuasive.

Skills Bluff +15, Concentration +11, Disguise +4Speak Language.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't

ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources *Players Handbook II*

THUGTASTIC

CR 5

MALE HUMAN WARRIOR 1 ROGUE 7

CN Medium Humanoid

Init +3; **Senses**: None; Listen +9, Spot +9

Languages: Common, Thieves' Cant.

AC: 18 (+3 Dex, +5 armor) touch 13, flat-footed 18

Hp: 50 (1d8+7d6+16)

Fort +7; **Ref** +9, **Will** +6

Speed 30 ft. (6 squares); base movement 30 ft (6 squares)

Melee Atk +1 *kukri*/+1 *kukri* +9/+9 1d4+3/1d4+2(18-20/x2) or sap/sap +7/+7 1d6+2/1d6+1

Ranged dagger +7 (1d4+2)

Space 5ft.; **Reach** 5ft.

Base Atk +6; **Grp** +8

Combat Gear: +1 *Kukri* (2), *Dagger* (2), *Sap* (2), +1 *Ring of Protection*, +1 *Cloak of Resistance*, +1 *chainshirt*, *potion of cure moderate wounds*, *potion of invisibility*.

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10

Feats: Iron Will, Two Weapon Fighting, Weapon Finesse, Weapon Focus(Kukri)

Skills: +7 Climb, +7 Intimidate, +8 Hide, +9 Listen, +7 Move Silently, Speak Language, +9 Spot, +8 Tumble.

Possessions Combat gear plus 50gp and traveller's clothes

Sneak Attack (4d6): The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. This extra damage is not multiplied on a critical hit with a sneak attack. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack.

Evasion: If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Uncanny Dodge: A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Trap Sense: +2

Description: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.

ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS

MANGLER (HALF-BLACK DRAGON CHUUL) CR 9

CE Large Dragon

Init +7; **Senses** Low-light vision, Listen +16, Spot +16

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 Natural)
hp 140 (11d12+55 HD); **DR** --
Resist; Immunity: Acid, Sleep, Paralysis, Poison; **SR**
Fort +8, **Ref** +6, **Will** +9
Weakness

Speed 30 ft., swim 20 ft., fly 20 ft;
Melee Claw +16 (2d6+9) or Bite +12 (1d8+4)
Full Attack: 2 Claws +16 (2d6+9) and Bite +7 (1d8+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +21
Atk Options Constrict 3d6+5, Improved grab, paralytic tentacles
Special Actions: Breath Weapon

Abilities Str 28, Dex 16, Con 20, Int 12, Wis 14, Cha 7
SQ Amphibious, Darkvision 60', immunity to poison
Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.
Skills Balance +10, Hide +13, Listen +16, Move Silently +9, Spot +16, Sense Motive +9, Swim +31,

Improved Grab: To use this ability, a chuul must hit with its claw 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, the chuul establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.
Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.
Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.
Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.
Breath Weapon: The half-dragon chuul has an acid breath weapon, usable once per day. A half-dragon's breath weapon is a 60-foot line of acid that deals 6d8 points of damage. A successful Reflex save (DC 17) reduces damage by half.
Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description: Long thought to be a mere myth, various denizens of the Greutam sewers have claimed for years that there's a 'big 'un' down here--a chuul, purportedly forsaken by a member of the Emerald Conclave. She's big, ugly, and prone to drowning the unwary. Apparently...the stories are all true.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE **CR 10**
Male Human Clr 10
NE Medium Humanoid (Human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Flan, Dwarven

AC 22, touch 12, flat-footed 21
(+1 Dex, +10 armor, +1 deflection)
hp 75 (10d8+20);
Fort +9, **Ref** +4, **Will** +10
Immunities: -- ; **SR:** -- **DR:** 3/--**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee +1 *morningstar* +9/4 (1d8+2) or dagger +8/3 (1d4+1)
Ranged dagger +8/3 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +8
Atk Options: Sacrifice level 3+ spell to cast fireball (goggles 3/day)
Special Actions: Rebuke Undead (7 attempts)
Combat Gear +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, *scroll of shield of faith*, *scroll of cure serious wounds*, *goggles of the golden sun*, *lesser iron ward diamond*, *scroll of dimensional anchor* † .
Cleric Spells Prepared (CL 10th 6/5/5/4/3/2):
5th—*Unhallow* † , *summon undead V*, *Confusion*(D)
4th—*Divine power*, *Freedom of Movement*, *Summon undead IV*, *unholy blight* (D)
3rd—*Dispel Magic*, *Magic Circle vs Good*, *Prayer*, *summon undead III*, *animate dead* (D)
2nd—*Cure Moderate Wounds*, *Silence*, *shatter* (DC 15), *summon undead II* (2), *desecrate* (D) †
1st—*Cure light wounds*, *divine favor*, *doom* (DC 14) (2), *obscuring mist*, *protection from good* (D)
0—*detect magic* (2), *guidance*, *light*, *resistance*.
D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 17, Cha 10
Feats Spell Focus: Conjuraton, Augment Summoning, Extra Turning, Divine Ward, Improved Turning.
Skills Concentration +15, Spellcraft +4, Knowledge: Religion +5, .
Possessions combat gear plus holy symbols (2), *talisman of the disk* (5), *talisman of undead mastery*.

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in is plot. If Gruetam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.
Sources Players Handbook II

APPENDIX 6 – APL 12

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 11

Male Human Wiz 11

TN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Halfling, Abyssal, Thieves' Cant

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +1 natural, +1 deflection)

hp 60 (11d4+11 plus 3[toad familiar] plus 16[false life])

Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +4 (1d4-1) or melee touch +5

Ranged dagger +7 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Combat Gear dagger(2), *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of invisibility*, *vest of the master evoker*.

Wizard Spells Prepared (CL 11th 4/5/5/5/4/2/1):

6th—*Chain Lightning*.

5th—*Arc of Lightning*, *Dominate Person* (DC 21).

4th—*Dimension door*, *Fireball*, *Solid fog* (DC 20), *confusion* (DC 20).

3rd—*Dispel Magic* (2), *Fireball*, *slow* (DC 19), *ray of exhaustion* (DC 18).

2nd—*False Life* ‡, *glitterdust* (DC 18), *hideous laughter* (2), *touch of idiocy*.

1st—*Ray of Enfeeblement*, *sunstroke* (2), *mage armor* ‡, *magic missile*.

0—*detect magic* (2), *daze*, *prestidigitation*.

