

KET7-05

Like Bees to Honey

A One-Round Dungeons & Dragons® Living Greyhawk™ Ket Regional Adventure

by Stephen Baker

Triad Reviewer: Alan Brown

What is the word of a convicted smuggler worth? The Black Scorpions seem to think you should find out. Sweet! A one-round regional adventure set in Ket for characters level 1-15 (APLs 2-12), particularly suitable for members of the Clergy of Istus, Heroes of Azor'Alq and Beygraf's Pride. A continuation of what began in **KET6-05** *Honest Work*.

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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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

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

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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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 Ket Regional adventure, set in Lopolla and the Bramblewood Forest. Ket Regional characters pay 1 Time Unit per round, all others pay 2 Time Units.

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

THE IRAFA ROAD AND FORT NESSER

The Irafa Road is a long, almost perfectly straight 20-foot wide dirt road that was hacked through the heart

of the Bramblewood Forest by the Keoland army some four centuries ago. Although it was built to allow the rapid movement of troops from southern to northern Ket, the Irafa Road rapidly became an important caravan trade route, cutting off as much as 2 weeks from the usual time needed to travel across Ket.

Along the road, there are 7 forts, each spaced about a day apart. The forts are necessary for survival—to stay outside at night in the Bramblewood is to invite death from a variety of hungry monsters.

The forts inside the Bramblewood are relatively small but heavily guarded and warded against magical and physical assault. The “forts” at the north end of the road (Nesser) and south end of the road (Avernand) are actually walled towns.

Fort Nesser is quite a large town, and usually bustling with activity as caravans pass through town on their way into or out of the Bramblewood. However, recent events at the south end of the Irafa Road have forced the closure of the road, and the military have cleared all non-military personnel from the fort itself. Civilians have gathered together in a temporary tent city just outside Nesser's walls.

ELVES OF THE BRAMBLEWOOD

Wood Elves

The relation between Ketites and wood elves in the Bramblewood Forest has been a state of undeclared war for almost 400 years. However, there has been some easing of tension over the past few years as Ket has sent relatively successful diplomatic and trade missions to the wood elves.

Wild elves

This diplomatic approach has not worked with the wild elves of the Bramblewood, mainly because the totally xenophobic wild elves kill all strangers on sight. Wild elves consider their “soft and feeble” wood elf cousins' budding diplomatic relationship with Ket to be racial treason. The wild elves in this adventure have various levels of wildrunner and champion of corellon in order to increase Dexterity or utilize Dexterity to increase damage.

Wild elves versus wood elves

The wood elves' warriors have been decimated by recent battles in the Bramblewood, leaving their villages relatively defenseless. The wild elves have started to take advantage of this weakness to expand their territory within the Bramblewood.

However, despite their lack of manpower, the wood elves have had more magical resources than the wild elves; the wild elves have realized that they require some of the same in order to overcome the wood elves. To this end, they have started buying wands and other magical items from unscrupulous merchants in both Ket and beyond.

(Note that selling weapons and magical items to enemies of Ket is strictly against the law. More lenient Jurats will sentence perpetrators who may have been

ignorant of the eventual recipient of their goods to just twice the usual sentence for smuggling. More hardline Jurats will convict the guilty of treason against Ket.)

In this adventure, the wild elves have made a deal with a merchant in Tusmit for 40 magic wands. The merchant has hidden the wands inside a shipment of hollow swords, and has gotten the shipment as far as Lopolla. The wild elves have hired a pair of young Rhenee traders to smuggle the hidden wands from Lopolla to the edge of the Bramblewood near Fort Nesser. Corvera and Uvor are the ambitious young Rhenee who seek to break into the merchant industry with this smuggling. Their heritage gives them plenty of background in such activities and they are genuinely greedy.

In order to finally get the wands, the wild elves have attacked a wood elf village near the edge of the forest, killing all the inhabitants except one who managed to escape. Once the small Rhenee caravan drives by, the wild elves will send abeils to “attack”. Of course, the Rhenee know about the impending attack—this is simply a way to transfer the goods without drawing suspicion on either the Rhenee traders or the wild elves.

WYVERNS

The wyverns in this adventure have been raised by the wild elves, and have been bred to alter their poison so that it affects Strength and not Constitution.

ABEILS

Abeils are intelligent bees that live in a hive-mind-based society that prefers to prove superiority through production and work rather than direct conflict.

In this adventure, some wild elves of the Bramblewood force the rest of the hive to work for them. The welfare of their Queen is the most important factor in the abeils’ actions and decisions.

ABEIL HONEY

The abeils’ honey is featured at several points in the adventure. However, it is not possible to figure out its origin from its taste. A DC 25 Knowledge (nature) or Profession (Apiarist) check indicates that it is made from wild flowers, native to the Bramblewood (and many other forests of similar ilk). A DC 15 Appraise or Craft (alchemy) check indicates it was made within the last year, and is of excellent quality.

If checking on the worth of the honey, it is a DC 15 Knowledge (local-VTF) or Appraise check to know that honey is a profitable commodity and that this is a treat, but not a tremendously expensive one.

THE SMUGGLING PLOT

A Rhenee woman named Corvera has agreed to smuggle goods to the wild elves of the Bramblewood, and with their help, has come up with a plan that will avoid drawing suspicion to herself or her brother Uvor.

The elves have purchased forty magic wands from a source in Tusmit. The wands have been wrapped in a thin sheath of lead to prevent them from being *detected*, and then hidden inside the hollow blades of fake longswords. The hollow blades have a thin lining of lead to prevent a *detect magic* from discovering the wands. These fake swords have been mixed in with a shipment of regular swords and given to Corvera to bring to the elves.

Due to the paranoia of the wild elves, who are afraid of treachery, the wands themselves have been disabled and require a DC 30 Profession (fletcher) or Craft (woodworking) check to activate, after which each wand must be individually *identified* for its command word. This process takes 24 hours per wand.

To ensure that the right caravan is “attacked”, the elves have given Corvera the following instructions:

- Her caravan must be one or two wagons only, accompanied by at least one Rhenee man, one Rhenee woman, and a maximum of six guards;
- As the caravan leaves Fort Nesser, the Rhenee woman must be wearing either golden jewelry or clothing with golden hues,
- And either the man or the woman must carry a silver weapon of some sort.
- The Rhenee woman must eat honey at noontime (which Corvera reasons is somehow key to the smugglers, since their cryptic message to her was “the sound of bees will be our signal”).

Corvera is unaware of the exact significance of the swords she is transporting, although she knows from the money she is being paid—a 500 gp Letter of Credit from the elves and a shipment of wild honey—that there must be something special about these swords.

Corvera has used part of her payment to have two new caravan wagons built. In order to get the swords to the wild elves, she now needs to take her new caravan to the edge of the Bramblewood Forest. However, there are no major caravan routes or even roads close to where she must go, although there is a minor trail used by hunters and woodcutters that runs alongside the edge of the Forest. Therefore, although she is aware that the Irafa Road has been closed, she will lead the caravan to Fort Nesser at the north end of the Irafa Road anyway and act surprised when she gets turned away. She then plans to declare that she is in too much of a hurry to retrace her steps back to the slow but safe caravan route outside the Bramblewood. She will instead announce that she will take a little known trail that skirts the edges of the Bramblewood. Monsters abound at the edges of the Bramblewood, so it will not come as a surprise to anyone when abeils successfully “attack” her caravan and steal all her goods, including the fake longswords. In reality, the abeils will be under the control of the wild elves, and Corvera will only pretend to put up a resistance against their “attack”.

THE HOUSE OF AL'ZARIF

The house of Al'Zarif is a powerful merchant trading house in Ket and a member of the Mouqollad Consortium.

The House also acts as an informal bank—if someone deposits cash or valuables with any branch of the House, a letter of credit can then be taken out and later redeemed for the appropriate amount of cash from any other Al'Sharif agent, and indeed from many other merchants who recognize the stability and solvency of the House of Al'Sharif.

The wild elves of the Bramblewood have used an intermediary to deposit goods worth 500 gp with the House in order to draw a Letter of Credit to give to Corvera. This is not only Corvera's payment for the first smuggling job, but also the seed money she will need to have caravan wagons made and guards hired.

BLACK SCORPIONS

The Black Scorpions are a special investigative branch of the Threshers. Black Scorpion officers are always very lawful, but usually more intelligent and inquisitive than the average Thresher.

KET LAWS PERTAINING ESPECIALLY TO THIS ADVENTURE

The DM should review Ket laws and the judicial system as outlined in *Appendix 3: Ket Laws*. In particular the DM should be aware of the following for this adventure:

Weapons and armor cannot be worn/carried inside any walled city or town in Ket. The only exceptions are daggers (including kukri), saps and quarterstaves. The exceptions are:

- Mullahs (clerics of the True Faith of Al'Akbar) and nobles (beys and grafs), who may carry a scimitar or falchion.
- Active members of the military (but not members of a "military" metaorg) may bear arms and armor related to their military service
- And those with special (certed) permission may bear weapons and armor.

Normally all weapons and armor are handed to guards at the city gates for safekeeping. (PCs paying for or benefiting from Luxury upkeep may attempt a DC 20 Disguise check in order to appear as a noble for the purposes of carrying a scimitar. However, if caught, the PC faces a sentence of life in the mines for impersonating a bey or graf.)

TIME OF YEAR AND WEATHER

It is the month of Coldeven (early spring). Temperatures are approximately 12-14 degrees C (50-55 F) during the day and drop down to about +4 to +6 degrees C (40-45 F) during the night. Cold winds blow down constantly from the Yatils, and rains have begun

to fall. There are full moons on the 3rd, 4th, and 5th of this month and the adventure begins on the 9th day.

ADVENTURE SUMMARY

1: Kai Blackstone Roleplaying encounter. The PCs may meet up with Kai Blackstone and discover that Kai has pieced together rumors of a smuggling operation involving two Rhenees named Corvera and Uvor.

2: Return to Alishtar Roleplaying encounter. The PCs tell Alishtar about Kai's information, but he seems very uninterested.

3: Black Scorpions Roleplaying encounter. The party is commissioned by the Black Scorpions to uncover the smuggling plot of Corvera and Uvor.

4: Asking Around Roleplaying encounter. Information can be gained from a variety of sources around the city of Lopolla.

5: Fort Nesser Roleplaying encounter. Reaching Fort Nesser, the PCs discover that the Irafa Road is closed, and that the Rhenee caravan arrived the day before. They must seek out the Rhenee caravan in the tent town that has sprung up outside the walls of Fort Nesser.

6: Tent Town Roleplaying encounter. The PCs must find the caravan, and then decide what to do—join the caravan as guards, tail the caravan, try a combination of both, or attempt to have Corvera arrested.

7: Abeil Attack Combat encounter. The caravan is attacked by abeils, who are seeking to take the caravan goods to their wild elf masters. This can be done from the point of view of caravan guards, if the PCs joined the caravan, or from a distance if the PCs decided to tail the caravan.

8: Wounded Elf Combat encounter. A single wood elf survivor of the attack in the woods staggers out to the party. A creature is following and attacks at this point!

9: Elvish village Combat encounter. The wood elf village has been overrun by a wild elf and his allies. The party may choose to sneak in and free a captive abeil queen or confront the wild elves and their allies.

10: Conclusion

PREPARATION FOR PLAY

As with any Living Greyhawk adventure, the DM should ascertain all of the following before the adventure:

- Is anyone crafting magic items? A MIC must be completed before the adventure begins.
- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Check PCs' lifestyle and upkeep.
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)? If so, they must roll percentile at the start of the adventure. A roll of 1-10% indicates that authorities have recognized them, arrested them and sentenced them to twice the original sentence they were originally convicted of. The PC is removed from the adventure in order to serve the sentence.

In addition, this adventure will also require the following information:

- Have any PCs played
 - **KET6-03** *Closing the Deal*? If so, they will know Alishtar Kilar.
 - **KET6-05** *Honest Work*? If so, they will know Kai Blackstone.
 - **KET6-07** *The Patriot's Post*? If so, they will recognize Alishtar's bodyguards as harssafs.
- What lifestyles are PCs going to pay for? Anyone choosing Standard lifestyle or lower will gain a bonus to their disguise check if they try to pass themselves off as caravan guards at the Purple Monkey tavern (Encounter 4).
- Are any PCs members of the following metorgs: Beygraf's Pride, Clergy of Istus, or Heroes of Azor'Alq? If so, they will have the opportunity to fulfill special "missions" during the adventure.

INTRODUCTION

The adventure commences within the walls of Lopolla, capital city of Ket. Therefore all PCs—with the exception of anyone covered by exemptions noted in *Adventure Background: Ket Laws Pertaining Especially to This Adventure*—have left all their arms and armor, save for a dagger, staff or sap, with the guards at the city gate.

The message you received was simple – please attend upon the Bey of Kilar at his city estate in Lopolla at noon. The guards at the gates of the estate were apparently expecting you and escorted you onto the noble's estate and into to a small antechamber.

You take in the sumptuously decorated room with cushions arrayed for comfortable seating with a platter of sweetmeats set beside an urn of tea and porcelain cups. A beautiful crystal decanter of bosq and several small crystal glasses stand nearby for those that prefer something a bit stronger.

But before anyone has a chance to help themselves to the refreshments, however, a concealed door in one wall opens and two humanoids in swirling robes walk in, their faces hidden by sand masks. They examine you dispassionately for a moment, then step aside to make way for a handsome man in his mid-twenties, dressed in the subtly shaded silks preferred by rich nobles in Ket. The humanoids silently place themselves in front of the hidden door and the door you entered, their gaze continually on you as they keep their hands hidden underneath their robes.

Without any ceremony, the young man takes a seat on a cushion and gestures for you to do the same.

"Welcome," he says with a smile, but somehow the smile does not reach his eyes. "Perhaps while you are helping yourself to some refreshments, you might introduce yourselves."

The two bodyguards are harssafs. They watch the PCs carefully and immediately intervene if anyone attempts to draw weapons or cast spells in the presence of their employer. Otherwise, they neither talk nor respond to queries. It is a DC 24 Knowledge (local-Core) check—automatic for anyone who played **KET6-06** *The Patriot's Post*—to determine that they are harssafs (difficulty increased by 10 for the concealing clothing and facial coverings). Harssafs are desert creatures reputed to wield twin kukris with deadly efficiency and capable of merging with the sand.

It is a DC 15 Knowledge (nobility) check to know that the estates of the Bey of Kilar are in northwest Ket and the Bey is primarily known for breeding excellent horses.

The man seated on the cushions is Alishtar Kilar, although he will make no effort to identify himself. PCs that have played **KET6-03** *Closing the Deal* will recognize him, and if any PC says so, he will briefly acknowledge this. Any PC who did not previously meet him can attempt a DC 15 Knowledge (Local-VTF) or Knowledge (nobility) check to identify him as the third son of the current Bey of Kilar, a former well-regarded Ketite diplomat who left the diplomatic service about a year ago. He refuses to discuss his family or anything current about them.

The invitation the PCs received was from the Bey of Kilar. If anyone asks if Alishtar is the Bey of Kilar—

or points out that he is not the Bey of Kilar—he will simply say that the Bey of Kilar is his father and he is speaking on his father's behalf.

Although Alishtar does not agree with the decision to make contact with Kai Blackstone, he is a career diplomat and is used to hiding his true feelings; he will not let this affect his dealings with the PCs, and will act with professional hospitality. A DC 20 Sense Motive check will determine that Alishtar is distracted and angry, but not about this situation. Even if pressed, he does not discuss the source of his anger. If anyone can cast *detect thoughts* without being noticed by Alishtar or the bodyguards, i.e. without using verbal or somatic components, Alishtar's surface thoughts indicate that he is angry with his father and views this meeting as a waste of time (and therefore, some of his anger is directed at this meeting as well). If a PC can likewise cast *detect magic* without attracting the guards' attention, the spell will reveal three moderate enchantments upon Alishtar. (Alishtar is subject to certain enchantment spells that are not relevant to this adventure, and may constitute spoilers to other adventures if revealed here. Therefore it is a game mechanism that any caster who attempts to *dispel* them will alert the guards, who will intervene. Alishtar will order the spellcaster off his property if the caster does not cease immediately. The DM should privately warn the player that attempting to *dispel* these enchantments is not controlled within this adventure, and continuing will definitely end the adventure for the PC immediately. Should the PC continue to cast the spell despite the DM's warning, then the DM is invited to use whatever means are necessary to remove the PC from the adventure without affecting anyone else—huge numbers of bodyguards waiting outside the room, a full flight of Air Archons instantly teleporting into the room, etc. Once the PC has been removed, the DM can continue with the story.)

