

ULP8-01

Words of Wisdom

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 1.0

by Daniel Gray

Reviewers: Principality of Ulek Triad Circle Reviewer: Steven Conforti

Playtesters: Carrie Neuman, Jesse Taylor, Kristin Vandenberg, Scott Vandenberg

Shape your future, for you cannot remold the past...waste neither thought nor breath on what you could have done. Focus only on what you can do from now on. – Qiebitz, cleric of Keoghtom

A Principality of Ulek regional adventure for APLs 4-12, and Part three of the *Soul of a Nation* series.

Note: This adventure may be of special interest to those who played *ULP5-09 Traveling Tales*, *ULP 6-02 Hook, Line and Sinker* or *ULP4-IN04 The Fharlangathlon*.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams], *Complete Scoundrel* [Mike McArtor], *Complete Warrior* [Andy Collins], *Epic Level Handbook* [Andy Collins], *Fiend Folio* [Eric Cagle], *Magic Item Compendium* [Andy Collins], *Manual of the Planes* [Jeff Grubb], *Player's Handbook II* [Dave Noonan], *Races of the Dragon* [F.M. Kestral], *Savage Species* [David Eckleberry], *Spell Compendium* [Matthew Sernett]

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 rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 table's APL may not participate in the adventure during this session.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	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 regional adventure, set in the Principality of Ulek. Characters native to

the Principality of Ulek 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

Late in 594 CY, the race known as the Fharlangathlon came to the Principality of Ulek. Several teams competed in trying to overcome obstacles, beasts and traps as well as their own limitations to gain the favor of Prince Volimar Corond. The race itself completed with little controversy but the celebration was cut short when Markessa the Shadow, disguised as one of the competitors, was able to assassinate the Crown Prince with a single dagger thrust to the heart. In the chaos of the aftermath, she was able to escape. Worse, she had apparently used a thinaun steel dagger to complete her assassination, making it impossible to resurrect Volimar.

Since that day, Volimar's body has been lying in *gentle repose* in the private halls of the royal palace in Gryrax.

A little over a year after the Fharlangathlon, earthquakes near the villages of Hyll and Hyle brought adventurers and soldiers to the Lortmil Hills to investigate. Revealed in the tremors was a

shrine to the Dwarven God of Scholarship, Dugmaren Brightmantle. Adventurers braved the shrine and were put through several tests and trials, guided by a Spectator cleric of Keoghtom named Qiebitz. In the last room of the shrine, after satisfying those guarding the Soulforge itself, the adventurers were granted access to a mithral tome once penned by a group of scholarly knights called the Templars of Enlightenment. The words within, however, were unreadable, protected by a benevolent spirit within the book that prevented any but the qualified eyes of the Templars from translating what was within.

Through a visit to the great copper Wyrms Kaihonriedwur, a group of scouts was able to locate the once lost temple city beneath the Suss Forest that housed the Templars before their disbandment. In this city, since dubbed Glanhildar, (Dwarven for "Hearth of the Forgotten Voice"), several of the Templars were found turned to stone by a tribe of medusa that had invaded at the time the templars were attempting to leave the city.

These templars were reverted to their true form and one, an Eldritch Knight named Phinlaen Starshield, worked with the Guardians of the Soulforged and the Talons of Retribution to translate the tome. Amongst the pages were instructions on how to recover something referred to as the 'Soul of a Nation' as well as a relatively cryptic prophecy. Having pored over this prophecy for many weeks, the Guardians are confident in the direction it points and have called in trusted subjects and friends of the Prince to further investigate.

ADVENTURE SUMMARY

Introduction: The PCs are called to the Headquarters of the Guardians of the Soulforged in Gryrax. The mithral tome previously recovered has been translated.

Encounter 1:

Based on the prophecy contained within the pages of the tome, the PCs are asked to seek out the traveling Halfling clan known as the Dusty Boots. They are also given a nearly blank parchment that fell out of the mithral tome.

Encounter 2:

The PCs come across the Dusty Boot's caravan between Eastpass and Havenhill. The clan is under attack by some rather aggressive 'thugs.'

Encounter 3:

The PCs speak to the Dusty Boot clan. They can acquaint or reacquaint themselves with the clan, and/or try to find out what, if anything, the Halflings have to do with recovering

Encounter 4:

Auntie Wisk summons the PCs to her wagon and addresses the clan's role in the prophecy, answering questions as well as she can.

Encounter 5:

Rosalina finds a half-orc lying in the road. His assailants fled into the woods and have disappeared. The half-orc, luckily, survived the attack.

Encounter 6:

The half-orc (named Yeogh) is happy to be alive and tells the PCs who he is and where he was going when he was attacked – he says – by members of the Principality of Ulek Royal Army. He reveals that he is traveling to Gryrax to return a necklace once gifted to him by Volimar Corond.

Encounter 7:

Auntie Wisk requests that the PCs and Yeogh sit with her in conference so that she may cast her divination magics to determine if this pendant is of importance. During the meeting, Yeogh drops the pendant on the parchment and a *dreamscape* spell is triggered, sending the PCs to the Region of Dreams, where they awaken inside Yeogh's dreams to a twisted amorphous landscape formed by Yeogh's thought. They can hear Auntie Wisk tell them to seek out Yeogh's last memory of Volimar – she believes this is what needs to be done, but she is not sure why.

Encounter 8:

The PCs find themselves traveling through Yeogh's memories, witnessing various scenes from his past and seeing the world through the oft shunned half-orc's eyes.

Encounter 9:

The PCs find themselves in Yeogh's recollection of the awards ceremony of the Fharlangathlon. They can choose to act to prevent the assassination of Volimar or sit back and watch the events unfold as they did in reality.

Encounter 10A/10B:

The PCs will have to fight 'Markessa' and her accomplices in order to escape the dreamscape.

Encounter 11:

The PCs awaken in Auntie Wisk's cabin. The blank parchment now shows a map of the Northeast Section of the PoU and the Northwest section of the Pomarj.

Encounter 12:

The caravan reaches Eastpass. From here, the Dusty Boots must continue west toward Riverton where they have deadlines to meet. The PCs and Yeogh should continue south toward Gryrax. On the way there, Yeogh and the PCs are attacked by mercenaries under the employ of Baron Delon Reilagg of the Grindin province, who is a war profiteer and fears the end of his lucrative munitions business if Volimar's soul is recovered.

Conclusion A/B:

The PCs reach Gryrax. The High Priest thanks the PCs for their help and then takes the map so that it can be studied and compared to their own maps so that a plan can be made. Yeogh is permitted to see the Prince and goes as well.

PREPARATION FOR PLAY

Before play, the DM should have the players fill out an initiative card and find out the following pieces of information:

- What Principality of Ulek Metaorgs (if any) the PCs may belong to.
- Did this PC play in any of the following:
 - *ULP4-IN04 The Fharlangathlon*
 - *ULP5-09 Traveling Tales*
 - *ULP6-01 Written in Stone*
 - *ULP6-02 Hook, Line and Sinker*
 - *ULP6-04 Mixed Messages*
- For any PC that participated in *ULP4-IN04 The Fharlangathlon*, were they a member of one of the top three teams?
- For any PC that did participate in *ULP5-09 Traveling Tales*, note any that received the effect *Marked by the Reaper*.
- For any male Halfling PC that participated in *ULP6-02 Hook, Line and Sinker*, note any that received *Brandoreen's Favor* and the *Lucky Lockpick*.

In addition, please note that this adventure has extensive expository text in multiple places. This text was included to help facilitate GM/NPC interaction with the players/PCs in role-playing situations. It is recommended that this information (contained in boxes) is reviewed before running this adventure, and is meant to be used as a role-playing aid, not directly recited to the players.

INTRODUCTION

Before reading the following boxed text, refer to the information collected from the players. This will determine which player handout they receive. If the PC has played either (or both) *ULP6-01 Written in Stone* or *ULP6-04 Mixed Messages*, they will receive **Player Handout #1**. Of those PCs who did not play the abovementioned adventures, those that are members of Principality of Ulek metaorgs receive **Player Handout #2**. All other PCs receive **Player Handout #3**.

Once this has been determined, read the following, then distribute the handouts.

Rare are the days when adventurers can sit back, relax and not worry about who is plotting to kill them. For most, this is the only life they know. They live on the edge of danger and death to better themselves either spiritually, emotionally or financially. The lucky ones succeed in all three.

The last few days, however, have been stuffed with an abundance of relaxation. You've been able to shop, sight-see and take in the culture of your latest destination without being rushed or bothered.

Nothing good seems to last, unfortunately. One night, when you get back to your inn, you find a scroll on your bed, sealed with wax imprinted with the symbol of a battleaxe on a shield.

How do they ALWAYS seem to find you...?

Once the players have a chance to read the handouts, ask if any are NOT answering the request to appear. For any that refuse the request, their adventure ends here and you may give them an AR.

For the others, continue below.

ENCOUNTER 1: LAST TIME, ON 'SOUL OF A NATION...'

All PCs who decided to answer the call for assistance have made their way to Gryrax, in the Principality of Ulek. More specifically, they find themselves in Hammer Hill Temple, the headquarters of the Guardians of the Soulforged.

Read or paraphrase the following:

When you arrive at Hammer Hill Temple, you are hurried inside and then led through a maze of quiet hallways that lead away from the main antechamber. Eventually, your young dwarven guide stops in front of a set of double doors and knocks gently. After a moment, a muffled voice answers from the other side, and the door is pushed open.

Sitting at a table in the room are a middle-aged dwarven man in the garb of a priest and a strikingly beautiful human woman wearing elegant robes. Behind the woman stands an incredibly well built half-orc wearing full plate armor stamped with the crest of a hawk with outstretched talons.

As you're escorted inside, the dwarven man looks up from a book laid open on the table and smiles at you. "Please come in, friends, and thank you for your quick response. We have a lot of work to do, so do sit down, and I will get right to it."

The three individuals in the room are, as follows:

Ulian Farhunter: This dwarven man wears a holy symbol carved to look like an open book decorated with Dwarven runes. Dwarven PCs or any PC that has played *ULP6-01 Written in Stone* or *ULP6-04 Mixed Messages* immediately identify this as the holy symbol of Dugmaren Brightmantle. Everyone else can figure this out by making a DC15 Knowledge (Religion) check. He is the high priest of Dugmaren Brightmantle in the Principality of Ulek and can be identified with a DC15 Knowledge (Local: Sheldomar) check. Members of *Guardians of the Soulforged* recognize him automatically. Ulian is known to be soft spoken and fair, and likes to let facts and figures speak for themselves.

The Desert Rose: The human female is one of the highest ranking officers within the Talons of Retribution. She can be identified with a DC10 Knowledge (Local: Sheldomar) check. Members of the *Talons of Retribution* recognize her

automatically. She is known to be incredibly stern and to the point.

Temerity Skullsplitter: This half-orc is an honorary member of the Talons of Retribution and acts as bodyguard to most of the higher ranking members. This information can be gleaned with a DC 15 Knowledge (Local: Sheldomar) check. Members of the *Talons of Retribution* recognize him automatically. He is loyal to the death and considers the Talons his family and his saviors after they rescued him from a destroyed orc village many years before. He does not talk to the PCs. If any of them attempt to talk to him, he either nods in greeting or tells them to speak to his mistress (the Desert Rose), as his place is to guard her life, not to speak on her behalf.

This encounter can be run as freely as you wish it to be. Below is a summary of the information the Guardians and the Talons have been able to discern to this point.

DM NOTE: This information can be distributed to PCs as answers to questions or as a general 'download,' based on your preference. Feel free to paraphrase. There may be no need to give all the information to the players:

=== Begin Summary ===

Ulian explains that with the help of Templar Phinlaen Starshield (any PCs who successfully completed *ULP6-04 Mixed Messages* recognize that as the name of the dwarven knight they found turned to stone in ruins of the lost temple city) the Guardians and Talons have been able to translate the mithral tome (that the PCs first found in *ULP6-01 Written in Stone*).

If any PC should ask where Phinlaen is now, Ulian explains that he is back in the lost city – which the Prince has dubbed 'Glanhildar' (Dwarven for "Hearth of the Forgotten Voice") – overseeing its restoration and rebuilding.

The tome contained recollections of events that have occurred in the last 50 years, which, considering the book's age (at least 100 years old), helped prove its authenticity to those studying it. Recently, using spells such as the *legend lore* spell, the Talons have determined that the tome itself was actually an important artifact that appears to have been touched by Dugmaren Brightmantle himself.

Also included in the tome was a puzzling prophecy that mentioned something called 'The Soul of a

Nation. [Give the players **Player Handout #4** when you mention this, as it contains the entire prophecy]. The Talons believe that this refers to the spirit of Volimar Corond, the Prince of Ulek that was assassinated by Markessa the Shadow at the Fharlangalton in 594 CY.

Some of the things in the prophecy have already occurred, such as the death of the Prince's grandson, the joining of the Gems of Ulaa to the Axe of Corond and the tremors in the hills that first revealed the Shrine of Dugmaren Brightmantle.

The Desert Rose surmises that by following the prophecy, it appears that the next step is for someone to find and locate the Halfling clan known as the Dusty Boots (based on the line "others only know travelers by the dust on their boots").

The Dusty Boot clan is a nomad family known for traversing the Principality back and forth in a caravan, selling and trading services and wares. They are known throughout the land (PCs who played *ULP5-09 Traveling Tales* have already met them at least once), and the church's latest info has them heading west on the main road between Eastpass and Havenhill at this time of year.

Both the Talons and the Guardians would like the PCs to seek out the Dusty Boots to see if there is anything to his theory that they are somehow involved in this prophecy. In his opinion, the prophecy itself seems to point to a way to retrieve Volimar's soul and resurrect him so that the Corond Bloodline is restored, and he believes that the Dusty Boots may have had some past connection to slain prince, perhaps in the form of a keepsake, treasure or trinket that passed from his hands to theirs at some point. He explains that it is commonly believed that the spirit of a person can sometimes be tied to an item or possession they held as personally significant, similar to a tribal totem.

Ulian says that if the PCs agree to this task, the Guardians will see fit to pay them each 100gp and the Desert Rose says that the Talons have connections she would be happy to make available to the PCs should they succeed in helping them.

In addition to the information, Ulian also gives the PCs a white sheet of parchment, blank except for a swirling color design in the upper right quadrant [This is **Player Handout #5**]. This, he explains, fell out of the mithral tome after they'd completed the translation. At first, they didn't think anything of it, but to that point the pages in the tome had been

near invulnerable to any kind of damage – folding, ripping, tearing, burning, etc...so for a page to fall out, especially one such as peculiar as this, came across as odd in their opinion, so they are giving it to the PCs to see if anyone in the Dusty Boot clan recognizes the design on it.

If the PCs ask why THEY are being sent instead of scouts and/or soldiers, Ulian notes that with all the manpower that has been redirected to the lost city to help in its rebuilding, they find themselves shorthanded. Additionally, adventurers are less likely to raise alarm when traveling the roads. Soldiers in a pack will always draw attention and after the problems they've had in the past with undue notice being paid to the church's efforts, they'd prefer a more low key approach.

If asked to elaborate on this, Ulian mentions that a group of luzian cultists in league with Turrosh Mak used divinations to learn of the mithral tome and attempted to steal it once before (players of *ULP6-04 Mixed Messages* will remember this).

=== End Summary ===

Once the information (as much of it as is needed or is asked for) has been provided to the PCs and the role-play of the scene winds down, have Ulian ask if the PCs accept their terms. If they do, Ulian pays half their fee up front and once making sure they have a copy of the prophecy as well as the peculiar blank parchment, wishes them well and asks that whatever happens, please come back and let them know so that they can act on whatever information the PCs are able to gather.

Allow the PCs to procure supplies and prepare for their journey. Gryrax is a metropolis and the 2nd largest city on the Azure Sea. Any items the PCs have access to can be found for purchase here.

Once that is done, continue to the next encounter.

ENCOUNTER 2: WHERE THERE'S SMOKE...

The PCs have set out from Gryrax to search for the current whereabouts of the Dusty Boot Halfling clan. According to Ulian Farhunter, the clan is usually traveling west between Havenhill and Eastpass at this time of year. It takes about 4 days to travel from Gryrax to the area where they encounter the Dusty Boot clan's caravan.

The PCs find the clan as they are trying to stave off an attack from a group of Nerull cultists who are out to exact revenge on the Halflings for their part in stopping a similar group of cultists from contaminating a shipment grain in Ubanks a couple of years ago (this occurred in *ULP5-09 Traveling Tales*).

The Dusty Boots are a pretty tough bunch, but the cultists have distracted them by setting one of the caravan's wagons on fire. As the PCs approach read or paraphrase the following:

You reached Eastpass without incident and so far, your westerly trek has fared just as well. A blindingly bright sun has been your companion today, but as it finally begins to set, the hot wind that's been blowing at your back all day has cooled.

Day is darkening into dusk and you're able catch a subtle but familiar scent of smoke on the air.

A second later, you catch the flicker of flame springing to life somewhere amongst the trees, and yells soon follow.

The PCs are seeing and hearing the beginnings of an ambush orchestrated against the Dusty Boot clan by cultists of Nerull.

The caravan's wagons are in a shielded clearing 40 feet north of the road.

If the PCs decide to investigate (hopefully they do), find out how they're approaching the fire.

If the party decides to approach the fire as quietly as possible, have them make move silently checks opposed by the Nerull cultists' (and undead companions) listen checks. Because of the yells from the nearby camp, the cultists and their undead take a -4 penalty on their checks to hear the PCs approach.

Any of the NPCs who beat the party's lowest move silently check hear them approach and are not surprised when the PCs arrive (and can act in the surprise round).

If the PCs elect to rush or run toward the fire, the cultists do not need listen checks as the party's haphazard rush toward them will be easily discernable.

Read the text below, adding text at the end as needed

You make your way toward the commotion and after a few moments, you come across a pair

of men using the cover of the trees to spy on a nearby clearing.

In the clearing sit six covered merchant wagons arranged in a circle. One of these wagons is currently on fire. Through the smoke, you can see Halflings bearing pails of water toward the burning wagon, trying desperately to put out the flames.

One of the men spying on the camp sports somewhat elven features and carries a flask of bright red liquid in his hand. There is a Halfling lying on the ground at his feet. Next to him is a human male in black full plate armor wearing a medallion carved with the image of a skull and scythe.

Surrounding them are lurking unnatural beings, clearly held together by the powers of unlife.

If any PCs ask about the fire, a DC10 Knowledge (Nature) check allows them to know that the fire is going to spread unless it gets put out quickly.

Drop into initiative at this point.

Without assistance from the PCs, the fire will spread to a new wagon after two rounds. After a wagon has been on fire for two full rounds, it goes up in flames and everything inside is lost.

Refer to **DM AID #1 – The Camp** for a map of the battle area.

On this map, the wagons are numbered. This is the order in which they will catch fire if the flames are not somehow controlled.

The halflings have started an impromptu bucket brigade. Starting at the center of camp where the tub of drinking water is kept, everything from buckets, pails, waterskins, etc are being used to get water to the fire. If no PC elects to assist the Halflings in putting out the flames, the clan simply doesn't have the manpower to put out the fire before it spreads to the next wagon.

The PCs can alleviate this issue in multiple ways:

- If at least one PC joins the bucket brigade, they speed up the process enough where the fire is successfully put out after the first round of combat is over.
- Spells such as *create water* and *cloudburst* can be used. It takes 8 gallons of water to completely put out the fire in one wagon.

Should the fire reach wagon #3, inform the PCs that they hear a scream from inside. This wagon belongs to Tolindy and Cyrrdalla Pennyfoot, a middle aged couple living alone.

The two were ordered to stay in their wagon once the attack started but now they need to get out. Normally this wouldn't be a problem but Tolindy has doubled over with a coughing fit because of all the smoke and Cyrrdalla will not leave his side.

If the PCs are unable to assist the couple, they will perish when the wagon becomes engulfed in flames at the end of its second round of being on fire.

Without the PCs' assistance, the Halflings are able to douse the fire before it destroys the 4th wagon, but the first three wagons are damaged beyond repair.

All PCs who are not helping with the fire can focus on the attacking cultists. The smoke in the area hampers vision, providing concealment (a 20% miss chance) on all ranged attacks with a range of at least 20'.

NOTE: If one or more of the PCs do elect to assist the Halflings with putting out the fire, they may find themselves temporarily outmanned in this encounter. Should this occur, you may elect to have one of the Dusty Boot Halflings, Rosalina Troubleurr (on her mount), join the combat after two rounds. Keep in mind that at APLs 10 and above, Rosalina's effectiveness will have much less of an impact on the overall encounter. Once the PC or PCs finish helping put out the fire and return to the combat, Rosalina sticks around for one additional round before leaving to look after her family. As she leaves, she shouts a thank you to the PCs as well as a blessing of Yondalla.

Assuming the PCs are able to defeat the Nerull cultists, the Halflings that lived through the ambush come out of hiding and/or tending to the injured to approach and thank the PCs for their assistance. Proceed to **Encounter 3**.

ALL APLs

Rosalina Troubleurr, Female Halfling
Pal2/Rng3/HO1: hp 47, see *Appendix 6*.

APL 4 (EL 6)

Entalen, Male Human Clr3 of Nerull, hp 27.
See *Appendix 1*.

Callum, Male Half-Elf Src4, hp 28. See *Appendix 1*.

Ghoul (2), hp 13 each. See *Monster Manual*, page 118-119.

APL 6 (EL 8)

Entalen, Male Human Clr5 of Nerull, hp 48.
See *Appendix 2*.

Callum, Male Half-Elf Src6, hp 46. See *Appendix 2*.

Wight (2), hp 26 each. See *Monster Manual*, page 255.

APL 8 (EL 10)

Entalen, Male Human Clr7 of Nerull, hp 66.
See *Appendix 3*.

Callum, Male Half-Elf Src6/NmSp2, hp 60.
See *Appendix 3*.

Rile, Advanced (Half-Elf) Wight/EmSp1, hp 46. See *Appendix 3*.

APL 10 (EL 12)

Entalen, Male Human Clr9 of Nerull, hp 84.
See *Appendix 4*.

Callum, Male Half-Elf Src6/NmSp4, hp 84.
See *Appendix 4*.

Rile, Advanced (Half-Elf) Wight
EmSp3/Rng1, hp 73. See *Appendix 4*.

APL 12 (EL 14)

Entalen, Male Human Clr11 of Nerull, hp 102. See *Appendix 5*.

Callum, Male Half-Elf Src6/NmSp5, hp 103.
See *Appendix 5*.

Dread Wraith (1), hp 104. See *Monster Manual*, page 258.

Rile, Advanced (Half-Elf) Wight
EmSp3/Rng3, hp 83. See *Appendix 5*.

Note: The effective EL of the encounter has been raised by one due to the difficult circumstances and extra danger of the fire.

Tactics: The cultists are angered with the PCs for interrupting their revenge on the Dusty Boot clan and respond to an attack with full force.

Any PC with the effect **Marked by the Reaper** from *ULP5-09 Traveling Tales* is branded with a spiritual mark that makes them easily recognized by the cultists as enemies of Nerull. Except as stated below, the cultists focus their attacks on these individuals for at least the first round

(changing targets as makes sense due to perceived threat level).

Callum will start by using enchantment spells on the most dangerous looking fighter type.

At APL 12, he will open with his Deadly Nightmare Supernatural ability on the most heavily armored PC in an attempt to kill what he perceives the 'big dumb fighter.' (He has used it twice already, and only has one use left). When opponents get close, he begins burning spell slots to breathe fire per his Draconic Breath feat.