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 19, Wis 10, Cha 13

Feats Spell Focus: Conjuration, Spell Focus: Enchantment, Greater Spell Focus: Conjuration, Spell Focus: Abjuration, Spell Focus: Necromancy, Greater Spell Focus: Enchantment, Spell Mastery.

Skills Concentration +15, Decipher Script +17, Knowledge: Local-Sheldomar Valley +11, Knowledge: Arcana +17, Knowledge: Geography +9, Speak Language, Spellcraft +19.

Possessions combat gear plus explorer's outfit, spell component pouch (2), 30gp.

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*; 2—*knock*, 3—*tongues*, 4—*fear*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutarn underworld. His keen intellect has led to management opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone

like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 10

Male Human Clr 10

CN Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Thieves' Cant

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 60 (10d8);

Fort +8, **Ref** +5, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *Spear* +10/+5 (1d8+3) or dagger +9/+4 (1d4+2)

Ranged dagger +8/+3 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options

Special Actions Turn Undead (9 attempts/Day, 4 used)

Combat Gear +1 *Displacer full plate*, +1 *spear*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*, *Cloak of Resistance* +1.

Cleric Spells Prepared (CL 8th 6/5/5/4/4/2):

5th—*Righteous Wrath of the Faithful*, *Summon Monster V*, *Break Enchantment* (D)

4th—*Freedom of Movement*, *Recitation*, *Delay Death*, *Summon Monster IV*, *Confusion* (D)

3rd—*Dispel magic*, *Prayer*, *Invisibility Purge*, *stone shape*, *protection from energy* (D)

2nd—*Calm emotions* (DC 15)(2), *Divine Vengeance*, *Silence*, *Spiritual Weapon*, *invisibility* (D)

1st—*Bless*, *hide from undead* (DC 14), *protection from law*, *Sanctuary*, *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

‡ Already cast

Abilities Str 14, Dex 12, Con 10, Int 8, Wis 18, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting, Persuasive, Divine Vigor.

Skills Bluff +17, Concentration +13, Disguise +4, Speak Language.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his ‘spoken word’ performances and garishly embellished full plate. He’s one of the only local clerics who doesn’t ask the wrong kind of questions when ‘wise guys’ are brought in with a bump on the noggin.

Sources Players Handbook II, Complete Warrior.

THUGTASTIC

CR 9

MALE HUMAN WARRIOR 1 ROGUE 9

CN Medium Humanoid

Init +3; **Senses:** None; Listen +14, Spot +14

Languages: Common, Thieves’ Cant.

AC: 18 (+3 Dex, +5 armor) touch 13, flat-footed 18

Hp: 62 (1d8+9d6+20)

Fort +8; **Ref** +10, **Will** +7

Speed 30 ft. (6 squares); base movement 30 ft (6 squares)

Melee Atk +1 *Merciful kukri*+1 *kukri* +10 and +10/+5 1d4+2/1d4+1(18-20/x2) or sap/sap +8/+3 and +8/+3 1d6+1/1d6+1

Full Attack: +1 *Merciful kukri*+1 *kukri* +10/+5 and +10/+5 1d4+2 +1d6(nonlethal)/1d4+1(18-20/x2)

Or: sap/sap +8/+3 and +8/+3 1d6+1/1d6+1

Ranged dagger +10 (1d4+1)

Space 5ft.; **Reach** 5ft.

Base Atk +7; **Grp** +8

Combat Gear: +1 *Merciful Kukri*, +1 *Kukri*, Dagger (2), Sap (2), +1 *Ring of Protection*, +1 *Cloak of Resistance*, +1 *chainshirt*, potion of *cure moderate wounds*, potion of *invisibility*.

Abilities Str 13, Dex 17, Con 14, Int 8, Wis 12, Cha 10

SQ: Evasion, Trapsense +3, Uncanny Dodge, Improved Uncanny Dodge

Feats: Iron Will, Two Weapon Fighting, Weapon Finesse, Weapon Focus(Kukri), Improved Two Weapon Fighting

Skills: +7 Climb, +7 Intimidate, +8 Hide, +14 Listen,+8 Move Silently, Speak Language, +14 Spot,+14 Tumble.

Possessions Combat gear plus 50gp and traveller’s clothes

Sneak Attack (5d6): The rogue’s attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

Evasion: A rogue can avoid even magical and unusual attacks; if she makes a successful Reflex saving throw against an attack that normally deals half

damage on a successful save, she instead takes no damage.

Uncanny Dodge: A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Trap Sense: +3

Description: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of ‘benevolent businessmen’. Consider these fine gentlemen to be ‘made men’.

ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS

BIG MANGLER (HALF-BLACK DRAGON CHUUL) CR 11

CE Large Dragon

Init +7; **Senses** Low-light vision, Listen +20, Spot +20

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 Natural)

hp 191 (15d12+75 HD); **DR** --

Resist; Immunity: Acid, Sleep, Paralysis, Poison; **SR**

Fort +10, **Ref** +8, **Will** +11

Weakness

Speed 30 ft., swim 20 ft., fly 20 ft;

Melee Claw +19 (3d6+9) or Bite +14 (1d8+4)

Full Attack: 2 Claws +19 (3d6+9) and Bite +9 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +24

Atk Options Constrict 3d6+5, Improved grab, paralytic tentacles

Full Attack for 5: 2 Claws +14 (3d6+14) and Bite +4 (1d8+9)

Special Actions: Breath Weapon

Abilities Str 28, Dex 16, Con 20, Int 12, Wis 14, Cha 8

SQ Amphibious, Darkvision 60', immunity to poison

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Power Attack, Improved Natural Attack (Claw).

Skills Balance +12, Hide +17, Listen +20, Move Silently +11, Spot +20, Sense Motive +11, Swim +35,

Improved Grab: To use this ability, a chuul must hit with its claw 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, the chuul establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+4 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Breath Weapon: The half-dragon chuul has an acid breath weapon, usable once per day. A half-dragon's breath weapon is a 60-foot line of acid that deals 6d8 points of damage. A successful Reflex save (DC 19) reduces damage by half.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description Long thought to be a mere myth, various denizens of the Greutam sewers have claimed for years that there's a 'big 'un' down here--a chuul, purportedly forsaken by a member of the Emerald Conclave. She's big, ugly, and prone to consuming the unwary. Apparently...the stories are all true.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE

CR 11

Male Human Clr 11

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Flan, Dwarven

AC 22, touch 12, flat-footed 21

(+1 Dex, +10 armor, +1 deflection)

hp 83 (11d8+22);

Fort +10, **Ref** +5, **Will** +12

Immunities: -- ; **SR:** – **DR:** 3/--**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *morningstar* +10/5 (1d8+2) or dagger +9/4 (1d4+1)

Ranged dagger +9/4 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +9

Atk Options: Sacrifice level 3+ spell to cast fireball (goggles 3/day)

Special Actions: Rebuke Undead (7 attempts)

Combat Gear +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, *scroll of shield of faith*, *scroll of cure serious wounds*, *goggles of the golden sun*, *lesser iron ward diamond*, *Periapt of Wisdom* +2, *Cloak of Resistance* +1, *scroll of dimensional anchor* †.