Once everyone has introduced themselves, the young noble continues.

"There is a man named Kai Blackstone, who has caused my family some embarrassment in the past because of his actions, not through any wrongdoing on our part. However, there is a balance of debts between Kai and my family—a debt of honor on our part, and a financial debt on his part. I will not go into the details.

"Despite our wish that we have nothing further to do with him, this man is trying to contact us—apparently he has information that he believes will erase the debt each of us owes the other.

"Needless to say, my family is not eager to have our name linked to this man again, and therefore I am looking for intermediaries to seek out Kai Blackstone.

"I would ask that you meet with him, today if possible, and see what it is that he wants. Report back to me with substantive information and you will be rewarded. Naturally, I will also pay you a

small stipend for the inconvenience my summons may have caused.

"I must stress that if you do anything illegal, I will consider this agreement between us to be null and void. We are seeking to remove a stain upon our honor, not to besmirch it further."

"Have you any questions?"

Some possible questions and answers:

(Because some players may not have played **KET6-05 Honest Work** or **KET6-03 Closing the Deal**, Alishtar will not, under any circumstances, discuss anything about these storylines.)

Where is Kai located?

He resides currently in the Ourmistan (the tent city outside Lopolla) near the Last Well of the Restorer.

It is a DC 15 Knowledge (geography) or Knowledge (local-VTF) check to know the location of this well without asking directions. The Last Well of the Restorer is a water supply used by the caravans to fill up as they leave town heading toward the Irafa Road (the primary trade route through the Bramblewood Forest to the Sheldomar Valley), being the last chance before they leave the city behind, and it is customary for Ket residents to give thanks to the entire Baklunish Pantheon when starting on long journeys.

How much are you paying us?

The Bey of Kilar has authorized me to compensate you for your living expenses, up to a limit of 50 gp for the week. I will further provide another 50 gp for your visit to Kai, as a token of our appreciation

In game terms, any lifestyle up to Rich is covered entirely in this adventure, while Luxury only costs half. This only extends to the PC – paying for cohorts or companions are solely at the expense of the PC. Attentive PCs will realize that this statement means Alishtar is not the Bey of Kilar.

What do we have to do?

Find Kai and ask him what he wants. Knowing him, it is some scheme concocted to generate quick money. See why he could possibly want to involve us again and what it is he intends to do. Perhaps there is something to it, perhaps not. Find out.

Where will we find you to provide the information you want?

You may ask for me here. If I am not present, one of my two guards will be available to take in the information you have acquired – you may release it to them.

What if it is something illegal that Kai proposes?

Turn him into the authorities of course, but ensure you have proper evidence. If he tells you of a plan that involves illegal activity, and you do not have enough evidence for a conviction, then I would urge you follow

up on the plan and gather enough evidence against him to get a conviction.

What is he doing now?

Kai works at the Last Well of the Restorer, keeping it clean and polished. There is some satisfaction in hearing that he is doing honest work for a change.

I have stocks in the Kilar breeding program (from KET6-05 Honest Work). Can you tell me how the program is going? How things are proceeding?

Many own those now and the Bey is pleased. The spread of word of mouth alone has found buyers for all foals this spring and there is much bounty to be passed along to the shareholders.

In game terms, anyone possessing Kilar Breeding Stock on their AR from **KET6-05 Honest Work** may generate maximum benefit for this adventure – providing they still have uses left.

Finishing the conversation

Alishtar will finish the conversation by telling the PCs that Kai is being very circumspect these days, and if they wish to talk to him, they should ask him about “golden foals”– he will then understand that the PCs speak on behalf of the Kilar family.

“Golden foals” refers to an incident in the past when Kai saved the life of the Bey of Kilar’s eldest son (Alishtar’s oldest brother). There is no way for the PCs to know this, since it has never been disclosed outside of the family (save some high level divinations it is presumed they have not had the time to do – if they somehow have, provided them this detail).

Development

Once the PCs have finished questioning Alishtar, he excuses himself and leaves the room with his bodyguards. The PCs are immediately escorted from the Kilar estate. Proceed to *1: Meeting Kai*.

All APLs

Alishtar Kilar: male human (Baklunish), Brd1/Exp4/Ariz; Diplomacy +21, Bluff +15, Sense Motive +14.

Treasure:

None, but lifestyle is covered up to Rich if the PCs agree to interview Kai. Note that this change in lifestyle will affect Social checks in the adventure but that the PCs original choices of lifestyle will apply if and when encountering the caravan guards in *6: Tent Town*.

As the PCs leave the walled city via the Merchant’s Gate, any arms and armor that were left with the gate guards are returned to them.

The Ourmistan, the ever-changing tent city of caravans, merchants and sightseers, is the usual mixture of tents and semi-permanent structures crowding everywhere. Occasional Thresher patrols attempt to keep the chaos to a minimum but the crowds are boisterous and trading is heavy.

A quick query points you in the direction of the Last Well of the Restorer, and as you reach the edge of the tent city, your destination becomes clear. In contrast to the barely organized chaos of the Ourmistan, wagons and caravans form an orderly queue, caravan masters waiting patiently for their turn to fill their water barrels before departing. Inquiries about the whereabouts of Kai Blackstone lead you quickly to a man in his early thirties, with tanned skin and Oeridian features. A set of tools hangs from his belt, and he holds a polishing cloth in his hand. He looks up as you approach, smiling warmly.

The Last Well of the Restorer is a well-built and solid stone well with six watering troughs. The area around the well is cobblestoned and well kept, and there are small shrines to all Baklunish deities (including Daoud) in the open area around the well. A 7-foot statue of Al’Akbar, the Restorer of Righteousness, (so only slightly larger than real life, from what is told) is placed on a pedestal above the well. Water constantly fills the well and troughs. It is a DC 20 Knowledge (architecture & engineering) check to understand the cunning system of counterweights, pulleys, etc that keeps the water constantly flowing.

Any PC who played **KET6-05 Honest Work** immediately recognizes Kai Blackstone as the man who hired them as caravan guards. (Note that *Honest Work* is still in play until Dec. 31, 2007, so if this adventure is played before that time, do not let Kai give out spoiler info to players who have not played that adventure yet—therefore Kai will be unwilling to talk about the events leading up to his lengthy stock time.)

Unless the players either use the code phrase “golden foals” or openly reveal that they are here on behalf of the Kilar family, Kai will refuse to discuss anything other than the weather unless a PC can make a DC 40 Diplomacy check. Anyone possessing access to the Little Blue Penguin pendant AR Award from **KET6-05 Honest Work** gets a +30 circumstance bonus on this check.

If the PCs do not reveal subtly or otherwise who they are working for, nor make the above Diplomacy check, Kai will look a bit puzzled, then thank them for their time and go back to work. The adventure cannot continue past this point. If the PCs return to Alishtar with this news, Alishtar will be unable to mask his impatience as he asks if they remembered to use the phrase “golden foals”.

1: MEETING KAI

Assuming the party gains his trust; Kai takes them a few steps away from the Well, out of hearing of anyone standing nearby.

"Thank you for coming," he begins, wiping some sweat off his face with a damp rag. "I did not think anyone from the Kilars would come but it is good that someone is showing an interest."

"Having recently spent some time in the stocks, I was worried that the Kilars would be reluctant to talk to me again. I was only released two days ago, in fact, having served my sentence fully, and during the coldest time of the year!"

"In any event, the person next to me in the stocks was a Rhenee chap by the name of Ishar. Never did catch his last name, if he has one. This Rhenee was a belligerent type and earned himself extra time in the stocks when he resisted arrest by the Threshers who took him into custody after he assaulted a Ket Citizen. We talked briefly, but his accent is thick and I never really liked him all that much."

"At night, however, things became far more interesting. If those foolish Threshers had ever bothered to post anyone close, they might have realized the same. You see, Ishar talked in his sleep. Me, I am a light sleeper, so Ishar kept me awake on many nights. Now, my knowledge of Rhopan, the Rhenee language, is slight at best. I can, however, recognize the words for gold and smuggling – enough accusations have been leveled at me in my life."

"So, for an entire week, I slept during the day and stayed awake at night. I overheard a few more things of interest, but nothing concrete. I did hear two names, Corvera and Uvor, as well as endless muttering about 'honey'. There was also something about 'Tusmit steel' and 'swords'. I thought these people mentioned, Corvera and Uvor, might be thieves stealing weapons, but a few other things this man muttered made it clear that the weapons were not stolen, but purchased legitimately."

"Of course, I could not ask him anything and the mutterings of a sleeping prisoner are not enough for charges of any kind. When I was released two days ago, I immediately put my remaining contacts to good use. I found out that Corvera and Uvor are a Rhenee man and woman who left town a few days ago in charge of a small caravan. That caravan carried weapons from Tusmit intended for some foreign land."

"Nothing untoward there, but I dug deeper, since I had heard Ishar mutter the word 'smuggling' several times. What I discovered is that Corvera and Uvor had tried to put this caravan together earlier this year, but apparently did not have the cash required. Then about five weeks ago they came into some money, for suddenly they were able to have brand new caravan wagons built, and they were also able to hire a good number of guards. This man

Ishar in the stocks beside me was originally in on the planning with them, I think, but he got himself tossed into the stocks for assaulting one of the carpenters building the caravan wagons."

"So, I am...concerned. They are not smuggling weapons, since they have openly declared that to be their cargo. What else is possible for them to smuggle? (I can tell you from personal experience, just about anything.)"

"Well, perhaps 'concerned' is too strong a word. Let us just say that I am interested. I realize that this is all speculation, and much more evidence would be needed to bring this to the attention of the authorities. However, should such a crime be brought out into the open, I'm sure the authorities would be most generous with their praise—and their rewards—and that reward might even extend to the person who brought this to the attention of the adventurers who brought the crime out into the open, yes?"

Naturally, I would like to be the person responsible for exposing such a crime, but unfortunately, I am bound to this post for the next three weeks so that I can earn enough money to pay my debt to my lawyer. (You can see why I am interested in a reward?)"

"I know their caravan is headed for Fort Nesser at the north end of the Irafa Road. Perhaps you can catch up with them there, since I have heard that there may be issues with the Irafa Road right now."

"Before doing that, though, I would suggest you head to the Tuflik River docks on the far side of the city, and there seek out Silo Van Doorn, the father of Corvera and Uvor, the two Rhenee caravan masters. Another avenue of investigation might be the manufacturer of their new caravan wagons, Vadari Divari. Or I understand the caravan guards were hired at the Purple Monkey tavern here in the Ourmistan."

A DC 15 Sense Motive check will reveal that

- Kai is telling the truth about his personal finances—he is flat broke and his work at the Well is going to pay his lawyer's fees. Therefore he has no monetary inducement that he can offer.
- He likely has a more mercenary goal than the well-being of Ket in mind when he offers the party this information.

Kai can provide full descriptions of the caravan: 2 wagons, 2 horses each, 9 guards in total, two merchants (Corvera and Uvor) and the route taken to Fort Nesser at the north end of the Irafa Rd. This represents the extent of information that he has, since he only did cursory checks on background information while he was considering the implications of the information.

Kai, as might seem obvious, does care what happens (for his own reasons). He wants the credit for

uncovering this scheme and dealing with it, at least in part, so that the disfavor his name brought when connected with the Kilar family is removed.

It is a DC 12 Knowledge (Local – VTF) check to know that the reference to “Tusmit steel” is a reminder that Tusmit is purported to be home to the best weaponsmiths in the Flanaess and the quality of their weapons is known far and wide.

Anyone asking around can confirm that Kai is employed as an indentured servant (if that is the correct phrase) by the city of Lopolla itself. His wages are garnished entirely and go to pay his lawyer from his previous trial. Three weeks is indeed the remaining time he has to work as an indentured servant.

REWARD FROM KAI

Kai wants a share in any rewards that might be handed out. Kai also appreciates that he is asking a lot with no real inducement of his own for the PCs, but if the party seems uninterested in this mission; he emphasizes the possibility of a reward, or even the possibility of recognition and approval from Ket officials. If he is asked what sort of rewards he can provide, he hints that he has access (entirely legal) to a new type of magical combat equipment. He does not expand upon this but the AR Award is **Scorpions Strike** for later reference.

Development

The PCs have several choices.

- If they choose to return directly to Alishtar with this information, go to 2: *Return to Alishtar*.
- If they wish to dig further within Lopolla for more information, go to 4: *Asking Around*
- They may indicate that they wish to leave Lopolla immediately and follow the caravan to Fort Nesser. If the PCs choose this route, they must encounter the Black Scorpions before they leave the city. Go to 3: *Black Scorpions*.

All APLs

Kai Blackstone: Rog7/Exp1/FavoredSoul1 (Oldimarra); male human (Oeridian); hp 48; See Appendix One.

2: RETURN TO ALISHTAR

If the PCs present themselves at the Kilar estate after 8 pm, they will be told to return the next morning, no sooner than 8 am. The guards will not accept bribes, nor will they be moved by threats, veiled or otherwise.

If they arrive anytime between 8 am and 8 pm, they will be escorted back to the same antechamber and Alishtar will come to see them.

Alishtar again appears through the concealed door accompanied by his bodyguards. He seats himself on the silk cushions, gestures for you to do the

same, and then inclines his head to you. “What news from Kai Blackstone?”

Although not particularly concerned about the information, Alishtar is still the consummate diplomat and does not rush or hurry the PCs; but he does not ask any questions once the PCs have finished their story, and immediately stands up, indicating as he does that his family will deal with anything further. He thanks the PCs for their time and efforts, and indicates that their living expenses will continue to be paid for the full week, even if the PCs worked for less than a week to gather this information. He refuses to discuss the matter further. If any PC asks for a Sense Motive check, a DC 25 will reveal that he is not particularly interested in their news and is unlikely to do anything further.

Should any PCs be curious or press to have the matter investigated, Alishtar entreats them to handle the matter however the PCs see fit. However, he makes it clear that his family’s involvement is over at this point.

Development

- If the PCs have not yet met the Scorpions, proceed immediately to 3: *Black Scorpions*.
- If they have met the Black Scorpions and wish to dig further within Lopolla for more information, go to 4: *Asking Around*
- If they have met the Black Scorpions and wish to leave the city to follow the caravan to Fort Nesser, proceed to 5: *Fort Nesser*.

3: BLACK SCORPIONS

This encounter usually happens immediately after the PCs re-visit Alishtar. However, if the PCs decide not to report back to Alishtar before they follow the caravan to Fort Nesser, then this encounter happens just as the PCs leave the city.

You are just turning the corner onto the closest main street when you are stopped as a squad of six Threshers surrounds you and your companions.

“Please accompany us,” one of them says. It is less than an order but more than a request.

If the PCs ask why, the Thresher in charge of the squad simply says that a superior officer has requested their presence. He has not been ordered to arrest them, and as far as he knows, they are not on the wrong side of the law.

If the PCs do not obey, the Threshers will repeat their request one more time. If the PCs still do not acquiesce, the Threshers, looking grim, turn around and leave. The PCs will have to carry on without the information from this encounter. Move to **Development** below. In addition, any PC with **Lawbreaker** status (formerly **Warrant of Ket**) must make a second percentile roll against being caught,

since the party has sparked the interest of the Threshers as possible unlawful people.

If the PCs obey the Threshers' request:

You follow the Thresher patrol down several main streets to a nearby Thresher Station. You are ushered into a small office, where two Baklunish humans wait. The man and woman are dressed in uniforms that would be identical to the Threshers except they are mainly black, and a black scorpion on a field of red is embroidered on their right sleeve just below the shoulder.

It is a DC 20 Knowledge (Local—VTF) check for non-residents of Ket (DC 10 for Ket residents) to recognize the officers as belonging to the Black Scorpions (see *Adventure Background: Black Scorpions*).