Entalen provides healing and buffs as needed, but isn't above neutralizing a party member with an offensive spell if he feels threatened.

The intelligent undead attack whomever they perceive to be the biggest threat (usually an obvious cleric), then focus on any arcane casters. If they are attacked and discern a real threat from their attacker, they will naturally defend themselves against the threat and switch targets.

Treasure: The PCs can collect the belongings of the Cultists as treasure.

If the PCs are able to save Tolindy and Cyrrdalla Pennyfoot, they receive the **Gratitude of the Pennyfoots** on the AR.

ENCOUNTER 3: I'VE GOT A HARD ROAD TO TRAVEL

With the cultists defeated, the Dusty Boot clan has the opportunity to clean up, move salvaged items from destroyed wagons to ones capable of traveling, and take stock of their situation.

If Tolindy and Cyrrdalla perished, Auntie Wisk (the clans Matriarch) has the remaining clan members wrap their bodies in cloth and she places them inside one of the wagons, noting that she plans to deliver them to more immediate family when they reach Eastpass to arrange for a proper and dignified burial.

Normally Halfling funerals call for a grieving ceremony followed by a feast celebrating the lives of those who are lost, but because the clan is spread thin, Auntie Wisk wants to wait till the Dusty Boots reach Eastpass before having the ceremony, as a number of family members are waiting for them there.

As this is occurring, the PCs are approached by Auntie Wisk, the matriarch of the Dusty Boot clan. She thanks them for saving their lives. She recognizes any PC that played *ULP5-09 Traveling Tales* and gives those PCs an extra dose of thanks (and an extra helping of her famous cornbread during dinner that night).

She asks the PCs if they'd be willing to escort the clan the rest of the way along the road to Eastpass. She fears that the reason that the clan was so unprepared for such an attack is that they are traveling so light – the traveling members of the clan usually number between 22 and 25, but quite a few of the usual caravan members skipped at least part of the trip to the east this year, worried that the further escalation of the war might put their less road-weary family members in danger (if the PCs ask about specific clan members they've met before, this is the explanation they are given as to where they are and why they aren't with the clan at present).

As such, the caravan currently consists of 13 members (11 if the PCs were unable to save Tolindy and Cyrrdalla Pennyfoot) and their usual complement of ten wagons had been temporarily reduced to six (which may have been lessened further by the fires in **Encounter 2**).

Auntie Wisk notes that once the clan reaches Eastpass, can pick up the rest of their family members and replace any lost wagons and equipment, they should be quite secure in heading to their usual spring destinations along the Keoland border.

Assuming the PCs agree to escort the clan (hopefully they do, as the clan is the reason they're on the road in the first place), they are provided comfortable seats on (or in) the wagons as space permits, and welcomed as temporary members of the clan with a blur of handshakes and smiles, then provided with a variety of snacks, drinks, and amusements.

As previously stated, there are usually between 22 and 25 traveling members of the Dusty Boot clan not including their animals. But these numbers are temporarily reduced. Present with the clan at this time are:

- **Auntie Wisk:** the clan matriarch. She spends most of the trip in her wagon, tending the wounded and talking to clan members in need of advice. See *Appendix One*.

- **Rosarina Troubleburr:** The outrider. Rosarina spends the entire trip patrolling the bounds of the caravan and scouting the road ahead on her loyal mount Warden. See *Appendix One*.
 - **Gaffer Greenbud:** the oldest member of the clan other than Auntie Wisk. He is an expert woodcarver, wheelwright, and hooper and takes great pride in the fact that he made all the wagons for the clan.
 - **Furimel and Carridee Hotspur** are a young married couple and spend most of their time together. Carridee was born of the Cracked Yoke clan but began traveling with the Dusty Boots once she eloped with Furimel a couple of years ago. They have an infant daughter named Pedaira.
 - **Tolindy and Cyrrdalla Pennyfoot** are a middle-aged married couple living on their own. They have raised five children, all of which have moved on with their own lives. They are very friendly to just about everyone, and Cyrrdalla takes to doting on any young adventurer who seems out of his or her element. Tolindy rolls his eyes at this behavior, having overcome the 'empty nest' syndrome that plagued him after his youngest son went off to war. He will, however, offer fatherly advice to any PC that Cyrrdalla takes an interest in as long as the PC actually seems to appreciate the attention.
- Note:** Tolindy and Cyrrdalla are not present if the PCs were unable to stop the fire from spreading to their wagon in **Encounter 2**.
- **Brandoreen Whitehollow** has been traveling with the Dusty Boot clan for two and a half years, after having spent most of her previous years in the city of Havenhill. Brandoreen is a pretty young lass out for adventure, but has overcome most of the flightiness that plagued her in her earlier travels with the clan. She is looking to settle down soon and eyes any male Halfling PC with appraising eyes. If talked with at length, she mentions that her feet "are itchin' for some rest" and she's thinking of leaving the caravan and looking for some stable work in one of the big cities, perhaps Havenhill.

Note: If there is a male Halfling PC with **Brandoreen's Favor** and/or the **Lucky Lockpick**

from *ULP6-02 Hook, Line and Sinker*, Brandoreen flirts with him constantly. She does her best to spend as much time with the PC as possible, offering a spot on her wagon (and a spot in her wagon at night). She still has the item she took from them in *Hook, Line and Sinker* (if applicable) and offers to return it to the PC if he wishes, or, if he wishes, she will keep it. In exchange, she gives him a personal item to remember her by: a silk handkerchief she purchased in Thunderstrike that has been monogrammed with her initials.

*If the PC wishes his item returned to him, he receives the **Returned!** effect on the AR.*

If the PC allows Brandoreen to keep the item, they receive **Brandoreen's Kerchief** on the AR instead.

If there are multiple PCs that have the **Lucky Lockpick**, it is up to them to help Brandoreen decide who deserves her continued favor. This is to be role-played out.

In Brandoreen's eyes, the perfect husband would be one capable of defending (and providing for) himself and his family while still being a loving, caring man. She prefers men with a good sense of humor over those who seem to get by on their looks, and she appreciates intelligence and innovative thought.

Use your discretion as a GM as to who deserves to continue to be in Brandoreen's favor. Any PC who 'loses' has his original item (if applicable) returned to him with a polite rejection from Brandoreen (these PCs also received the **Returned!** effect on their AR). Only ONE PC per table can receive **Brandoreen's Kerchief**.

Overall, this time can be used by the players to get to know the Dusty Boots (or re-acquaint themselves with them).

The PCs can engage any of the clan members in conversation, though most of them are shaken by the attack.

Any questions pertaining to their mission, however, will be met with shrugs and quizzical looks. Most of the clan can't think of a reason why they'd be mentioned in any prophecy.

In fact, some of the younger ones (Brandoreen as well as the Hotspurs) think the church is surely mistaken...they're just a simple family of traveling Halflings. There's no way they could be important in something as monumental as a divine prophecy.

The more seasoned ones, though (the Gaffer, the Pennyfoots and Rosalina), don't seem all that surprised that their clan has somehow been mentioned in a prophecy. The clan, they say, has been zigzagging across Ulek for many a year and their destiny was bound to cross that of the Principality eventually. Each of them, though, admits they don't know *why* they'd be important to a prophecy, and each will suggest speaking to Auntie Wisk.

If the PCs seek out Auntie Wisk about their mission, she is intrigued but asks that the PCs return and see her once the caravan has stopped for the evening, as she has tasks within the caravan that demand her duties while they travel.

Once the PCs have talked with the members of the caravan they wish to converse with, move to **Encounter 4**.

ENCOUNTER 4: THE TRUTH IS HARD TO COME BY

Whether or not the PCs have sought out Auntie Wisk before the caravan stops to camp for the evening, this encounter occurs.

If they have approached Auntie Wisk about their mission or the prophecy before this, she sends Caridee Hotspur to find the PCs after dinner to let them know that she is now free and can to them in her wagon.

If not, Rosalina comes to the PCs while they are setting up camp and tells them that Auntie Wisk would like to speak to them in her wagon as soon as possible. Whichever occurs, read or paraphrase the following text (changing as necessary depending on whether the PCs have spoken to Auntie Wisk already):

The unmistakable aroma of cinnamon floats about you as you approach the wagon of the matriarch of the Dusty Boot clan. As you reach up to knock on the door, a motherly voice calls out from within.

"Come in, children," Auntie Wisk calls out. "Just be sure to wipe your feet first, please."

Inside the wagon, Auntie Wisk is setting a plate of freshly made cinnamon buns in the center of a large table surrounded by chairs.

She looks up and smiles at you, then motions you to sit.

"Yondalla has brought you to us, or perhaps the other Gods had a say, yes?" she remarks as she sits in her chair. "Please, help yourself to a bun or two...there's no reason to neglect dessert just because we are in a private meeting."

After waiting for the PCs to take a bun (or decline the offer), she sits forward in her chair and folds her hands on the table, then pointedly asks the PCs to explain this prophecy they've come to ask about.

It is possible that the PCs have yet to seek out Auntie Wisk about the prophecy. If this is the case, then they may wonder how she knows about it.

If the PCs had asked other members of the clan about it already, then Auntie Wisk remarks that very little of what's said in and about the caravan escapes her ears for very long.

If, for some reason, the PCs had not asked any of the other clan members about the prophecy, Auntie Wisk smiles and notes that she and Yondalla have a good relationship, and the goddess keeps her informed about things of great import.

At this point, the PCs should produce the prophecy on **Player Handout #4** and/or the oddly marked page (**Player Handout #5**) and present them to Auntie Wisk.

She looks over both documents, if presented with them, reading over the prophecy multiple times before setting down the page and looking up at the PCs.

The conversation here can take many paths, so use the points below to help with moving the encounter along as needed:

Q: Did you know Volimar Corond?

Auntie Wisk has never met Volimar Corond, and as far as she knows, neither has any of the Dusty Boot clan.

Q: Have you, by any chance, traded for or come into possession of anything that once belonged to the prince?

She admits that she has no items that once belonged to the prince, and she's pretty sure she never has.

Q: Do you know where we might be able to find such an item?

She suggests Prince Olinstaad Corond, or Volimar's wife, Dwaranmie. She believes that this prophecy points to something bigger than a mere keepsake, though she admits she doesn't know what.

Q: If you do not have any ties to Volimar Corond, why did the prophecy send us to you?

She isn't sure, but admits that she is a diviner and that perhaps she was meant to help contact Volimar's spirit.

Q: Volimar's spirit is trapped in a blade of thinaun steel.

She knows this, but insists that it is still possible to contact him, although it is quite difficult. She will have to think on it some more.

Q: What of the page with the multi-colored design?

Based on the passage in the prophecy "one with many faces" and the swirling, rainbow design surrounding the figure on the nearly blank page, Auntie Wisk believes that both are references to the same thing – Markessa.

Q: The page with the design fell out of the book by itself (or any reference to the book being indestructible)

The book is a divine artifact. The page fell out of the book because the Gods wanted the people of Ulek to have it for some reason. She isn't sure why, yet.

At this point, the players may feel like they've missed something, as this appears to be a dead end. If the players press and seem unwilling to move on, Auntie Wisk offers them some tea and a place to rest for the evening. She says that sometimes, clearer, well rested minds can conjure ideas that tired ones can never fathom, and then suggests that they reconvene the next morning.

She also offers to safeguard the papers and continue with her study of them during the evening if the PCs agree to it. If not, she understands their apprehension and gives the papers back to them, and promises to ask Yondalla about it in her nightly commune.

Once this conversation has completed, Auntie Wisk sees the PCs out and directs them to places where they can set their bedrolls for the evening.

Proceed to **Encounter 5**.

ENCOUNTER 5: THESE AREN'T THE HALFLINGS YOU'RE LOOKING FOR

The following morning, the caravan sets out early after a hearty breakfast of eggs, bacon and biscuits and gravy. There is enough food for an army, or a clan of traveling Halflings and their guests, as the case may be.

If the PCs seek out Auntie Wisk and ask her if she'd thought of anything more concerning the prophecy, she notes that she had no new ideas before she went to sleep, but that Yondalla presented her with a semi-cryptic answer this morning:

"A nomadic soul speaks words of wisdom."

If the PCs do not ask her straight away, Auntie Wisk reveals this information to them as she steers her horses during the morning travel.

Observant players will note the exact text "a nomadic soul" from the text of the prophecy and bring this up to Auntie Wisk in some form or fashion. Use the following Q/A section to guide the conversation.

Q: Wasn't a 'nomadic soul' mentioned in the prophecy too?

She knows. She doesn't think it's a coincidence.

Q: Aren't you the 'nomadic souls'?

She doesn't think so. Their place in the prophecy was pretty clearly spelled out: "by the dust on their boots." The 'nomadic soul' reference was separate. Perhaps the clan was meant to act as a vessel or stopping point along the way to the truth?

Q: Wait, if you aren't the 'nomadic souls,' then who is?

She doesn't know, but is content knowing that she (and the PCs) will soon find out. Yondalla doesn't lead her children astray...and neither does the Dwarven Pantheon.

The PCs can try to question Auntie Wisk more about the issue, but she insists at this point, she knows about as much as they do, and asks that they be patient. Something will happen to reward their perseverance, faith and dedication to their task.

For the rest of the day's travel, nothing of note occurs – until the clan is about to stop for the day.

Read or paraphrase the following:

It's near dusk by now, and despite Auntie Wisk's assurances that Yondalla's answer would come to fruition, nothing out of the ordinary has occurred all day.

It's been about ten minutes since Rosalina was sent ahead to scout out a safe place to stop for the evening. She hasn't returned yet, but is expected any moment now.

Then, from the road ahead, a sharp whistle sounds. Then another. Then a series of three more, quickly in succession.

Auntie Wisk narrows an eye and lets out a short breath. "There's been an attack on the road," she says, deciphering the whistles for you. "Multiple assailants. No fatalities. We should get moving."

A couple of minutes later, the caravan travels over a small rise and Rosalina comes into view. She is mounted on her riding dog, guarding what appears to be a body in the road. Her sword is unsheathed and she is peering into the wooded area along the muddy trail.

Seeing the caravan, she sheathes her blade. "Whoever they were, they're gone. Must have heard us coming. I'm guessing there were three of them," she says, motioning to a mess of footprints in the mud. "They took to the woods. I was gonna follow them, but they had a good lead and the fog is starting to roll in." She points to the body lying face down in the road. "He's not dead, at least," she says. "I think we got here just in time."

If the party has the ability to track, they may wish to attempt to follow the prints and locate the assailants. They may do so.

A successful DC 12 **Survival** Check (Base 10 DC, +3 DC for poor visibility, -1 DC for three or more creatures being tracked) reveals that the assailants were all of medium size: two dwarves and a human.

A DC 15 **Survival** check allows the PCs to follow the footprints (Base 15 DC, +3 for poor visibility, -1 DC for three or more creatures being tracked, -2 DC for hasty retreat). The tracks continue into the trees about 300 yards before vanishing.

Those tracking via scent (w/ animal companions or familiars) notice that not only do the prints stop here, but any scent their animals were following is gone as well.

What occurred is that the three attacked the traveler on the road, and when they heard Rosalina coming, they took to the woods. When they heard the caravan coming, they stopped and one of the three (the dwarf) used a scroll of *teleport* to facilitate their escape.

After the PCs determine that the assailants have disappeared (assuming they attempted to track in the first place), they can return to the road where Auntie Wisk is reviving the fallen traveler.

The body has been turned over, revealing the distinct and obvious features of a half-orc. He wears a holy symbol of Fharlanghn around his neck (a wooden disk with a crescent moon over a horizon; a DC 13 Knowledge (religion) check identifies the holy symbol. Followers of Fharlanghn recognize the symbol immediately).

Proceed to **Encounter 6**.

ENCOUNTER 6: A NOMADIC SOUL

Auntie Wisk places her hands on the half-orc's shoulder and casts a *cure light wounds* spell on him (a spellcraft check of DC 16 is needed to identify the spell).

Read or paraphrase the following text:

As Auntie Wisk's spell completes, the half-orc's eyes fly open. He pushes himself to a sitting position and sucks in a breath, then almost immediately begins to cough. He pushes himself up and turns around, his hands lifted in a peaceful manner.

The half-orc appears to be middle-aged, with grey beginning to invade his head of black hair. His stark blue eyes stare nervously at the large group before him and he swallows hard before speaking.

"Please, I not want troubles from you. I am peaceful traveler. I travel to Gryrax to see the Prince."

Auntie Wisk will make it quite clear that she has no intentions on killing him especially after bringing him back to consciousness. The PCs may question him, however, if they wish. Use the points below.

Q: Who are you, traveler?

A: My name is Yeogh. I am a treasure hunter and travel these lands for many years. I'm not an enemy, I is friend.

Q: Who attacked you?

A: Three army soldiers. Dey stopped Yeogh on da road and ask where he was going. When I told them I was on way to Gryrax to see the Prince, they laughed and said 'we thought so,' and den started to beat me with clubs. Yeogh not even have a chance to fight back. I glad you come...saved my life, probably.

Q: The ARMY attacked you?

A: Well, dey had the uniforms and stuff, with a crest...I can't remember what it look like now, head still hurt...I dunno why they attack Yeogh. Yeogh is friend of Principality, and of Prince.

Q: Friend of the Prince? You know Prince Corond?

A: I knew him better when I younger. I was friends with young Prince, before he...[he stops here, and seems to choke off some tears]

Q: Why were you going to see the Prince?

A: I have gift for Vol'mar's wife.

The 'gift' is a chain with a silver holy symbol of Moradin attached to it. He shows it to the PCs if they ask about it.

Q: What is this? (speaking about the gift)

A: This was gift from Volimar to Yeogh before Volimar die. We wuz good friends. Exchanged pendants as show of brudderhood.

Q: Why did he exchange pendants with you?

A: We wanted to show the Principality that race and status not matter when comes to friendship and loyalty. He know that in past, sum races not treated well. But he believe dat de past iz not sumthin than can be changed, so he wanted to focus on de future – what HE could do to make tings right.

Note: It is very important that the last answer make it into the conversation some how – these are the 'words of wisdom' that Yondalla promised would be spoken.

The PC's can continue to talk to Yeogh as long as they feel is necessary. He doesn't have much to hide and is very open and truthful. Some PCs may have met Yeogh before. He has appeared in several earlier Principality of Ulek regional adventures, most notably *ULP3-02 Old Tales* and

ULP4I-01 Journey to Ascension. See the outline of Yeogh's story below for some answers to questions the PCs may pose to him.

-= YEOGH'S STORY =-

Yeogh is a middle-aged half-orc. He is known in the Principality as a treasure hunter and an avid map collector [this can be confirmed with a DC 20 **knowledge (Local - Sheldomar Valley)** check].

[The information in the following paragraph is *not* known by anyone except a few NPCs that work closely to the Prince and his family]:

He has worked with the Corond family for many years, following up on rumors of lost ruins or rediscovered treasures. As a young man, he grew to know the crown prince, Volimar Corond. Whenever Yeogh was in Gryrax between missions for the Prince, he'd stop in and see Volimar and Dwaranmie. In 590, they swapped gifts of brotherhood, meant to bind them in eternal friendship. Yeogh gave Volimar a hand-carved medallion with the holy symbol of Fharlanghn upon it and Volimar gave Yeogh a necklace with a silver pendant shaped like the holy symbol of Moradin. Yeogh says (if asked) that Volimar and he did this to prove that race and station need not be deterrents to friendship and loyalty. It is this necklace that Yeogh is taking back to Gryrax.

After Volimar died, Yeogh was very sad, naturally...worse yet, he was at the Fharlanglathon when Volimar was killed and felt incredibly guilty for a long time - he felt he should have tried to do something - anything - to try and save his friend but felt helpless in the face of the Elf woman from the east.

He is returning to Gryrax to give the pendant to Olinstaad and Dwaranmie. He believes that this symbol of Volimar's fairness and good-heartedness needs to be returned to where he lies in stasis as a testament to whom he was.

Yeogh's answers above are completely truthful. He was alone and traveling toward Gryrax. He was stopped by three men wearing the uniforms of Principality of Ulek Royal Army soldiers and when he told them who he was and where he was going, they attacked him.

Once Yeogh realizes that the PCs and the Dusty Boots are not going to mug him or attack him and are traveling towards Eastpass (the same way he

was going), he asks if he may travel with them at least as far as Eastpass, so that he may stay on the road instead of keeping to the woods like he had been for most of his journey.

The Dusty Boots agree, noting that as the past few days have proven, larger groups are safer than small ones.

Assuming the PCs agree, Yeogh thanks everyone for their hospitality and after sheathing his short sword and cleaning the mud from his face, offers to act as a second scout.

If the PCs are suspicious and wish to further question Yeogh, he is understanding, and is very forthcoming with the information explained above.

DM NOTE: Yeogh is a simple man, and is not an eloquent speaker in any way, shape or form, but he is not unintelligent. He has a kind heart, and *loved* Volimar Corond like a brother. Any mention of the deceased prince causes Yeogh to become somber. Any questions that the PCs pose can be answered by using the information in **Yeogh's Story**, above. As is always possible, the players may ask a question whose answer is not covered by the given information. If that occurs, use what information exists to fashion an answer that seems in character for Yeogh.

Hopefully, by the end of the questions, the PCs have realized that it is Yeogh who is the nomadic soul spoken of in the prophecy and that, if the church's hunch is correct, that the silver necklace he carries may be the key – somehow – to unlock the prophecy's meaning.

If at any point (whether it be now or during **Encounter 7**) the PCs mention to Yeogh that they believe that they were destined to run into him or that the necklace may be the thing they need to save Volimar, read the following text. Please note that the information in the following passage is of near vital importance – especially for players who are not aware of the events of the Fharlanglathlon – to help steer the party toward actions later in the adventure, so try to fit this in if at all possible:

The half-orc sucks in a deep breath at the mere possibility of saving Volimar. He stares at the pendant in his hand before lifting his gaze to you, his eyes rimmed with tears.

"I knew," he says, choking on the words. "I knew Fharlanghan send me back for good reason. I been gone three years, since Vol'mar die. I was there, when he was killed, you know. I wanted to do something, anything...but I froze. I not act. I even try to call out to him, but

my voice fail me. Then, there were hands on my arm...dwarven guards leadin' me outta da room. I not think much of it. It happen a lot to me, then. I was half-orc. Dey not trust me and not want me around Prince."

He shrugs and looks down at the pendant again. "I was shamed...and I ran. I been hiding for three years, afraid to face Vol'mar's family. All that time, I kept saying that if I only knew then what I know now, if only I know what happen to Principality after Vol'mar die, maybe I act instead of freeze with fright. But five days ago, the Traveler spoke to me in a dream. He say I need to walk de path once more, that I not reached de end of my walk...so here I am...and I see you. He not steer me wrong. I not dwell on my shame anymore. I must help save Vol'mar."

With nary an additional word, he grips the pendant tightly in his hand and kisses his fist, then looks skyward.

Proceed to **Encounter 7** once the PCs have completed their questioning of Yeogh.

If the PCs don't try to question Yeogh at all, have Rosalina start in on him just to get the encounter going. Once the PCs join in, have her back off.

If the PCs don't take the bait and don't bother to question Yeogh at all, the situation is a bit more difficult.

In this case, still proceed to **Encounter 7** normally, but alter the text of the encounter so that Auntie Wisk took it upon herself to question Yeogh once the caravan has set up camp.