Cleric Spells Prepared (CL 11th 6/6/5/5/4/2/1):

6th—*Blade Barrier*, *Mislead*(D)

5th—*Unhallow* †, *Summon undead V*, *Confusion*(D)

4th—*Divine power*, *Freedom of Movement*, *Recitation Summon undead IV*, *unholy blight* (D)

3rd—*Dispel Magic*, *Invisibility Purge*, *Prayer*, *Searing Light*, *Summon undead III*, *animate dead* (D)

2nd—*Silence* (2), *shatter* (DC 15), *summon undead II* (2), *desecrate* (D) †

1st—*Cure light wounds* (2), *divine favor*, *doom* (DC 14) (2), *obscuring mist*, *protection from good* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery

† Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 19, Cha 10

Feats Spell Focus: Conjuration, Augment Summoning, Extra Turning, Divine Ward, Improved Turning.

Skills Concentration +16, Spellcraft +5, Knowledge: Religion +5, Speak Language .

Possessions combat gear plus holy symbols (2), *talisman of the disk* (5), *talisman of undead mastery*.

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in his plot. If Gruetam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.

Sources Players Handbook II

APPENDIX 7 – APL 14

ENCOUNTER 3: THE WRONG SIDE OF THE DOCKS

QUINTUS

CR 13

Male Human Wiz 13

TN Medium Humanoid (human)

Init +3; Senses Listen +0, Spot +0

Languages Common, Dwarven, Halfling, Abyssal, Thieves' Cant

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +1 natural, +1 deflection)

hp 68 (13d4+13 plus 3[toad familiar] plus 16[false life])

Fort +7, Ref +8, Will +10

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +5 (1d4-1) or melee touch +6

Ranged dagger +8 (1d4-1)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +5

Combat Gear dagger(2), *cloak of resistance* +2, *headband of intellect* +2, *amulet of natural armor* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of invisibility*, *Belt of Battle*, *Vest of the master evoker*.

Wizard Spells Prepared (CL 11th 4/6/5/5/5/4/2/1):

7th—*Forcecage*.

6th—*Greater Dispel Magic*, *Chain Lightning*(DC 23).

5th—*Arc of Lightning*, *Cone of Cold*(DC 22), *Dominate Person* (DC 22), *Mind Fog*(DC 22).

4th—*Dimension door*, *Fireball*, *Solid fog*(DC 21), *confusion*(DC 21), *Phantasmal Killer*.

3rd—*Dispel Magic* (2), *Fireball*, *slow* (DC 19), *ray of exhaustion* (DC 18).

2nd—*False Life* ‡, *glitterdust* (DC 18), *hideous laughter* (2), *touch of idiocy*.

1st—*Ray of Enfeeblement* (2), *sunstroke* (2), *mage armor* ‡, *magic missile*.

0—*detect magic*(2), *daze*, *prestidigitation*.

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 20, Wis 10, Cha 13

Feats Spell Focus: Conjuration, Spell Focus: Enchantment, Greater Spell Focus: Conjuration, Spell Focus: Abjuration, Spell Focus: Necromancy, Greater Spell Focus: Enchantment, Spell Mastery, Spell Focus: Necromancy.

Skills Concentration +17, Decipher Script +21, Knowledge: Local-Sheldomar Valley +17, Knowledge: Arcana +21, Knowledge: Geography +9Speak Language, Spellcraft +23.

Possessions combat gear plus explorer's outfit, spell component pouch (2), 30gp.

Spellbook spells prepared plus 1—*comprehend languages*, *charm person*; 2—*knock*, 3—*tongues*, 4—*fear*.

Description: Quintus is a street savvy 'entrepreneur' who has impressed various personages in the Greutarn underworld. His keen intellect has led to management

opportunities in some of the 'grey' market goods that are shipped through the port. Quintus is well aware that common street toughs do not take kindly to someone like him running an operation of this magnitude, so he generally keeps his nose clean in the eyes of the authorities. Quintus endeavors to effect a 'street' accent when dealing with his men, but is generally erudite under more genteel circumstances.

Sources *Sandstorm*

OLLI D

CR 12

Male Human Clr 12

CN Medium Humanoid (Human)

Init +7; Senses Listen +5, Spot +5

Languages Common, Thieves' Cant

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 72 (12d8);

Fort +10, Ref +6, Will +14

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 Spear +11/+6 (1d8+2) or dagger +10/+5 (1d4+1)

Ranged dagger +10/+5 (1d4+1)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +10

Atk Options

Special Actions Turn Undead (9 attempts/Day, 4 used)

Combat Gear +1 *Displacer* full plate, +1 spear, *Belt of Battle*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*, *Cloak of Resistance* +1.

Cleric Spells Prepared (CL 8th 6/7/5/5/4/4/2):

6th—*Blade Barrier*, *Harm*, *Spell Turning* (D)

5th—*Greater Command*, *Righteous Wrath of the Faithful*, *Slay Living*, *Summon Monster V*, *Break Enchantment* (D)

4th—*Freedom of Movement*, *Recitation*, *Delay Death*, *Summon Monster IV*, *Confusion* (D)

3rd—*Dispel magic*, *Prayer*, *Invisibility Purge*, *stone shape*, *Magic Circle vs Good*, *Protection from energy* (D)

2nd—*Calm emotions* (DC 17)(2), *Divine Vengeance*, *Silence*, *Spiritual Weapon*, *invisibility* (D)

1st—*Bless*, *Doom*, *Hide from undead* (DC 14), *protection from law*, *Sanctuary*, *obscuring mist*, *disguise self* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Olidammara. Domains: Luck, Trickery

‡ Already cast

Abilities Str 13, Dex 12, Con 10, Int 8, Wis 20, Cha 14

Feats Extra Turning, Divine Ward, Combat Casting, Persuasive, Divine Vigor, Improved Initiative.