The female wastes no time. "I am Lieutenant Valencia of the Black Scorpions. My partner is Lieutenant Shiraf."

Shiraf steps forward. "We investigate reports of clandestine movements of good across the Tusmit/Ket border. We have run across the trail of a new and active smuggling ring, not an unusual situation, particularly given how corrupt the Tusmites and those of the Exalted Faith tend to be when presented with wealth, as you know." He looks around for signs of agreement from you, then continues.

"We understand that you have received information from one Kai Blackstone about a possible smuggling operation involving Tusmite weapons. It is but one of many rumors we are currently investigating, but his past reputation as a smuggler makes it almost certain that this may be more than the idle gossip of jealous merchants. We would consider it a personal favor to Ket if you would agree to carry on with this investigation and keep us informed about what you discover."

Lieutenant Valencia continues. "There are certain advantages in using non-official agents such as yourselves. Our numbers and time are limited, and it would take us weeks or even months to build a cover that would enable us to infiltrate just this one operation. You, on the other hand, have a certain amount of street credibility and experience, if your reputations are anything to go by, and you should be able to get closer to the smugglers faster."

"However, we can offer you no official capacity or authority, nor can we even offer you an exact reward, but we can assure you that the government of Ket is most generous to those who serve to uphold and enforce the laws, even private citizens and foreigners."

Shiraf adds, "If you haven't already, follow up on any clues Kai may have given to you. Find out what you can, dig as deep as you can without committing any crimes yourselves. Get as close to

the caravan itself and find out what is going on, then bring this information to us. Or, since I understand this caravan may have already left the city, take your information to the nearest local authority. Whatever happens, though, if goods are being smuggled, do not let any transfer of goods take place without your knowledge. And if transactions are occurring within Ket, find out as much as you can about the buyers of the good."

Both Shiraf and Valencia look at you expectantly. "What say you?"

Show the players' **Handout #1: Map of Ket** so they can see the main caravan routes within Ket and get an understanding of where Corvera and Uvor are headed.

The Black Scorpions seek cooperation but they will not provide any resources, since their expectation is that the PCs will do this for Ket (and with reasonable expectation of being rewarded for success, of course.) Valencia, who is Lawful Good, is also concerned about preventing possible injury to Ketites, and will urge like-minded PCs to take this mission in order to make sure that no one is harmed.

For the most part, questions directed to them receive little or no informative replies. The two Black Scorpions know of the possible smuggling operation but nothing surrounding it. They refer the PCs back to whatever leads Kai has provided or wherever they might go for more information, emphasizing the fact that they have many tasks as Threshers to accomplish and they are looking for unofficial help to speed up this process.

TRAVEL PAPERS

The Black Scorpions do take the time to ensure that everyone has official Travel Papers, since they desire no complications of a bureaucratic type for their "agents". If the PCs do not already have certified Travel Papers, they are provided quickly and without cost, gaining the AR Award **Travel Papers**.

MEMBERS OF THE HEROES OF AZOR'ALQ

If any PC is a member of the Ket metaorganization Heroes of Azor'alq, Valencia recognizes them as a fellow Hero, since she is also a staunch support of the Prince of Light and a member of this metaorg. She immediately draws the PC(s) aside for a private conversation, and reveals that she fears the items being smuggled are not just harmless merchant goods, but rather weapons of some type. These cannot be allowed to fall into the hands of dishonest men or, even worse, enemies of Ket. At the same time, evidence must be gathered. The PCs are asked to specifically ensure that all of the caravan goods are kept intact. If they are being sold off or otherwise taken/removed, the PC needs to document all of it and preferably get it all back. If they can, find out who the final recipient is to be, so that proper steps can be taken.

MEMBERS OF THE CLERGY OF ISTUS

If any PCs are members of the Ket metaorg the Clergy of Istus, they are taken aside by Shiraf, who is a follower of Istus and lesser (level 3) cleric in his own right. Shiraf has noticed something else as well, rumors in town of a new trade good, honey of some type from an unknown source. He senses it is somehow connected to this smuggling operation. He wants information on it and some evidence of how the new apiary or honey operation is connected to this

QUESTIONS COMPLETE

If the PCs accept the offer, Shiraf adds one more item to the commentary they have made thus far:

"I want to emphasize that the final destination for these goods is a vital aspect of this investigation. These bit players, the Rhenee smugglers, they would be easy to round up – but the purchasers or final recipients of the goods are what we are more interested in. We need definite identification of the final buyers and their location, preferably from a reputable party such as yourselves. That is all."

Development

- If the PCs have not already reported back to Alishtar and decide to do so now, go to 2: *Return to Alishtar*.
- If the PCs wish to stay in Lopolla and investigate further, go to 4: *Asking Around*.
- If the PCs were leaving Lopolla to follow the caravan to Fort Nesser before being intercepted by the Black Scorpions, then continue on to 5: *Fort Nesser*

All APLs

Lieutenant Shiraf: male human (Baklunish), Ftr2/Rog2/Rgr4; Sense Motive +13.

Lieutenant Valencia: female human (Baklunish) Sct2/Ftr2/Rog4; Sense Motive +10.

4: ASKING AROUND

GENERAL GATHER INFO CHECKS

The party might ask to make Gather Information checks of a general nature. The following details may be gleaned anytime the PCs attempt to Gather Information while in Lopolla or the Ourmistan.

Each Gather Information check takes 1d4-1 hours, (a shorter time than usual because of the amount of gossip and the number of travelers in Lopolla and the Ourmistan) and costs 1d4 gp. The DM must keep track of these costs since this adventure does not provide for any overcap gold.

DC 5 – If I had a few pieces of silver, I'd have Jentella's pink chickens tell me if we're invading Bissel or whether Bissel's invading us.

DC 10 – Caravan trade on the Irafa Road is all mucked up right now. Some blame it on the Moqoullad Consortium but I say it is the elves. They got all uppity when they fought beside the army last year, now they want even more.

DC 15 – Heard tell there are strange things in the Yatil Mountains, for sure. Shadow creatures and the like. For sure our caravan's heading south of the Yatils, around the Bramblewood, not north into the mountains. Wouldn't want to be caught up there now.

DC 20 – I bought me a whole cask of honey yesterday—the earliest I've ever seen it on the market. Didn't get it from Asoof either—haven't seen him yet this spring—and I'm beginning to regret not waiting for him. This honey is good stuff, I guess, but them bees must have been into some different flowers—it's a little too strong or something. It takes a little getting used to.

DC 25 – A few days ago, maybe a week, I saw a new load of scimitars, mint they were, being loaded onto a caravan. Inquired if I could pick up a case, as I have a buyer, but I was told they were intended for another market. The man there, he did not even bother to get my name, despite me saying I would buy 50 of them if he could get more from his sources. Seemed uninterested.

DC 30 – Never trust caravan guards. I had six of them signed up, with bonuses for being there on time, when they all turned around and handed back their money. Said they had been hired for more, double what I was paying. Except for one, he seemed a bit loony—lovestruck, as it were, kept muttering about "how beautiful she was." But double what I was paying – no merchant can make a living if they have to pay that much out. Lunacy that is what it is. These Rhenee don't know how to run proper caravans – they should stick to the water where they know best.

OTHER SOURCES OF INFO

The party can also check out a variety of specific sources of information in and around Lopolla, including:

- Silo, father of Corvera and Uvor
- Ishar, the sleep-talking Rhenee
- Vidari Divari, the caravan wagon maker and Farid, the carpenter assaulted by Ishar
- The Purple Monkey, a tavern favored by caravan guards seeking employment

SILO VAN DOORN

The father of Corvera and Uvor, Silo "Bear" Van Doorn, can be found quickly in the Ourmistan by asking his name – he is the primary dock representative for the Rhenee boatpeople in town this spring and everyone knows of him or where he can be found.

Near the river, he matches descriptions that would have been passed around. Nearly 6 feet in height, he

wears bright red clothing and bellows at various passersby in differing languages, looking for business. If approached, however, he reduces his volume and is all business.

In order to get any information, the PCs must present a sympathetic ear for a discussion about his son and daughter (Corvera and Uvor). This requires either genuine concern (as determined by the DM) or a DC 25 Bluff check (it is high because he has +15 Sense Motive). Failure turns his answers into non-committal responses – he provides nothing further but has no desire to insult or offend potential future clients.

However, if the PCs either express real concern or make the Bluff check, Silo will talk to the PCs and provide them with the following information:

- 1) Corvera, his daughter, is the leader between his two children, as befits a future wise woman. She is beautiful and headstrong and his wife Taria is going to be very upset to learn they left without Silo hearing about it;
- 2) His two children have been clamoring for a share of the business, which is a merchant delivery. Silo was reluctant, because they were still his young children in his eyes at the time, and he put them off until the end of spring, when their mother would return from a visit to relatives in Perrenland;
- 3) Four days ago, they left town. He made inquiries and found they had gathered up a small caravan, equipped it and left. Where they got the money, he does not know, but he did not give them anything nor did they steal from him;
- 4) As far as he knows, Ishar (the Rhenee in the stocks) is Corvera's betrothed or was until about two weeks ago – he has heard rumors that she called the marriage off but has not talked to his daughter about it;
- 5) The House of Al'Zarif delivered a letter yesterday to his tent in the Ourmistan addressed to Corvera. Although he professes that he would not open anything addressed to another, he suspects (DC 15 Sense Motive to realize he opened the letter despite what he says) that it is a letter of credit to his daughter;
- 6) Uvor did get his newest toy from Perrenland recently, a nice light crossbow gilded in silver. Strange choice of coloration, but Uvor seemed proud of it;

He has not heard of any smuggling operations or anything of the sort. He says he would be shocked if they were attempting that – it is a DC 25 Sense Motive to know that in actual fact, he would be rather proud if they succeeded. If confronted with this piece of information, he admits that he thinks they need more tutoring to do it properly;

Should he be asked, he can confirm that his daughter did have a supply of honey, a small assortment in pots that she claimed to have traded for

about a month ago. He still has a pair of pots of it left and will sell one for 3 gp (a huge rip-off, he can be bargained down to 1 gp with a Bluff or Diplomacy check of 20). Note the details in the *Adventure Background* about the honey.

Silo allows the PCs to search his tent in the Ourmistan, and the tents that belong to his two children, if asked (he owns the tents his children use and they did not take them for fear of tipping him off too soon to their plans).

Alternatively, PCs can attempt to do this without permission – it is a DC 15 Hide check and DC 15 Move Silently (modified if the PCs take appropriate precautions) for anyone involved not to be caught and taken to the Threshers (noting that higher level parties can likely simply escape if they desire, although they are still subject to the AR Award **Lawbreaker**). If these are successful, it is a DC 15 Sleight of Hand check to enter the tent without arousing suspicion. It takes fifteen minutes to search the large tents quickly and an hour to search them thoroughly.

Searching all three tents, however, reveals nothing of interest. The letter of credit is indeed present, showing a deposit of 500 gp in the name of Corvera Van Doorn, but no indication of the source of the money. For information on the source of the letter of credit and checking on authenticity, see *Adventure Background* under **House of Al'Zarif**.

Silo recommends to anyone interested that they visit the wagon makers or the Purple Monkey, two establishments that have a connection to his children – one is where they got their new caravan wagons, the latter is where they hired guards. Silo has attempted to get information, but the wagon makers closes before he can reach it during the day and the caravan guards at the Purple Monkey did not like him.

ISHAR

Ishar is still in the stocks and has a total of 2 more weeks to serve in his sentence, having served just over 2 at the start of the adventure, all for committing lethal and non-lethal damage which resulted in the loss of consciousness of a Citizen of Ket. He is a short, stocky young man of Rhenee descent, with a hooked nose, green eyes, and black hair. His Common is heavily accented and he prefers to talk in Rhopan and leave discussions to others, if need be. His family has not visited since he was sentenced to the stocks, as they are mad at him for exposing them to such legal attention.

The stocks are located in Lopolla itself (in Thresher Square) so PCs will have to surrender arms and armor at the city gates as usual.

People in the stocks have no say about who can or cannot visit them. Any passerby has the right to speak to a person in the stocks (usually to berate them for their crimes or taunt them), but not to cause physical suffering (although the Threshers standing nearby usually make no attempt to stop rotten vegetables from

being thrown.) Ishar cannot, as a result, prevent anyone from coming up to talk to him.

Ishar refuses to talk to anyone unless they either have a very smooth story or have something of value to trade to him (obviously, not directly, since he cannot take it at this time). There is only one exception to this – if anyone professes to have a dislike for the way Corvera treated him, he talks freely and openly without a Diplomacy check.

Otherwise, PCs must attempt a DC 30 Diplomacy check in order to talk to him, using the following modifiers (all are circumstance modifiers unless otherwise stated):

- PC is of Rhenee descent: +10
- PC openly worships a non-lawful god: +5
- PC openly worships a lawful god: -5
- Every 10 gp of items offered: +1 unnamed modifier (to a maximum of +30)
- PC speaks Rhopan: +5 unnamed modifier

If the PCs are successful, Ishar talks to them in a reluctant manner.

He can provide the following details if questioned properly (at the discretion of the DM):

- 1) Corvera and Uvor are close friends and the three of them planned a caravan operation;
- 2) The two of them arranged for goods from somewhere but he does not know where. He does know that the goods are pre-paid at the final destination and that there must be something a bit odd about them, since they are just weapons but somebody is going to a lot of effort to ship them quickly and not through a regular caravan – even Ishar knows they are too green and new to get this kind of valuable shipment on their first attempt;
- 3) The weapons provided were made of excellent Tusmit steel and looked to be superb specimens – all scimitars and kukris, with a single crate of longswords as well;
- 4) All three of them had wagons built with some extra secret compartments – Ishar asked if they were intending to put anything in them but Corvera would only laugh at the comment. He never did see or hear of anything being put in the compartments (and provides instructions on how to access these secret compartments) – he can provide the details to the Wagon makers as needed;
- 5) Ishar was not mad at the Citizen he assaulted. He was, instead, furious with Corvera, who had broken off their betrothal that morning, saying she had a better prospect. He regrets his action now, but Ishar is also coming to the realization that he did at least get some time away from her;
- 6) Ishar never saw any indication of who would be receiving the goods but Corvera kept muttering about honey and such – she did have a whole case of it (36 small pots). Said

something about bees and knowing when the time came;

- 7) Corvera got paid a good chunk up front for the job and shared the money equally. Although he is still upset with her for the break-up, he does admit she was doing an excellent job organizing things and was fair with everyone about cash. He thinks she put her share into an account with the House of Al'Zarif, a member of the Mouqollad Consortium;
- 8) Ishar does not know the route of the caravan (Corvera kept that to herself), who the recipient of the goods might be (none of them know that), the smuggled wands location (or that they are being smuggled – he suspects this but has no proof).

Ishar Sleepwalking

Astute PCs might realize that Ishar talks in his sleep, as conveyed by Kai. Any PC speaking Rhenee can direct this sleepwalking automatically and get the information noted above by simply waiting until 10 pm when Ishar falls asleep.

If the PC only speaks Common, it is a DC 10 Diplomacy or Sense Motive check to direct the talk appropriately. Kai never did think to do this, which is the only reason he does not have this information.

WAGON MAKERS

It is easy to find the firm of V. Divari and Sons in Lopolla, craftsmen of wagons of the highest quality. This firm is a member of the Moquollad Consortium.

The wagon shop is a large, bustling operation in an old warehouse. Typical operations in the facility are ongoing and everyone hard at work waves any PC over to the office attached to the side of the building, near the stables. Inside the office are two young men working as clerks and a young woman who runs the operation. Her name is Vadira and she is happy to answer any questions the PCs might have about the operation and their customers. She keeps confidential details such as cost, source of payment and the like, but other details are public domain as far as she is concerned:

- 1) The wagons were ordered one month ago. Two of them, designed for long-term road travel to the East (she starts to explain that the road wear is different and simply leaves it at that without more details);
- 2) Each wagon was paid for in full by Corvera, although Uvor and Ishar both took turns inspecting the progress;
- 3) There were alterations requested during construction, easily accommodated. A DC 20 Sense Motive indicates the “accommodations” were in fact smuggling compartments.
- 4) Ishar turned violent two weeks ago and struck one of the better carpenters, Farid, on the job, working on some of the upper structure.