NPC (All APLS)

Yeogh, Male Half-Orc Rng4/Ftr1/HWa1, hp 58. See Appendix 6.

ENCOUNTER 7: WHAT DREAMS MAY COME

This encounter takes place once the caravan is settled into their camp for the evening. Auntie Wisk calls Yeogh into her wagon, and several minutes later, sends Rosalina to ask the PCs to join them.

Depending on how the PCs handled the previous encounter, the few minutes that Auntie Wisk and Yeogh were alone can be 'used' to have Auntie Wisk question Yeogh about things the PCs neglected to, or just as time spent talking.

Once the PCs arrive in Auntie Wisk's wagon, they find lemon tarts on plates surrounding the table. Yeogh, having been here a bit already, has eaten at least two. He smiles up at the PCs when they enter and greets them warmly. Auntie Wisk asks the PCs to sit (if the PCs kept the prophecy and page, she asks to see them. If they left them with her, they are on the table).

Auntie Wisk takes her seat and looks over at Yeogh. She asks him to take out the necklace he is carrying.

If, for some reason, the PCs have not seen this until now, you'll have to lapse into exposition mode, covering information that was originally laid out in **Encounter 6**. Otherwise, Auntie Wisk explains that she believes the church was correct after all. She thinks she understands the prophecy more clearly now.

Yeogh is the "nomadic soul" that knows "a nomadic soul," which she thinks refers to Volimar, since his soul is not at peace. She also believes she was correct in her assessment that the Dusty Boot clan were simply a springboard to the true answer and that the PCs had to search them out so that the clan could lead them to where Yeogh would be.

After Yeogh brings forth the necklace, he says a prayer for Volimar's soul in perfect dwarven and looks at Auntie Wisk.

She looks at the PCs and says that if they were looking for a keepsake, this just might be it.

Yeogh notes that when he and Volimar swapped pendants, they spoke an oath of brotherhood and loyalty that bound them to each other.

As Yeogh is saying this, have the PCs make a passive spot check. A DC 20 spot check reveals that the colors on the swirling design of **Player Handout #5** are becoming brighter and more distinct.

If anyone notices this, they may point it out to Auntie Wisk and Yeogh.

If nobody notices (or does notice and doesn't say anything), Auntie Wisk gets up from the table at this point to get more lemon tarts.

If someone notices the change and informs Auntie Wisk, she makes an exclamation ("By Yondalla!" or something similar) and jumps up from the table, crossing the room to a group of scroll cases.

When either occurs, read or paraphrase the following text as necessary, depending if the

players have already noticed the swirling design on the white, orphaned page.

As Yeogh continues his recollections of Volimar, a subtle buzzing noise starts to fill the wagon.

Yeogh pauses for a moment and wrinkles his nose. "Wassat?" he says.

"What's what, dearie?" Auntie Wisk asks from her spot across the wagon.

"Buzzin," Yeogh says, sounding confused.

As he says that, the buzzing becomes louder, and its source is finally apparent. The singular orphaned page is clearly vibrating, the colors of its swirling design beginning to spin in a tight, psychedelic circle.

"Ahh!" Yeogh says in surprise, the necklace falling from his grasp. For a moment that seems to pass in slow motion, the necklace falls through the air. Then, as it comes to rest on the vibrating page, a flash of white, warm light fills the air above the table and suddenly, you are filled with an incredible and overwhelming urge to sleep...

When the pendant hit the page, the epic spell *dreamscape* was cast. A DC33 spellcraft check (Base DC: 15, +10 for spell level, +2 for lack of verbal component, +2 for lack of somatic component, +2 for lack of material component, +2 for alternate effect area) is needed to identify the spell.

The PCs can attempt a save against the effect. As Dugmaren Brightmantle himself is the caster, a DC37 will save is required (Base DC10 + 10 for spell level +12 for caster's Intelligence modifier, +5 for caster's divine rank).

Should a PC somehow manage to make the save, they hear a fatherly voice in their head, imploring them to *"Let go, my child. Let your mind's eye see what so many eyes have been blind to."*

This is the voice of Moradin and followers of the Dwarven Pantheon are immediately able to recognize it as such. For the remainder of the adventure, all characters of good alignment that made the initial save are blessed with a **+2 sacred bonus** to all saving throws and gain the **Hearing the Allfather's Voice** item on the AR.

Once the PC hears these words, give them an opportunity to give into the spell's effects. If they do, proceed as if they failed the initial save. If they

chose to not give in, they miss the next two (or three) encounters.

Once all of this has been adjudicated, proceed by reading the following text for the PCs who succumbed to the *dreamscape* spell. (Any PCs who did not are free to do what they will for the next few encounters, but cannot interact with the PCs in the *dreamscape* in anyway beyond a few words here and there. Keep in mind that the PCs outside the *dream* cannot see or know what is happening inside, so they cannot give advice).

A thunderclap sounds overhead and jolts you awake. You find yourself lying in a clearing of spongy green grass, staring at a dark, angry sky. The wagon is gone, and there is no sign of the Dusty Boot clan, Yeogh or Auntie Wisk. The ground beneath your feet undulates and pulses as if alive and shadow seems to shape the land. A vague haze hangs in the quiet air, the world seemingly frozen in a state of semi-consciousness.

A soft, muffled voice pierces the mist, at least you think it's a voice. It's there, you're sure of it, but it doesn't sound completely real – as if someone was talking to you while you were trying to fall asleep.

After a couple of seconds, the voice becomes slightly clearer. It's Auntie Wisk.

"I hope you can hear me, dearies," she says.

"This is quite amazing...your bodies all slumber, but I believe you've been the recipients of a divine transposition.

"Orient yourselves, for if I am correct you stand within the Realm of Dreams. Dugmaren has guided each of you with His hand into the sleeping memories of our new half-orc friend. The prophecy spoke truly. 'Only a nomadic soul can find a nomadic soul.'

"You must find Prince Volimar amongst Yeogh's many memories. Find this memory of the fallen prince and bring it forth."

"Tread carefully, however," she continues as her voice starts to fade. "Not all memories are pleasant..."

For a few moments, her final word hangs in the thick, damp air before it too vanishes, leaving you surrounded with an eerie quiet.

ENCOUNTER 8: REMEMBRANCE OF THINGS PAST

Now that they have been affected by the spell, PCs may make an additional Spellcraft check. A DC25 check confirms that the party has been the recipient of a *dreamscape* spell and are indeed in the demiplane of Dreams.

Those beating a DC29 also know that there is very little concrete information this demiplane, though it is commonly accepted that the dream realm contains the dreams – good or bad – of all who sleep, making it a very chaotic and dangerous place to travel, though, since it is coterminous with several other planes, it is often used to facilitate quick travel across the planar cosmology. The current "dreamscape" the PCs are in is quite different than the accepted planar theory (especially if Auntie Wisk was correct in her theory that they walk specifically in Yeogh's dreams), confirming that someone of great power – possibly even a God – has greatly altered the magic of the spell. In truth, Auntie Wisk was correct. The PCs walk in Yeogh's dreams, a pocket of the demiplane of dreams created by a *dreamscape* spell divinely altered by Dugmaren Brightmantle.

Any spells of discernment, such as *true seeing*, will reveal nothing. Although the planar features (and many of the denizens within) seem illusory or the stuff of fantasy, they are quite real *here*, as is their odd appearance.

Once the PCs gather themselves, they may want to look around. The following information should be given to the PCs as necessary, even if its added to the speak-aloud text below. Use it to create atmosphere as needed.

The ground is damp and spongy and looks and feels like its covered by a thick brown moss. The air is saturated with a grey fog, as if someone had gathered shadows together and gave them the form of a cloud.

Despite the fog, the PCs can see fine to 50' away (in all directions, including up), where the fog thickens into a wall so dense it's impossible to see through. This visibility is relative to each PC. That is, if a PC moves forward 5', they will be able to see 5' farther in front of them than any PC who did not, but their rear visibility will be lowered by 5'. Fire will not dissipate this fog in any way, and spells such as *gust of wind*, *control weather* or

other similar effects appear to function normally, but have no effect on the mist whatsoever.

There are trees which dot the hilly landscape, but everything about them is exaggerated. The trunks are taller and bigger around, the branches hang lower, the leaves are bigger, etc. Because of the dense fog, PCs are unable to see the tops of all but the shortest trees, and the sky is completely blocked from view. From just beyond the fog, the PCs can hear various sounds: groans, crying, laughter, the sound of battle, or anything else that might be recalled in a dream. It should create rather creepy surroundings.

Should any PC decide to take a sample of the mossy ground or from one of the trees, they should be allowed to. Any that do receive the **The Stuff That Dreams are Made of** item on the AR.

Go ahead and continue with the text below, but be ready to stop at any point should the PCs make a conscious decision to act out against any of the memories, whether it be to retaliate with words, attack their tormenters or any other action that would be consider 'interaction' with what they are seeing. In reality, they are seeing things through Yeogh's eyes and remembrances, but a conscious decision to alter the scene will strip the veil from the memory and reveal the truth: That there are several odd creatures from all manner of planes and realms that wander in the demi-plane and they often get caught in the memories of beings as well. When the veil is stripped away, whatever creatures (they can be anything, really) the PCs come face to face with will panic and flee.

If the PCs insist on using resources to deal with the memories, let them, but make sure that they mark the resource as 'used.'

If the party chooses to use offensive magic to act out against these memories, any spell that deals damage will likely kill any of the small veiled creatures (this is only true of this encounter. The creatures encountered in **Encounter 9** will not be as easy).

The greasy, grey fog moves constantly, enveloping you in a damp, dreary mist. Cries of all sorts fill the air beyond the wall of mist that blocks your vision. There are screams that sound and quickly fade away, laughter both comforting and cruel, the sound of tears, yells of pain and pleading, all of which diffuse into the mist like steam.

For a moment, there is quiet. Then the fog shifts shape and forms into the vague silhouette of several dozen people that crowd in on you from all sides. Taunts of "Half-breed!" and "Pomarj Scum!" sound out from around you, followed by a chorus of cruel laughter.

A pair of creatures forms from the mist. Their faces and features are absent but their shape suggests beings of dwarven origin. One of the 'dwarves' grips the wispy chain-like leash of a large shadowy dog who growls and barks at you with vicious abandon. The crowd continues to taunt you, pinning you in. For a moment, an unexplained panic grips you and you cringe as remembered blows fall upon your head and body.

Then just as suddenly, the crowd has dissipated, the dwarves and their pet are gone and the fearful feeling vanishes.

Use your discretion to come up with some other memories that the PCs might stumble into before continuing to the next encounter. They should get the idea that things change here quite rapidly and rarely should anything be taken at face value. In all the memories they come across, the PCs are seeing things from Yeogh's point of view. Here are some ideas, should you need them:

- His foster father giving him his first bow
- A fight in the disputed territories where he saves the lives of a farming family by killing two orcs that break into their house.
- Selling maps to various adventurers outside the Tower of Celestian.
- Trading documents and information with Kaihonriedwur, the copper dragon that lives in the Hills near Thunderstrike.
- Being pelted with Tomatoes outside Havenhill while trying to find a place to stay.

Once the atmosphere and setting has been established, move to **Encounter 9**.

ENCOUNTER 9: DEJA VU ALL OVER AGAIN

The PCs are about to enter Yeogh's recollection of the events which occurred at the award ceremony of the Fharlangathlon in CY594, leading up to and including the assassination of Prince Volimar by

Markessa the Shadow (actually Markessa the Black). At some point while you are reading the text, the PCs may jump to action. This is FINE and exactly what should occur.

After many long minutes, the thick, grey mist seems to evaporate before your eyes, revealing a large, exquisite hall fashioned of polished stone. The spongy moss of Yeogh's nightmare has been replaced with a perfectly polished marble floor. The hall is filled with throngs of people as well as the loud unmistakable sound of applause. Most of the people here are dressed in expensive, well-kept clothing, the exception being the Royal Army soldiers guarding the double doors at either end of the room and small groups of what clearly are adventurers, dressed in armor with weapons within easy reach. The banquet table in the center of the room has the remains of a great feast upon it, but it is the front of the room where everyone seems to have cast their attention.

There, underneath the largest chandelier in the room, a temporary stage has been constructed. Standing in the center of the stage is a young dwarf with dark brown hair and stark green eyes wearing the royal colors of the Principality of Ulek. He smiles at the crowd and motions for quiet and the applause dies down almost immediately.

"It is my honor to be here today to award these valiant individuals for their triumph in this race," he begins, motioning to three small groups of people on the stage behind him.

"The Fharlangathalon is indeed a tribute to Fharlanghn and travel but more importantly a tribute to teamwork and the accomplishments that can come from it. The Principality of Ulek is honored to be the host country for this event and hopes that we can one-day host it again. My fellow citizens, it is my honor to present to you the winners of the Fharlangathlon!"

The room bursts into applause once again.

Stop here to let the PCs absorb what's going on. In reality, they are present in Yeogh's recollection of the award ceremony at the Fharlangathlon which took place in the Principality of Ulek in 594CY.

The dwarf on stage is none other than Prince Volimar Corond. He is easily recognized based on the information the PCs were given by Ulian Farhunter at the beginning of the adventure.

In the odd case where this information was *not* relayed to the party during role play, PCs can identify him with a DC10 Intelligence check. The Fharlangathlon, and the assassination of the Prince is a story that is widely known across the Sheldomar Valley and it's rare that someone is unfamiliar with the event.

Note: Any PC who participated in the interactive who *also* finished in one of the top three teams automatically make a spot check to notice themselves on stage (with the exception of the one PC who was removed before the ceremony and replaced by the assassin who murdered the Prince).

To "defeat" this first part of the encounter, the players must alter the memory in some way, whether that means moving to protect the prince, calling for the guards or charging Markessa on stage. Should any of the players announce that they're doing something to alter the scene before they run out of time (see below). Once they do this, the scene begins to fade out and you should proceed to **Encounter 10A**.

If for some reason the PCs do NOT act before the Prince is assassinated, instead proceed to **Encounter 10B**.

As the applause dies down in the room, the Prince begins retrieving the third place medals from a silver tray on the podium next to him. At this point, have *everyone* make a spot check. A DC10 allows PCs to notice that one of the contestants on stage, an elven woman, is wreathed in shadowy tendrils. She is currently 6th in line to receive her medal. It should be easy for the PCs to surmise that this woman is Yeogh's memory of Markessa the Shadow, the woman who assassinated Prince Volimar. If the PCs don't make the connection, allow them a DC10 intelligence check to recall this information.

Wait six seconds, and then tell the players that the Prince has given out the first medal and is moving on to the next person in line.

Every six seconds, note that he has given out the next medal (but pause the count if the players wish to ask a question, clarify some information or act to save the prince). This will have him facing the shadowy woman after 30 seconds – and once this occurs, the PCs have run out of time.

Note: If there are PCs in the party who played in the *Fharlangathlon* interactive and finished amongst the top three teams, they automatically make the passive spot check to see their 'double' on stage with the prince, and may wish to try to will the double into action. Should they attempt this, what happens instead is that they temporarily change places with their body double and find themselves on stage. This should give them ample time to achieve their goal.

ENCOUNTER 10A: A DREAM ITSELF IS BUT A SHADOW

Within the *dreamscape*, The PCs have acted where Yeogh himself did not in actuality, and have altered the memory of the Prince's assassination, which will have implications later in the adventure. Read the following:

Your initial, bold move toward the Prince has spurred the guards around the stage into action – and the assassin into desperation. The shadowy woman takes a deliberate step toward Prince Volimar, who has started to look around in confusion.

Before the assailant can reach the Prince, however, several Adamantine guard form a shield wall around him, leaving the assassin with no target. Her mission lost, she makes a run for the door, where she is confronted by two more guards. Suddenly, you hear a gruff voice. "Move along there, half-breed," it says. "We need to clear the room."

Looking up, you see a dwarven guard glowering at you. He wears the colors of the Principality on his tabard, as well as a smaller crest – two battle axes crossed over the image of a single gold coin.

Before you can answer, another similarly dressed dwarf falls in line next to him, and the scene begins to fade.

Most of the figures in the scene fade with the surroundings, but a few stay behind, their forms changing before your eyes. No longer bound by the veil of memory, the creatures' true forms are revealed – beasts of the nether planes. The woman, even with her shadow stripped away, still retains much of her elvish qualities but in addition boasts deep red eyes, dusky grey skin, long black hair and a pair of short horns atop her head. She narrows her

eyes at you as the deep grey fog begins to once again surround you.

The PCs will have to clear this 'memory' of the outsiders that have tainted it in order to safely leave the *dreamscape* and continue with the adventure.

This version of Markessa is not the *actual* Markessa the Black, of course, but is, in fact, a half-fiend elf that has been using the demi-plane of dreams to travel from plane to plane. A DC 12 Knowledge (the planes) check is needed to identify this creature as a half-fiend.

APL 4 (EL 7)

Markessa "the Shadow," Female Half-Fiend Elf Rog2/Swa2; hp 34. See *Appendix 1*.

Barghest (2); hp 33 each. See *Monster Manual*, page 22-23.

APL 6 (EL 9)

Markessa "the Shadow," Female Half-Fiend Elf, Rog3/Swa3; hp 50. See *Appendix 2*.

Chain Devil (2); hp 52 each. See *Monster Manual*, page 53.

APL 8 (EL 11)

Markessa "the Shadow," Female Half-Fiend Elf, Rog3/Swa5; hp 68. See *Appendix 3*.

Chain Devil (3); hp 52 each. See *Monster Manual*, page 53.

APL 10 (EL 13)

Markessa "the Shadow," Female Half-Fiend Elf, Rog3/Swa7; hp 96. See *Appendix 4*.

Bone Devil (2); hp 95 each. See *Monster Manual*, page 52-53.

APL 12 (EL 15)

Markessa "the Shadow," Female Half-Fiend Elf, Rog3/Swa9; hp 128. See *Appendix 5*.

Barbed Devil (2); hp 126 each. See *Monster Manual*, page 51.

Tactics: The elf's tactics are simple – kill or be killed. Her first target, if she is not immediately engaged, will be the party member that looks the least armored (a mage or a monk, probably). She will use Combat Expertise when she feels she can

get away with it to take advantage of her Deadly Defense feat. Because she has the Telling Blow feat, she does not need to feint in combat to have a chance to add her sneak attack dice. She will stick and move as often as possible to confuse the party. The outsiders will provide for the elf when possible, and focus their attacks on who they believe to be the most dangerous targets.

Note: If a PC falls in combat, they do not bleed out. They can, however, die outright if they take enough damage to kill them in an attack. Should this occur, the others will see their body vanish (along with all their gear). The PC does actually die, but their body is still in Auntie Wisk's cabin with the caravan. Once the PCs leave the *dreamscape*, they can arrange to raise the PC, if necessary.

Once the PCs defeat the elf and her outsider companions, proceed to **Encounter 11**.

ENCOUNTER 10B: WISDOM FROM FAILURE

The PCs, despite several clues along the way, did not act in time to alter Yeogh's memory and the 'dream' version of Markessa the Black is able to complete the assassination of Prince Volimar. Read the following.

The shadowy woman takes her place before the Prince. As he reaches to place a silver medal about her neck, you see a flash of steel. Before even the Prince can react, the woman plunges her previously hidden dagger directly into his heart. His face frozen in disbelief, Volimar's lifeless form crumples to the stage as screams fill the room.

As people begin to move in every direction possible, you hear a gruff voice. "Move along there, half-breed," it says. "We need to clear the room."

Looking up, you see a dwarven guard glowering at you. He wears the colors of the Principality on his tabard, as well as a smaller crest – two battle axes crossed over the image of a single gold coin.

Before you can answer, another similarly dressed dwarf falls in line next to him, and they both reach out to grab your wrists. You, of course, try to resist, but find yourself frozen with fear. The dwarves each take a wrist and begin to lead you toward the door and a panic fills you, but unlike the one you had when you

first entered this place, this one does not dissipate.

As you reach the doorway and the scene begins to fade, you catch a glimpse of your shaking hands. They are unfamiliar to you – rough and dirty with a somewhat leathery texture, sporting a greenish brown hue...

Most of the figures in the scene fade with the surroundings, but a few stay behind, their forms changing before your eyes. No longer bound by the veil of memory, the creatures' true forms are revealed – beasts of the nether planes. The woman, even with her shadow stripped away, still retains much of her elvish qualities but in addition boasts deep red eyes, dusky grey skin, long black hair and a pair of short horns atop her head. She narrows her eyes at you as the deep grey fog begins to once again surround you.

PCs may take offense at being *told* how they feel and how they act, but remind them that while they're in the *dreamscape*, they're seeing things through the eyes of Yeogh, and feeling how he felt at the time. In effect, they are taking on the burden of Yeogh's guilt by not acting to alter the memory. For the rest of the time the PCs are in the *dreamscape*, they are considered shaken, even if they normally would be immune to fear effects.

If the players ask, yes, the hands they saw in the memory were indeed Yeogh's hands.

To continue with their mission, the PCs will have to defeat this imagined version of Markessa the Shadow and the evil outsiders which accompany her. If they are able to defeat her, the entire 'memory' will reset back to the point where Volimar gives his speech in **Encounter 9**, with one difference – Markessa's shadowy form no longer appears on stage. In her place, an elven woman (free of shadows and wispy darkness) waits patiently to receive her medal. The PCs can move to Volimar at their leisure and without danger of further failure or delay. Once any of the PCs interact with the mental image of the Prince in any way, proceed to **Encounter 11**.

This version of Markessa is not the *actual* Markessa the Shadow, of course, but is, in fact, a half-fiend elf that has been using the demi-plane of dreams to travel from plane to plane. A DC 12 Knowledge (the planes) check is needed to identify this creature as a half-fiend.

APL 4 (EL 7)

Markessa “the Shadow,” Female Half-Fiend Elf Rog2/Swa2; hp 34. See *Appendix 1*.

Barghest (2); hp 33 each. See *Monster Manual*, page 22-23.

APL 6 (EL 9)

Markessa “the Shadow,” Female Half-Fiend Elf, Rog3/Swa3; hp 50. See *Appendix 2*.

Chain Devil (2); hp 52 each. See *Monster Manual*, page 53.

APL 8 (EL 11)

Markessa “the Shadow,” Female Half-Fiend Elf, Rog3/Swa5; hp 68. See *Appendix 3*.

Chain Devil (3); hp 52 each. See *Monster Manual*, page 53.

APL 10 (EL 13)

Markessa “the Shadow,” Female Half-Fiend Elf, Rog3/Swa7; hp 96. See *Appendix 4*.

Bone Devil (2); hp 95 each. See *Monster Manual*, page 52-53.

APL 12 (EL 15)

Markessa “the Shadow,” Female Half-Fiend Elf, Rog3/Swa9; hp 128. See *Appendix 5*.

Barbed Devil (2); hp 126 each. See *Monster Manual*, page 51.

Tactics: The elf’s tactics are simple – kill or be killed. Her first target, if she is not immediately engaged, will be the party member that looks the least armored (a mage or a monk, probably). She will use Combat Expertise when she feels she can get away with it to take advantage of her Deadly Defense feat. Because she has the Telling Blow feat, she does not need to feint in combat to have a chance to add her sneak attack dice. She will stick and move as often as possible to confuse the party. The outsiders will provide for the elf when possible, and focus their attacks on who they believe to be the most dangerous targets.