Skills Bluff +19, Concentration +15, Disguise +4Speak Language.

Possessions combat gear plus noble's outfit, holy symbols (2).

Luck Reroll (1/day) (Ex): You may reroll one roll that you have just made before the judge declares whether the roll results in success or failure.

Description: Olli D is the street name of a small time con artist who has come to be tolerated by the local gangs. Most toughs consider him a poseur, but his efforts to fit in are regarded as comical—especially his 'spoken word' performances and garishly embellished full plate. He's one of the only local clerics who doesn't ask the wrong kind of questions when 'wise guys' are brought in with a bump on the noggin.

Sources Players Handbook II, Complete Warrior.

THUGTASTIC

CR 11

MALE HUMAN WARRIOR 1 ROGUE 11

CN Medium Humanoid

Init +5; **Senses:** None; Listen +16, Spot +16

Languages: Common, Thieves' Cant.

AC: 19 (+4 Dex, +5 armor) touch 14, flat-footed 19

Hp: 92 (1d8+11d6+24)

Fort +8; **Ref** +12, **Will** +7

Speed 30 ft. (6 squares); base movement 30 ft (6 squares)

Melee Atk +1 *Merciful kukri*+1 *Merciful kukri* +13 and +13/+8 1d4+2/1d4+1(18-20/x2) or sap/sap +10/+5 and +10/+10 1d6+1/1d6+1

Full Attack: +1 *Merciful kukri*+1 *Merciful kukri* +13/+8 and +13/+8 1d4+2 +1d6(nonlethal)/1d4+1+1d6(nonlethal) (18-20/x2)

Or: sap/sap +11/+6 and +11/+6 1d6+1/1d6+1

Ranged dagger +13 (1d4+1)

Space 5ft.; **Reach** 5ft.

Base Atk +8; **Grp** +9

Combat Gear: +1 *Merciful Kukri* (2), Dagger (2), Sap (2), +1 *Ring of Protection*, +1 *Cloak of Resistance*, +1 *chainshirt*, *Gloves of Dexterity* +2, *potion of cure moderate wounds*, *potion of invisibility*.

Abilities Str 13, Dex 20, Con 14, Int 8, Wis 12, Cha 10

SQ: Evasion, Trapsense +3, Uncanny Dodge, Improved Uncanny Dodge, Opportunist

Feats: Iron Will, Two Weapon Fighting, Weapon Finesse, Weapon Focus(Kukri), Improved Two Weapon Fighting, Combat Reflexes

Skills: +8 Bluff, +7 Climb, +7 Intimidate, +13 Hide, +16 Listen, +10 Move Silently, Speak Language, +16 Spot, +18 Tumble.

Possessions Combat gear plus 50gp and traveller's clothes

Sneak Attack (6d6): The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of

lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Evasion: A rogue can avoid even magical and unusual attacks; if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Uncanny Dodge: A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Special Abilities:

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Trap Sense: +3

Description: These thugs are representative of the dregs of Greutam society who had a modicum of talent and have been taken under the wing of 'benevolent businessmen'. Consider these fine gentlemen to be 'made men'.

ENCOUNTER 6: MORE THAN DARKNESS IN THE DEPTHS

MANGLER IN DARKNESS (FIENDISH HALF-BLACK DRAGON CHUUL) CR 13

CE Large Dragon (Extraplanar)

Init +7; **Senses** Low-light vision, Listen +20, Spot +20

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 Natural)

hp 191 (15d12+75 HD); DR 10/magic

Resist: Fire/10, Cold/10; **Immunity:** Acid, Sleep, Paralysis, Poison; **SR** 20

Fort +10, **Ref** +8, **Will** +11

Weakness

Speed 30 ft., swim 20 ft., fly 20 ft;

Melee Claw +19 (3d6+9) or Bite +14 (1d8+4)

Full Attack: 2 Claws +19 (3d6+9) and Bite +9 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +24

Atk Options Constrict 3d6+5, Improved grab, paralytic tentacles

Full Attack for 5: 2 Claws +14 (3d6+14) and Bite +4 (1d8+9)

Special Actions: Breath Weapon, Smite Good

Abilities Str 28, Dex 16, Con 20, Int 12, Wis 14, Cha 8

SQ Amphibious, Darkvision 60', immunity to poison

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Power Attack, Improved Natural Attack (Claw).

Skills Balance +12, Hide +17, Listen +20, Move Silently +11, Spot +20, Sense Motive +11, Swim +35,

Improved Grab: To use this ability, a chuul must hit with its claw 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, the chuul establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Smite Good (1/day) +5 damage vs. good-aligned creatures.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+4 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Breath Weapon: The half-dragon chuul has an acid breath weapon, usable once per day. A half-dragon's breath weapon is a 60-foot line of acid that deals 6d8 points of damage. A successful Reflex save (DC 19) reduces damage by half.

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

Description Long thought to be a mere myth, various denizens of the Greutarn sewers have claimed for years that there's a 'big 'un' down here--a chuul, purportedly forsaken by a member of the Emerald Conclave. She's big, ugly, and prone to consuming the unwary. Apparently...the stories are all true.

ENCOUNTER 7: MINUTES TO MIDNIGHT

VELDON CRANE

CR 11

Male Human Clr 13

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +5, Spot +5

Languages Common, Flan, Dwarven

AC 22, touch 12, flat-footed 21

(+1 Dex, +10 armor, +1 deflection)

hp 98 (13d8+26);

Fort +11, **Ref** +6, **Will** +14

Immunities: -- ; **SR:** -- **DR:** 3/--**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *morningstar* +10/5 (1d8+2) or dagger +9/4 (1d4+1)

Ranged dagger +9/4 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Atk Options: Sacrifice level 3+ spell to cast fireball (goggles 3/day)

Special Actions: Rebuke Undead (7 attempts)

Combat Gear +2 *full plate*, *ring of protection* +1, +1 *morningstar*, dagger (3), *potion of cure moderate wounds*, *scroll of shield of faith*, *scroll of cure serious wounds*, *Belt of Battle*, *goggles of the golden sun*, *lesser iron ward diamond*, *Periapt of Wisdom* +2, *Cloak of Resistance* +1, *scroll of dimensional anchor* †.