Vadira herself informed the Threshers, as she must do as the owner of the facility (or rather, representative of the owner);

- 5) Despite some impressive negotiating skills and an ability to turn the eye of any man in the room, Corvera actually knew very little about wagons and caravans in general. By the time they were picked up, however, Corvera had managed to educate herself quite thoroughly and the final discussion the two women had gave Vadira a great deal of reassurance that the other young woman had the situation well in hand;
- 6) Corvera intended to travel to the Sheldomar Valley, from maps she perused in the main office, and asked a lot of questions about the Irafa Rd. Although attentive and intelligent, some of the questions were repeated a few times and Vadira got the feeling that there was something odd about the interest Corvera was showing in the road itself, but she could not identify the reason;
- 7) When the wagons were turned over, Corvera and Uvor took possession of them alone, one driving each. Despite warnings that they should have guards present for wherever they were going to get goods, the young Rhenee woman turned down such advice;

Vadira has made no further inquiries about the caravan as the minor inconsistencies and curiosities are just part of her daily job, it seems.

Should she be asked, she can provide directions to the Purple Monkey, where the caravan guards in the city hang out while awaiting work, or between jobs.

Questioning Farid

Farid is present at the facility during the day and is happy to answer any questions about the assault. He says that Ishar was angry when he came in that morning of the assault. Ishar was to be shown how to make temporary repairs to the wheels and Farid was showing him the simple methods when he admonished the young Rhenee. Rather than simply shrug, as Ishar had done every time to that point, the Rhenee man turned around with a look of rage in his eyes and struck Farid.

Farid does indicate the Rhenee man was almost instantly apologetic, but the anger in his demeanor and eyes did not fade, yet nor was it directed at him. The Threshers were called by Vadira, who was concerned the Rhenee might do something similar again.

The Wagons

Questions about the wagons elicit the following information, and they can also be inspected (similar versions) at the facility:

- 1) Each wagon is 10 feet wide and 15 feet long. They are of solid yarpik wood construction, designed for heavy duty work. Solid wheels

are rimmed with iron to provide extra durability;

- 2) Each wagon has been reinforced for road travel in poor conditions. Yes, this does make them capable of off-road travel, albeit slowly;
- 3) There are a number of areas on any merchant wagon that are designed for safekeeping. These could be easily modified to smugglers compartments if needed. It is a DC 20 Search check to find three of them, DC 25 Search check to find six of them and DC 30 to find all ten locations. The very fact they are easily concealable is not a crime as they are frequently used to store valuables.

THE PURPLE MONKEY

This semi-permanent wood and tent structure in the Ourmistan is boisterous and loud at all hours of the day and night. A single wooden sign hangs before the building, showing a soldier in the livery of Bissel, covered in purple juice of some kind. Many dents and scars show that it is often used as an impromptu target.

Caravan guards, identified by their travel gear, well-tended weapons, light armor, and travel-worn expressions, wait here at all times of the day and night, while they are waiting for their next employment. The Threshers give this place a wide berth since there are usually more than enough tough types here that can handle most problems, and the Threshers have bigger issues to police in the chaotic tent city. Non-lethal assaults are common at the Purple Monkey, since there is no punishment for bar brawls. However, the Threshers are summoned immediately if lethal damage is inflicted.

Any members of the VTF Metaorg “Moquollad Consortium” are automatically given whatever information they choose to ask for. Questioning the guards takes approximately 2 hours of time in order to separate fact from fiction.

All other PCs will have three options to gaining info here.

Firstly (and easiest), they can offer cash for answers. Caravan guards like getting paid and they are more mercenary than most – for a minimum of 2 gp, guards will answer questions as set out below.

A second approach is to display some knowledge of caravan guarding duties. Anyone with an AR from **KET6-05 Honest Work** or another adventure that required work as a caravan guard (must be an adventure with which the DM is familiar) may simply make conversation and, after a period of fifteen minutes, the local guards accept that individual as a previous caravan guard him/herself. Once accepted, guards will answer questions as set out below.

Finally, a PC can attempt to disguise him/herself as a professional caravan guard. This requires either a DC 25 Disguise check, (with a + 5 circumstance modifier for anyone who chose Standard or No

Lifestyle costs before the adventure began), or a DC 25 Bluff/Diplomacy check. It is understood that the PCs may have accepted a higher lifestyle from Alishtar – the modifier is based on whatever lifestyle they chose at the outset of the adventure, before that option was presented. Once accepted, guards will answer questions as set out below.

Failure at the last two options means the guards see through the deception and clam up– they accept drinks/food etc., but do not offer any information unless someone bribes them with at least 2 gp.

Guards' Information:

Since caravan guards come and go frequently, nobody at the Purple Monkey today was actually present for any of the events below, but the stories have been passed via word of mouth and guards can recall the information below with little prodding:

- 1) A total of nine guards signed on with Corvera. She was apparently a stunning gal and had most of the men in the room panting, (and a few of the women);
- 2) However, Corvera signed up guards who were competent, not just desperate.
- 3) She had two Rhenee men with her. One of them scowled but said nothing. A description and visit to Ishar in the stocks (see *Ishar* above), either prior to this or later, confirms it was him;
- 4) The other man was well-dressed and had a resemblance to the woman. He turned out to be Corvera's brother when Mikey from Greyhawk showed up in the bar and made inappropriate advances to Corvera, assuming she was a professional woman working the bar. Her brother set Mikey straight real quick – he was quick and vicious and you would not want to get on his bad side;
- 5) She was paying about double the normal rate per day of 5 cp and room and board – in other words, she was offering 1 sp per day – and giving a bonus of 5 sp to anyone who found a competent partner, as well as a signing bonus of 5 sp;
- 6) The caravan was headed out toward Fort Nesser at the north end of the Irafa Rd. Most guards here have heard that there is some problem on the Irafa Road, but Corvera would hear nothing of it and they soon stopped trying to convince her;
- 7) The first time she showed up, some three weeks ago, the owner of the bar (Dag, a half-orc) said she exchanged two pots of honey for drinks and cash. It is not a usual event to barter like that, but it is not unheard of either – it is just unusual. She never showed up with any more pots of it but that was some of the best honey he remembers having in quite some time (it is all gone now);

- 8) Corvera hired her guards ten days ago and arranged to have them join her at an unspecified location (none here know it) four days ago. The bar keep knows they then left Lopolla and were reputedly heading for the Irafa Rd.

Development

Once the party has finished investigating any leads they care to follow in and around Lopolla:

- If the party has not yet reported back to Alishtar, and wish to do so now, go to 2: *Return to Alishtar*.
- Or the party may choose to leave Lopolla in pursuit of the caravan.
 - If they have already encountered the Black Scorpions, then go to 5: *Fort Nesser*.
 - If they have not yet encountered the Black Scorpions and indicate that they are leaving the city, go to 3: *Black Scorpions*.

5: FORT NESSER

Assuming a base speed of 60 ft on horseback, it will take five days to reach Fort Nesser. Some parties will take longer if they are on foot; higher-level parties may use magic to travel there more quickly. However, whatever means are chosen to travel there, the party always arrives the day after the Rhenee caravan arrived.

As you approach Fort Nesser, the heavily fortified town at the north end of the Irafa Road, you can tell that something is wrong. You have heard many stories of the endless caravan traffic passing through the open gates of the town during spring, summer and fall. But strangely, the immense north gates of the town are closed, and you see no caravans in sight. A small forest of tents lies beside the town—a miniature version of the Ourmistan of Lopolla—something you have never heard of in this area before.

As you cautiously approach the closed gate, the helmets of heavily armed soldiers pop up above the palisade walls, and you become aware of many of ballistae and crossbows aimed at you.

A small postern gate in the large north gate opens, and a heavily armored sergeant of the Somb infantry clanks out and looks you over carefully.

All APLs

Sergeant Toomis: Ftr4/Swashbuckler1; Sense Motive + 8

Sergeant Toomis demands to see Travel Papers. He also carefully questions each party member about who they are and where they are from. (If anyone lies about their country of origin, the PC must make a Bluff against

Toomis's Sense Motive. If the PC loses, Toomis immediately places the PC under arrest.

Toomis instantly arrests any PC who admits to being from any region in the Sheldomar Valley (Bissel, Geoff, Principality of Ulek, Keoland, Gran March, or Yeomanry).

Arrested

If any PCs are arrested, they are questioned closely about their ties to military or other organizations outside of Ket. If the PC makes any blatantly anti-Ket statements ("I'm a spy for Bissel", "Ket will be a much better place once the Knights of the Watch cleanse it", etc.) then the PC is escorted to the nearest border and expelled from Ket. The adventure is over for this PC.

Otherwise, after lengthy questioning, the PC is released and escorted back outside Fort Nesser.

Resisting arrest

For PCs who are arrested, it is an option to resist arrest. However, advise any PC wanting to do this that this will be the end of the adventure for them. Also advise those playing at APLs 8-12 that not only will they miss the rest of this adventure, but due to the resultant **Lawbreaker** status they gain, they will also have a 10% chance of being recognized at the start of any future Ket adventure, earning them double the original TU penalty for stock time and missing that adventure as well.

If the PC persists, then at APL 2-6, assume resisting arrest is unsuccessful. The PC will be dragged before a Jurat and given 2 TUs of stock time for resisting lawful authority in Ket. Give the PC the AR item **Lawbreaker**, indicate the sentence was served, and remove the PC from the adventure.

At APL 8-12, assume that the PC has the resources to escape from arrest. Give the PC the AR item **Lawbreaker** with an initial sentence of 2 TUs in the stocks, indicate that it was not served, and remove the PC from the adventure.

Once he is finished, unless the PCs wish to question him, he directs the PCs to the small tent town beside the town walls, where Nesser's non-military inhabitants have been apparently living for the past few weeks or months.

Not Arrested

Anyone not arrested by Toomis is free to talk with him for a few minutes (see *Questioning the Sergeant* below), or may enter the fort if they meet the conditions for entry listed above, or they may simply proceed to *6: Tent Town*.

QUESTIONING THE SERGEANT

Sergeant Toomis knows the following if the PCs question him:

- The Irafa Road has been closed to all traffic since the winter. Toomis refuses to give a

reason other than "necessary military operations".

- Caravan masters are being advised to travel north to the Lopolla-Polvar road, and from there take the ancient, pre-Irafa trade route, following the road east and then south through Polvar and Falwur before entering the Bramblewood Gap to the Sheldomar Valley. It is a much longer route than the Irafa Road, perhaps as long as three weeks to the Ket border (as opposed to 10 days using the Irafa Road.)
- Admittance to Fort Nesser is restricted to military personnel, Archons, those with connections to either of these organizations through metaorganizations, or anyone with special permission from Lopolla.
- If asked about Corvera and Uvor, or at least about a two-wagon caravan, Sergeant Toomis says a small caravan arrived yesterday, which was surprising, given that all caravan masters in Ket have known about the Irafa Rd closure for weeks, if not months. He thinks they are still in the small tent city that lies just outside Nesser's walls. He advised the Rhenee man and woman to take the slow route through Polvar, and he assumes they will do so, although he is surprised that they are still here—he assumed they would have headed back up the north road at first light this morning.

ENTERING THE FORT

If anyone does gain admittance to the Fort, there is not much to do inside. It is completely given over to the military. To maintain order and discipline, all taverns within the walls of Nesser have been closed. Likewise all the stores and inns have closed due to lack of customers. All civilians have been removed from inside the walls.

MEMBERS OF THE BEYGRAF'S PRIDE

Regiments of the Ketite Kaman (light cavalry) are known for their extravagantly colorful uniforms. Possibly the one exception is the regiment known as the "Tigers", who earned their nickname because of their dark blue uniforms striped with white.

If any PCs are members of the Beygraf's Pride, then a few minutes after leaving Sergeant Toomis—or if the member of Beygraf's Pride enters Fort Nesser—he or she is approached by a captain of the "Tigers". The PC will automatically recognize the uniform as belonging to the Tigers. (For anyone else, it is a DC 15 Knowledge (Nobility and Royalty) or (Local—VTF) check to identify the uniforms of the "Tigers".) "Tigers".)

The captain tells the PC that the entire regiment is here, but due to losses suffered in battle last autumn, they are only at 80% of optimal numbers for horses

(that is, enough horses for each rider plus replacements in case of injury, deaths, illness, etc.) Due to upcoming tactical exercises (the captain refuses to explain what this means), it is important that the regiment have an optimal number of horses available as soon as possible. The captain and his men have just returned from a patrol, hoping to buy horses from people in the area, but several regiments in the area have recently passed through, and there are no more horses for sale.

If the Beygraf's Pride member can locate any horses for the regiment, the captain will see to it that their efforts are rewarded.

If the PC offers to give them his/her horse, the captain will thank him/her but refuse the offer.

6: TENT TOWN

The tent town that has formed outside Fort Nesser is very small compared to the Ourmistan outside Lopolla, but it is still an impressive collection of tents and temporary structures. Finding the caravan will take some investigation.

CORVERA'S PLANS HAVE HIT A SNAG

Corvera has brought the caravan to Nesser knowing full well that the Irafa Rd. is closed. Her plan is to use the closing of the Irafa Road as an excuse to take a little-known and even less-used trail that skirts the eaves of the Bramblewood, citing time concerns as her reason. It is true that this trail will save time, but given that it runs along side the Bramblewood Forest, it is an extremely dangerous thing to do.

However, it is at this point that Corvera's plans have hit a snag—the caravan guards that she hired in Lopolla are no fools, and refuse to take this trail, knowing the danger involved. They have told Corvera that they will either accompany her caravan back to the Lopolla-Polvar road in order to take the traditional caravan trail, or they will ride back to Lopolla by themselves.

This leaves Corvera in a bind, because she knows the monsters and animals that lurk at the edges of the Bramblewood are a real threat, and she needs guards to fight off any possible attacks by other Bramblewood monsters until she gets to the rendezvous with the wild elves. Because of her need to get to the rendezvous, Corvera is exceedingly desperate at this point, and will hire just about any warm body to be a replacement caravan guard.

CHOICES

At this point, the PCs likely have four choices:

1. Find the caravan guards and talk to them;
2. Find the caravan and approach it, possibly looking to talk with Corvera or Uvor;
3. Find the caravan but keep their distance, looking to tail it once it leaves town;

4. Approach the authorities to have Corvera and Uvor arrested for smuggling or some other charge, despite a lack of evidence of wrongdoing.

FINDING THE CARAVAN

Finding the caravan is not as easy as it seems—the tent city is chaotic and noisy, with little organization and no administration.

If the PCs try a general Gather Information check, they find out the following (taking 1 hour for the check, faster than normal as a result of the concentration of information sources in the tent town):

DC 5 "There haven't been any caravans around here for weeks, ya idjit." (DM note: This is not true. Corevera and Ovor just arrived yesterday.)

DC 10 "There was a small caravan arrived yesterday, just two wagons, but a passel of guards like it was something important. Dunno where they expected to go, though..."

DC 15 "I saw them guards heading for *The Talisman's Tent*, and they didn't look happy." (DM note: *The Talisman's Tent* is a tavern—see below)

DC 20 "I saw a caravan parked on the south side of this tent town yesterday. The caravan master was a good lookin' woman, but she was having a powerful argument with her guards. I heard they all quit."

DC 25 "That woman heading the caravan is planning to take the trail that follows the edge of the Bramblewood. There's some spots where the trail even cuts inside the Bramblewood. Nobody takes that trail but hunters, maybe a few woodcutters, but I never heard of a caravan taking it before. That's crazy talk!"

If the PCs do not use Gather Information, then they can find the caravan themselves after 1d4 hours of searching (see *Approaching the Caravan* below).

If the PCs ask for a tavern either to slake their thirst or to seek information, they are directed to *The Talisman's Tent*, where most of Corvera's caravan guards have gathered.

THE TALISMAN'S TENT

From the outside, The Talisman's Tent looks like a tawdry low-life affair, a sad collection of faded and patched silk panels that have been stitched together to form a large tent.