Note: If a PC falls in combat, they do not bleed out. They can, however, die outright if they take enough damage to kill them in an attack. Should this occur, the others will see their body vanish (along with all their gear). The PC does actually

die, but their body is still in Auntie Wisk’s cabin with the caravan. Once the PCs leave the *dreamscape*, they can arrange to raise the PC, if necessary.

ENCOUNTER 11: WIDE AWAKE

Once the PCs interact with the memory of Prince Volimar in the *dreamscape*, they have completed their task.

Due to the planar effects of the *dreamscape*, any PC who survived the encounters in the demi-plane find themselves at full health and any spells they cast while in the dream world have been ‘returned’ to them. Any consumable items (or charges off consumable items) that were used, however, are not returned.

As soon as that happens, and they have proceeded to this point, read or paraphrase the following:

Your task complete, a slight buzzing sound surrounds you and your stomach lurches as your body is pulled away from this dream-like place. The image of the Prince seems to turn to you at the last second, bowing his head. A moment before he disappears from sight, Volimar smiles. A warm white light envelops you momentarily and you hear a voice, soft, but strong.

“Thank you...”

The words fade with the dissipating light, and you find yourself back in Auntie Wisk’s wagon, sitting around the table just as you had been before. You feel well-rested, if a bit groggy from your recent foray into the dream realm.

Yeogh is sitting in his original seat as well, turning his eyes toward each of you in succession. He sits back in his chair and lets out a long, relieved breath. “Dey back, Auntie. Dey awake again.”

“Oh thank the Gods!” Auntie Wisk says as she sits down in her chair. She leans forward and smiles at you. “You’ve done it, dearies...look!!”

On the table, the blank sheet of parchment has begun filling itself in. Slowly, lines flow across the page as if drawing themselves, and the colors from the swirling disc seep across the parchment like a jar of spilled paint, spreading to each corner of the once blank page.

After a few moments, the drawing stops. It's a map!

Hand the players **Player Handout #6**. This is the map left behind on the once-blank page. The silhouette of the dark woman remains in the exact spot which it occupied before, but the rest of the map shows the northeast section of the Principality and the Northwest section of the Pomarj. The eerie silhouette is clearly on the Pomarj side of the map.

In reality, this map has pinpointed the location of the Thinaun steel dagger in which Markessa has the captured soul of Volimar Corond. It is the last piece the Principality needs to plan and order an assault to rescue the Prince and possibly restore him to life.

To realize this, a PC needs to make a DC10 intelligence check. If no PC makes the check, Auntie Wisk will relay this information. Yeogh, being a ranger and a noted mapsmith, identifies the area in the map as being almost directly east of Thunderstrike, about 10 miles inside the Pomarj border. A PC can know this as well, by making a DC12 knowledge (Geography) or DC15 Knowledge (Local: Sheldomar Valley) check.

After this has all been taken care of, read or paraphrase the short passage below:

"I saw it...as you were seeing what happened, I saw it as well. Those dwarves – those crests! I'd blocked out the memory, but I knew dey looked familiar. Dey the same symbols dat was on the uniforms of de dwarves that beat me up on de road!"

He wrinkles his nose. "Just coinc'dence, doh, right?"

If the PCs ask Yeogh what crest he means, he describes it as a 'pair of battle-axes crossed over a coin.'

This is the heraldry of the Grindin province, the southeastern most province in the Principality. A DC 15 Knowledge (Local: Sheldomar Valley) or a DC 13 Knowledge (Nobility or Royalty) check will identify the crest. PCs from the Principality of Ulek get a +3 competence bonus on this roll.

After the situation sinks in, however, Yeogh becomes overwhelmed with joy. He basically hugs everyone he can get his hands on, thanking them and promising to tell the Prince what they've done. Auntie Wisk seems relieved, and once word circulates amongst the rest of the clan, the entire mood of the trip changes. That night, once the

campfires are started, The Dusty Boots sing more openly, the food is more plentiful and of better quality than even they're used to, the drink flows more freely and there is dancing around the campfire into the night.

The rest of the encounter can be spent having a rollicking good time with the Dusty Boot clan, should the PCs wish. Let the role-play continue, considering time restraints. Use the previous profiles of the clan members as necessary to help facilitate this interaction.

Once the role-play has wound down, continue to **Encounter 12**.

ENCOUNTER 12: THE ROAD HOME

The following day, around dusk, the caravan reaches the city of Eastpass. Auntie Wisk lets the PCs know that they must continue west to Riverton to resupply and attend the annual festival.

Yeogh says he needs to head south to Gryrax to see the Prince and asks that the PCs accompany him so that they can deliver the recent good news in person.

The PCs *can* elect to continue west to Riverton with the Dusty Boot clan and still achieve success in the adventure (as long as they keep the map with them and do not give it to Yeogh), but should they select this option, Yeogh will be killed by the thugs described below.

If any PCs elect to travel to Riverton, the adventure ends here for them. Give the respective players ARs and continue with the adventure for the other PCs. If the entire party elects to travel to Riverton before delivering their information to Gryrax, then the adventure is over and you should proceed to **Conclusion B**.

If the PCs elect to *teleport* to Gryrax or have some other way of instant transport (such as *Tree Stride*) skip this encounter and proceed to the **Conclusion A**. Otherwise, read or paraphrase the following:

The first day of your trip from Eastpass to Gryrax is completely uneventful. Yeogh is happy to share some stories from his past, including the time he and Volimar got in trouble for following a fake treasure map and digging up part of the palace gardens looking

for a lost dwarven relic. He is quite animated when he speaks of Volimar and the happy memories of youth seem to invigorate him.

It is near noon on the second day when the sound of snapping branches catches your attention. Stepping onto the road are two dwarves dressed in the colors of the Principality of Ulek. Each, however, bears an additional crest on his left shoulder – a pair of axes crossed over a single coin. The younger looking of the two dwarves waves a greeting.

“Ah, there you are, half-orc. I was wonderin’ what happened to you.”

Yeogh narrows his eyes and then lets out a low growl. “Dat’s dem! They’s the ones who beat me up before.”

“Ayup,” the other dwarf adds, running a finger along the edge of the medallion around his neck. “And we’re gonna do it again.”

“As for the rest of you,” the first dwarf continues. “I’d let you go about your merry way, but orders are orders, and you are all gonna have to die. Sorry for the inconvenience.”

The crossed axes over the coin is the heraldry of the Grindin province, the southeastern most province in the Principality. A DC 15 Knowledge (Local: Sheldomar Valley) or a DC 13 Knowledge (Nobility or Royalty) check will identify the crest. PCs from the Principality of Ulek get a +3 competence bonus on this roll.

The dwarf wearing the medallion is actually wearing the holy symbol of Vergadain (a single gold coin). To identify it, PCs need a DC 15 Knowledge (Religion) check. Dwarven PCs make the check automatically.

Any attempts by the PCs to talk their way out of it will not work – these men are under orders by the Baron of the Grindin province, Delon Reilagg, to kill Yeogh and anyone he travels with.

If a PC mention their mission in anyway, the comment is met with derision. One of the dwarves will snort and say something like “Aye, we know...why do ya think we aim to kill ya?”

There is no surprise round. Roll for initiative and proceed with combat.

Yeogh will assist in the combat, but is untiered. He will act as an archer for much of the combat, switching to hit-and-move melee tactics if one of the thugs attempt to take him out.

NPC (All APLS)

Yeogh, Male Half-Orc Rng4/Ftr1/HWa1, hp 53. See *Appendix 6*.

APL 4 (EL 5)

Toril, Male Dwarven Ftr2, hp 22. See *Appendix 1*

Garryn, Male Dwarven Clr3 of Vergadain, hp 30. See *Appendix 1*

Laradol, Male Human Rog2, hp 14. See *Appendix 1*.

APL 6 (EL 7)

Toril, Male Dwarven Ftr4, hp 44. See *Appendix 2*.

Garryn, Male Dwarven Clr5 of Vergadain, hp 53. See *Appendix 2*.

Laradol, Male Human Rog4, hp 26. See *Appendix 2*.

APL 8 (EL 9)

Toril, Male Dwarven Ftr6, hp 70. See *Appendix 3*.

Garryn, Male Dwarven Clr7 of Vergadain, hp 73. See *Appendix 3*.

Laradol, Male Human Rog6, hp 38. See *Appendix 3*.

APL 10 (EL 11)

Toril, Male Dwarven Ftr8, hp 92. See *Appendix 4*.

Garryn, Male Dwarven Clr9 of Vergadain, hp 93. See *Appendix 4*.

Laradol, Male Human Rog8, hp 58. See *Appendix 4*.

APL 12 (EL 13)

Toril, Male Dwarven Ftr10, hp 124. See *Appendix 5*.

Garryn, Male Dwarven Clr11 of Vergadain, hp 124. See *Appendix 5*.

Laradol, Male Human Rog10, hp 82. See Appendix 5.

Tactics: The combatants are a notch above common thugs, but not much.

Laradol starts the combat off the road hiding in the trees. If he can get away with it (roll a hide check for him and have the players make opposing spot checks) he will spend the first two rounds sniping the closest PC for sneak attack damage. If he is spotted, he will come out onto the road and use his rogue tactics to stick and move. Consult **DM AID #2 – Traitors!** For the NPCs initial positions.

Toril will power attack as much as he thinks he can get away with and go after PCs who he look to be easy targets. His ultimate goal is to get to – and kill – Yeogh. Garryn is a meeleer, but will buff and heal as necessary. He prefers burning his spells for equivalent level *inflict wounds* spells as needed, and once he moves into melee, Laradol will do what he can to achieve flanks with either of the dwarves.

At APL 10, Garryn has *stalwart pact* precast on himself, and at APL 12, he has *stalwart pact* precast on himself and *zealot pact* (attuned to lawful good) precast on Toril.

These three are under orders to kill, but are smart enough to wait for all their foes to be down before going back and killing any of them.

If the PCs defeat the encounter and search the bodies, they will find **Player Handout #7** inside Laradol's belt pouch. This is pretty damning evidence showing that the Baron is a traitor, and the PCs should take care on who gets this information.

Once the PCs have killed, search and looted the thugs, they may continue on unmolested. Proceed to the **Conclusion A**.

CONCLUSION A

Before reading the following, determine if the PCs are planning on reporting the treasonous Baron and if so, who they are going to report to. Once that's been determined, continue:

It's been a strange trip, but you've finally made it back to Gryrax. Within a few minutes of you entering the city, you're met by a representative of the Guardians of the Soulforged who leads you to Hammer Hill temple to meet with Father Farhunter.

Ulrian is overjoyed that you were able to further fulfill the prophecy and assures you that neither the church of Brightmantle nor the Principality will forget your deeds this day.

He gladly pays each of you the 100gp fee he promised, and notes that he will be in contact with the Talons to let them know what has transpired and even sends for a Royal Ambassador to facilitate Yeogh's meeting with the Prince.

He asks that you keep your ears open for a further call, as he believes that this map is the last piece of the puzzle that the church needs to organize a mission to rescue the lost prince's soul from its murderous prison.

The Principality will have need of you again, for sure, should you be willing to answer the call.

All PCs who accompanied Yeogh back to Gryrax and completed the mission receive both **Brother of the Traveler** and **The Notice of the Talons** on the AR.

Allow the PCs to report their findings on Baron Reilagg to their chosen authoritative group – they are thanked for their patriotism (or in the case of out of region PCs, their sense of justice). These PCs receive **Ferreting out a Traitor** on the AR,

Until next time, it is...

The End

CONCLUSION B

Read the following...

After leaving Eastpass, you accompany the Dusty Boot clan to the village of Riverton. When you get there, the festival is just underway and you take the time to enjoy yourself and revel in the festivities after a rather trying week.

Eventually, though, the festival ends and it is time to get back to the mission at hand.

It takes a few days, but you finally make it to Gryrax. Within a few minutes of you entering the city, you're met by a representative of the Guardians of the Soulforged who leads you to Hammer Hill temple to meet with Father Farhunter.

Ulian is overjoyed that you were able to further fulfill the prophecy and assures you that neither the church of Brightmantle nor the Principality will forget their deeds this day.

He gladly pays each of you the 100gp fee he promised, and notes that he will be in contact with the Talons to let them know what has transpired.

He asks that you keep your ears open for a further call, as he believes that this map is the last piece of the puzzle that the church needs to organize a mission to rescue the lost prince's soul from its murderous prison.

The Principality will have need of you again, for sure, should you be willing to answer the call.

A few days later, the city is abuzz with gossip. The news is that the Prince is mourning the loss of an associate – a half-orc treasure hunter he'd grown rather fond of was found beaten to death a bit north of the city. Witnesses who came across the body say that they saw a group of Royal Army soldiers leaving the scene. A search has been ordered.

All PCs who achieved his conclusion receive *The Notice of the Talons* on the AR.

Until next time, it is...

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 2

Defeat the Nerull Cultists.

APL 4: 210 xp

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

Encounter 8

Defeat the dreamwalking infernals

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

Encounter 12

Defeat the Baron's thugs

APL 4: 150 xp

APL 6: 210 xp

APL 8: 270 xp

APL 10: 330 xp

APL 12: 390 xp

Story Award

Get the newly formed map back to the authorities in Gryrax.

APL 4: 45 xp

APL 6: 90 xp

APL 8: 135 xp

APL 10: 180 xp

APL 12: 225 xp

Discretionary Roleplaying Award

APL 4: 90 xp.

APL 6: 90 xp

APL 8: 90 xp

APL 10: 90 xp

APL 12: 90 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.

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 3:

APL 4: L: 105 gp, C: 95 gp, M: +1 *ring of protection* (166 gp), *scrolls of scorching ray* x2 (25 gp), *scroll of ray of enfeeblement* (2 gp), +1 *greatsword* (194 gp), +1 *full plate* (220 gp), *potion of cure light wounds* x 2 (8 gp), +1 *breastplate* (112 gp), *scroll of cure moderate wounds* (12 gp), *scroll of bull's strength* (12 gp).

APL 6: L: 195 gp, C: 95 gp, M: +1 *greataxe* (191 gp), *potion of cure moderate wounds* (25 gp), +1 *ring of protection* (166 gp), *scroll of scorching ray* x 2 (25 gp), *scroll of ray of enfeeblement* (2 gp), +1 *cloak of resistance* (83 gp), +1 *greatsword* (194 gp), +2 *full plate* (470 gp), *potion of cure moderate wounds* x 2 (50 gp), *potion of bull's strength* (25 gp), +1 *ring of protection* (166 gp), +1 *breastplate* (112 gp), +1 *heavy steel shield* (96 gp), *scroll of cure moderate wounds* x 3 (36 gp), *scroll of bull's strength* x 2 (25 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +1 (83 gp)

APL 8: L: 195 gp, C: 0 gp, M: +1 *mithral breastplate* (433 gp), +1 *greataxe* (191 gp), *potion of cure moderate wounds* x 2 (50 gp), *potion of bear's endurance* (25 gp), *gauntlets of ogre power* (333 gp), *ring of protection* +2 (667 gp), *scrolls of scorching ray* (CL 7) x 2 (58 gp), *scroll of ray of enfeeblement* (CL 10) (20 gp), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), *metamagic rod, empower, lesser* (750 gp), +1 *greatsword* (194 gp), +2 *full plate* (470 gp), *potion of cure moderate wounds* (25 gp), *potion of bear's endurance* (25 gp), +1 *ring of protection* (166 gp), *gauntlets of ogre power* (333 gp), +2 *breastplate* (362 gp), +1 *heavy steel shield* (96 gp), *scroll of cure serious wounds* (31 gp), *scroll of bull's strength* (12 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +2 (333 gp), *ring of protection* +1 (166 gp)

APL 10: L: 150 gp, C: 0 gp, M: +2 *mithral breastplate* (683 gp), +1 *greataxe* (191 gp), *potion of cure moderate wounds* (25 gp), *potion of blur* (25 gp), *gauntlets of ogre power* (333 gp), *amulet of health* +2 (333 gp), *ring of protection* +2 (667 gp), *scroll of scorching ray* (CL 11) (45 gp), *scroll of ray of enfeeblement* (CL 12) (25 gp), *cloak of resistance* +3 (750 gp), *headband of intellect* +2 (333 gp), *metamagic rod, empower (lesser)* (750 gp), *bracers of armor* +2 (333 gp), +1 *unholy greatsword* (1,531 gp), +3 *full plate* (887 gp), +1 *composite longbow* [+3] (225 gp), *potion of cure moderate wounds* (25 gp), +1 *ring of protection* (166 gp), *gauntlets of ogre power* (333 gp), *amulet*

of health +2 (333 gp), vest of resistance +2 (333 gp), +1 morningstar (191 gp), +3 breastplate (779 gp), +2 heavy steel shield (348 gp), scroll of cure serious wounds (31 gp), scroll of bull's strength (12 gp), periapt of wisdom +2 (333 gp), cloak of resistance +3 (750 gp), ring of protection +2 (667 gp)

APL 12: L: 75 gp, C: 0 gp, M: +3 mithral breastplate (1,100 gp), +2 greataxe (692 gp), potion of cure serious wounds (62 gp), potion of blur (25 gp), belt of giant strength +4 (1,333 gp), amulet of health +2 (333 gp), ring of protection +3 (1,500 gp), scrolls of scorching ray (CL 11) (45 gp), scroll of ray of enfeeblement (CL 14) (29 gp), scroll of enlarged split scorching ray (CL 11) (114 gp), cloak of resistance +3 (750 gp), headband of intellect +4 (1,113 gp), metamagic rod, empower (2,708 gp), bracers of armor +3 (750 gp), +1 unholy greatsword (1,531 gp), +3 full plate (887 gp), +1 composite longbow [+3] (225 gp), potion of cure moderate wounds (25 gp), ring of protection +2 (667 gp), belt of giant strength +6 (3,000 gp), amulet of health +2 (333 gp), vest of resistance +3 (750 gp), +1 morningstar (192 gp), +3 breastplate (779 gp), +2 heavy steel shield (348 gp), scroll of cure serious wounds (31 gp), scroll of flame strike (CL 10) (104 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +3 (750 gp), ring of protection +3 (1,500 gp)

ENCOUNTER 10:

APL 4: L: 87 gp, C: 100 gp, M: *potion of cure light wounds* (4) (16 gp), *potion of bear's endurance* (12 gp)

APL 6: L: 125 gp, C: 25 gp, M: +1 bastard sword (193 gp), *potion of cure moderate wounds* (25 gp), *potion of bear's endurance* (25 gp), +1 vest of resistance (166 gp), +1 ring of protection (333 gp), +1 battleaxe (192 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (12 gp), +1 greatsword (194 gp), +1 chain shirt (104 gp), *potion of cure moderate wounds* (25 gp), *potion of blur* (25 gp), *bracers of quick strike* (375 gp).

APL 8: L: 150 gp, C: 0 gp, M: +1 bastard sword (193 gp), +1 short sword (192 gp), +1 chain shirt (104 gp), *potion of cure moderate wounds* (25 gp), +1 vest of resistance (166 gp), +1 ring of protection (333 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), +1 battleaxe (192 gp), +1 chain shirt (104 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *gloves of dexterity* +2 (333 gp), *ring of*

force shield (375 gp), +1 greatsword (194 gp), +1 breastplate (112 gp), *potion of cure moderate wounds* (25 gp), *potion of blur* (25 gp), *potion of haste* (62 gp), *bracers of quick strike* (375 gp), *boots of striding and springing* (458 gp), *ring of protection* +1 (166 gp), *cloak of resistance* +2 (333 gp)

APL 10: L: 150 gp, C: 0 gp, M: +1 human bane composite longbow [+2] (717 gp), +3 mithral chain shirt (841 gp), +1 mithral buckler (167 gp), amulet of health +2 (333 gp), +1 human bane composite longbow [+2] (717 gp), +3 mithral chain shirt (841 gp), +1 mithral buckler (167 gp), amulet of health +2 (333 gp), +1 keen bastard sword (693 gp), +1 bastard sword (193 gp), +2 chain shirt (354 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* (12 gp), vest of resistance +2 (333 gp), *ring of protection* +2 (667 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), bag of holding, type II (416 gp), cape of the mountebank (840 gp), +1 deadly precision short sword (1,525 gp), +1 battleaxe (192 gp), +2 chain shirt (354 gp), *potion of cure serious wounds* (62 gp), *gloves of dexterity* +2 (333 gp), *ring of force shield* (375 gp), belt of giant strength +4 (1,333 gp), amulet of health +2 (333 gp), *ring of protection* +2 (666 gp), +2 greatsword (697 gp), +1 full plate (220 gp), *potion of cure serious wounds* (62 gp), *potion of blur* (25 gp), *potion of haste* (62 gp), *bracers of quick strike* (375 gp), *boots of striding and springing* (458 gp), *ring of protection* +2 (667 gp), *cloak of resistance* +3 (750 gp), amulet of health +4 (1,333 gp), gauntlets of ogre power (333 gp)

APL 12: L: 150 gp, C: 0 gp, M: *item* (X gp): +2 human bane composite longbow [+2] (1,550 gp), +3 mithral chain shirt (841 gp), +2 mithral buckler (417 gp), amulet of health +4 (1,333 gp), *gloves of dexterity* +2 (333 gp), +2 human bane composite longbow [+2] (1,550 gp), +3 mithral chain shirt (841 gp), +2 mithral buckler (417 gp), amulet of health +4 (1,333 gp), *gloves of dexterity* +2 (333 gp), *boots of speed* (1,000 gp), *ring of protection* +1 (666 gp), *cloak of resistance* +2 (667 gp), +2 maiming keen bastard sword (2,693 gp), +2 bastard sword (693 gp), +3 mithral chain shirt (841 gp), +1 composite longbow [+2] (209 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* (12 gp), vest of resistance +4 (1,333 gp), *ring of protection* +3 (1,500 gp), *gloves of dexterity* +2 (333 gp), amulet of health +6 (3,000 gp), belt of giant strength +6 (3,000 gp), bag of holding, type III (616 gp), cape of the mountebank (840 gp), +2 deadly precision short sword (2,692 gp), +1 battleaxe (192 gp), +3 mithral chain shirt (841 gp),

+1 *hand crossbow* (192 gp) *potion of cure serious wounds* (62 gp), +6 *gloves of dexterity* (3,000 gp), *ring of force shield* (375 gp), *belt of giant strength* +6 (3,000 gp), *amulet of health* +6 (3,000 gp), *ring of protection* +3 (1,500 gp), *boots of speed* (1,000 gp), +2 *unholy greatsword* (2,697 gp), *mithral full plate of speed* (2,208 gp), *potion of cure serious wounds* (62 gp), *potion of blur* (25 gp), *bracers of quick strike* (375 gp), *boots of striding and springing* (458 gp), *ring of protection* +3 (1,500 gp), *cloak of resistance* +5 (2,093 gp), *amulet of health* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), *belt of giant strength* +6 (3,000 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 192 gp, C: 195 gp, M: 351 gp - Total: 938 gp (650 gp).

APL 6: L: 250 gp, C: 120 gp, M: 2,245 gp - Total: 2,615 gp (900 gp).

APL 8: L: 345 gp, C: 0 gp, M: 5,222 gp - Total: 5,567 gp (1,300 gp).

APL 10: L: 300 gp, C: 0 gp, M: 14,994 gp - Total: 15,244 gp (2,300 gp).

APL 12: L: 225 gp, C: 0 gp, M: 25,360 gp - Total: 25,585 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Gratitude of the Pennyfoots: For saving them from a deliberately set fire, the Pennyfoots have offered to keep you well fed and sheltered. You receive free rich upkeep in any adventure starting in Havenhill or Eastpass.