Cleric Spells Prepared (CL 13th 6/7/6/5/5/4/2/1):

7th—*Repulsion*, *Blasphemy*(D)

6th—*Blade Barrier*, *Cometfall*, *Mislead*(D)

5th—*Flame Strike*, *Unhallow* †, *Righteous Wrath of the Faithful*, *Summon undead V*, *Confusion*(D)

4th—*Dismissal*, *Divine power*, *Freedom of Movement*, *Recitation*, *Summon undead IV*, *unholy blight* (D)

3rd—*Dispel Magic*, *Invisibility Purge*, *Prayer*, *Searing Light*, *Summon undead III*, *animate dead* (D)

2nd—*Divine Vengeance* (2), *Silence* (2), *shatter* (DC 18), *summon undead II*, *desecrate* (D) †

1st—*Cure light wounds* (2), *divine favor*, *doom* (DC 14) (2), *obscuring mist*, *protection from good* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery

† Already cast

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 20, Cha 10

Feats Spell Focus: Conjuration, Augment Summoning, Extra Turning, Divine Ward, Improved Turning, Quicken Turning.

Skills Concentration +18, Spellcraft +7, Knowledge: Religion +5, Speak Language .

Possessions combat gear plus holy symbols (2), *talisman of the disk* (5), *talisman of undead mastery*.

Description: Veldon Crane is a fanatic bent on the reclamation of the Principality for its true owners, the Flan race. He has watched the Principality from the shadows of the duchy for years waiting for the just the right moment of weakness to exploit. Veldon is something of an amateur in the arts of deception, hence he has sought out skilled allies to aid him in his plot. If

Gruetam is reduced to ruin and undeath, Veldon will soon plot an invasion of the Principality's heartland.

Sources Players Handbook II, Complete Divine

APPENDIX 8 – ALL APLS

ENCOUNTER 4: COME AND SEE THE VIOLENCE INHERENT IN THE SYSTEM

OFFICER OF THE WATCH CR 4

Male Human Clr 4

LN Medium Humanoid

Init +1; **Senses** Listen +2, Spot +2

Languages Common.

AC 20, touch 11, flat-footed 19

(+1 Dex, +8 armor, +1 shield)

hp 24 (4d8);

Fort +4, **Ref** +2, **Will** +6

Speed 20 ft. in full plate (6 squares), base movement 30 ft.;

Melee MW Sap +6 (1d6+2) or dagger +4 (1d4+2)

Ranged dagger +4 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options

Special Actions

Combat Gear full plate, MW sap, small wooden shield, dagger, potion of *cure moderate wounds*.

Cleric Spells Prepared (CL 4th):

2nd—*Calm emotions* (DC 15)(2), *hold person* (DC 15), *calm emotions* (DC 15) (D)

1st—*Bless*, *comprehend languages*, *shield of faith*, *obscuring mist*, *protection from chaos* (D)

0—*detect magic* (2), *guidance*, *light*, *resistance*.

D: Domain spell. Deity: St. Cuthbert. Domains: Law, Protection

† Already cast

Abilities Str 14, Dex 12, Con 10, Int 8, Wis 16, Cha 13

Feats Extra Turning, Divine Ward, Martial Weapon Proficiency: Sap.

Skills Concentration +7, Diplomacy +8.

Possessions combat gear plus holy symbols (2).

Protective Ward (1/day) (Su): The Officer of the Watch receives a +4 resistance bonus on his next saving throw.

Description: This cleric is typical of the lawmen who patrol the streets of Greutam. He is ruthlessly efficient, dedicated to law and order, and absolutely does **not** cruise the taverns after hours in drag.

SOURCES **PLAYERS HANDBOOK II**

WATCHMAN CR 3

MALE HUMAN WARRIOR 4

LN Medium Humanoid

Init +2; **Senses:** None; Listen +4, Spot +6

Languages: Common.

AC: 16 (+2 Dex, +4 armor) touch 12, flat-footed 14

Hp: 27 (4d8+4)

Fort +5; **Ref** +3, **Will** +2

Speed 20 ft. (4 squares); base movement 30 ft (6 squares)

Melee Atk +6 MW sap (1d8+4) or +7 dagger (1d4+3)

Ranged Atk +6 longbow (1d8)

Space 5ft.; **Reach** 5ft.

Base Atk +4; **Grp** +7

Combat Gear: MW sap (size medium), Longbow, 20 blunt arrows, scale mail, dagger

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8

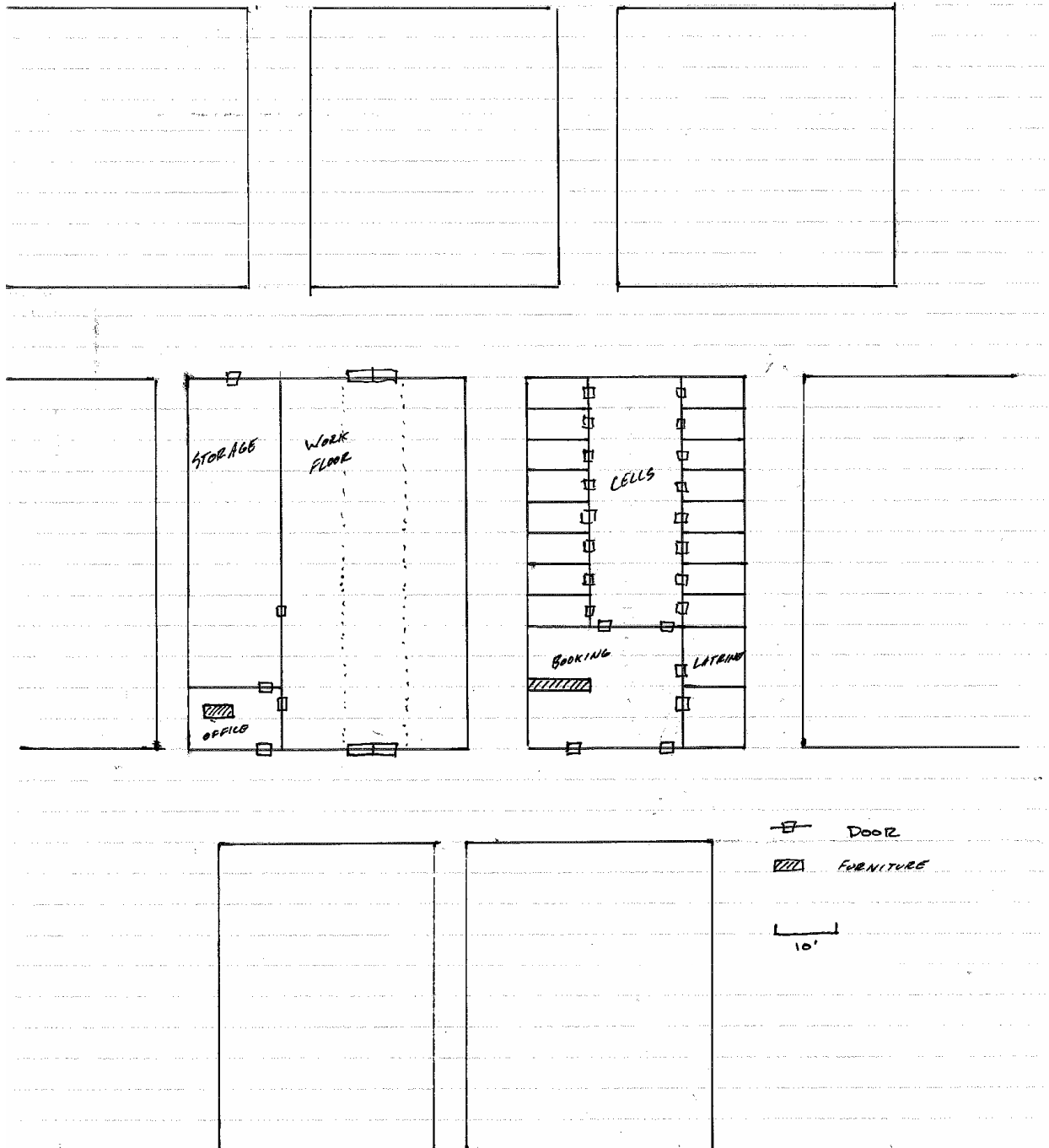
Feats: Alertness, Weapon Focus(Sap)