As you step through the flaps of the tent, the promise of the exterior is fulfilled. The floor is wet, rotting sawdust that reeks of stale beer. Behind a rough table serving as a bar, a large half-orc wearing a very grubby bartender's apron squints at you suspiciously. Several other tables are occupied by groups of travelers. However, one table of men catches your attention, firstly because of their clothing and armaments mark them as caravan guards—the only ones you have seen today—and secondly because they are clearly angry, muttering things to each other and pounding the table with their fists.

The six caravan guards have quit Corvera's caravan and forfeited their pay rather than follow the dangerous Bramblewood route that Corvera wishes to take. They are angry, have already had several drinks at The Talisman's Tent and they are only too willing to share their story with the PCs, if the PCs talk to them at all:

- 1) This beautiful Rhenee woman named Corvera hired them in Lopolla to take a caravan down the Irafa Rd. and into the Sheldomar Valley to Gradsul in Keoland. They tried to tell her that rumors had it that the Irafa Rd. was closed, but she wouldn't listen to them;
- 2) The caravan was shipping weapons of Tusmit steel. There are crates of scimitars, kukris and longwords. Scimitars are stored in green crates, kukris in red and longwords in light blue. There are no other goods;
- 3) Sure enough, when they got to Fort Nesser, the Irafa Rd was closed;
- 4) She was advised by the military to turn around and return to the Lopolla-Polvar road, and from there take the traditional route—it would take about three weeks to get to the Bissel border
- 5) Corvera has some important reason to get out of Ket as soon as possible, and she found out about this trail that skirts the edge of the Bramblewood all the way around to the Bramblewood Gap. It will take a week off the trip, but any fool knows about the huge monsters that lurk in the Bramblewood waiting for nightfall—it would be suicide;
- 6) They refused to go on the trail, and have given Corvera an ultimatum—either return with them to the proper caravan route or they will ride back to Lopolla by themselves tomorrow;
- 7) They have forfeited their entire pay by quitting, but how much money can a dead man spend?

Once the PCs have finished questioning the guards, or if the PCs did not make contact with the guards but are simply sitting in at a table in the "tavern" observing them, Corvera walks into the tent to try to persuade the guards to rejoin the caravan.

The silk "door" swishes open, and an arrestingly beautiful Rhenee woman stalks in, clearly upset. Seeing the caravan guards, she forces a smile onto her face and walks over to their table.

"Gentlemen," she begins. "Yes, you are correct about the dangers of this trail I propose to take." There is a general muttering of agreement from the men. "Therefore," she continues, "I am willing to pay you twice what we agreed to in Lopolla if you will take this trail with me."

The guards immediately begin to shout at her until one of them jumps up. "You listen here! We ain't taking that trail, even if you paid us a thousand greatshields each. I don't intend to end up in something's stomach."

After a few more moments of enduring their shouts and insults, the woman holds up her hands in a gesture of surrender, then looks around the tent.

"Is anyone else interested in earning good money?"

Everyone else in the room quickly becomes extraordinarily interested with his or her drink.

The woman's gaze falls on you. "What about you? You look like you know what end of the sword to hold. Unlike some other people here, have you got the guts to take on a caravan job that's a bit on the risky side—for excellent coin, I might add?"

Corvera explains that due to time constraints, she doesn't have time to return to the normal caravan route. She has heard of a trail that runs alongside the Bramblewood that might save her as much as a week. She is willing to pay the PCs 1 gp a week if they become the new caravan guards (twice the normal rate). If the PCs try to bargain with her, she will raise her offer to three times the usual rate (1.5 gp per week), but no more. It is a DC 10 Knowledge (Local – VTF) or profession (guard, caravan guard or merchant) check to know this is a high wage and she is clearly somewhat desperate.

If the PCs accept, move to 7: *Day Job*

If the PCs refuse, then Corvera leaves the tent in disgust. She will eventually find four inexperienced "guards" to accompany her, and she leaves at first light the next day. The PCs then have to choose to tail her as she leaves (go to 8: *Tailing the Caravan*), or attempt to have her arrested before she leaves (see *Arrest Her!* below), or simply watch the caravan leave without doing anything (go to *Conclusion* with the result **Stayed in Town.**).

APPROACHING THE CARAVAN

If the PCs find the caravan, either through a Gather Information check or by dint of searching themselves (see *Finding the Caravan* above), they can approach it in order to talk with Corvera.

The pair of large caravan wagons are evidently new, showing little wear and tear and still smelling of fresh paint. An irate man in the dust-worn garb of a caravan guard is arguing loudly with a beautiful woman. A young man bearing a striking resemblance to the woman, looks on but stays silent.

"It is madness! You are crazy! Take that road tomorrow and you will ride alone!" the guard yells. He removes a full coin purse from his belt and hurls it at her feet. "There is the bonus you paid me for persuading my friends to sign with you. Keep it, and all of our pay, you crazy woman. May it aid the digestion of whatever eats you!" The man stalks away; entering a nearby "tavern" signed "The Talisman's Tent".

As he stalks away, the beautiful woman yells at him in a foreign language.

The woman is Corvera, and she is speaking Rhopan, the native tongue of the Rhenee. It is a DC 5 Sense Motive check to realize she is upset about the results of the argument.

If the PCs immediately follow the disgruntled guard into the tavern tent, go to *The Talisman's Tent* above.

If the PCs hang back and observe events, Corvera will wait for a moment (giving the PCs time to follow the guard into the tent if they wish), then follow the guard into the Talisman's Tent. If the PCs then follow her into the tent, go to *Talisman's Tent* above, and read the boxed text from where Corvera talks to the guards. If the PCs don't follow her into the tent, she will emerge a few moments later looking angry. Go to *Observing the Caravan* below.

If the PCs approach Corvera, see *Approaching Corvera* below.

If the PCs attempt to talk to the young man in fine clothes (Uvor, Corvera's brother), he refers them to Corvera.

APPROACHING CORVERA

Corvera is beautiful, a raven-haired young woman with a strong personality. She gladly talks to anyone but will quickly raise the idea of hiring the PCs as replacement guards. She offers a 5 sp bonus to anyone signing, as well 1 gp a week. The bonus is unusual and the pay rate is about double the typical amount – any PC who has been a caravan knows this and a DC 10 Knowledge (local – VTF) or Profession (caravan guard, guard or merchant) check will also confirm this.

With a very good role-playing effort, Corvera can be talked into paying 1.5 gp a week or by achieving a DC 35 Diplomacy or DC 25 Bluff check. The following circumstance modifiers are applicable (and should also serve to modify the roleplaying, if any):

- -10 if there are any elves of any type seeking employment (this is just too coincidental for her);
- +5 if there are any Rhenee amongst those asking for a job;
- +2 if there are any male characters in the group with a Charisma score of 14 or more (she is interested in them...);

Once they are hired, Corvera shows her cargo to the PCs. There are 72 weapon crates made of daggerthorn wood, all 3 ft x 2 ft x 2 ft, neatly stacked in the two wagons.

Corvera tells them that the 48 green crates hold 480 scimitars (10 per crate), the 12 bright red crates hold 300 kukris (25 kukris per crate), and the 12 light blue crates hold a total of 180 longswords (15 longswords per crate.)

If the PCs ask, Corvera is desperate enough to please her new guards that she will gladly open one crate at random, or even one of each type of weapon.

The scimitars are sheathed in leather scabbards, the kukris also are sheathed in leather scabbards, but the longswords do not have sheaths. All crates are packed with hay.

Once she has shown them the cargo, Corvera tells them the caravan will leave at first light, and then disappears into her tent for the rest of the evening.

Uvor nods or shakes his head when appropriate but stays in the background and does not participate in any conversation. He also disappears into his tent at the end of the conversation.

SMUGGLING

As noted in *Adventure Background: The Smuggling Plot*, Corvera is smuggling forty magic wands to some wild elves of the Bramblewood (although she herself is unaware of what she is smuggling). There are hidden compartments in the wagons that she plans to use on future smuggling expeditions, but they are empty on this trip.

One out of every four longswords has a wand inside a hollow blade, wrapped in a thin sheath of lead to prevent easy detection. The special longswords are packed randomly in amongst regular longswords. Any PC picking up a longsword has a 25% chance of picking up a special sword, but to the unskilled hand or eye, there is no difference between those and the regular longswords. However, a DC 15 Craft (Weaponsmith) or (Swordsmith) check reveals that the sword is not battleworthy. Note that a successful check does not reveal the presence of the smuggled wands, simply that the weapon is not battleworthy.

See *Adventure Background: The Smuggling Plot* for details of Corvera's involvement.

ARREST HER!

It is possible that PCs may visit the authorities and attempt to have Corvera and the rest of the caravan arrested. The authorities, including the local Jurat and Threshers, are not interested in allegations and want evidence of the actual smuggled items and to whom they are being smuggled. Without such information and hard evidence, the PCs are politely ushered from the courtroom. A DC 10 Sense Motive reveals the Jurat or Thresher has heard similar stories from competing caravan masters too many times in the past.

Since no charges were laid, Corvera will remain unaware that the PCs visited the authorities, and the PCs can still become her caravan guards.

OBSERVING THE CARAVAN

The PCs may decide to sit back and simply observe the caravan. In this case, they will see the last guard quitting and Corvera following him into a nearby tent. (See *Approaching the Caravan* above.) They will then see Corvera rounding up four clearly unsuitable guards,

and the caravan heading out on the trail around the Bramblewood early the next morning.

Development

If the PCs were hired as caravan guards, or decide to tail the caravan, or some combination of the above (some acting as guards, some tailing), go to 7: *Abeil Attack*.

If the PCs stay in town as the caravan leaves town, go to *Conclusion*, with the result **Stayed in Town**.

All APLs

Corvera Van Doorn: female human (Rhenee) Brd3/Rog3; hp 45; see Appendix One.

Uvor Van Doorn: male human (Rhenee) Ftr4/Rog3; hp 57; see Appendix One.

Caravan Guard: male human (mixed) Ftr3/War1; hp 39; see Appendix One.

7: ABEIL ATTACK

Give the PCs **Players' Handout #2: Map of Ket** so they are aware of the location of the trail they will be following.

If the PCs are all hired as guards, go to *Guarding the Caravan* below.

If the PCs are all tailing the caravan, go to *Tailing the Caravan* below.

If the party is split between these two options, the DM will have to juggle the boxed texts so that each PC experiences the abeil attack from the proper point of view.

GUARDING THE CARAVAN

Since you are headed east, you are careful to keep the sun from dazzling your eyes as you carefully watch the land around you. The morning sun was barely over the horizon when Corvera urged her caravan onto this narrow trail. Now several hours later, you are acutely aware of the dark and ominous eaves of the Bramblewood Forest only steps away from the right side of the trail. The bright sunlight doesn't seem to penetrate past the first line of trees with their twisted misshapen limbs, and you have the eerie feeling that unfriendly eyes are watching you from the dark depths of the forest.

Corvera swears at her horses again and urges them on. Her golden-hued robes seem a bit out of place for a teamster, but she expertly holds the reins of the first wagon while still managing to take a bite of a honey-covered bun.

Her brother Uvor is equally as proficient at the reins of the second wagon. He is dressed a bit more conventionally than his sister for the journey, but his crossbow on the seat beside him is bright shiny silver—though whether solid silver, plated or merely painted you cannot tell from where you have taken up station.

At noon, Corvera pulls the wagon to stop and during the meal break, she produces a medium-sized pot of pure honey for everyone as a sweet addition to their tea. A DC 15 Knowledge (nature) check can determine it was produced by bees, likely within the last four months.

A DC 20 Knowledge (nature) check indicates that this particular type of honey was produced by unusual bees (unfortunately, there is nothing further that can be learned aside from “unusual” – in this case, with a definite sweeter smell than normal and a slight tang when inhaling). Corvera does not know the source of the honey and cannot answer any questions about it, other than to say she got it as part of her negotiations for the goods in the caravan (which is true). When she is finished offering the honey around, she lathers some on a large bun and takes up her position on the caravan again. It is a DC 15 Knowledge (local-VTF) or Appraise check to know that honey is a profitable commodity and that this is a treat, but not a tremendously expensive one.

After a short break, Corvera urges them on again, continuing to take bites from her own honey-covered bread.

Approximately one mile later (or 8-10 minutes of travel at the typical pace), the caravan will pass by two wild elf observers up in trees watching the road from either side. They are 120 feet away and 50 feet high, with a clear view of the passing people and vehicles. Both of them have base +26 to Hide (+8 from their prepared position, +4 from their masterwork and adapted clothing, +4 from Dexterity, +10 from ranks) and have an effective result of a 46 Hide check before any consideration for distance. (The DM will have to work out a modifier for distance once the PCs have taken up their stations around or on the caravan. The elves also have the Darkstalker feat and cannot be detected by many extraordinary means (see **Appendix 2: New Items**).

The wild elves are looking for three things:

- A Rhenee man and woman riding on a caravan (they have no idea of the size);
- One of the two is to be eating honey of some kind, which will glint in the sunlight.
- The woman is to be wearing gold-colored clothing
- An all-silver weapon of some type must be visibly displayed.

If these three conditions are met, the wild elves assume this is the correct caravan and arrange for the ambush to take place, using messenger birds and animal calls. If any of the three pre-conditions had not been correct, they would have assumed it was the wrong caravan and let it go by.

Once the elvish observers give the word that the caravan is the correct one, other wild elves drop trees across the trail two miles in front and back of the caravan to prevent any other travelers from stumbling upon the ambush and aiding the caravan.

All APLs

Wild Elf Observers (2): medium humanoid (elf)
Bbn2/Rgr2; hp 32 each; see Appendix One.

At the same time, the abeils are set into motion. With their queen held captive, the abeils are following the orders of the wild elf Morituri as best as possible, doing everything they can to please him.

Morituri's orders are for the abeils to use their drone ability to put the guards and merchants to sleep, then simply strip the caravan of all crated, while leaving the wagons intact, making it appear like a "typical" monstrous or magical attack in the Bramblewood.

Abruptly a low intense buzzing drone fills the air around you. Both Corvera and Uvor fall from their wagon seats to the ground and lie motionless; whether they are dead or just unconscious, you cannot say. Huge man-sized bees carrying weapons appear above the trees and fly towards you.

If the PCs make their save versus the abeils' drone ability, they are granted a Sense Motive check as soon as see the abeils. Anyone achieving a DC of 10 or higher notes that the abeils are fixated on the crates in the caravan, not the guards or other people.

See *Combat* below.

TAILING THE CARAVAN

If the PCs choose to tail the caravan as it leaves town in the morning, the DM needs to know how far behind the caravan the PCs will stay, since this will affect the PCs' timing should they choose to intervene in the abeil combat.

If the PCs choose to split up and tail the caravan from different points (to the side, flying far above, trailing behind, etc.), the DM should ensure that reactions and decisions made by each group of PCs after the attack is not known by the other group(s) of PCs unless they have some form of instant communications ability.

The caravan you have been carefully tailing since sunrise finally pulls over for a lunch break. The four young guards Corvera hired at Nesser think that this is an opportunity to relax and joke as they build a small fire for tea, but you continue to keep a careful watch from your cover, only too aware of the dark and ominous eaves of the Bramblewood Forest only steps away from the right side of the trail.

The young guards have proven themselves to be both inexperienced and incompetent, having failed all morning to keep proper station. For most of the morning, they either rode too far ahead of the caravan or too far behind. Then for the past half hour, you watched in amazement as they rode together in a small clump that just begged for a net trap to engulf them all.

The golden-hued robes of the Rhennee woman Corvera seemed a bit out of place, given that she is handling the horses on the first wagon. But her work on the reins as she kept the wagon on the narrow rutted trail marked her as an expert teamster.

Her brother Uvor was equally as proficient at the reins of the second wagon. He is dressed a bit more conventionally for the journey than his sister, but his crossbow on the seat beside him is a bright shiny silver—though whether solid silver, plated or merely painted you cannot tell from where are.

You watch as Corvera opens a medium-sized pot, and adds something to everyone's mugs of tea—honey, you would guess from the way the sunlight glints on it—and although you cannot make out the words, everybody seems appreciative of this treat.

A few minutes later, the guards douse the fire and mount up and Corvera and Uvor start their wagons up the narrow trail.