Returned!: Brandoreen has decided that you are not the one she sees herself spending the rest of her life with. She has returned the item you gave to her in *ULP6-02 Hook, Line and Sinker* and wishes you well in the future. Write the name of the item returned here, and have the GM void **Brandoreen's Favor** on the *Hook, Line and Sinker* AR.

Brandoreen's Handkerchief: Brandoreen has become even more enamored with you and has given you her handkerchief to remember her by. As long as this handkerchief is in your possession, you receive a +1 luck bonus to all dexterity checks and dexterity based skill checks, including initiative.

Hearing the Allfather's Voice: Your stoutness of mind allowed you to fight off the effects of a spell cast by Dugmaren Brightmantle himself and

Moradin's reassuring words helped you give in to the visions that the Dwarven God of Scholarship wished you to see. Your direct contact with the Allfather has opened you up to certain blessings granted by members of the Dwarven Pantheon. When gaining this favor, choose one of the following benefits below (and cross out the others). You gain five uses of your chosen ability, but may only use said ability once per turn:

- **Blessing of Beronnar:** Reroll a failed Turn Undead check.
- **Blessing of Clangeddin:** Reroll a failed Critical Confirmation roll.
- **Blessing of Dugmaren:** Reroll a failed caster level check made to overcome a target's spell resistance.
- **Blessing of Dumathoin:** Reroll a failed skill check.
- **Blessing of Moradin:** Reroll a failed Will Save.

The Stuff that Dreams are Made of: You've harvested a piece of the demi-plane of dreams and by studying it, you've begun to better understand dreams and how they function. You can use the fragment to duplicate the affects of the *dream* spell. Once it has been used, the fragment turns to vapor and floats away like a cloud.

Brother of the Traveler: For seeing Yeogh safely to Gryrax, he says a prayer to Fharlanghan on your behalf. For the next three adventures, any time you are surprised while traveling outside a city (such as on a road, plains, forest or caves), you may act in the surprise round.

Notice of the Talons: To thank you for your assistance in furthering the efforts to retrieve Prince Volimar's soul, the Talons of Retribution have made some rare magic items available for purchase. You may purchase one of the following (Frequency: Regional): *goggles of foefinding* (MiC), *formless vest* (MiC), *deathstrike bracers* (MiC), or *rod of defiance* (MiC). Once one has been purchased, the favor is consumed.

Ferretting out a Traitor: For finding and reporting evidence of a traitor working inside the Principality's borders, the Prince has used his considerable influence to have the area's best artisans make their enchantments more readily available to you. The next time you pay to have an armor, weapon or shield enchanted (or have an already enchanted item upgraded), the cost is halved. This applies to any single numerical

enhancement or to any one special ability that the PC already has access to.

- ❖ *Memento Magica, 3rd level* (Adventure, MiC)
- ❖ *Vest of resistance +3* (Adventure, CA)

Item Access

APL 4:

- ❖ *+1 thistledown padded armor* (Adventure; CA)
- ❖ *wand of inflict light wounds* (Adventure; DMG)
- ❖ *wand of magic missiles* (Adventure; DMG)
- ❖ *vest of resistance +1* (Adventure, CA)

APL 6

- ❖ *+1 mithral chain shirt* (Adventure, DMG)
- ❖ *+2 thistledown padded armor* (Adventure, CA)
- ❖ *Memento Magica, 1st level* (Adventure, MiC)
- ❖ *Talisman of the Disk* (Adventure, MiC)

APL 8

- ❖ *+1 mithral buckler* (Adventure, DMG)
- ❖ *+2 mithral chain shirt* (Adventure, DMG)
- ❖ *+2 flaming greatsword* (Adventure, DMG)
- ❖ *Corsair's Eyepatch* (Adventure, MiC)
- ❖ *Vest of resistance +2* (Adventure, CA)

APL 10

- ❖ *Cloak of displacement, minor* (Adventure, DMG)
- ❖ *Counterstrike Bracers* (Adventure, MiC)
- ❖ *Memento Magica, 2nd level* (Adventure, MiC)
- ❖ *Wand of inflict moderate wounds (CL 3)* (Adventure, DMG)

APL 12

- ❖ *+2 full plate of moderate fortification* (Adventure, DMG)
- ❖ *+2 keen rapier* (Adventure, DMG)
- ❖ *+3 mithral chain shirt* (Adventure, DMG)

APPENDIX 1 – APL 4

ENCOUNTER 2

ENTALEN **CR 3**
Male Human (Oeridian) Clr3 of Nerull
NE Medium humanoid
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 22, touch 14, flat-footed 21
(+1 Dex, +8 armor, +3 shield)
hp 27 (3d8+6 HD)
Fort +6, **Ref** +3, **Will** +6

Speed 20 ft. in masterwork full plate (4 squares);
Melee masterwork shortspear +3 (1d6+1/x3) or
Ranged light crossbow +3 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Special Actions rebuke undead, spontaneous casting
Combat Gear masterwork full plate, masterwork heavy steel shield, masterwork shortspear, light crossbow
Class Spells Prepared (CL 3rd), Sav DC: 12+spl lvl:
2nd— *curse of ill fortune*^{SC}, *hold person*, *spiritual weapon* (D)
1st— *bless*, *cure light wounds*, *faith healing*^{SC}, *protection from good* (D)
0— *resistance*, *cure minor wounds*, *virtue* (x2)
D: Domain spell. Deity: Nerull. Domains: Evil, Cold
Evil Domain: Caster casts 'evil' spells at +1 caster level.
Mysticism: Grant self +1 luck bonus to saves for 3 rounds as a supernatural ability.

Abilities Str 13, Dex 12, Con 15, Int 10, Wis 14, Cha 8
Feats Improved Toughness^{CW}, Shield Specialization^{PH2}, Shield Ward^{PH2}
Skills Concentration +8, Heal +4, Knowledge (Religion) +5, Spellcraft +5
Possessions combat gear plus *cloak of resistance* +1, *potion of cure light wounds* (2), *wand of inflict light wounds* (50 charges)

Sources *Complete Warrior*, *Players Handbook II*, *Spell Compendium*

CALLUM **CR 4**
Male Half-Elf Src4
NE Medium humanoid
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Draconic

AC 14, touch 12, flat-footed 13
(+1 Dex, +2 armor, +1 deflection)
hp 28 (4d4+12 HD)
Fort +4, **Ref** +2, **Will** +4

Speed 30 ft. in +1 *thistledown padded*^{CA} (6 squares);
Melee longspear +1 (1d8-1/x3) or
Ranged light crossbow +3 (1d8/19-20)

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

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

Special Actions Draconic Breath

Combat Gear +1 *thistledown padded*^{CA}, longspear, light crossbow

Class Spells Known (CL 4th): sv DC: 12+spl lvl

2nd (4/day)— *mirror image*

1st (7/day)— *color spray*, *hail of stone*^{SC}, *ray of enfeeblement*

0 (6/day)— *acid splash*, *detect magic*, *message*, *ray of frost*, *touch of fatigue*

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

Feats Draconic Heritage (Red)^{RoD}, Draconic Breath^{RoD}

Skills Bluff +4, Concentration +9, Intimidate +5, Sense Motive +3

Possessions combat gear plus *ring of protection* +1, *potion of cure moderate wounds*, *wand of magic missile* (50 charges)

Draconic Breath (Su): Can burn a spell slot to breath a 30' cone of fire. Deals 2d6 damage per level of spell sacrificed. Reflex save DC 12+ spell level for half damage.

Sources *Races of the Dragon*, *Spell Compendium*

ENCOUNTER 10 (A OR B)

MARKESSA "THE SHADOW" **CR 5**
Female Half-Fiend Elf Rog2/Swa2
NE Medium Outsider (augmented humanoid, elf)
Init +4; **Senses** Listen +9, Spot +9
Languages Common, Ignan, Infernal, Orc, Draconic, Elven

AC 20, touch 14, flat-footed 16
(+4 Dex, +5 armor, +1 natural)
hp 34 (2d10+2d6+12 HD), DR 5/magic
Immune Poison
Resist Acid 10, Cold 10, Electricity 10, Fire 10
SR 14
Fort +6, **Ref** +8, **Will** +2

Speed 30 ft. in +1 *chain shirt* (6 squares);
Melee +1 *rapier* +8 (1d6+4/18-20) or
Melee 2 claws +2/+2 (1d4+1/x2) and Bite +2 (1d6+3/x2) or
Ranged masterwork hand crossbow +8 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Atk Options Deadly Defense, Smite Good
Special Actions Sneak Attack +1d6
Combat Gear +1 *chain shirt*, +1 *rapier*, mw hand crossbow
Spell-Like Abilities (CL 4th):
Darkness 3/day, Desecrate 1/day

Abilities Str 16, Dex 19, Con 16, Int 14, Wis 14, Cha 10

SQ Evasion, Trapfinding, Grace +1
Feats Combat Expertise, Telling Blow ^{PH2}
Skills Balance +11, Climb +7, Escape Artist +10, Hide +8, Jump +10, Move Silently +8, Sense Motive +9, Tumble +12
Possessions combat gear plus *potion of cure moderate wounds*
Smite Good (Su): Once per day, Markessa can make a normal melee attack against a good foe and deal an additional 4 points of damage.
Sources *Player's Handbook 2, Complete Warrior*

ENCOUNTER 12

TORIL **CR 2**
Male Dwarf Ftr2
N Medium Humanoid
Init +1; **Senses** Listen +0, Spot +0; Darkvision 60'
Languages Common, Dwarven, Giant
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor)
hp 22 (2d10+6 HD);
Fort +6 (+8 against poison), **Ref** +1, **Will** +0
Speed 20 ft. in masterwork breastplate (4 squares);
Melee masterwork greatsword +6 (2d6+3/19-20) or
Ranged heavy crossbow +3 (1d10/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Power Attack
Special Actions Cleave
Combat Gear masterwork breastplate, masterwork greatsword, heavy crossbow
Abilities Str 15, Dex 13, Con 16, Int 12, Wis 10, Cha 6
SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants
Feats Weapon Focus (Greastsword), Power Attack, Cleave
Skills Climb +4, Ride +3, Jump -4, Swim -6
Possessions combat gear plus *potion of cure light wounds*

GARRYN **CR 3**
Male Dwarf Clr3 of Vergadain
N Medium Humanoid
Init +1; **Senses** Listen +2, Spot +2
Languages Common, Dwarven
AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield)
hp 30 (3d8+9 HD);
Fort +7 (+9 against poison), **Ref** +5, **Will** +6
Speed 20 ft. in full plate (4 squares);
Melee mw morningstar +4 (1d8+1/x2) or
Ranged light crossbow +3 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3

Combat Gear masterwork full plate, masterwork Morningstar, heavy steel shield, light crossbow
Class Spells Prepared (CL 3rd): sav DC: 12+spl lvl
2nd— *aid, spiritual weapon, shield other (D)*
1st— *divine favor, doom, resurgence, entropic shield (D)*
0— *virtue, purify food and drink, light, detect magic*
D: Domain spell. Deity: Vergadain. Domains: Luck, Pact
Luck domain: 1/day, reroll any one roll
Pact domain: Add Appraise, Intimidate and Sense Motive to class skill list.
Abilities Str 13, Dex 12, Con 16, Int 10, Wis 15, Cha 6
SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants, spontaneous casting (healing)
Feats Lightning Reflexes, Improved Toughness ^{CW}
Skills Concentration +9, Sense Motive +5, Spellcraft +1
Possessions combat gear plus *vest of resistance* +1^{CA}, *potion of cure moderate wounds*
Sources Material (Source) *Complete Warrior, Complete Arcane*

LARADOL **CR 2**
Male Human (Suloise) Rog2
NE Medium Humanoid
Init +2; **Senses** Listen +0, Spot +5
Languages Common, Dwarven, Draconic
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)
hp 14 (2d6+4 HD)
Fort +2, **Ref** +5, **Will** +0
Speed 30 ft. in chain shirt (6 squares);
Melee mw rapier +5 (1d6+1/18-20) or
Ranged light crossbow +3 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options Sneak Attack +1d6
Combat Gear masterwork chain shirt, masterwork rapier, light crossbow
Abilities Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8
SQ Evasion, Trapfinding
Feats Weapon Finesse, Weapon Focus (Rapier)
Skills Balance +8, Escape Artist +6, Hide +6, Move Silently +6, Sense Motive +5, Spot +5, Tumble +6, Use Magic Device +4
Possessions combat gear plus *potion of cure light wounds* (2)

APPENDIX 2 – APL 6

ENCOUNTER 2

ENTALEN

CR 5

Male Human (Oeridian) Clr5 of Nerull

NE Medium humanoid

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

Languages Common

AC 24, touch 15, flat-footed 23

(+1 Dex, +9 armor, +4 shield)

hp 48 (5d8+15 HD)

Fort +8, **Ref** +3, **Will** +7

Speed 20 ft. in +1 *full plate* (4 squares);

Melee +1 *shortspear* +5 (1d6+2/x3) or

Ranged light crossbow +3 (1d8/19-20)

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

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

Special Actions rebuke undead, spontaneous casting

Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *shortspear*, light crossbow

Class Spells Prepared (CL 5th), Sav DC: 12+spl lvl:

3rd— *mass aid*, *magic circle* vs good (D)

2nd— *curse of ill fortune*^{SC}, *hold person*, *sound burst*, *spiritual weapon* (D)

1st— *blesse*, *cure light wounds*, *inhibit*, *faith healing*^{SC}, *protection from good* (D)

0— *resistance* (x2), *cure minor wounds*, *virtue* (x2)

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

Evil Domain: Caster casts 'evil' spells at +1 caster level.

Mysticism: Grant self +1 luck bonus to saves for 5 rounds as a supernatural ability

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

Feats Improved Toughness^{CW}, Shield Specialization^{PH2}, Shield Ward^{PH2}

Skills Concentration +11, Heal +4, Knowledge (Religion) +7, Spellcraft +7

Possessions combat gear plus *cloak of resistance* +1, *potion of moderate wounds* (2), *wand of inflict light wounds* (50 charges), *talisman of the disk*^{MIC}

Sources *Complete Warrior*, *Players Handbook II*, *Spell Compendium*, *Magic Item Compendium*

CALLUM

CR 6

Male Half-Elf Src6

NE Medium humanoid

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

Languages Common, Draconic

AC 16, touch 12, flat-footed 15

(+1 Dex, +3 armor, +1 shield, +1 deflection)

hp 46 (6d4+24 HD)

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

Speed 30 ft. in +2 *thistledown padded armor*^{CA} (6 squares);

Melee mw longspear +2 (1d8-1/x3) or

Ranged mw light crossbow +5 (1d8/19-20)

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

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

Special Actions Draconic Breath

Combat Gear +2 *thistledown padded armor*^{CA}, longspear, light crossbow

Class Spells Known (CL 6th): sv DC: 13+spl lvl

3rd (3/day)— *slow*

2nd (4/day)— *mirror image*, *tasha's hideous laughter*

1st (7/day)— *color spray*, *hail of stone*^{SC}, *magic missile*, *ray of enfeeblement*

0 (6/day)— *acid splash*, *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue*

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

Feats Draconic Heritage (Red)^{RoD}, Draconic Breath^{RoD}, Improved Toughness^{CW}

Skills Bluff +7, Concentration +9, Intimidate +7, Sense Motive +4

Possessions combat gear plus *ring of protection* +1, *potion of cure moderate wounds*, *wand of magic missile* (50 charges), *cloak of charisma* +2, *Memento Magica* 1^{MIC}

Draconic Breath (Su): Can burn a spell slot to breathe a 30' cone of fire. Deals 2d6 damage per level of spell sacrificed. Reflex save DC 12+ spell level for half damage.

Sources *Races of the Dragon*, *Spell Compendium*, *Magic Item Compendium*, *Complete Arcane*, *Complete Warrior*

ENCOUNTER 10 (A OR B)

MARKESSA "THE SHADOW"

CR 7

Female Half-Fiend Elf Rog3/Swa3

NE Medium Outsider (augmented humanoid, elf)

Init +5; **Senses** Listen +11, Spot +10

Languages Common, Ignan, Infernal, Orc, Draconic, Elven

AC 22, touch 14, flat-footed 16

(+5 Dex, +6 armor, +1 natural)

hp 50 (3d10+3d6+18 HD), DR 5/magic

Immune Poison

Resist Acid 10, Cold 10, Electricity 10, Fire 10

SR 16

Fort +8, **Ref** +11, **Will** +5

Speed 30 ft. in +2 *mithral chain shirt* (6 squares);

Melee +1 *rapier* +11 (1d6+4 (+6)/18-20) or

Melee 2 claws +5/+5 (1d4+1/x2) and Bite +5 (1d6+3/x2) or

Ranged masterwork hand crossbow +11 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Atk Options Deadly Defense, Smite Good
Special Actions Sneak Attack +3d6
Combat Gear +2 *mithral chain shirt*, +1 *rapier*, mw hand crossbow
Spell-Like Abilities (CL 6th):
darkness 3/day, *desecrate* 1/day, *unholy blight* 1/day

Abilities Str 16, Dex 21, Con 16, Int 14, Wis 14, Cha 10
SQ Evasion, Trapfinding, Grace +1, Insightful Strike
Feats Combat Expertise, Telling Blow^{PH2}, Daring Outlaw^{CS}
Skills Balance +15, Climb +10, Escape Artist +14, Hide +10, Jump +13, Move Silently +11, Sense Motive +11, Tumble +16
Possessions combat gear plus *potion of cure moderate wounds*, *cloak of resistance* +1, *gloves of dexterity* +2

Smite Good (Su): Once per day, Markessa can make a normal melee attack against a good foe and deal an additional 6 points of damage.
Insightful Strike (Ex): When wearing light or no armor, and carrying a light load, you gain a +2 bonus on damage rolls, which does not apply to creatures that are immune to critical hits.

Sources *Complete Warrior*, *Complete Scoundrel*, *Player's Handbook II*

ENCOUNTER 12

TORIL **CR 4**
Male Dwarf Ftr4
N Medium Humanoid
Init +1; **Senses** Listen +0, Spot +0; Darkvision 60'
Languages Common, Dwarven, Giant

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)
hp 44 (4d10+16 HD);
Fort +8 (+10 against poison), **Ref** +2, **Will** +1

Speed 20 ft. in +1 *breastplate* (4 squares);
Melee +1 *greatsword* +9 (2d6+7/19-20) or
Ranged heavy crossbow +5 (1d10/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options Power Attack, Improved Bull Rush
Special Actions Cleave
Combat Gear +1 *breastplate*, +1 *greatsword*, heavy crossbow

Abilities Str 16, Dex 13, Con 18, Int 12, Wis 10, Cha 6
SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Weapon Focus (Greastsword), Power Attack, Cleave, Weapon Specialization (Greatsword), Improved Bull Rush
Skills Climb +5, Ride +5, Jump -1, Swim -6
Possessions combat gear plus *potion of cure moderate wounds* (2)

GARRYN **CR 5**
Male Dwarf Clr5 of Vergadain
N Medium Humanoid
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Dwarven

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)
hp 53 (5d8+20 HD);
Fort +9 (+11 against poison), **Ref** +5, **Will** +8

Speed 20 ft. in +1 *full plate* (4 squares);
Melee mw morningstar +5 (1d8+1/x2) or
Ranged light crossbow +4 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Combat Gear +1 *full plate*, masterwork Morningstar, +1 *heavy steel shield*, light crossbow
Class Spells Prepared (CL 5th): sav DC: 13+spl lvl
3rd— *blindness/deafness*, *prayer*, *protection from energy (electricity)* (D)
2nd— *aid*, *resist energy (fire)*, *spiritual weapon*, *shield other* (D)
1st— *bless*, *divine favor*, *doom*, *resurgence*, *entropic shield* (D)
0— *virtue* (x2), *purify food and drink*, *light*, *detect magic*
D: Domain spell. Deity: Vergadain. Domains: Luck, Pact
Luck domain: 1/day, reroll any one roll
Pact domain: Add Appraise, Intimidate and Sense Motive to class skill list.

Abilities Str 13, Dex 12, Con 18, Int 10, Wis 16, Cha 6
SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants
Feats Lightning Reflexes, Improved Toughness^{CW}
Skills Concentration +12, Sense Motive +6, Spellcraft +2
Possessions combat gear plus *vest of resistance* +1^{CA}, *potion of cure moderate wounds*, *amulet of health* +2

Sources *Complete Warrior*, *Complete Arcane*

LARADOL **CR 4**
Male Human (Suloise) Rog4
NE Medium Humanoid
Init +3; **Senses** Listen +0, Spot +7
Languages Common, Dwarven, Draconic

AC 19, touch 14, flat-footed 19
(+3 Dex, +5 armor, +1 deflection)

hp 26 (4d6+8 HD)

Fort +3, **Ref** +7, **Will** +1

Speed 30 ft. in +1 *chain shirt* (6 squares);

Melee +1 *rapier* +8 (1d6+2/18-20) or

Ranged light crossbow +6 (1d8/19-20)

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

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

Atk Options Sneak Attack +2d6

Combat Gear +1 *chain shirt*, +1 *rapier*, light crossbow

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

SQ Evasion, Trapfinding, Uncanny Dodge, Trap Sense +1

Feats Weapon Finesse, Weapon Focus (Rapier), Combat Expertise

Skills Balance +11, Escape Artist +9, Hide +9, Move Silently +9, Sense Motive +7, Spot +7, Tumble +9, Use Magic Device +6

Possessions combat gear plus potion of *cure moderate wounds* (2), *wand of inflict light wounds*

APPENDIX 3 – APL 8

ENCOUNTER 2

ENTALEN **CR 7**
Male Human (Oeridian) Clr7 of Nerull
NE Medium humanoid
Init +1; **Senses** Listen +3, Spot +3
Languages Common

AC 26, touch 16, flat-footed 25
(+1 Dex, +10 armor, +4 shield, +1 deflection)
hp 66 (7d8+21 HD)
Fort +10, **Ref** +5, **Will** +10

Speed 20 ft. in +2 *full plate* (4 squares);
Melee +1 *shortspear* +7 (1d6+2/x3) or
Ranged light crossbow +6 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Special Actions rebuke undead, spontaneous casting

Combat Gear +2 *full plate*, +1 *heavy steel shield*, +1 *shortspear*, light crossbow

Class Spells Prepared (CL 7th); Sav DC: 13+spl lvl
4th— *freedom of movement*, *unholy blight* (D)
3rd— *bestow curse*, *mass aid*, *magic circle vs good* (D)
2nd— *cure moderate wounds*, *curse of ill fortune*^{SC}, *hold person*, *sound burst*, *spiritual weapon* (D)
1st— *bless*, *conviction*^{SC}, *cure light wounds*, *inhibit*, *faith healing*^{SC}, *protection from good* (D)
0— *resistance* (x2), *cure minor wounds* (x2), *virtue* (x2)

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

Evil Domain: Caster casts 'evil' spells at +1 caster level.