Skills: +6 Spot, +4 Listen, +4 Sense Motive.

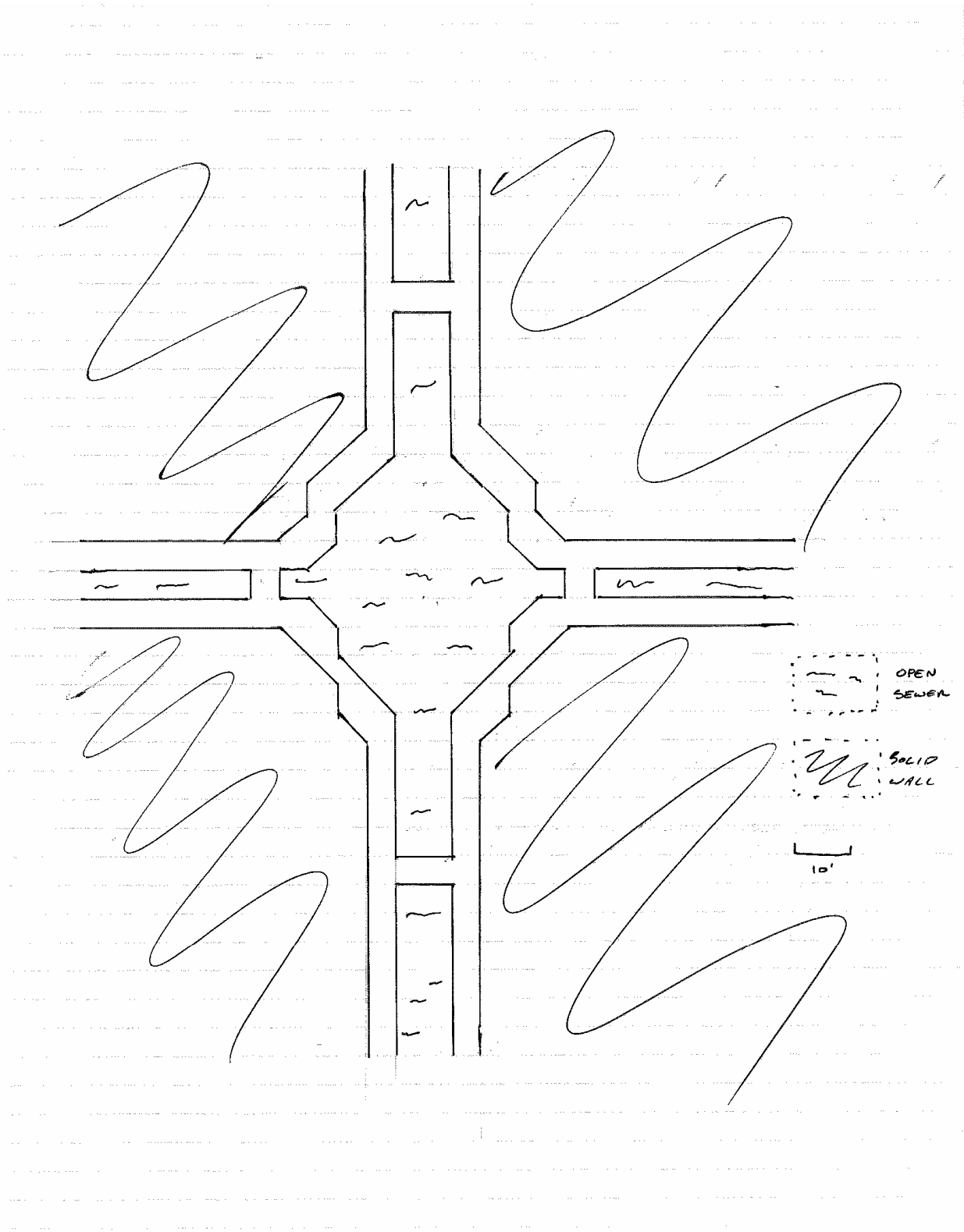
Possessions Travellers Clothes, 2 days iron rations, waterskin, MW manacles, good lock.

Description: These men are typical of the night watch in Greutam, and are slightly more seasoned combatants than you might find on the watch elsewhere in the Principality. They are especially noted for their use of oversized blackjacks. The best kind of felon is a black and blue felon.