Approximately one mile down the road (8-10 minutes of travel at the typical pace), two wild elf observers watch the road from either side. They are 120 feet away and 50 feet up in the trees, with a clear view of the passing people and vehicles. If the PCs are 150 feet or more behind the caravan, the wild elf observers will have moved out of their trees by the time the PCs reach their position, and thus the elves will remain unaware of the PCs. If the PCs are closer than 150 feet from the caravan, the wild elf observers get a Spot/Listen check of APL+10 opposed by the PCs' Hide and Move Silently. Being spotted has later implications.

Once the elvish observers confirm that this is the proper caravan, the abeils are then set into motion. With their queen held captive, the abeils are following the orders of the wild elf Morituri as best as possible, doing everything they can to please him.

Morituri's orders are for the abeils to use their drone ability to put the guards and merchants to sleep, then simply strip the caravan and leave the caravan intact, making it appear like a "typical" monstrous or magical attack in the Bramblewood.

Without warning, a droning sound fills the air, intense but clearly originating somewhere ahead of you. The Rhennee man and woman fall from the wagons and lie motionless. The four guards and their mounts also topple to the ground, either unconscious or dead. Suddenly what appear to be man-sized bees, clearly the source of the droning sound, suddenly dart out from the cover of the Bramblewood, and start to grab crates from the caravan.

Everyone in the caravan, including the horses, fails their save against the abeils' drone attack, and is now asleep.

The PCs have no warning of the attack, since the abeils had 100% concealment in the trees.

The DM should have the PCs roll initiative. Count the abeils' drone attack and move to the caravan as their surprise round. If left alone, the abeils will grab two crates each and using the wolf paw directional amulets that he has provided them with, fly directly back to Morituri. They are not afraid to fly above the tree line, since they know the only wyverns in the area are controlled by Morituri. They will then return to the caravan and grab two more crates, continuing this procedure until all the crates have been taken or the PCs intervene. Note that they will not attempt to separate the various colors of crates from each other, nor open up crates to see what is inside. They will simply transport all the crates to Morituri as efficiently and quickly as possible.

Whether they are allowed to do this unimpeded depends on the PCs, who can decide to:

- Move forward and engage the abeils
- observe the attack from a distance
- or head back to Nesser

If the PCs engage the abeils in combat, move on to *Combat* below.

If the PCs wait until the abeils have disappeared with their first load of crates, and then move in to awaken Corvera, Uvor and the guards, the abeils will reappear in ten minutes, restarting combat when they become aware that the caravan people are awake. Their drone attack will again put all the caravan people to sleep, leaving the PCs to handle the abeils. Move on to *Combat* below.

If the PCs ignore the caravan and immediately follow the abeils into the Bramblewood, go to *8: Wounded Elf*.

If they watch the abeils completely clean out the caravan, see *Following the Abeils* below.

If the PCs head back to Nesser, go to *Conclusion* with the result **Found the Bees**.

COMBAT

Knowledge Checks on the Abeils

A Knowledge (nature) check about abeils reveals the following information

DC 12 – abeils are man-shaped creatures related to bees known to ally themselves and exist near temperate wooded areas home to elves. They have a sonic-based drone attack from their wings that puts their enemies to sleep.

DC 17 – abeils are immune to their own drone attack and also have a poison stinger known to drain strength from victims.

DC 22 – abeils have a hive mind and are ruled absolutely by a queen. Abeils are not native to the Bramblewood but could easily exist in the area.

DC 27 – soldiers of the abeils have a further sonic based attack that does actual damage. Abeils speak sylvan, common and elven typically.

Diplomacy

It is possible to diplomacize the Abeils, using the following modifiers:

- -10 to any Diplomacy checks as the attempt is rushed
- +4 circumstance bonus for each member of the party who speaks elven and assists on the check (separate benefit from the assist);
- +4 circumstance bonus for any open worshipper (eg. holy symbol displayed) of Bralm (god of industriousness and insects)
- -4 per party member who is an elf;
- -4 for anyone who is openly chaotic or openly worships a chaotic god.

The DC is 50 (*Player's Handbook*) and must be reached with a single check. If the attempt fails, no further diplomacy may be attempted.

If the Diplomacy check is successful, the abeil(s) do not attack any further (if they have already) and communicate with the PCs willingly. They provide all the information they can about Morituri and the wood elf village. Note that the queen, connected to her drones via hive-mind, automatically knows that the PCs have talked her drones/warriors out of combat and is obviously in agreement. The abeils would obviously like the PCs to rescue their queen (if possible) or at least engage the wild elves (and they will accomplish the latter). The abeils will not assist in combat in any fashion, fearing to provoke the wild elves somehow. Otherwise, however, they provide what details they know and what assistance they may.

If the PCs do not want to help rescue the queen, the abeils ask permission to take the crates from the wagons, since these were the goal of the wild elves after all. If this permission is not granted, they reluctantly attack since they must either return with the crates or gain a promise from the PCs to free their queen.

If the PCs agree to help free the queen—or at least scope out the village—the abeils will give the PCs one of their bear claw pendants to be used to find the village where Morituri is currently located.

Whether or not the attempt is successful, the Diplomacy does have one benefit—even if a PC is an elf or half-elf, the abeil(s) realize the PC is not wild elf and they treat the PC as a non-elf (see *Tactics* below).

Tactics

Use **Map 1**.

The abeils prepare themselves with all available spells prior to approaching the caravan. These are already built in to the individual abeil's stat blocks. The DM will have to remove the spells if for some reason enough time passes for them to expire.

Note that the abeils are directed by their queen via hive-mind for the combat and they pass all information back to her.

The abeils are in a pre-planned ambush location, which provides full cover and concealment from the

road. The wind direction is towards them, reducing the possibility of scent, and they are completely covered, which negates the possibility of blindsight and blindsense. They are 20 feet up in the trees, at the location marked on **Map 1**.

The light terrain in the area is medium underbrush, causing half-movement to anyone moving on the ground, and prohibiting running and charging. The underbrush also provides 100% concealment to anything more than 30 feet away.

The heavy forest on the map is dense, thick woods and is quadruple movement, no running or charging, and it provides full concealment at distances greater than 5 feet.

The road and the area beside the road are clear terrain, with no impediments to movement or charging.

The abeils fly into position with a 5-foot hover in the surprise round. They use their drone ability at this point. Corvera and Uvor both deliberately fail their will saves and go to sleep. (Note that the effect is identical to *sleep* and as a result elves are immune.)

At this point, it is a standard combat. It is automatic knowledge for residents and Citizens of Ket, otherwise a DC 5 Knowledge (local—VTF) check to know that the abeils are considered “monsters” by Ketites. The abeils initially start with lethal attacks, but if they are attacked with non-lethal damage, they will change their attacks to match (and then switch back to lethal damage if anyone subsequently attacks them with lethal damage.)

The abeils attack spellcasters first, knowing these types can have ranged attacks, then archers next, and then on to the rest.

For anyone not an elf, they attack only to injure, not to kill (so they stop attacking after dropping a foe to unconsciousness.)

If the PC is an elf or half-elf, and the PCs have not attempted to diplomacize, successfully or not, then the abeils make every effort to ensure the PC is dead (getting an extra hit in when they are down, using a *coup de grace* where possible).

Each abeil fights to the death unless it is the final survivor, in which case it will surrender when brought to ¼ hit points or less.

Creatures (+1 EL Modifier for the Ambush)

APL 2 (EL 4)

Abeil Vassal Scout: medium monstrous humanoid, Sor2; hp 17; see Appendix One.

APL 4 (EL 6)

Abeil Vassal Scouts (2): medium monstrous humanoid, Sor2; hp 17 each; see Appendix One.

APL 6 (EL 8)

Abeil Soldier Scout, large monstrous humanoid, Sor2, hp 82, see Appendix One.

APL 8 (EL 10)

Abeil Soldier Scouts (2): large monstrous humanoid, Sor2; hp 82 each; see Appendix One.

APL 10 (EL 12)

Abeil Elite Soldier Scout: large monstrous humanoid, Sor2/Ftr4; hp 124; see Appendix One.

APL 12 (EL 14)

Abeil Elite Soldier Scouts (2): large monstrous humanoid, Sor2/Ftr4; hp 124 each; see Appendix One.

AFTER THE COMBAT

Questioning the Abeils

The abeils may be questioned if they are kept alive. (If *raise dead* or similar is attempted, they refuse attempts to restore them to life). They have only thing to say – “allow us to take the crates, our masters want them”. As captives, they seek no further assistance for their queen and are convinced that anything more is to invite death for their queen. They reveal nothing at all (very different from the results of successful Diplomacy), convinced by the direct connection to their queen that any talk is a death sentence for her. Magical coercion can certainly work—information gained will be the same as gained through Diplomacy above. In this case, the queen immediately informs the wild elves of the failure of the mission, warning them about the PCs in the process. Any details about the actions of the PCs in combat are also known and conveyed, which allows the wild elves to make better preparations.

ABEIL POSSESSIONS

Searching the abeils reveals only a few items:

- The abeils have weapons they crafted themselves, armor where indicated in stat blocks, and spell components for casters.
- They do not have coins or other loot.
- Since the abeils are not native to the area, Morituri has given each of them a bear claw amulet that allows them to sense when they are heading towards him. The amulets become warm to the touch when they are pointed towards Morituri, and thus serve as a directional aid. They will work whether being worn (uses a neck slot) or held (no slot taken). They cannot be crafted. The amulets were enchanted at 8 am this morning, and the enchantment will last 24 hours. (Morituri is aware that anyone defeating the abeils might be able to use the amulets to track back to him, but he is arrogant enough to believe that he and his allies can defeat any enemy.)

FOLLOWING THE ABEILS

It is possible to calculate the approximate destination of the abeil, since they fly directly back to Morituri with the crates of weapons and then return directly

back to the caravan, each round trip taking ten minutes.

If the PCs simply watch them leave and return at least once, anyone with an Int of 12+ can automatically figure out the distance with this information – for those with a lower Int, a DC 11 Int check or Knowledge (geography) check will determine that information.

In addition, anyone with an Int of 12+ or making a DC 11 Int check will also be able to see that the abeils leave and return on using the same direction, and apparently in a straight line. This, combined with the calculation of distance, should give a fairly accurate idea of where the abeils are taking the crates. Even if the distance calculation is not made correctly, a successful Int check here will enable the PCs to follow a direct path through the forest to Morituri.

It is possible that the PCs may have heard of this nearby village in their travels – it is a DC 25 Knowledge (geography) or Bardic Knowledge check, with a +2 circumstance modifier for any PC that played **KET6-07 The Good of All** (since wood elves from the village participated in the combat). Knowing of the village is enough reason to potentially head to it, particularly to ask for help in this matter – not knowing that it is, effectively, the source of the problem now.

If the PCs have a means to continue such as direction or knowledge of the village, move to *9: Wounded Elf*.

If the PCs choose to rest overnight or head back to Nesser because they do not have a means of continuing, Morituri abandons the village at midnight, returning back to his tribe with whatever success he has to report at that stage. At that point, there is no possibility of continuing – move to *Conclusion*.

At no time should the PCs be made aware that there is a deadline to get to the village. Corvera and Uvor are unaware of this; the abeils do not know what Morituri's plans are, etc. So if the PCs ask the DM if there is a time limit, the DM may reply that smuggling is considered a serious crime in Ket, but the PCs have to decide on their own what to do.

CONTINUING ON WITH THE CARAVAN

If the PCs successfully kill the abeils before the reason for their attack becomes clear, the PCs may not realize the significance of this attack, and that they are supposed to investigate this area further. They might simply continue on down the trail. Indeed, once woken by the PCs, Corvera will insist they keep going, since her careful plans have been messed up, and all she can hope for is that the wild elves will set up another ambush further down the road. (They will not.)

In this case, move to *8: Wounded Elf*.

Treasure

APL 2: Loot 5 gp; Magic 0 gp; 0 gp; Total 5 gp.

APL 4: Loot 10 gp; Magic 0 gp; 0 gp; Total 10 gp.

APL 6: Loot 80 gp; Magic 0 gp; 0 gp; Total 80 gp.

APL 8: Loot 160 gp; Magic 0 gp; 0 gp; Total 160 gp.

APL 10: Loot 105 gp; Magic 0 gp; 0 gp; Total 105 gp.

APL 12: Loot 210 gp; Magic 0 gp; 0 gp; Total 210 gp.

INTERLUDE – IN THE FOREST

The Bramblewood is a very dangerous area. It is a DC 10 Knowledge (local –VTF) check, automatic for Ket citizens, to know that staying overnight in the Bramblewood is considered highly prejudicial to living.

However, due to the three huge war-trained wyverns in the area, the local carnivores and other dangerous creatures are avoiding this area during the day. As a result, traveling on foot or by flight during the day is safe within a four-mile radius of the village.

At night, things get more dangerous. If the PCs decide to camp overnight within the Forest, two Bramblewood Bears will attack anyone on the ground.

Note that this is an untiered combat that does not provide any xp.

All APLs

Bramblewood Bears (2): huge animal; hp 336; see Appendix One.

8: WOUNDED ELF

After the conclusion of the fight with the abeils, or if the PCs watched and did nothing but now want to follow the abeils, or if they get the caravan moving again once the battle is over, a wounded wood elf stumbles from the woods. This should be paraphrased if the entire group of PCs cannot be seen by the wood elf.

An exhausted wood elf stumbles out of the Bramblewood and staggers towards you. His body is covered in cuts and scratches, some still dripping blood. His right arm hangs limply at his side as he feebly waves his other arm in your direction, imploring assistance.

Vilharamaz, the wood elf, was at the struggle for the elven village but ran after being mauled by a wyvern and stung once, and seeing the rest of the villagers fall around him. He failed both his primary and secondary poison saves after a minute of fleeing and collapsed, out of Strength, away from the village. His escape went unnoticed during the combat, and he lay unnoticed by Bramblewood predators during the night.

Vilharamaz is now at 1 Strength, having regained 1 point overnight. He is too weak to travel far and is wracked with guilt at having escaped when the funeral

pyres tell him that nobody else escaped. He has come about as far as he can.

Viltharamaz has been attempting to stay out of sight and regain strength so he can get help. The wood elf has put himself in view in the hopes of asking anyone not a wild elf for aid. He heard the wild elves arguing loudly last night about smuggled goods, and he has no wish for them to get more of whatever it is they wish to get.

If threatened in any manner during discussions, he simply stops talking and reveals nothing further. Although too weak to effectively fight or resist, he sees no point to further endangering his people. Otherwise, he is happy to share the information he has:

1) A wild elf showed up in the village five days ago and delivered an ultimatum to the elder – abandon the village or die. When asked why this approach was being taken, the wild elf would not respond but later sneered something about “weaklings working with the humans should be removed”;

2) The village elder refused and told the wild elf to leave. The elder sent off a single runner to each of the two closest villages to warn them of this new threat;

3) Two days ago, at high noon, the village was attacked.

(APL 2) Griffons and wild elves attacked, killing the few remaining defenders of the village – the rest had died last year in a huge battle in the southern parts of the Bramblewood. The rest of the village fought a valiant battle, with swords and bows, but the attackers slaughtered them.

(APL 4 or 6) – large wyverns and wild elves attacked, killing the few remaining defenders of the village – the rest had died last year in a huge battle in the southern parts of the Bramblewood. The rest of the village fought a valiant battle, with swords and bows, but the attackers slaughtered them.

(APL 8, 10 or 12) – huge wyverns and wild elves attacked, killing the few remaining defenders of the village – the rest had died last year in a huge battle in the southern parts of the Bramblewood. The rest of the village fought a valiant battle, with swords and bows, but the attackers slaughtered them.

4) The griffons/wyverns were obviously being directed by wild elves from the ground and wore barding that the wood elves had never seen before – metal barding.

5) Viltharamaz ran at this point, realizing the futility of the fight and hoping to get help. He was struck by (APL 2: a poison arrow/APL4+: a wyvern sting) on the way out and felt the poison in his veins. When it drained his strength, he was actually surprised – he thought it would be lethal and instead it simply sapped him. Luckily, he was able to hide himself away from the village and drop a scent breaker behind him on the run – he

avoided capture this way when he dropped to 0 Str;

6) Viltharamaz does not know if any of his people are left alive;

7) He knows that the wild elves are waiting for a smuggled shipment of some kind and that they argued last night about it. The leader, or so thinks Viltharamaz, does not like having to bring the smuggled goods and thinks the task beneath him;

8) The wild elves have a strange set of other creatures with them, large humanoid bees that seem to serve the wild elves (if shown the abeil that attacked, should it be present, he can confirm these are the creatures – he has never seen them before).