Mysticism: Grant self +1 luck bonus to saves for 7 rounds as a supernatural ability

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

Feats Improved Toughness^{CW}, Shield Specialization^{PH2}, Shield Ward^{PH2}, Eyes in the Back of Your Head^{CW}

Skills Concentration +13, Heal +6, Knowledge (Religion) +9, Spellcraft +8

Possessions combat gear plus *cloak of resistance* +2, *potion of moderate wounds* (2), *wand of inflict light wounds* (50 charges), *ring of protection* +1, *peripart of wisdom* +2, *talisman of the disk*^{MIC}

Sources *Complete Warrior*, *Players Handbook II*, *Spell Compendium*, *Magic Item Compendium*

CALLUM

CR 8

Male Half-Elf Src6/NtmSpn2
NE Medium humanoid
Init +3; **Senses** Listen +3, Spot +3
Languages Common, Draconic

AC 19, touch 13, flat-footed 16
(+3 Dex, +3 armor, +2 shield, +1 deflection)
hp 60 (8d4+24 HD)
Immune Fear
Fort +6 **Ref** +6, **Will** +9

Speed 30 ft. in +2 *thistledown padded armor*^{CA} (6 squares);
Melee mw longspear +3 (1d8-1/x3) or
Ranged mw light crossbow +8 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Special Actions Draconic Breath, Inspire Fear, Nightmare Phantasm

Combat Gear +2 *thistledown padded armor*^{CA}, +1 *mithral buckler*, mw longspear, light crossbow

Class Spells Known (CL 7th): sv DC: 13+spl lvl
3rd (4+1/day)— *resonating bolt*^{SC}, *slow*
2nd (7+1/day)— *false life*, *mirror image*, *tasha's hideous laughter*
1st (7+1/day)— *color spray*, *hail of stone*^{SC}, *magic missile*, *orb of electricity*, *lesser*^{SC}, *ray of enfeeblement*
0 (6+1/day)— *acid splash*, *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue*

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

Feats Draconic Heritage (Red)^{RoD}, Draconic Breath^{RoD}, Improved Toughness^{CW}

Skills Bluff +9, Concentration +13, Intimidate +11, Sense Motive +6

Possessions combat gear plus *ring of protection* +1, *potion of cure moderate wounds*, *wand of magic missile* (50 charges), *cloak of charisma* +2, *gloves of dexterity* +2, *Memento Magica* 1^{MIC}

Draconic Breath (Su): Can burn a spell slot to breath a 30' cone of fire. Deals 2d6 damage per level of spell sacrificed. Reflex save DC 12+ spell level for half damage.

Immunity to Fear (Su): Beginning at 1st level, you gain immunity to all fear effects.

Bonus Spells (Ex): Callum gains one extra spell slot per spell level, which can be used only to cast an illusion spell.

Inspire Fear (Su): As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for 2 rounds; a successful Will save DC 15 (10 + class level + your Cha modifier) halves this duration. (6/day) Multiple uses of this ability on the same creature don't stack.

Nightmare Phantasm (Su): Beginning at 2nd level, when you cast a figment or glamor spell, you can choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. (6/day) No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period. This is a mind-affecting fear effect.

Sources *Races of the Dragon, Spell Compendium, Magic Item Compendium, Complete Warrior, Complete Mage*

RILE **CR 4**
Male Half-Elf Advanced Wight/EmSpwn1
NE Medium Undead
Init +1; **Senses** Listen +10, Spot +10; darkvision 60'
Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +4 armor, +4 natural, +1 shield)
hp 46 (6d8+1d12 HD); DR
Resist turn resistance +2
Fort +2, **Ref** +3, **Will** +8

Speed 30 ft. in mw chain shirt (6 squares);
Melee slam +4 (1d4+1/x2) or
Ranged masterwork composite longbow +5 (1d8/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options blind-fight
Special Actions create spawn, energy drain
Combat Gear masterwork chain shirt, buckler, masterwork composite longbow

Abilities Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15
Feats Alertness, Blind-Fight, Weapon Focus (longbow), Martial Weapon Proficiency (all), Light Armor proficiency, Point Blank Shot, Precise Shot, Endurance, Track
Skills Hide +8, Listen +10, Move Silently +16, Spot +10
Possessions combat gear

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the fortitude save to remove the negative level. The save DC is charisma based. For each negative level bestowed, the wight gains 5 hp.
Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until death (either their master's or their own).
Recall Feats (Ex): At 1st level, an emancipated spawn remembers several aspects of her former

existence. She regains all the feats she had as a living character, provided she meets the prerequisites. These remembered feats are in addition to any feats gained for advancing a level.

Sources *Savage Species*

ENCOUNTER 10 (A OR B)

MARKESSA "THE SHADOW" **CR 9**
Female Half-Fiend Elf Rog3/Swa5
NE Medium Outsider (augmented humanoid, elf)
Init +6; **Senses** Listen +11, Spot +10
Languages Common, Ignan, Infernal, Orc, Draconic, Elven

AC 23, touch 16, flat-footed 17
(+6 Dex, +6 armor, +1 natural)
hp 68 (5d10+3d6+24 HD), DR 5/magic
Immune Poison
Resist Acid 10, Cold 10, Electricity 10, Fire 10
SR 18
Fort +10, **Ref** +13, **Will** +6

Speed 30 ft. in +2 mithral chain shirt (6 squares);
Melee +1 rapier +14/+9 (1d6+4 (+6)/18-20) or
Melee 2 claws +8/+8 (1d4+1/x2) and Bite +8 (1d6+3/x2) or
Ranged masterwork hand crossbow +14 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Deadly Defense, Smite Good
Special Actions Sneak Attack +4d6
Combat Gear +2 mithral chain shirt, +1 rapier, mw hand crossbow
Spell-Like Abilities (CL 8th):
darkness 3/day, desecrate 1/day, poison 3/day, unholy blight 1/day

Abilities Str 16, Dex 22, Con 16, Int 14, Wis 14, Cha 10
SQ Evasion, Trapfinding, Grace +1, Insightful Strike, Dodge Bonus
Feats Combat Expertise, Telling Blow^{PH2}, Daring Outlaw^{CS}
Skills Balance +18, Climb +12, Escape Artist +17, Hide +11, Jump +15, Move Silently +12, Sense Motive +13, Tumble +19
Possessions combat gear plus *potion of cure moderate wounds*, *cloak of resistance* +1, *gloves of dexterity* +2

Smite Good (Su): Once per day, Markessa can make a normal melee attack against a good foe and deal an additional 8 points of damage.
Insightful Strike (Ex): When wearing light or no armor, and carrying a light load, you gain a +2 bonus on damage rolls, which does not apply to creatures that are immune to critical hits.
Dodge Bonus (Ex): When wearing light or no armor and carrying a light load you gain a +1 dodge bonus to AC against a designated foe.

Sources *Complete Warrior, Complete Scoundrel, Player's Handbook 2*

ENCOUNTER 12

TORIL

CR 6

Male Dwarf Ftr6

N Medium Humanoid

Init +1; **Senses** Listen +0, Spot +0; Darkvision 60'

Languages Common, Dwarven, Giant

AC 19, touch 12, flat-footed 18

(+1 Dex, +7 armor, +1 deflection)

hp 70 (6d10+30 HD);

Fort +9 (+11 against poison), **Ref** +3, **Will** +2

Speed 20 ft. in +2 *breastplate* (4 squares);

Melee +1 *greatsword* +11/+6 (2d6+7/19-20) or

Ranged heavy crossbow +7 (1d10/19-20)

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

Base Atk +6; **Grp** +9

Atk Options Power Attack, Improved Bull Rush, Blind-Fight

Special Actions Cleave

Combat Gear +2 *breastplate*, +1 *greatsword*, heavy crossbow

Abilities Str 16, Dex 13, Con 18, Int 12, Wis 10, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Weapon Focus (Greatsword), Power Attack, Cleave, Weapon Specialization (Greatsword), Improved Bull Rush, Blind-Fight, Improved Toughness^{CW}

Skills Climb +6, Ride +6, Jump +1, Swim +6

Possessions combat gear plus *potion of cure moderate wounds* (3), *ring of protection* +1, *amulet of health* +2

Sources *Complete Warrior*

GARRYN

CR 7

Male Dwarf Clr7 of Vergadain

N Medium Humanoid

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

Languages Common, Dwarven

AC 24, touch 11, flat-footed 23

(+1 Dex, +10 armor, +3 shield)

hp 73 (5d8+20 HD);

Fort +11 (+13 against poison), **Ref** +7, **Will** +10

Speed 20 ft. in +2 *full plate* (4 squares);

Melee +1 *morningstar* +8 (1d8+3/x2) or

Ranged light crossbow +6 (1d8/19-20)

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

Base Atk +5; **Grp** +7

Combat Gear +2 *full plate*, +1 *Morningstar*, +1 heavy *steel shield*, light crossbow

Class Spells Prepared (CL 7th): sav DC: 13 + spl lvl

4th— *divine power*, *freedom of movement* (D)

3rd— *blindness/deafness*, *dispel magic*, *prayer*, *protection from energy* (electricity) (D)

2nd— *aid*, *hold person*, *resist energy* (fire), *spiritual weapon*, *shield other* (D)

1st— *bless*, *command*, *divine favor*, *doom*, *resurgence*, *entropic shield* (D)

0— *virtue* (x2), *purify food and drink*, *light*, *detect magic*, *resistance*

D: Domain spell. Deity: Vergadain. Domains: Luck, Pact

Luck domain: 1/day, reroll any one roll

Pact domain: Add Appraise, Intimidate and Sense Motive to class skill list.

Abilities Str 15, Dex 12, Con 18, Int 10, Wis 16, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Lightning Reflexes, Sudden Still^{CA}, Improved Toughness^{CW}

Skills Concentration +14, Sense Motive +6, Spellcraft +4

Possessions combat gear plus *vest of resistance* +2, *potion of cure moderate wounds* (2), *amulet of health* +2, *gauntlets of ogre power*

Sources *Complete Warrior*, *Spell Compendium*, *Complete Arcane*

LARADOL

CR 6

Male Human (Suloise) Rog6

NE Medium Humanoid

Init +3; **Senses** Listen +0, Spot +9

Languages Common, Dwarven, Draconic

AC 20, touch 14, flat-footed 20

(+3 Dex, +6 armor, +1 deflection)

hp 38 (6d6+12 HD)

Fort +5, **Ref** +9, **Will** +3

Speed 30 ft. in +2 *chain shirt* (6 squares);

Melee +1 *rapier* +9 (1d6+2/18-20) or

Ranged light crossbow +7 (1d8/19-20)

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

Base Atk +4; **Grp** +6

Atk Options Sneak Attack +3d6

Combat Gear +2 *chain shirt*, +1 *rapier*, light crossbow

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

SQ Evasion, Trapfinding, Uncanny Dodge, Trap Sense +2

Feats Weapon Finesse, Weapon Focus (Rapier), Combat Expertise, Combat Reflexes

Skills Balance +13, Escape Artist +11, Hide +11, Move Silently +11, Sense Motive +9, Spot +9, Tumble +11, Use Magic Device +8

Possessions combat gear plus *potion of cure moderate wounds* (3), *wand of inflict light wounds*, *cloak of resistance* +1, *gauntlets of ogre power*, *corsair's eyepatch*^{MIC}

APPENDIX 4 – APL 10

ENCOUNTER 2

ENTALEN

CR 9

Male Human (Oeridian) Clr9 of Nerull
NE Medium humanoid

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

Languages Common

AC 28, touch 18, flat-footed 27

(+1 Dex, +10 armor, +5 shield, +2 deflection)

hp 84 (9d8+36 HD)

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

Speed 20 ft. in +2 *full plate* (4 squares);

Melee +1 *shortspear* +10/+5 (1d6+4/x3) or

Ranged light crossbow +7 (1d8/19-20)

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

Base Atk +6; **Grp** +9

Special Actions rebuke undead, spontaneous casting

Combat Gear +2 *full plate*, +2 *heavy steel shield*, +1 *shortspear*, light crossbow

Class Spells Prepared (CL 9th): sav DC: 13+spl lvl

5th— *flame strike*, *righteous might* (D)

4th— *divine power*, *freedom of movement*, *unholy blight* (D)

3rd— *bestow curse*, *energy vortex*^{SC}, *mass aid*, *prayer*, *magic circle vs good* (D)

2nd— *cure moderate wounds* (x2), *curse of ill fortune*^{SC}, *hold person*, *sound burst*, *spiritual weapon* (D)

1st— *bless*, *conviction*^{SC}, *cure light wounds*, *inhibit*, *faith healing*^{SC}, *protection from good* (D)

0— *resistance* (x2), *cure minor wounds* (x2), *virtue* (x2)

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

Evil Domain: Caster casts 'evil' spells at +1 caster level.

Mysticism: Grant self +1 luck bonus to saves for 9 rounds as a supernatural ability

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

Feats Improved Toughness^{CW}, Shield Specialization^{PH2}, Shield Ward^{PH2}, Close-Quarters Fighting^{CW}, Eyes in the Back of Your Head^{CW}

Skills Concentration +15, Heal +8, Knowledge (Religion) +11, Spellcraft +8

Possessions combat gear plus *cloak of resistance* +2, *potion of moderate wounds* (2), *wand of inflict moderate wounds* (50 charges), *ring of protection* +1, *periapt of wisdom* +2, *gauntlets of ogre power*, *talisman of the disk*^{MIC}

Sources *Complete Warrior*, *Players Handbook II*, *Spell Compendium*, *Magic Item Compendium*

CALLUM

CR 10

Male Half-Elf Src6/NtmSpn4

NE Medium humanoid

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

Languages Common, Draconic

AC 20 touch 14, flat-footed 17

(+3 Dex, +3 armor, +3 shield, +1 deflection)

hp 84 (10d4+40 HD)

Immune Fear

Fort +9 **Ref** +8, **Will** +11

Speed 30 ft. in +2 *thistledown padded armor*^{CA} (6 squares);

Melee mw longspear +4 (1d8-1/x3) or

Ranged mw light crossbow +9 (1d8/19-20)

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

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

Special Actions Draconic Breath, Inspire Fear, Nightmare Phantasm, Spirit Chill

Combat Gear +2 *thistledown padded armor*^{CA}, +2 *mithral buckler*, mw longspear, light crossbow

Class Spells Known (CL 9th): sv DC: 14+spl lvl (15 for ench)

4th (5+1/day)— *blast of flame*^{SC}, *crushing despair*

3rd (7+1/day)— *displacement*, *resonating bolt*^{SC}, *slow*

2nd (7+1/day)— *false life*, *fireburst*^{SC}, *mirror image*, *tasha's hideous laughter*

1st (7+1/day)— *color spray*, *hail of stone*^{SC}, *magic missile*, *orb of electricity*, *lesser*^{SC}, *ray of enfeeblement*

0 (6+1/day)— *acid splash*, *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue*

Abilities Str 8, Dex 16, Con 18, Int 12, Wis 10, Cha 18

Feats Draconic Heritage (Red)^{RoD}, Spell Focus (Enchantment), Draconic Breath^{RoD}, Improved Toughness^{CW}

Skills Bluff +14, Concentration +16, Intimidate +14, Sense Motive +8

Possessions combat gear plus *ring of protection* +1, *potion of cure moderate wounds*, *cloak of charisma* +4, *gloves of dexterity* +2, *amulet of health* +2, *Memento Magica 2*^{MIC}

Draconic Breath (Su): Can burn a spell slot to breath a 30' cone of fire. Deals 2d6 damage per level of spell sacrificed. Reflex save DC 12+ spell level for half damage.

Immunity to Fear (Su): Beginning at 1st level, you gain immunity to all fear effects.

Bonus Spells (Ex): Callum gains one extra spell slot per spell level, which can be used only to cast an illusion spell.

Inspire Fear (Su): As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for 2 rounds; a successful Will save DC 18 (10 + class level + Cha modifier)

halves this duration. (8/day) Multiple uses of this ability on the same creature don't stack.

Nightmare Phantasm (Su): Beginning at 2nd level, when you cast a figment or glamor spell, you can choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. (8/day) No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period. This is a mind-affecting fear effect.

Spirit Chill (Su): Beginning at 3rd level, creatures affected by a fear effect you cause (whether by a spell, class feature, or other effect) take nonlethal damage as well, depending on the potency of the fear created. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that becomes panicked takes 3d6 points of nonlethal damage.

Sources *Races of the Dragon, Spell Compendium, Magic Item Compendium, Complete Warrior, Complete Mage*

RILE **CR 8**

Male Half-Elf Advanced Wight/EmSpwn3/Rng1
NE Medium Undead

Init +1; **Senses** Listen +10, Spot +10; darkvision 60'

Languages Common

AC 24, touch 13, flat-footed 21
(+3 Dex, +5 armor, +4 natural, +2 shield)

hp 73 (1d8+9d12 HD); DR

Resist turn resistance +6

Fort +5, **Ref** +6, **Will** +11

Speed 30 ft. in +1 *chain shirt* (6 squares);

Melee slam +8 (1d4+2/x2) or

Melee mw longsword +9 (1d8+2/19-20)

Ranged +1 *mighty composite longbow* [+2 str] +10/+5
(1d8+3/x3)

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

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

Atk Options blind-fight

Special Actions create spawn, energy drain

Combat Gear +1 *chain shirt*, +1 *buckler*, +1 *mighty composite longbow* [+2], masterwork longsword

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

Feats Alertness, Blind-Fight, Weapon Focus (longbow), Martial Weapon Proficiency (all), Light Armor proficiency, Point Blank Shot, Precise Shot, Endurance, Track

Skills Hide +10, Listen +12, Move Silently +18, Spot +11

Possessions combat gear

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the fortitude save to remove the negative level. The save DC is charisma based. For each negative level bestowed, the wight gains 5 hp.

Favored Enemy (Human): +2 to spot, listen, sense motive, survival and damage rolls pertaining to humans.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until death (either their master's or their own).

Recall Feats (Ex): At 1st level, an emancipated spawn remembers several aspects of her former existence. She regains all the feats she had as a living character, provided she meets the prerequisites. These remembered feats are in addition to any feats gained for advancing a level.

Recall Class Abilities (Ex): At 2nd level, an emancipated spawn remembers more of her former existence. She can now use all the class features of one former class.

Rediscovery (Ex): At 3rd level, an emancipated spawn comes fully into her heritage and recalls all her former class features and abilities. She regains her former Base attack bonus, base saving throw bonuses, hit points, etc and can now advance again as a member of that class.

Sources *Savage Species*

ENCOUNTER 10 (A OR B)

MARKESSA "THE SHADOW" CR 11

Female Half-Fiend Elf Rog3/Swa7

NE Medium Outsider (augmented humanoid, elf)

Init +7; **Senses** Listen +11, Spot +10

Languages Common, Ignan, Infernal, Orc, Draconic, Elven

AC 26, touch 17, flat-footed 20

(+6 Dex, +6 armor, +1 natural, +2 shield, +1 deflection)

hp 96 (7d10+3d6+40 HD), DR 5/magic

Immune Poison

Resist Acid 10, Cold 10, Electricity 10, Fire 10

SR 20

Fort +12, **Ref** +15, **Will** +7

Speed 30 ft. in +2 *mithral chain shirt* (6 squares);

Melee +2 *rapier* +18/+13 (1d6+5 (+7)/18-20) or

Melee 2 claws +11/+11 (1d4+1/x2) and Bite +11
(1d6+3/x2) or

Ranged masterwork hand crossbow +17 (1d4/19-20)

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

Base Atk +9; **Grp** +12

Atk Options Deadly Defense, Smite Good

Special Actions Sneak Attack +5d6

Combat Gear +2 *mithral chain shirt*, +2 *rapier*, +1 *mithral buckler*, mw hand crossbow

Spell-Like Abilities (CL 10th):

contagion 1/day, darkness 3/day, desecrate 1/day, poison 3/day, unholy blight 1/day

Abilities Str 16, Dex 24, Con 18, Int 14, Wis 14, Cha 10

SQ Evasion, Trapfinding, Grace +1, Insightful Strike, Dodge Bonus

Feats Combat Expertise, Deadly Defense^{CS}, Telling Blow^{PH2}, Daring Outlaw^{CS}

Skills Balance +21, Climb +14, Escape Artist +20, Hide +12, Jump +17, Move Silently +13, Sense Motive +15, Tumble +22

Possessions combat gear plus *potion of cure serious wounds, cloak of resistance +2, gloves of dexterity +4, amulet of health +2, ring of protection +1*

Smite Good (Su): Once per day, Markessa can make a normal melee attack against a good foe and deal an additional 10 points of damage.

Insightful Strike (Ex): When wearing light or no armor, and carrying a light load, you gain a +2 bonus on damage rolls, which does not apply to creatures that are immune to critical hits.

Dodge Bonus (Ex): When wearing light or no armor and carrying a light load you gain a +2 dodge bonus to AC against a designated foe.

Acrobatic Charge (Ex): You can charge over difficult terrain that normally slows movement or through allies. You can also run down stairs, leap down from a balcony or tumble over tables.

Sources *Complete Warrior, Complete Scoundrel, Player's Handbook 2*

ENCOUNTER 12

TORIL

CR 8

Male Dwarf Ftr8

N Medium Humanoid

Init +1; **Senses** Listen +0, Spot +0; Darkvision 60'

Languages Common, Dwarven, Giant

AC 20, touch 13, flat-footed 19

(+1 Dex, +7 armor, +2 deflection)

hp 92 (8d10+32 HD);

Fort +11 (+13 against poison), **Ref** +4, **Will** +3

Speed 20 ft. in +2 *breastplate* (4 squares);

Melee +1 *flaming greatsword* +15/+10 (2d6+10/17-20) +1d6 fire or

Ranged heavy crossbow +7 (1d10/19-20)

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

Base Atk +8; **Grp** +13

Atk Options Power Attack, Improved Bull Rush, Blind-Fight

Special Actions Cleave

Combat Gear +2 *breastplate*, +1 *flaming greatsword*, heavy crossbow

Abilities Str 20, Dex 13, Con 18, Int 13, Wis 10, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Weapon Focus (Greatsword), Power Attack, Cleave, Weapon Specialization (Greatsword), Improved Bull Rush, Improved Critical (Greatsword), Blind-Fight, Improved Toughness^{CW}

Skills Climb +8, Ride +8, Jump +3, Swim +6

Possessions combat gear plus *potion of cure moderate wounds (3), ring of protection +1, amulet of health +2, belt of giant strength +4, vest of resistance +1, counterstrike bracers^{MIC}*

Sources *Complete Warrior, Magic Item Compendium*

GARRYN

CR 9

Male Dwarf Clr9 of Vergadain

N Medium Humanoid

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

Languages Common, Dwarven

AC 27, touch 12, flat-footed 26

(+1 Dex, +11 armor, +4 shield)

hp 93 (9d8+45 HD);

Fort +12 (+14 against poison), **Ref** +8, **Will** +11

Speed 20 ft. in +3 *full plate* (4 squares);

Melee +1 *morningstar* +10/+5 (1d8+4/x2) or

Ranged light crossbow +6 (1d8/19-20)

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

Base Atk +6; **Grp** +9

Combat Gear +3 *full plate*, +1 *Morningstar*, +1 *heavy steel shield*, light crossbow

Class Spells Prepared (CL 9th): sv DC: 13+ spl lvl

5th— *earth hammer*, *stalwart pact*^{SC} (D)

4th— *death ward*, *divine power*, *freedom of movement* (D)

3rd— *blindness/deafness*, *dispel magic*, *prayer*, *protection from energy* (electricity) (D)

2nd— *aid*, *deific vengeance*^{SC}, *hold person*, *resist energy* (fire), *spiritual weapon*, *shield other* (D)

1st— *bless*, *command*, *divine favor*, *doom*, *resurgence*, *entropic shield* (D)

0— *virtue* (x2), *purify food and drink*, *light*, *detect magic*, *resistance*

D: Domain spell. Deity: Vergadain. Domains: Luck, Pact

Luck domain: 1/day, reroll any one roll

Pact domain: Add Appraise, Intimidate and Sense Motive to class skill list.