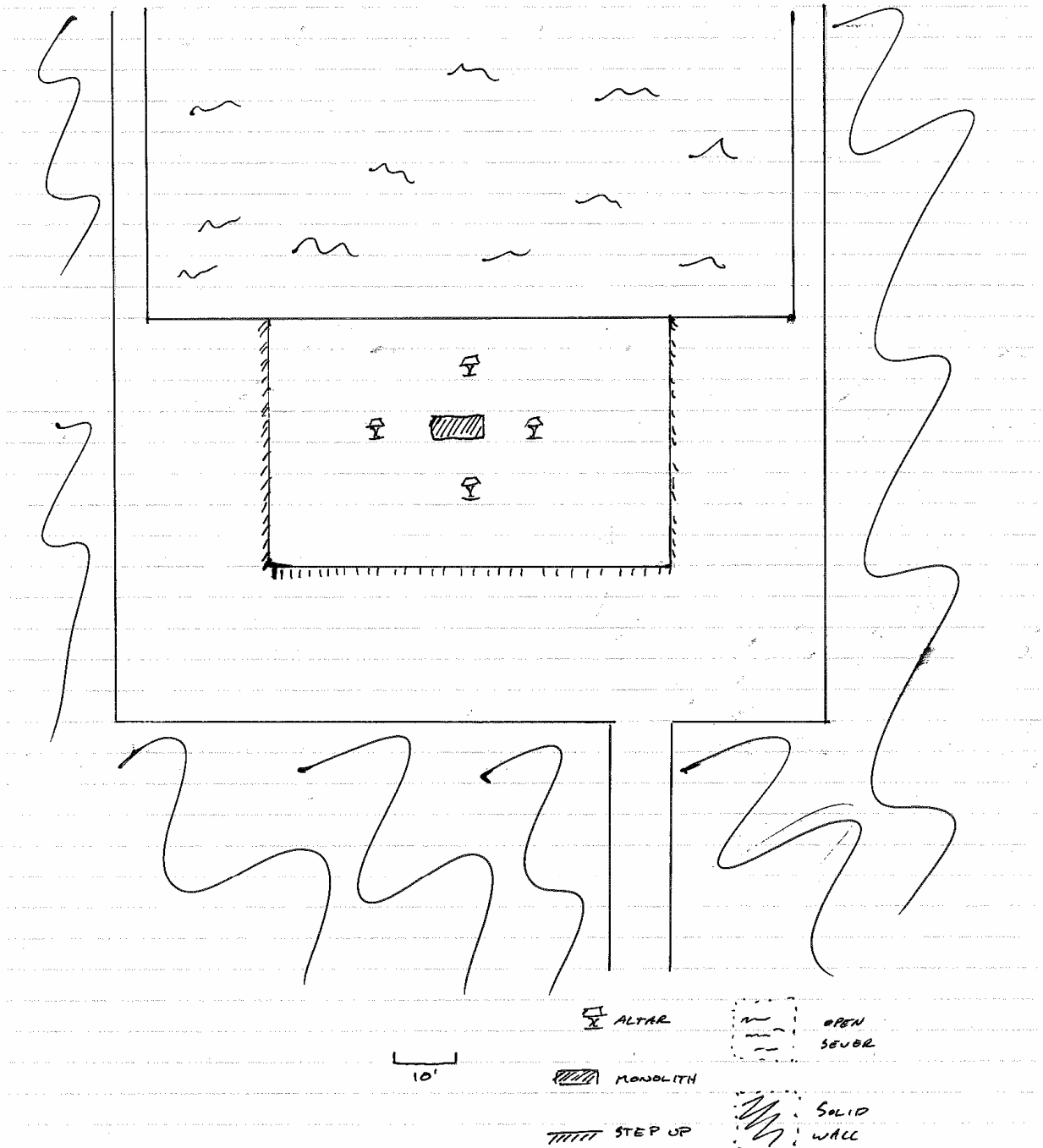
DM AID: MAP #1 – WAREHOUSE 23



DM AID: MAP #2 – SEWER BENEATH GREUTAM



DM AID: MAP #3 – THE CULT’S LAIR



DM AID: NEW RULES

NEW FEATS

Divine Ward (*Players Handbook II*)

Prerequisite: Ability to Turn Undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt. You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend a turn or rebuke undead attempt to create each ward beyond the first.

Quicken Turning [GENERAL] (*Complete Divine*)

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

Divine Vigor (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier.

NEW ITEMS

Chronocharm of the Celestial Wanderer (Magic Item Compendium)

This charm slows your perception of time, allowing you a second chance to recognize potential danger. When you activate this chronocharm, you can immediately reroll a single Listen or Spot check that you just attempted. The result of the second roll replaces the first result. This ability functions once per day.

Faint transmutation; CL 5th; Craft Wondrous Item, *hawkeye*; Price 500 gp; Weight -- lb.

Chronocharm of the Fateweaver (Magic Item Compendium)

This charm slows your perception of time, letting you avoid an ill-advised step. When you activate this chronocharm, you can immediately reroll a single Balance, Climb, or Tumble check that you just attempted. The result of the second roll replaces the first result. This ability functions once per day..

Faint transmutation; CL 5th; Craft Wondrous Item, *cat's grace*; Price 500 gp; Weight -- lb.

Chronocharm of the Laughing Rogue (Magic Item Compendium)

When you activate this chronocharm, you can immediately reroll a single Disable Device check that you just attempted. The result of the second roll replaces the first result. This ability functions once per day..

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 500 gp; Weight -- lb.

Displacer Armor Upgrade (Magic Item Compendium, page 10)

When you activate *displacement* armor, you appear to be standing right next to your actual location, as if affected by a *displacement* spell.

This displacement property functions once per day, and the effect lasts for 5 rounds..

faint illusion; CL 5th; Craft Arms and Armor, *displacement*; Price varies; Weight -- lb.

Goggles of the Golden Sun (Magic Item Compendium)

While wearing goggles of the golden sun, you are immune to blindness and dazzling effects. This is a continuous effect and requires no activation. In addition, three times per day you can activate these goggles and sacrifice a prepared spell or spell slot of 3rd level or higher to use fireball (as the spell; Reflex DC 14 half), using your own caster level or that of the goggles, whichever is higher.

Faint abjuration; CL 5th; Craft Wondrous Item, *fireball*, possession of a piece of the Raiment of the Four set; Price 4,000 gp; Weight -- lb.

Vest of the Master Evoker (Magic Item Compendium, page 146)

Three times per day, you can activate the vest as a swift action to enhance the next arcane evocation spell you cast before the end of your turn. That spell deals additional damage equal to twice its spell level, and the save DC of the spell increases by 2. This damage is of the same type as normal for the spell. If the spell doesn't normally deal damage, this use of the vest has no effect.