That is the extent of what Viltharamaz knows about the attack. He can describe the layout of the village to the PCs but not convey the local surroundings – that takes a lifetime of experience to pick up. If healed up, he indicates that his first obligation is to warn others in the Bramblewood, however much this pains him (and anyone making a DC 5 Sense Motive check can see it is tearing him up inside).

CAT & MOUSE: WYVERN ATTACK

Once the elf has finished speaking (or if the PCs attacked and subdued the elf), have everyone make a DC 24+APL Listen check. Anyone succeeding on this check can act in the surprise round.

Anyone magically hidden from sight and hearing (e.g. *invisible* and *silenced*) or with DC 30+APL Hide and Move Silently checks, or using some combination of spells and skills, is considered to be so well hidden that they can act in the surprise round.

For all others, they are surprised by a wyvern (or two wyverns or a griffon at various APLs), that is stalking the last wood elf. This wyvern is part of the wild elf hunting party and only caught the scent of Viltharamaz this afternoon. It has been playing games with him, making noises that have forced the elf to move onward. This is an important reason why the wood elf is so exhausted (aside from the poison). As Viltharamaz is used to moving to avoid detection, he has not yet realized he is being toyed with by a wyvern. He believes it has been standard Bramblewood predators making the noise and therefore does not warn the party.

The Griffon/Wyvern appears at the spot indicated on **Map 1**, flying above the treeline (it moves there in the surprise round). Those with aerial creatures or warning are not surprised as it makes this last move above the treeline (it was weaving beneath it prior to this).

All APLs

Viltharamaz: Rgr2; hp 3 (of 14); Str1 (of 14), exhausted.

APL 2 (EL 4)

Ripslice (griffon): large magical beast; hp 70; see Appendix One.

APL 4 (EL 6)

War-Trained Wyvern: large dragon; hp 73; see Appendix One.

APL 6 (EL 8)

War-Trained Wyverns (2): large dragon; hp 73 each; see Appendix One.

APL 8 (EL 10)

Advanced War-Trained Wyvern: huge dragon; hp 175; see Appendix One.

APL 10 (EL 12)

Advanced War-Trained Wyverns (2): huge dragon; hp 175 each; see Appendix One.

APL 12 (EL 14)

Very Advanced War-Trained Wyvern: huge dragon; hp 333; see Appendix One.

Treasure

APL 2: Loot 0 gp; Magic 0 gp; 0 gp; Total 0 gp.

APL 4: Loot 33 gp; Magic 0 gp; 0 gp; Total 33 gp.

APL 6: Loot 66 gp; Magic 0 gp; 0 gp; Total 66 gp.

APL 8: Loot 50 gp; Magic 0 gp; 0 gp; Total 50 gp.

APL 10: Loot 100 gp; Magic 0 gp; 0 gp; Total 100 gp.

APL 12: Loot 67 gp; Magic 0 gp; 0 gp; Total 67 gp.

TACTICS

See **DM Aid: Map 2.**

The wyvern (griffon) has been seeking the wood elf as his prey but gladly shifts to the more “healthy” looking PCs when it spots them (presuming it does). It is trained by the wild elves to prioritize its attacks:

1. humans
2. elves
3. all others

Within these parameters, it then attacks those with no armor or light armor first, and then moves up to heavier forms. If it cannot make a decision using these guidelines, it attacks randomly.

When its hp total falls to 10% or less, it attempts to flee back to the hunting party. Should this succeed, the wild elves are warned (see *Development* below).

The wyvern is trained to return to the hunting party with whatever it has attacked. Therefore, it does not attack unconscious bodies nor does it eat or devour anyone afterward. In addition, if the wyvern defeats the entire party, it grabs Viltharamaz and returns to the wild elf hunting party.

DEVELOPMENT

If the PCs wish to continue on to the village, proceed to *10: The Village*.

If they wish to rest and do not reach the village before midnight, or otherwise do not proceed, proceed to *Conclusion: Found the Source*.

If they wish to rest and then proceed again before midnight, proceed to *10: The Village* but the DM may have to make allowances for darkness in both battle tactics and in boxed text.

9: THE VILLAGE

The distance to the village from the caravan is three miles. The first two miles are medium underbrush, which halves movement. The last mile is heavy underbrush and difficult terrain (hilly and rocky area interspersed with streams), which reduces movement to a single five foot step. There are game trails in the area but none lead directly to the village – it is possible to follow them, but there are so many as to actually increase the time it takes to reach the village by 50% (calculated based on the distances noted above).

If any of the abeils survived the combat in *7: Abeil Attack* and started to fly crates back to the village, they continue to do so. As noted before, PCs can find a direction to the village by simply walking under the abeils “flight path”, since the abeils fly directly from the caravan to the village and back. The abeils have absolutely no interest in anyone walking on ground beneath them, since this has not been included in their orders (and the captive queen is more than happy to bend any orders to her advantage). The PCs do not, as a result, have to make any Hide or Move Silently checks of note in the forest, although the DM may have them make such if they feel it will engender caution.

If there is more than one abeil, they fly as a group, leaving the caravan unguarded while they are gone. Each abeil can carry two crates per trip without being overburdened, it takes 10 minutes per trip and there are 72 crates, so a quick calculation by the DM should indicate how long the abeils will have to work (*Example: 2 abeils can carry 4 crates per trip. 72 crates will require 18 trips x 10 minutes = 180 minutes = 3 hours*).

If the PCs wish to smuggle someone in one of the crates:

- A Small creature can fit in a single crate without any difficult while wearing armor of any type and including up to two weapons (assuming all of the packing hay and swords are removed from the crate first, of course.).
- A Medium creature under five feet in height could squeeze in with a DC 30 Escape Artist check but could not wear armor or carry weapons.

THE VILLAGE

See **DM Aid: Map 2.**

Morituri and Varita are the sole members of the wild elf raiding party left at the village – the rest set up the ambush this morning and then left the area as a result of the arguments the night before. Morituri is the leader between the two.

When the PCs approach within 200 feet of the village from any direction, they hear faint music (no Listen check required). It is a DC 11 Perform (wood instruments) check or DC 11 Bardic Knowledge to recognize that a flute is being played, and is not being played well.

As you peer at the village from the cover of dense undergrowth, you see the marks of warfare everywhere. Doors lie shattered and torn from hinges. Walls are scorched and cracked. The remains of a large pyre in the centre of the village has a few bones mixed in with the ashes, a clue to the fate of the villagers.

A single figure stands near one of the damaged huts, playing a flute, although the tune is not a comfortable one, nor is it played well.

A low intermittent buzzing sound catches your ear, and between two houses you see a humanoid-sized female bee, badly wounded and clearly malnourished, struggling to stay upright despite the chains holding her down and the pain of her wounds. Four male bees, also man-sized, hover nearby, clearly desperate to help her, holding out their hands to her, but then moving further away while casting fearful glances at the figure playing the flute—and they also cast fearful glances at....:

(APL 2) *a large griffon, preening itself on a village hut;*

(APL 4 or 6) *a pair of large wyverns, watching the entire village closely. Their barding glints in the light of the (sun/stars).*

(APL 8, 10 or 12) *a pair of huge wyverns, watching the entire village closely. The barding glints in the light of the (sun/stars).*

The griffon/wyverns may give most PCs pause – place them on the map for emphasis. They are identical to the creature in the previous encounter if stats are needed. One hour later, or just before the PCs actually do anything that might initiate a combat, read the following. The intent is to give the PCs pause to think and consider. In the case of the huge wyverns, they are squeezed on the huts, which are really too small for them (but who is going to tell them that...)

You blink with disbelief as a lanky elf appears to emerge from the trunk of the large tree in the centre of the village. He says something to the flute player in a language other than Common. The flute player gives an irate retort. The two exchange a few brief and angry words, then the new arrival pulls a polished bit of glass from a pouch and holds it up. Words from an unseen person seem to emerge from the glass. When the voice finishes speaking, the second elf gives a shrug that says, "I told you so", and steps back inside the tree trunk.

APL 2

The flute player stamps his feet in fury for a few minutes, then with a look of disgust on his face, he shouts something at griffon. The creature snarls at the elf, then picks up some crates lying on the ground, and unfurling its wings, it leaps into the sky. Within seconds it is out of sight.

APL 4-12

The flute player stamps his feet in fury for a few minutes, then with a look of disgust on his face, he shouts at the wyverns around him. The largest snarls something back at the elf, and then they all pick up the crates lying on the ground, and unfurling their wings, they leap into the sky. Within seconds they are out of sight.

The language the elves spoke was Sylvan. Any PC who speaks this understands that the second elf who appeared from the tree was a messenger simply passing on orders to Morituri to immediately send back all current loot and anything he was able to get from the smuggled shipment. (The messenger is not intended to be in combat. If combat is somehow initiated with him present—although he should normally appear and disappear within boxed text—use the stats for Varita at the appropriate APL and have the messenger attempt to escape without any combat whatsoever on his part.)

Morituri in turn argued with the messenger that he is not a mere errand boy.

The voice that spoke from the glass said (in Sylvan) "Morituri, your words are known. This is not a debate. The wood elves helped the humans against the horrors and weakened themselves. We move against their tribes now and the grugach shall reign supreme. Carry out your orders without further complaint. A new season is upon us."

At APL 2, the griffon's snarl is just a snarl. At APL 4-12, the wyvern snarls in Draconic "Yes, we are leaving as you command".

WAITING TO ACT

If the PCs watch and wait, shortly after they arrive, Morituri feeds the abeil queen her antidote again, providing a visual clue as to the situation. At 8 am the morning after (for APL 2-6) he also feeds her the poison at the same time. It is described as follows:

Glancing up at the sky, the elf playing the flute grimaces and moves toward the chained female on the ground. He pulls out a small blue bottle and kneels before her, then pours a tiny amount of liquid down her throat, while the other creatures look on with both horror and relief. Commenting out loud, the wild elf directs the following at the others. "There, she has the antidote for another eight hours. Do not make me withhold it..."

With fearful looks, the creatures grovel their heads towards him even as he stands and marches back to the centre of the village.

MORITURI

Morituri is the wild elf playing the flute (badly). He is rather despondent just now. He hates being used as some sort of glorified messenger boy, waiting for a shipment of magical aids to arrive so he can carry them to the tribes. He had a big argument with the other members of his raiding party last night and they left when he exploded in anger at them and dismissed them all. In fact, they simply proceeded to their designated spots this morning and enacted the ambush plan, but they have since then disappeared back into the Bramblewood, returning to the grugach tribes. His plan is simple – he will depart at midnight, with or without the smuggled goods.

Morituri also hates being used as a purveyor of poisons. He does this because he has been ordered, not because he approves. Nevertheless, he intends to leave the queen here, as he cannot transport her away, and not apply the last antidote, effectively killing her at midnight (or the next day at APL 2-6).

VARITA

Varita is the only one of the raiding party to remain with Morituri, mainly because she is the only one who doesn't argue with him.

She rested earlier between 9 am and 1 pm and is now hidden on one of the village hut roofs, on watch until departure time at 11 am (APL 8-12) – her rest time for the next day is noted for APL 2-6. To notice her requires a Spot or Listen check.

Note that at APL 6+ she has the Darkstalker feat, enabling her to avoid such abilities as blindsense and blindsight and requiring a Spot check to notice her. These checks incorporate the circumstance bonus for the prepared position but not distance.

APL 2 Hide 18, Move Silently 16

APL 4 Hide 24, Move Silently 20

APL 6 (Darkstalker Feat added) Hide 26, Move Silently 26

APL 8 Hide 29, Move Silently 27

APL 10 Hide 35, Move Silently 34

APL 12 Hide 40, Move Silently 40

THE ABEILS

Just to the south of Morituri is the abeil queen, in shackles and chains. If any abeils escaped from 7: *Abeil Attack* and are finished transporting crates to the village, they are here with her, along with the four abeil vassal scouts.

It is obvious to any observer that all the male abeils are subservient to the queen and very despondent about her imprisonment. It is also clear that all the abeils are prisoners and are considered no more than useful slaves.

The chains holding down the queen do so by weight alone and are not bolted together or chain to anything. They are simply looped around here in a wild fashion. If the PCs wish to free the queen it takes 1d4 rounds of full round actions to unloop the chains from her – any PC can use a full round action to generate 1 round of chain removal, effectively.

The tactic used by the wild elves to prevent the abeils of rescuing her is ruthless. A time-activated poison is fed to the queen each morning. Three times a day, she must receive an antidote. If she does not, the poison does 12 points of Constitution damage, on the 8th, 16th and 24th hours. The antidote automatically works to prevent the damage at the particular hour. Malnourished as she is, she currently only has 12 Constitution (see here stat block later). Morituri has four more uses of the poison and 12 uses of the antidote, both in small vials on a necklace he wears. As ingested poisons, there is no danger of accidentally being affected by them by handling the poisons.

PCs can use a standard Heal check in place of the Queen's Fort save if they so desire. The DC is 25 at APL 2, 4 or 6 and 30 at APL 8, 10 or 12. The poison is Strengthened Wyvern Blood (Highly Strengthened at APL 8+) – the standard wyvern poison that attacks Con, as opposed to Str like the wyverns in the stat blocks of this adventure.

In order to make it clear that the queen is an object of pity, the DM should make it clear that she is languishing, moving with pain and unable to do anything. The poison may or may not be obvious but she always informs anyone trying to help her of the issue.

IF THE PARTY WAITS

APL 2-6

Morituri waits the rest of the night and morning before he leaves at 3 pm the next afternoon. Varita sleeps from midnight to 4 am, then rests for the remaining 4 hours. During this time period, note that he must apply both the toxin and the antidote and watching PCs may easily acquire knowledge of the transfer and the antidote color – as above under **Waiting to Act**. One hour before he is to apply the antidote again, he leaves the village (and the abeils to their death). The scouts do not dare to move the queen in her condition and simply await her fate – once she is dead, they expire within a few hours, unable to continue.

APL 8-12

Morituri departs at 11 pm, one hour before he is to apply the antidote again. He then leaves the village (and the abeils to their death). The scouts do not dare to move the queen in her condition and simply await her fate – once she is dead, they expire within a few hours, unable to continue.

DIPLOMACY WITH THE ABEILS

The abeil vassal scouts present in the village are more than willing to provide assistance if they can be convinced that the party intends to rescue the queen. This requires a rushed Diplomacy check (normally) of DC 20 (remembering that the PC or PCs must apply the -10 for rushed to the check).

If they succeed, freeing the queen takes 2d4+2 rounds of full round actions to unloop the chains from her – any PC can use a full round action to generate 1 round of chain removal, effectively. The abeil vassal scouts, unable to work effectively with their current level of worry, provide the equivalent of one such action each round, despite the fact that four are present. Once that is done, the abeils move to assist. They add themselves to combat and attack to aid the next PC attack. They do not attack themselves and they do not surrender or retreat.

(**Note:** This can be of immense assistance at APL 2 and 4 and somewhat less at higher APLs, but is a benefit to the PCs for their actions, and does not change the EL or the rewards).

The queen abeil does know that Morituri has the poison and antidote and how they are stored, if asked or there is a discussion about the poison where she can overhear it.

Even if freed and healed, the queen abeil does not help the attack, since the captivity has taken a toll and she is both mentally and spiritually exhausted, although she exhorts her vassals to do what they can.

NOW WHAT?

The PCs must decide how to approach this situation. Possible options are:

They ambush the elves. The tactics are noted below.

They attempt to sneak in and free the abeil queen. This will be difficult without a good Heal check or some means of removing the poison from the Queen, but they have no way of knowing this beforehand. This can be done and the PCs can gain full xp for this encounter in this way.

They try a frontal assault on the village. Any appearance by the PCs, in anything other than a golden dress for one Rhenee looking woman and another for a Rhenee looking man with a silver crossbow, results in combat. If they have undertaken the right disguise, they can get within 10 feet of Morituri before he realizes this was not at all what was supposed to happen and combat is initiated.