Abilities Str 16, Dex 12, Con 18, Int 10, Wis 16, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Lightning Reflexes, Shield Specialization^{PH2}, Sudden Still^{CA}, Improved Toughness^{CW}

Skills Concentration +16, Sense Motive +6, Spellcraft +6

Possessions combat gear plus *vest of resistance +2, potion of cure moderate wounds (2), amulet of health +2, gauntlets of ogre power, ring of protection +1*

Sources *Complete Arcane*, *Complete Warrior*,
Player's Handbook II, *Spell Compendium*

LARADOL

CR 8

Male Human (Suloise) Rog8

NE Medium Humanoid

Init +3; **Senses** Listen +0, Spot +10

Languages Common, Dwarven, Draconic, Elven

AC 21, touch 15, flat-footed 21

(+3 Dex, +6 armor, +2 deflection)

hp 58 (8d6+24 HD)

Fort +7, **Ref** +11, **Will** +4

Speed 30 ft. in +2 *mithral chain shirt* (6 squares);

Melee +2 *rapier* +12/+7 (1d6+4/18-20) or

Ranged light crossbow +9 (1d8/19-20)

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

Base Atk +6; **Grp** +9

Atk Options Sneak Attack +4d6

Combat Gear +2 *mithral chain shirt*, +2 *rapier*, light crossbow

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

SQ Evasion, Trapfinding, Uncanny Dodge, Trap Sense +2

Feats Weapon Finesse, Weapon Focus (Rapier), Combat Expertise, Combat Reflexes

Skills Balance +16, Escape Artist +14, Hide +14, Move Silently +14, Sense Motive +11, Spot +10, Tumble +14, Use Magic Device +10

Possessions combat gear plus potion of *cure moderate wounds* (3), *wand of inflict light wounds*, *cloak of resistance* +2, *gauntlets of ogre power*, *amulet of health* +2, *ring of protection* +2, *corsair's eyepatch*^{MIC}

APPENDIX 5 – APL 12

ENCOUNTER 2

ENTALEN

CR 11

Male Human Clr11 of Nerull

NE Medium humanoid

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

Languages Common

AC 29, touch 19, flat-footed 28

(+1 Dex, +10 armor, +5 shield, +3 deflection)

hp 102 (11d8+44 HD)

Fort +14, **Ref** +8, **Will** +14

Speed 20 ft. in +2 *full plate of moderate fortification* (4 squares);

Melee +1 *shortspear* +13/+8 (1d6+4/x3) or

Ranged light crossbow +9 (1d8/19-20)

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

Base Atk +8; **Grp** +12

Special Actions rebuke undead, spontaneous casting

Combat Gear +2 *full plate of moderate fortification*, +2 *heavy steel shield*, +1 *shortspear*, light crossbow

Class Spells Prepared (CL 11th): sv DC: 13+spl lvl

6th— *harm*, *visage of the deity* (D)^{SC}

5th— *flame strike*, *righteous wrath of the faithful*^{SC}, *righteous might* (D)

4th— *divine power*, *freedom of movement*, *wrack*^{SC}, *unholy blight* (D)

3rd— *bestow curse*, *energy vortex*^{SC}, *mass aid*, *prayer*, *searing light*, *magic circle vs good* (D)

2nd— *cure moderate wounds* (x2), *curse of ill fortune*^{SC}, *hold person*, *sound burst*, *spiritual weapon* (D)

1st— *bless*, *conviction*^{SC}, *cure light wounds* (x2), *inhibit*, *faith healing*^{SC}, *protection from good* (D)

0— *resistance* (x2), *cure minor wounds* (x2), *virtue* (x2)

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

Evil Domain: Caster casts 'evil' spells at +1 caster level.

Mysticism: Grant self +1 luck bonus to saves for 11 rounds as a supernatural ability

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 16, Cha 8

Feats Improved Toughness^{CW}, Shield Specialization^{PH2}, Shield Ward^{PH2}, Close-Quarters Fighting^{CW}, Eyes in the Back of Your Head^{CW}

Skills Concentration +17, Heal +10, Knowledge (Religion) +11, Spellcraft +10

Possessions combat gear plus *cloak of resistance* +3 *potion of moderate wounds* (2), *wand of inflict moderate wounds* (50 charges), *ring of protection* +2, *periapt of wisdom* +2, *belt of giant strength* +4, *talisman of the disk*^{MIC}

Sources *Complete Warrior*, *Players Handbook II*, *Spell Compendium*, *Magic Item Compendium*

CALLUM

CR 11

Male Half-Elf Src6/NtmSpn5

NE Medium humanoid

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

Languages Common, Draconic

AC 23 touch 16, flat-footed 19

(+4 Dex, +4 armor, +3 shield, +2 deflection)

hp 103 (11d4+55 HD)

Immune Fear

Fort +12 **Ref** +11, **Will** +13

Speed 30 ft. in +3 *thistledown padded armor*^{CA} (6 squares);

Melee mw longspear +4 (1d8-1/x3) or

Ranged mw light crossbow +9 (1d8/19-20)

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

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

Special Actions Draconic Breath, Inspire Fear, Nightmare Phantasm, Spirit Chill

Combat Gear +3 *thistledown padded armor*^{CA}, +2 *mithral buckler*, mw longspear, light crossbow

Class Spells Known (CL 10th): sv dc: 14+spl lvl (15 for ench)

5th (3/day)— *arc of lightning*^{SC}

4th (6+1/day)— *blast of flame*^{SC}, *crushing despair*

3rd (7+1/day)— *displacement*, *resonating bolt*^{SC}, *slow*

2nd (7+1/day)— *false life*, *fireburst*^{SC}, *mirror image*, *tasha's hideous laughter*

1st (7+1/day)— *color spray*, *hail of stone*^{SC}, *magic missile*, *orb of electricity*, *lesser*^{SC}, *ray of enfeeblement*

0 (6+1/day)— *acid splash*, *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue*

Abilities Str 8, Dex 18, Con 20, Int 12, Wis 10, Cha 18

Feats Draconic Heritage (Red)^{RoD}, Spell Focus (Enchantment), Draconic Breath^{RoD}, Improved Toughness^{CW}

Skills Bluff +14, Concentration +16, Intimidate +14, Sense Motive +8

Possessions combat gear plus *ring of protection* +2, *potion of cure moderate wounds* (2), *cloak of charisma* +4, *gloves of dexterity* +4, *amulet of health* +4, *Memento Magica* 3^{MIC}

Draconic Breath (Su): Can burn a spell slot to breath a 30' cone of fire. Deals 2d6 damage per level of spell sacrificed. Reflex save DC 12+ spell level for half damage.

Immunity to Fear (Su): Beginning at 1st level, you gain immunity to all fear effects.

Bonus Spells (Ex): Callum gains one extra spell slot per spell level, which can be used only to cast an illusion spell.

Inspire Fear (Su): As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for 2 rounds; a successful Will save DC 19 (10 + your class level + your Cha modifier)

halves this duration. (9/day) Multiple uses of this ability on the same creature don't stack.

Nightmare Phantasm (Su): Beginning at 2nd level, when you cast a figment or glamor spell, you can choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. (9/day) No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period. This is a mind-affecting fear effect.

Spirit Chill (Su): Beginning at 3rd level, creatures affected by a fear effect you cause (whether by a spell, class feature, or other effect) take nonlethal damage as well, depending on the potency of the fear created. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that becomes panicked takes 3d6 points of nonlethal damage.

Deadly Nightmare (Su): At 5th level, you can create a mind-affecting fear effect that can make a living creature literally drop dead. You can target one living creature within 30 feet of you, which must succeed on a Will save DC 19 (10+class lvl+cha mod) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round. Any creature whose Hit Dice exceed twice your character level is unaffected by this power. This is a mind-affecting fear death effect. Callum has one use of the power left for the day.

Sources *Races of the Dragon, Spell Compendium, Magic Item Compendium, Complete Warrior, Complete Mage*

RILE CR 8

Male Half-Elf Advanced Wight/EmSpwn3/Rng3

NE Medium Undead

Init +1; **Senses** Listen +14, Spot +13; darkvision 60'

Languages Common

AC 24, touch 13, flat-footed 21

(+3 Dex, +6 armor, +4 natural, +2 shield)

hp 83 (3d8+9d12 HD);

Resist turn resistance +6

Fort +6, **Ref** +7, **Will** +12

Speed 30 ft. in +2 *chain shirt* (6 squares);

Melee slam +10 (1d4+2/x2) or

Melee mw longsword +11/+6 (1d8+2/19-20)

Ranged +2 *mighty composite longbow* [+2 *str*] +13/+8 (1d8+3/x3)

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

Base Atk +8; **Grp** +10

Atk Options blind-fight

Special Actions create spawn, energy drain

Combat Gear +2 *chain shirt*, +1 *buckler*, +2 *mighty composite longbow* [+2], masterwork longsword

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

Feats Alertness, Blind-Fight, Weapon Focus (longbow), Martial Weapon Proficiency (all), Light Armor proficiency, Point Blank Shot, Precise Shot, Endurance, Track, Rapid Shot, Improved Critical (Longbow)

Skills Hide +13, Listen +14, Move Silently +20, Spot +13

Possessions combat gear plus *potion of inflict moderate wounds* (2)

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the fortitude save to remove the negative level. The save DC is charisma based. For each negative level bestowed, the wight gains 5 hp.

Favored Enemy (Human): +2 to spot, listen, sense motive, survival and damage rolls pertaining to humans.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until death (either their master's or their own).

Recall Feats (Ex): At 1st level, an emancipated spawn remembers several aspects of her former existence. She regains all the feats she had as a living character, provided she meets the prerequisites. These remembered feats are in addition to any feats gained for advancing a level.

Recall Class Abilities (Ex): At 2nd level, an emancipated spawn remembers more of her former existence. She can now use all the class features of one former class.

Rediscovery (Ex): At 3rd level, an emancipated spawn comes fully into her heritage and recalls all her former class features and abilities. She regains her former Base attack bonus, base saving throw bonuses, hit points, etc and can now advance again as a member of that class.

Sources *Savage Species*

ENCOUNTER 10 (A OR B)

MARKESSA "THE SHADOW" CR 13

Female Half-Fiend Elf Rog3/Swa9

NE Medium Outsider (augmented humanoid, elf)

Init +8; **Senses** Listen +11, Spot +10

Languages Common, Ignan, Infernal, Orc, Draconic, Elven

AC 27, touch 18, flat-footed 21

(+6 Dex, +6 armor, +1 natural, +2 shield, +2 deflection)

hp 128 (9d10+3d6+60 HD), DR 5/magic

Immune Poison

Resist Acid 10, Cold 10, Electricity 10, Fire 10

SR 22

Fort +16, **Ref** +20, **Will** +10

Speed 30 ft. in +2 *mithral chain shirt* (6 squares);

Melee +2 *keen rapier* +21/+16/+11 (1d6+7 (+9)/15-20)
or
Melee 2 claws +14/+14 (1d4+2/x2) and Bite +14 (1d6+5/x2) or
Ranged masterwork hand crossbow +20 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +16
Atk Options Deadly Defense, Smite Good
Special Actions Sneak Attack +6d6
Combat Gear +2 *mithral chain shirt*, +2 *keen rapier*, +1 *mithral buckler*, mw hand crossbow
Spell-Like Abilities (CL 12th):
Blasphemy 1/day, *contagion* 1/day, *darkness* 3/day, *desecrate* 1/day, *poison* 3/day, *unholy blight* 1/day

Abilities Str 21, Dex 26, Con 20, Int 14, Wis 14, Cha 10
SQ Evasion, Trapfinding, Grace +1, Insightful Strike, Dodge Bonus, Improved Flanking
Feats Combat Expertise, Deadly Defense^{CS}, Telling Blow^{PH2}, Improved Combat Expertise^{CW}, Daring Outlaw^{CS}
Skills Balance +24, Climb +18, Escape Artist +23, Hide +13, Jump +21, Move Silently +14, Sense Motive +17, Tumble +25
Possessions combat gear plus *potion of cure serious wounds* (2), *cloak of resistance* +4, *gloves of dexterity* +4, *amulet of health* +4, *ring of protection* +2, *belt of giant strength* +4

Smite Good (Su): Once per day, Markessa can make a normal melee attack against a good foe and deal an additional 12 points of damage.

Insightful Strike (Ex): When wearing light or no armor, and carrying a light load, you gain a +2 bonus on damage rolls, which does not apply to creatures that are immune to critical hits.

Dodge Bonus (Ex): When wearing light or no armor and carrying a light load you gain a +2 dodge bonus to AC against a designated foe.

Acrobatic Charge (Ex): You can charge over difficult terrain that normally slows movement or through allies. You can also run down stairs, leap down from a balcony or tumble over tables.

Improved Flanking (Ex): You gain an additional +2 bonus on attacks when flanking an opponent.

Sources *Complete Warrior*, *Complete Scoundrel*, *Player's Handbook 2*

ENCOUNTER 12

TORIL **CR 10**

Male Dwarf Ftr10
N Medium Humanoid
Init +1; **Senses** Listen +0, Spot +0; Darkvision 60'
Languages Common, Dwarven, Giant

AC 25, touch 14, flat-footed 24
(+1 Dex, +11 armor, +3 deflection)
hp 124 (10d10+50 HD);
Fort +15 (+17 against poison), **Ref** +7, **Will** +6

Speed 20 ft. in +3 *full plate* (4 squares);
Melee +2 *flaming greatsword* +20/+15 (2d6+13/17-20)
+1d6 fire or

Ranged heavy crossbow +11 (1d10/19-20)

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

Base Atk +10; **Grp** +15

Atk Options Power Attack, Improved Bull Rush, Blind-Fight

Special Actions Cleave

Combat Gear +3 *full plate*, +2 *flaming greatsword*, heavy crossbow

Abilities Str 20, Dex 13, Con 20, Int 13, Wis 10, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Weapon Focus (Greatsword), Power Attack, Cleave, Weapon Specialization (Greatsword), Improved Bull Rush, Improved Critical (Greatsword), Blind-Fight, Power Critical (Greatsword)^{CW}, Melee Weapon Mastery (Slashing)^{PH2}, Improved Toughness^{CW}

Skills Climb +8, Ride +8, Jump +3, Swim +6

Possessions combat gear plus *potion of cure serious wounds* (2), *ring of protection* +2, *amulet of health* +4, *belt of giant strength* +4, *vest of resistance* +3, *ring of protection* +2, *counterstrike bracers*^{MIC}

Sources *Complete Warrior*, *Magic Item Compendium*, *Player's Handbook II*

GARRYN

CR 11

Male Dwarf Clr11 of Vergadain

N Medium Humanoid

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

Languages Common, Dwarven

AC 29, touch 13, flat-footed 28
(+1 Dex, +11 armor, +5 shield, +2 deflection)

hp 124 (11d8+66 HD);

Miss chance 20%

Fort +15 (+17 against poison), **Ref** +9, **Will** +13

Speed 20 ft. in +3 *full plate* (4 squares);

Melee +1 *morningstar* +13/+8 (1d8+5/x2) or

Ranged light crossbow +9 (1d8/19-20)

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

Base Atk +6; **Grp** +9

Combat Gear +3 *full plate*, +1 *Morningstar*, +1 heavy *steel shield*, light crossbow

Class Spells Prepared (CL 11th): sv DC 13+lvl

6th— *cometfall*^{SC}, *zealot pact*^{SC} (D)

5th— *spell resistance*, *earth hammer*, *stalwart pact*^{SC} (D)

4th— *death ward*, *divine power*, *poison*, *freedom of movement* (D)

3rd— *blindness/deafness*, *cloak of bravery*^{SC}, *dispel magic*, *magic circle against good*, *prayer*, *protection from energy* (electricity) (D)

2nd— *aid*, *deific vengeance*^{SC}, *hold person*, *resist energy* (fire), *spiritual weapon*, *shield other* (D)

1st— *bless*, *command*, *divine favor*, *doom*, *resurgence*, *entropic shield* (D)

0— *virtue* (x2), *purify food and drink*, *light*, *detect magic*, *resistance*

D: Domain spell. Deity: Vergadain. Domains: Luck, Pact

Luck domain: 1/day, reroll any one roll

Pact domain: Add Appraise, Intimidate and Sense Motive to class skill list.

Abilities Str 18, Dex 12, Con 20, Int 10, Wis 16, Cha 6

SQ Stability, Stonecunning, +2 racial bonus vs spells and spell-like effects, +1 racial bonus on attacks vs orcs and goblinoids, +4 racial dodge bonus vs giants

Feats Lightning Reflexes, Shield Specialization^{PH2}, Sudden Still^{CA}, Improved Toughness^{CW}

Skills Concentration +19, Sense Motive +6, Spellcraft +8

Possessions combat gear plus *vest of resistance* +3, *potion of cure moderate wounds* (2), *amulet of health* +4, *belt of giant strength* +4, *ring of protection* +2, *minor cloak of displacement*

Sources *Complete Arcane*, *Complete Warrior*, *Player's Handbook II*, *Spell Compendium*

LARADOL

CR 10

Male Human (Suloise) Rog10

NE Medium Humanoid

Init +8; **Senses** Listen +0, Spot +12

Languages Common, Dwarven, Draconic, Elven, Ancient Suloise

AC 24, touch 17, flat-footed 24

(+4 Dex, +7 armor, +3 deflection)

hp 82 (10d6+40 HD)

Fort +10, **Ref** +14, **Will** +6

Speed 30 ft. in +3 *mithral chain shirt* (6 squares);

Melee +2 *rapier* +14/+9 (1d6+5/18-20) or

Ranged light crossbow +9 (1d8/19-20)

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

Base Atk +6; **Grp** +9

Atk Options Sneak Attack +5d6

Combat Gear +3 *mithral chain shirt*, +2 *rapier*, light crossbow

Abilities Str 16, Dex 18, Con 18, Int 14, Wis 10, Cha 8

SQ Evasion, Trapfinding, Uncanny Dodge, Trap Sense +3, Improved Uncanny Dodge

Feats Weapon Finesse, Weapon Focus (Rapier), Combat Expertise, Combat Reflexes, Deadly Defense^{CS}, Improved Initiative

Skills Balance +19, Escape Artist +17, Hide +17, Move Silently +17, Sense Motive +14, Spot +12, Tumble +17, Use Magic Device +12

Possessions combat gear plus *potion of cure moderate wounds* (3), *cloak of resistance* +3 *belt of giant strength* +4, *amulet of health* +4, *gloves of dexterity* +2, *ring of protection* +3, *corsair's eyepatch*^{MIC}

APPENDIX 6 – ALL APLS

ENCOUNTER 2

ROSALINA TROUBLEBURR **CR 6**
 Female Halfling Pal2/Rng3/Out1
 LG small humanoid
Init +3; **Senses** Listen +12, Spot +6
Languages Common, Halfling
AC 22 (23 when mounted), touch 14 (15), flat-footed 19
 (+1 size, +3 Dex, +5 armor, +3 shield)
hp 47 (4d8+2d10+12 HD)
Fort +10, **Ref** +10, **Will** +3
Speed 20 ft. in +1 *chain shirt* (4 squares), mounted 40 ft.;
Melee +1 *lance* +10/+5 (1d6+4/x3) or
Ranged mw mighty composite shortbow [+2] +11/+6 (1d4+2/x3) or
Ranged mw mighty composite shortbow [+2] +9/+9/+4 (1d4+2/x3)
Space 5 ft.; **Reach** 5 ft (10ft w/ lance)
Base Atk +6; **Grp** +4
Atk Options ride-by attack, rapid-shot
Combat Gear +1 *chain shirt*, +1 *heavy steel shield*, +1 *lance*, mw mighty composite shortbow [+2]
Abilities Str 14, Dex 17, Con 14, Int 8, Wis 10, Cha 12
SQ
Feats Mounted Combat, Track, Quick Draw, Rapid Shot, Endurance, Mounted Archery
Skills Handle Animal +7, Listen +12, Ride +14, Spot +6,
Possessions combat gear plus *gauntlets of ogre power*, 2 *potions of cure moderate wounds*