In addition, you can apply the effect of any sudden metamagic feat you know to any evocation spell you cast from a wand or staff as if you were casting the spell yourself. Doing this requires no activation, but uses up that feat's daily use as normal.

Moderate evocation; CL 9th; Craft Wondrous Item, Spell Focus(Evocation), or Evoker, able to cast 5 evocations—2 of which level 5 or greater; Price 10,000 gp; Weight 2 lb.

Belt of Battle (Magic Item Compendium, page 73)

A belt of battle helps you avoid being caught off guard in combat and allows occasional burst of extra activity. While worn, it grants you a +2 competence bonus to initiative checks. This is continuous and requires no activation. In addition, the belt has three charges renewed each day at dawn. Each time you activate the belt, one of the three black pearls in the buckle turns white. The pearls return to normal when the charges renew. Spending 1 or more charges grants you an extra action which must be taken immediately, before you take any other action. 1 Charge= 1 move action. 2 Charges= 1 standard action. 3 Charges = 1 full round action. Activation is a swift mental action.

Moderate transmutation; CL 9th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight --.

Lesser Iron Ward Diamond (Magic Item Compendium, page 26)

An iron ward diamond lends its toughness to armor, helping it absorb blows in combat.

Lesser: This augment crystal provides DR 3/- that stacks with other sources. Once a clasp has absorbed 30 HP of damage, it becomes inert until the following day. A lesser iron ward diamond functions only when attached to medium or heavy armor.

Greater: As the lesser, except it grants DR 5/- until it has prevented 50HP of damage. It functions only when attached to heavy armor

Moderate Evocation; CL 7th; Craft magic arms and armor, *stoneskin*; Price 2,000 gp (lesser), 8000gp (greater); Weight --.

Memento Magica (2nd)(Magic Item Compendium)

When activated, this item allows you to regain any one spell slot that you have previously used this day. The spell slot is available just as if the spell had not been cast. A memento magica recalls a spell slot of the level it was created to hold. A memento magica functions once per day. This item has no effect for spellcasters who prepare their spells.

Strong transmutation; CL 17th; Craft Wondrous Item, ability to spontaneously cast spells of the level to be regained; Price 6,000 gp; Weight -- lb.

Ring of Communication (Magic Item Compendium)

When you activate this ring for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat.

Any two or more ring wearers need only touch their rings together (a standard action) and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.

Faint divination; CL 5th; Craft Ring, *detect thoughts* ; Price 2,000 gp; Weight -- lb.

Talisman of the Disk (Magic Item Compendium)

Activating this talisman creates a floating disk (PHB 294). The disk can hold 300 pounds and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*, *floating disk*; Price 500 gp, Weight - lb.

Talisman of Undead Mastery (Magic Item Compendium)

This talisman benefits any character capable of either turning or rebuking undead. The talisman has 3 charges, which are renewed each day at dawn. Spending 1 or more charges increased your effective cleric level for the purpose of a single turn or rebuke undead check, which must be made before the end of your turn.

Faint necromancy; CL 3rd; Craft Wondrous Item, *command undead*; Price 3,000 gp, ; Weight -- lb.

NEW SPELLS

Sunstroke (Sandstorm)

Necromancy

Level: Drd 1, Sor/Wiz 1, Summer 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fort partial; see text

Spell Resistance: Yes (harmless)

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly.

PLAYER HANDOUT #1 – A HASTILY SCRAWLED NOTE

Friend-

It is with a heavy heart that I inform you that a great crisis looms over Ulek, and you are our last hope.

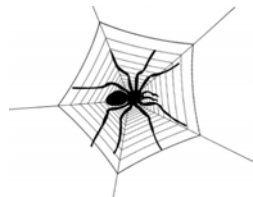
Recently gathered intelligence has uncovered a conspiracy of death cultists who plot the destruction of Greutam in a half-crazed attempt to espouse the 'power' of their philosophy.

Our resources have been taxed to the utmost, and you are the only operative who could mobilize and act to address this threat in a timely manner. By the time this missive reaches your hands, I fear mere hours may remain before Greutam is confronted by a catastrophe that will make the marine assault of last year pale in comparison.

It is our understanding that the plot involves an ancient artifact, a stone monolith of several hundred stone weight that plays some part in a profane ritual. It is my hope that the rod accompanying this missive may be used to interrupt this ritual for a period of several days if it is brought into physical contact with the artifact.

The artifact in question was housed in Warehouse 23 in the docks district within the past 72 hours.

You have no cover, no official sanction, and no allies save those you may be able to gather.



PLAYER HANDOUT #2 – A DESPERATE NOTE

Friend-

You do not know me, but I have heard of you. Your service to the Principality has brought you a measure of renown, and now it is my sad duty to call on you for one more task of vital importance. It is with a heavy heart that I inform you that a great crisis looms over Ulek, and you are our last hope.

Recently gathered intelligence has uncovered a conspiracy of death cultists who plot the destruction of Greutam in a half-crazed attempt to espouse the 'power' of their philosophy. The Crown's intelligence agents have been pressed to their limit, and you are the only potential asset who could mobilize and act to address this threat in a timely manner. By the time this missive reaches your hands, I fear mere hours may remain before Greutam is confronted by a catastrophe that will make the marine assault of last year pale in comparison.

It is our understanding that the plot involves an ancient artifact, a stone monolith of several hundred stone weight, that plays some part in a profane ritual. It is my hope that the rod accompanying this missive may be used to interrupt this ritual for a period of several days if it is brought into physical contact with the artifact. The artifact in question was housed in Warehouse 23 in the docks district within the past 72 hours.

In this action, you must act alone or with a handful of allies you can trust. The civil authorities of Greutam have not been alerted to this threat since the window for an organized evacuation is gone; do not be deterred from your objective by the Watch.

If you survive the coming trial, I will locate you to offer my personal thanks.



CRITICAL EVENT SUMMARY: ULP7-01 SUDDEN DEATH

For use only at YEM 2007.

1. Did the PCs successful avert disaster by disrupting the ritual in the sewers?

Yes

No

2. Were any members of the Web or Society of Shadows instrumental in accomplishing this success?

Yes

No

If so, list player names/PC names here:

3. Did any PCs commit crimes in this adventure resulting in serving a sentence of over 1 TU?

Yes

No

If so, list player names/PC names and their offenses here:

4. Were any PCs forcibly ejected from the Web?

Yes

No

If so, list player names/PC names and their offenses here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):