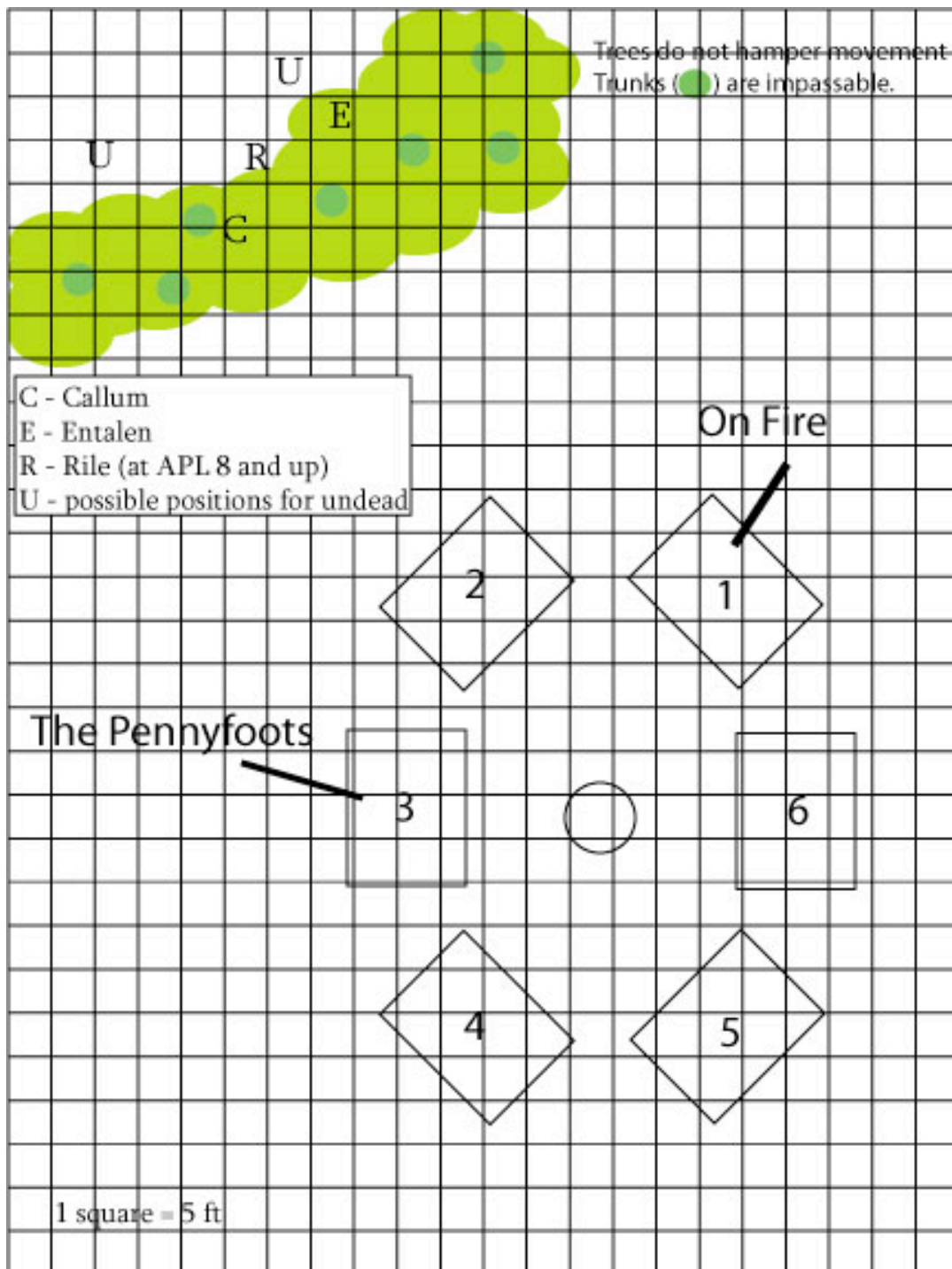
ENCOUNTER 12

YEOGH **CR 6**
 Male Half-Orc Rng3/Ftr2/HoW1
 NG Medium Humanoid

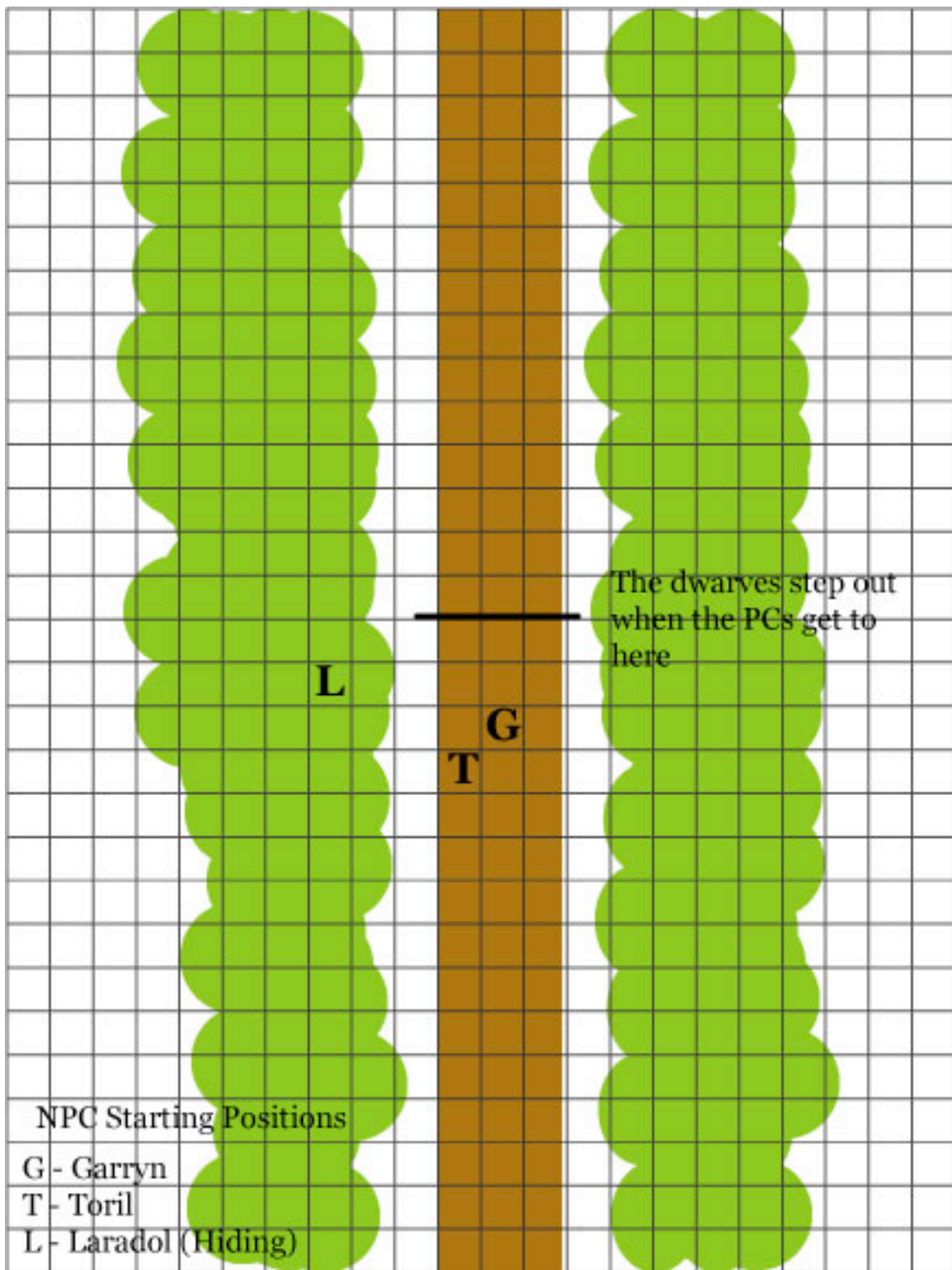
Init +2; **Senses** Listen +7, Spot +7; Darkvision 60'
Languages Common, Orc, Dwarven

AC 19, touch 14, flat-footed 17
 (+2 Dex, +5 armor, +1 shield, +1 deflection)
hp 53 (4d8+2d10+18 HD);
Fort +12, **Ref** +6, **Will** +5
Speed 30 ft. in +1 *chain shirt* (6 squares);
Melee +1 *battleaxe* +9/+4 (1d8+4/x3) and
Melee mw battleaxe +9 (1d8+1/x3) or
Melee +1 *battleaxe* +11/+6 (1d8+5/x3) or
Ranged mw longbow +9/+4 (1d8/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options Two-Weapon Pounce
Combat Gear +1 *chain shirt*, +1 *battleaxe*, masterwork battleaxe, masterwork longbow
Abilities Str 17, Dex 15, Con 17, Int 10, Wis 10, Cha 6
SQ favored enemy (aberration), terrain mastery (plains)
Feats Track, Weapon Focus (Battleaxe), Two-Weapon Fighting, Endurance, Oversized Two-Weapon Fighting^{CV}, Steadfast Determination^{PH2}, Two-Weapon Pounce^{PH2}
Skills Hide +5, Knowledge (Dungeoneering) +6, Knowledge (Geography) +10, Knowledge (Nature) +7, Listen +7, Profession (cartographer) +5, Ride +5, Spot +8, Survival +8
Possessions combat gear plus *gauntlets of ogre power*, *potion of cure moderate wounds* (3)
Two-Weapon Pounce (Ex): When making a charge and wielding weapons in both hands, Yeogh can attack with both weapons. If he does so, he loses the bonus to attacks normally granted by a charge.
Terrain Mastery (Plains) (Ex): +4 bonus on hide checks and +1 to attack/damage vs forest creatures
Sources *Complete Adventurer*, *Players Handbook II*

DM AID: MAP #1 – THE CAMP



DM AID: MAP #2 – TRAITORS!



DM AID: NEW RULES

NEW FEATS

Close Quarters Fighting (*Complete Warrior*)

Prerequisite: Base Attack Bonus +3

Benefit: You gain an attack of opportunity whenever an opponent tries to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity in a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

Daring Outlaw (*Complete Scoundrel*)

Prerequisite: Grace +1, Sneak Attack +2d6.

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the *grace* class feature and the swashbuckler's dodge bonus to AC. In addition, your rogue and swashbuckler levels stack for the purpose of determining your sneak attack bonus damage.

Deadly Defense (*Complete Scoundrel*)

Benefit: When fighting defensively (or using the Combat Expertise and taking at least a -2 to your attack roll from that feat), you deal an additional 1d6 points of damage with any light weapon or with any weapon to which the Weapon Finesse feat applies (such as a rapier, spiked chain or a whip).

Draconic Breath (*Races of the Dragon*)

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30- foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Draconic Heritage (*Races of the Dragon*)

Prerequisite: Sorcerer level 1st.

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the accompanying table. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity. In addition, you gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table (ex. 'Fire' for Red Dragon Heritage)

Eyes in the Back of Your Head (*Complete Warrior*)

Prerequisite: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. You may still be sneak attacked when flanked, and can still be caught flatfooted by an attack.

Improved Combat Expertise (*Complete Warrior*)

Prerequisite: Int 13, Combat Expertise, base attack bonus +6

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your BAB.

Improved Toughness (*Complete Warrior*)

Prerequisite: Base Fortitude Save +2

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a level, you gain 1 additional hit point.

Melee Weapon Mastery (*Player's Handbook II*)

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Oversized Two-Weapon Fighting (*Complete Adventurer*)

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your offhand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand.

Power Critical (*Complete Warrior*)

Prerequisite: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a critical hit.

Shield Specialization (*Player's Handbook II*)

Prerequisite: Proficiency with shields

Benefit: Choose one type of shield from the following list: buckler, light or heavy. When using a shield of the appropriate type, you increase its shield bonus to your AC by 1.

Shield Ward (*Player's Handbook II*)

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun or trip attempts against you.

Steadfast Determination (*Player's Handbook II*)

Prerequisite: Endurance.

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves, and do not automatically fail Fortitude saves on a roll of a natural 1.

Sudden Still (*Complete Arcane*)

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally, if you have it.

Telling Blow (*Player's Handbook II*)

Prerequisite: Skirmish or Sneak Attack ability.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier affects only your weapon damage. This feat applies to both melee and ranged attacks.

Two Weapon Pounce (*Player's Handbook II*)

Prerequisite: Dex 15, Two-weapon Fighting, base attack bonus +6.

Benefit: When you make a charge while wielding weapons in both hands, you can attack with both of your weapons. If you do so, you lose the bonus on attack rolls normally granted by a charge. The -2 penalty to AC from charging still applies.

NEW ITEMS

***corsair's eyepatch* (*Magic Item Compendium*)**

Wearing this eyepatch has no negative impact on your eyesight – it appears completely transparent to you. While wearing a *corsair's eyepatch* over your left eye, activating it grants you the ability to use *see invisibility* (as the spell) for one round. When wearing it over your right eye, activating it grants you the benefit of the Blind-Fight feat for 1 minute. Activating the patch is a swift action. Moving the eyepatch from one eye to another requires a move action that doesn't provoke attacks of opportunity.

A corsair's eyepatch functions a total of three times per day. Faint (DC 16) divination; CL 3rd; Craft Wondrous Item, *see invisibility*; Price 3,000; Weight ---.

counterstrike bracers (Magic Item Compendium)

Counterstrike Bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers as an immediate action after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions. Faint (DC 17) transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 2,500 gp; Weight ---.

memento magica (Magic Item Compendium)

When activated, *memento magica* 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. Different *memento magica* exist for each level from 1st through 9th. Strong (DC 23) transmutation; CL 17th; Craft Wondrous Item, ability to spontaneously cast spells of the spell level to be regained; Price 1,500 gp (1st), 6,000 gp (2nd), 13,500 gp (3rd); Weight ---.

talisman of the disk (Magic Item Compendium)

Activating a *talisman of the disk* creates a *Tenser's floating disk*. The disk can hold 300 lbs and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet. If you are also wearing a magic item that provides an enhancement bonus to Strength, the disk's carrying capacity increases by 100 lbs per point of bonus granted by the item. Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*, *Tenser's floating disk*; Price 500gp; Weight ---.

vest of resistance (Magic Item Compendium)

A *vest of resistance* offers magical protection in the form of a +1 to +5 resistance bonus on saving throws. Moderate (DC 20) abjuration; CL 10th; Craft Wondrous Item, *resistance*; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Arc of Lightning (Spell Compendium)

Conjuration (creation) [Electricity]

Level: Drd4, Src/Wiz5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex (Half)

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and anything in the line between them. Both creatures must be in range and you must be able to target both of them (as if this spell had them as targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Blast of Flame (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Src/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature that fails its saving throw.

Cloak of Bravery (Spell Compendium)

Abjuration [Mind-Affecting]

Level: Clr 3, Pal 2, Courage 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. radius emanation centered on you.

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All allies within the emanation (including you) gain a morale bonus on saves against fear effects equal to your caster level (to a maximum of +10 at caster level 10th).

Cometfall (Spell Compendium)

Conjuration (Creation)

Level: Clr 6, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 400-pound ball of rock and ice

Area: 5 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You conjure a comet that immediately falls to the ground, dealing 1d6 points of damage per caster level (maximum 15d6) to everything in the area. The force of the comet can also knock creatures over. Creatures who fail their reflex save are knocked prone. A creature that succeeds on their save takes half damage from the comet and is not knocked down. The comet breaks apart on impact, filling the 10-foot-square area with dense rubble. You must cast this spell with at least 40 feet of vertical space above the point of impact. If you do not have 40 feet of space, the spell fails.

Conviction (Spell Compendium)

Transmutation

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 bonus at 18th level).

Curse of Ill Fortune (Spell Compendium)

Transmutation

Level: Clr 2, Blk 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saving throws, ability checks and skill checks. This spell is negated by any spell that removes a *bestow curse* spell.

Deific Vengeance (Spell Compendium)

Conjuration (Summoning)

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 per caster level (maximum 10d6) if the target is undead.

Energy Vortex (Spell Compendium)

Evocation [see text]

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: All creatures within a 20 ft radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast *energy vortex*, you choose one of four energy types: acid, cold, electricity or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, so do any resistances and immunities you have to the energy type. The descriptor of the spell is the same as the energy type you choose when you cast it.

Faith Healing (Spell Compendium)

Conjuration (Healing)

Level: Clr 1, Pal 1, Blk 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Src/Wiz2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: Burst of fire extending 10ft from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area – except for you and any creatures or objects that share your space – take 1d8 points of fire damage per caster level (maximum 5d8).

Hail of Stone (Spell Compendium)

Conjuration (Summoning) [Earth]

Level: Src/Wiz 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5 ft radius, 40 ft high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Orb of Electricity, Lesser (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Src/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level and the maximum of 5d8 at 9th level or higher.

Resonating Bolt (Spell Compendium)

Evocation [Sonic]

Level: Brd 4, Src/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The bolt of sonic energy deals 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, *resonating bolt* deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond the barrier if its range permits; otherwise, it stops.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion)

Level: Clr 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30 ft radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as the *haste* spell) They also gain a +3 morale bonus on melee attack rolls and damage rolls. This bonus on attack rolls does stack with the bonus provided by *haste*.

Stalwart Pact (Spell Compendium)

Evocation

Level: Clr 5, Pact 3

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hitpoints. Once the subject has taken enough damage to trigger the spell, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hp at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The bonus hp, DR and saving throw bonus disappear when the spell ends.

Wrack (Spell Compendium)

Necromancy [Evil]

Level: Clr 4, Src/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even after the spell ends, the subject is still shaken for 3d10 minutes.

Zealot Pact (Spell Compendium)

Evocation

Level: Clr 6, Competition 6, Pact 6

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once this spell is cast, the *zealot pact* remains dormant until the subject successfully hits a foe whose alignment is exactly opposite your deity's alignment. The subsequent melee attacks gain a +4 bonus and deal double damage. Once the spell is active, the subject must attack foes of opposite alignment every round if able to do so or the spell's effect ends. The subject knows which creatures within 60' are of opposite alignment. If you create a *zealot pact* with a neutral deity, chose one alignment from the following that triggers the *zealot pact*: lawful good, lawful evil, chaotic good or chaotic evil.

PLAYER HANDOUT #1 – A PRINCELY REQUEST

Esteemed Adventurer,

In the past, you have assisted the Guardians of the Soulforged with the recovery and investigation of a mithral tome once belonging to the Templars of Enlightenment. After many months of work, Sir Phinlaen Starshield, one of the original Templars, has been able to translate the words within.

The tome speaks of something called “the Soul of a Nation,” which the priests believe refers to the literal soul of my lost son, Prince Volimar Corond. For over three years, I have ordered that my son’s body be kept in repose, hoping that one day I would be able to facilitate the recovery of his spirit. Based on what has been gleaned from the pages of the mithral tome, that time may finally be at hand.

I am asking you to assist us in this endeavor. I implore you, if you have ever considered me an ally or a friend, please report to the Guardians of the Soulforged in Gryrax as soon as possible.

Please help me save my son.

The Soulforgers watch over you,

*Prince Olinstaad Corond
Lord of the Peaks of Haven*

PLAYER HANDOUT #2 – A CALL TO ARMS

Citizen –

In speaking with members of one of our local organizations, your name was referred to me as someone I could trust. I've been told that you've served the Principality well in the past and I am hoping you might be able to do so again.

We have need of able bodied citizens with a habit of getting things done. The Guardians of the Soulforged have recently completed translation of a prophecy brought to them several months ago, and they are mobilizing to act upon what this prophecy reveals.

If you consider yourself a loyal subject of the Prince and wish to help in this endeavor, please report to the Hammer Hill temple in Gryrax as soon as you are able.

All of Ulek will be grateful.

Sage Chaoshawk

Talons of Retribution

PLAYER HANDOUT #3 – THE CALL OF COIN

Friend of Ulek:

We write to you this day because your name came to us as someone highly recommended by those we trust. We have a job that needs your expertise.

Very recently, we completed the translation of an artifact tome that came into our possession two years ago. What needs to be done now is act upon the words in these pages.

If you are interested in making a friend of the Prince and perhaps the rest of Ulek, please report to Hammer Hill temple in Gryrax as soon as you possibly can.

You will be paid handsomely for your efforts.

Thank you,

Ulrian Farhunter

High Priest of Dugmaren Brightmantle

PLAYER HANDOUT #4 – THE PROPHECY

*From the darkened east, one with many faces
Came and stole the soul of a nation.*

*A steadfast family, sons of stone,
Thinning now like blood to water
With the son now gone
The son's son soon to follow.*

*The aged prince sat, his mind usurped,
Yet restored by the spinning of a spider's web*

*The tears of the Ruby Heart then regained
And joined to the Blade of Kings*

*Shall rekindle hope's flame to
Light the path revealed*

*Ulaa's tremors reveal truths written in stone
And these shall point the way.*

*But the eyeless skull wakes, his will affixed
On obscuring fate's true path.*

*These messages need be unmixed and
Enlightenment reborn.*

*For only a nomadic soul with feet unfettered
Can find a nomadic soul.*

*Others only know travelers by the
Dust on their boots.*

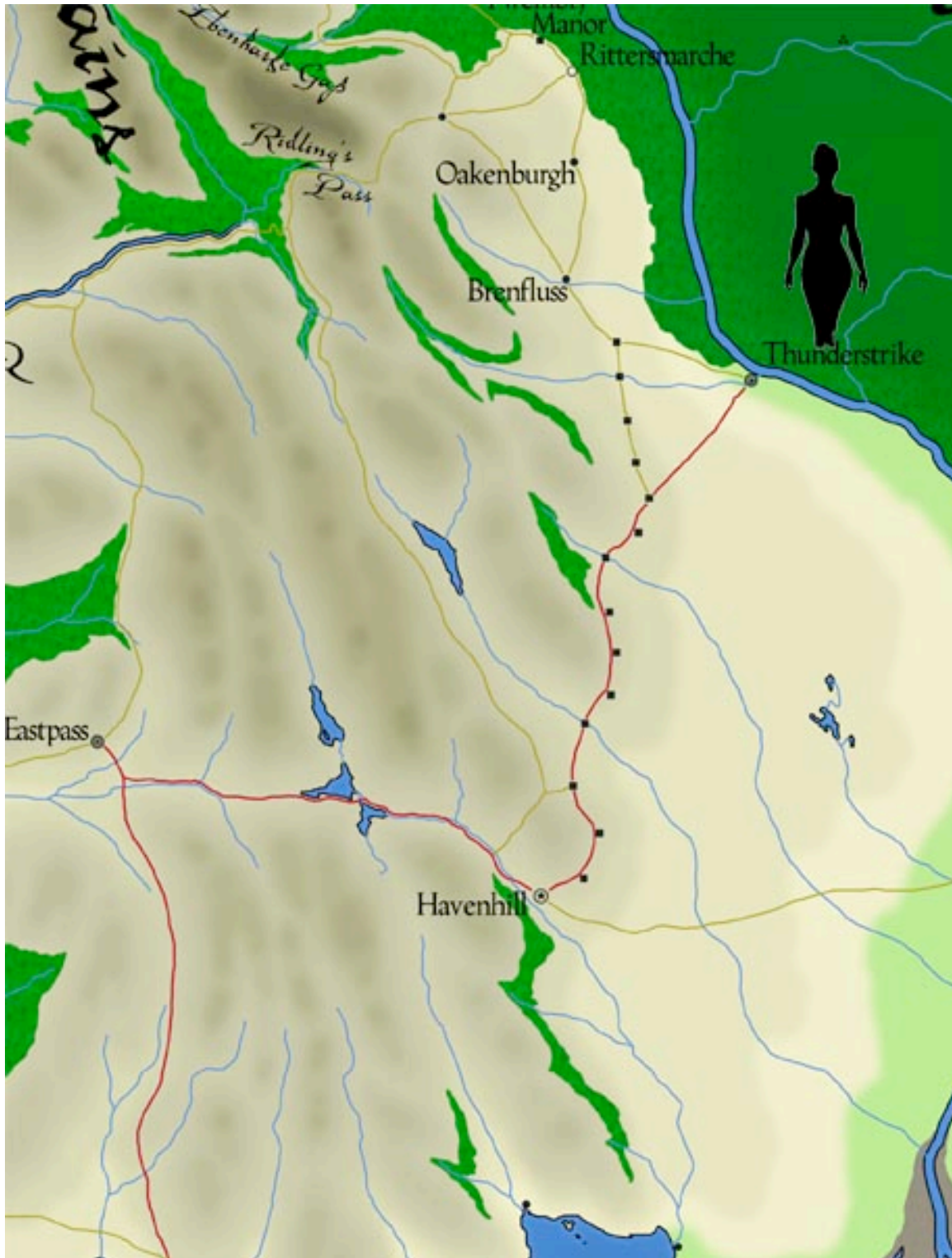
*Only by heeding words of wisdom
Will the arrow find its mark.*

*And once the soul-bound steel is wrested from
The ever-changing enemy,
The blades shall meet in a clash
Of spirit, and through these
Shards of shattered darkness
Will the Soul be restored to the nation.*

PLAYER HANDOUT #5 – A SWIRL OF COLOR



PLAYER HANDOUT #6 – IT'S A MAP, IT'S A MAP, IT'S A MAP!



PLAYER HANDOUT #7 – A DAMNING COMMUNIQUE

Toril,

My contacts have reported that, apparently, that damned half-orc has continued his trek toward Gryrax to see Prince Corond. As I've stated before, we simply cannot allow that to happen. I do not know what danger he poses, but Vergadain has imparted me with enough to know that if the half-breed reaches Gryrax, events will be set into motion that will put our entire operation in danger and possibly ruin us financially.

I know you don't want to see the coffers run dry, so do what you can to make sure he never sets eyes on the Prince again. I've also received word that he may be traveling with the same people who interrupted your previous attempt at eliminating him. Silence them as well. No witnesses.

*Baron Delon Reilagg
Grindin Province*

PS – Destroy this note. I want no evidence that can be traced back to me.

CRITICAL EVENT SUMMARY: ULP8-01 WORDS OF WISDOM

For use only at MegaCon 2008

- | | | |
|---|-----|----|
| 1. Did the PCs successfully complete the <i>dreamscape</i> , causing the map to fill in?? | Yes | No |
| 2. Did Yeogh make it to Gryrax safely? | Yes | No |
| 3. Did the PCs uncover the treasonous activity of Baron Seilagg? | Yes | No |
| 4. Did the Pennyfoots survive the fire? | Yes | No |

Notes: (Add anything that happened that might be considered out of the ordinary – strange occurrences, results that may not fit the above, etc):