They retreat away from the village, having gathered the info that they need about the smuggling. They are considered to have reached the village and confirmed the identity of the wild elves for any xp and gp in the adventure.

AMBUSH THE ELVES

This is quite feasible. Note that the dire animals have scent, but that Varita does not employ this ability until

she uses her primal scream (at the levels where she can). Both Varita and Morituri are considered to benefit from a similar benefit as the RPGA Award card “**Feign Surprise**” for the purposes of this combat encounter alone. This enables them to act in the surprise round, but remember that this does not allow their companions or mounts to do so.

Should no action be taken on the part of the PCs, Morituri departs at approximately midnight, making obvious preparations just ahead of time. During this time Varita remains hidden and does not talk. She only appears once Morituri has left the area (on his mount where applicable).

TACTICS

Feign Surprise – the two wild elves, Varita and Morituri, are considered to benefit from Feign Surprise (as per the Campaign Card) for the purposes of this encounter. It enables them to act in the surprise round normally, in their initiative sequence.

Varita stays back as far as possible, preferably up a tree, sniping at spellcasters and lightly armored types where possible. Morituri takes on the most challenging foes, using his mount in the cases where it is possible. Note that at the highest APLs he can make a single move on his mount and still get a full attack sequence, and he uses this ability as much as possible. Where the two wild elves have animal companions, these act in conjunction with Morituri, as he is the ground combatant.

At APL 6+, Morituri activates the **Favor of the Battle of the Woods** at the beginning of the combat. He then closes on the closest fight type and begins to fight as best as possible. Note that if ambushed while playing the flute, he does not have his shield readied.

Favor of the Battle of the Woods: Morituri fought at the Battle of the Woods (in **KET6-07 The Good of All** – this is the wild elf name for the battle). As a result, he has a favor that allows him, once as an immediate action, to benefit from the effect of an *anti-magic field* for a period of 15 rounds, at CL 15. He uses this in the conflict with the PCs at the start of combat. Varita does not have the favor. This favor only functions at APL 6+ (he has it at lower APLs but it no longer works).

Despite all of this, Morituri and Varita know the importance of reporting back to their elders. At 25% or less of their rage hp total they attempt to escape. For this reason, the combat is provided with a -1 EL structure.

All APLs

Abeil Queen: medium monstrous humanoid; hp 20 (of 98); see Appendix One.

Abeil Vassal Scouts (4): medium monstrous humanoid, Sor2; hp 17 each; see Appendix One.

APL 2 (EL 4)

Varita: female wild elf barbarian 2; hp 24; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3; hp 41; see Appendix One.

APL 4 (EL 6)

Varita: female wild elf barbarian 2/Ranger 2; hp 40; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3/Fighter 2; hp 59; see Appendix One.

APL 6 (EL 8)

Varita: female wild elf Barbarian 3/Ranger 3; hp 58; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3/Fighter 2/Ranger 2; hp 75; see Appendix One.

APL 8 (EL 10)

Varita: female wild elf Barbarian 3/Ranger 3/Fighter 2; hp 77; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3/Fighter 2/Ranger 2/Champion of Corellon 2; hp 94; see Appendix One.

APL 10 (EL 12)

Varita: female wild elf Barbarian 3/ Ranger 3/ Fighter 4; hp 96; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3/ Fighter 2/ Ranger 4/ChampionofCorrellon 2; hp 110; see Appendix One.

APL 12 (EL 14)

Varita: female wild elf Barbarian 3/ Ranger 3/ Fighter 6; hp 115; see Appendix One.

Morituri: male wild elf Barbarian 1/Swashbuckler3/ Fighter 2/ Ranger 4/ChampionofCorellon 2/Wildrunner 2; hp 129; see Appendix One.

Treasure

APL 2: Loot 249 gp; Total 249 gp.

APL 4: Loot 274 gp; Total 274 gp.

APL 6: Loot 357 gp; Magic *+1 amulet of natural armor* (167 gp per character); Total 524 gp.

APL 8: Loot 357 gp; Magic *+1 amulet of natural armor* (167 gp per character); Total 524 gp.

APL 10: Loot 357 gp; Magic *+1 amulet of natural armor* (167 gp per character); Total 524 gp.

APL 12: Loot 357 gp; Magic *+1 amulet of natural armor* (167 gp per character); Total 524 gp.

SEARCHING MORITURI

Morituri has a small scrap of hide upon which he has written – “Once a day, green vial, then feed three times a day at equal times (every eight hours...o, blue vial”. The language is Sylvan. This is his reminder to feed the queen the antidote three times a day. The antidote is blue, the poison is green.

QUESTIONING MORITURI AND VARITA

If the two elves are alive at the end of the combat, it is possible to question them.

For *speak with dead* and similar spells, refer to their stats for saves. In defeat, both wild elves provide answers without much effort to withhold information, since they are despondent about their own future. Refer to the *Adventure Background* and details on the smuggling operation itself for what information they convey.

DEATH OF THE QUEEN

If the queen abeil is not rescued and left to die, or dies through other causes, all the abeils kill themselves by force of will immediately at that time – they need her to survive.

DEVELOPMENT

Once all aspects of this Encounter are complete, the PCs are done. The smuggling operation has been tracked back to the final destination (the wild elves of the Deep Bramblewood are the ultimate destination, but the elven village and the wild elves present is more than sufficient to prove that and to prevent further deliveries from this smuggling operation).

The PCs must decide how to deal with Corvera and Uvor at this point. They may release them with or without their caravan and possessions, but note that if the PCs do not turn them over to the authorities, it will have a detrimental effect on their reward.

CONCLUSION

Match the PCs' level of success to one of the five options listed below in order to determine their reward from the Black Scorpions.

If the PCs' actions do not fit exactly what is listed below, use the various options as guidelines to assign rewards, keeping in mind the purpose of their mission. Likewise modify the boxed text to match their actions

Note: If the PCs' level of success is #3 or higher, but they do not turn over Corvera and Uvor to the authorities, move them back one step in the reward process (e.g. even if they completed the entire plot and therefore qualified for #5, move their reward status from 5. *Uncovered the entire plot* back to 4. *Found village but left*.)

This only occurs at #3 or higher because previous to that point in the plot, there is not enough evidence to convict Corvera and Uvor of anything.

1. Never left Lopolla For whatever reason, the PCs never left the city of Lopolla.

You never were able to pull the pieces of this particular puzzle together. The authorities shake their heads and refuse to meet with you. Perhaps following the Rhenee caravan to Fort Nesser might have been helpful... but you will never know.

If the PCs agreed to work for Alishtar and subsequently interviewed Kai, their lifestyle costs are covered.

However, their lack of success otherwise means they receive no AR awards or access.

(The one exception is that a PC with access to the **Little Blue Penguin** from **KET6-05 Honest Work** will still qualify for *Sharing the Glory with Kai*—see below.)

Conclusion

APL 2: Coin: 0 gp.

APL 4: Coin: 0 gp.

APL 6: Coin: 0 gp.

APL 8: Coin: 0 gp.

APL 10: Coin: 0 gp.

APL 12: Coin: 0 gp.

2. Did not follow or join the caravan when it left Nesser: The PCs followed the caravan to Fort Nesser but went no further.

Clues of the smuggling plot seem to have dried up in Fort Nesser. The Black Scorpions seem reasonably satisfied that there is some sort of smuggling operation going on, but you are unable to provide details of what is being smuggled or who the recipient of the goods is. Their line of questioning seems to leave you with the impression that perhaps you should have followed the caravan when it left Fort Nesser.

The authorities in Ket are reasonably satisfied that there is some evidence of where the caravan headed, but the PCs are unable to provide any real clues that would enable them to break the smuggling operation, or if it is more than a one-shot affair. The PCs get some limited item access from the Black Scorpions and they are provided with the following compensation for their time:

Conclusion

APL 2: Coin: 100 gp.

APL 4: Coin: 200 gp.

APL 6: Coin: 300 gp.

APL 8: Coin: 400 gp.

APL 10: Coin: 500 gp.

APL 12: Coin: 600 gp.

The PCs do not get any additional AR Award access although a PC with access to the **Little Blue Penguin** from **KET6-05 Honest Work** will still qualify for *Sharing the Glory with Kai*—see below.

3. Returned to Nesser after fight with abeils: After either watching the abeil attack from afar or actually fighting the abeils, the PCs returned to Nesser without investigating further.

The Black Scorpions are reasonably pleased with your work, since you are able to confirm that a smuggling operation is in place that somehow involves inhabitants of the Bramblewood Forest. However, you are unable to give any final details, and their line of questioning leaves you thinking that perhaps you should have followed the abeils into the forest.

The PCs suspect that the abeils (and possibly wild elves) were responsible, but got no direct visual confirmation of this fact. They were able to confirm all other details about the smuggling operation and that is now known to the authorities in Ket. The Black Scorpions are fairly pleased and provide reasonable compensation to the PCs in addition to access to AR items without asterisks.

Conclusion

APL 2: Coin: 200 gp.

APL 4: Coin: 400 gp.

APL 6: Coin: 600 gp.

APL 8: Coin: 800 gp.

APL 10: Coin: 1000 gp.

APL 12: Coin: 1200 gp.

4. Found village, but left: The PCs made it to the elven village, but did not attempt to either rescue the abeil queen or fight Morituri before returning to the caravan. They got back to Nesser with details of smuggling plot, as well as caravan, horses, Rhenee, etc.

The Black Scorpions are fairly pleased with your work. Although you did not apprehend the wild elf who seemed to be in charge of this operation, nor rescue the captive abeil queen who may have been able to give you more information, you did uncover most of the facts of the operation, ensuring that it has been brought to a close.

The Black Scorpions are fairly pleased and provide good compensation to the PCs, access to all AR items without asterisks as well as the AR Award “**Black Scorpions**”.

Conclusion

APL 2: Coin: 300 gp.

APL 4: Coin: 500 gp.

APL 6: Coin: 700 gp.

APL 8: Coin: 900 gp.

APL 10: Coin: 1100 gp.

APL 12: Coin: 2200 gp.

5. Uncovered the entire plot: The PCs went to the elven village and either rescued the abeil queen or fought and defeated Morituri, figured out smuggling plot, returned to Nesser with caravan, Rhenee, horses, possibly wild elves, wands, etc.

The Black Scorpions are extremely pleased with your work. Not only have you uncovered a clever smuggling plot involving enemies of Ket, but you have broken up the operation, ensuring that it will not continue.

The Black Scorpions are extremely pleased and provide excellent compensation to the PCs, as well as the AR Award “**Black Scorpions**” and “**Complete Success**”, in addition to access to the AR items without asterisks.

Conclusion

APL 2: Coin: 400 gp.
APL 4: Coin: 600 gp.
APL 6: Coin: 800 gp.
APL 8: Coin: 1000 gp.
APL 10: Coin: 1800 gp.
APL 12: Coin: 2800 gp.

ADDITIONAL REWARDS

In addition to the above, the PCs may qualify for further rewards based on their actions

Rescue the Abeil Queen successfully

If one or more PCs save the abeil queen’s life and release her from bondage, the queen shares the AR Award “**Wild Honey**” with the PCs responsible.

Spending 3 TU on this AR means the PC spends time getting to know the queen, and she imbues the honey with the power to act as a jar of *Keoghtom’s ointment*. Should no TUs be spent, the queen is not entirely comfortable with the PC and she only gives ordinary wild honey that has no powers beyond the usual sweet goodness of honey.

Sharing the Glory with Kai

If at the conclusion of the adventure, regardless of the outcome, the PCs agree to provide Kai with the recognition and reward that he sought in the beginning, he is quite grateful and thankful.

As he indicated earlier, he does not have any real financial resources but he does have a contact with an interesting new magical item for sale, and the PCs are provided with the AR Award “**Scorpion’s Strike**” and AR Item Access to “**Scorpion’s Strike**”.

Alternatively, anyone with access to **Little Blue Penguin Pendant** from **KET6-05 Honest Work** automatically gets the above access, whether or not they shared any recognition with Kai as he asked.

Members of Heroes of Azor’Alq / Clergy of Istus

Any member of these metaorgs who successfully undertook the mission provided to them in *3: Black Scorpions* is provided with the AR Award **Azor’Alq/Istus**.

Members of Beygraf’s Pride

Any member of the Beygraf’s Pride who returned to Nesser with Corvera & Uvor in custody is assumed to have given the Rhenee caravan horses to the “Tiger”

Kaman regiment, earning the AR reward **Beygraf’s Pride**.

Alternatively, in order to earn this AR reward, a PC who owns two or more horses can give one (or more) to the regiment, as long as the PC keeps at least one horse. (The regiment will not take a PC’s last horse).

Finally, anyone with the **Kilar Breeding Stock** AR Award from **KET6-05 Honest Work** may voluntarily void this reward in order to give their remaining stock to the regiment. This will also gain the AR reward **Beygraf’s Pride**.

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.

1: Kai Blackstone

Talking with Kai as requested and obtaining details on the smugglers

APL 2	15 XP
APL 4	15 XP
APL 6	30 XP
APL 8	30 XP
APL 10	45 XP
APL 12	45 XP

3: Black Scorpions

Accepting the commission to investigate from the Black Scorpions

APL 2	15 XP
APL 4	15 XP
APL 6	30 XP
APL 8	30 XP
APL 10	45 XP
APL 12	45 XP

7: Abeil Attack

Defeating the Abeils

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: Cat and Mouse

Rescuing the Wood Elf and defeating the Wyvern. If only one of the two is accomplished, half of this xp is awarded.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

APL 12 420 XP

9: The Village

Freeing the Abeil Queen OR defeating Morituri and Varita.

APL 2 120 XP
APL 4 180 XP
APL 6 240 XP
APL 8 300 XP
APL 10 360 XP
APL 12 420 XP

Story Award

Successfully determining that the smuggling operation was directed toward the Wild Elves and tracking it back to the final destination (the elven village)

APL 2 30 XP
APL 4 45 XP
APL 6 60 XP
APL 8 75 XP
APL 10 90 XP
APL 12 105 XP

Discretionary roleplaying award

APL 2 30 XP
APL 4 60 XP
APL 6 60 XP
APL 8 90 XP
APL 10 90 XP
APL 12 120 XP

Total Possible Experience

APL 2 450 XP
APL 4 675 XP
APL 6 900 XP
APL 8 1,125 XP
APL 10 1,350 XP
APL 12 1,575 XP

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.

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

1: Introduction

All APLs: Lifestyle costs for the module, up to Rich lifestyle. Half of Luxury is paid for by the Bey of Kilar if his offer is accepted.

7: Abeil Attack

APL 2: Loot 5 gp; Magic 0 gp; 0 gp; Total 5 gp.
APL 4: Loot 10 gp; Magic 0 gp; 0 gp; Total 10 gp.
APL 6: Loot 80 gp; Magic 0 gp; 0 gp; Total 80 gp.
APL 8: Loot 160 gp; Magic 0 gp; 0 gp; Total 160 gp.
APL 10: Loot 105 gp; Magic 0 gp; 0 gp; Total 105 gp.
APL 12: Loot 210 gp; Magic 0 gp; 0 gp; Total 210 gp.

8: Wounded Elf

APL 2: Loot 0 gp; Magic 0 gp; 0 gp; Total 0 gp.
APL 4: Loot 33 gp; Magic 0 gp; 0 gp; Total 33 gp.
APL 6: Loot 66 gp; Magic 0 gp; 0 gp; Total 66 gp.
APL 8: Loot 50 gp; Magic 0 gp; 0 gp; Total 50 gp.
APL 10: Loot 100 gp; Magic 0 gp; 0 gp; Total 100 gp.
APL 12: Loot 67 gp; Magic 0 gp; 0 gp; Total 67 gp.

9: The Village

APL 2: Loot 249 gp; Total 249 gp.
APL 4: Loot 274 gp; Total 274 gp.
APL 6: Loot 357 gp; Magic +1 *amulet of natural armor* (167 gp per character); Total 524 gp.
APL 8: Loot 357 gp; Magic +1 *amulet of natural armor* (167 gp per character); Total 524 gp.
APL 10: Loot 357 gp; Magic +1 *amulet of natural armor* (167 gp per character); Total 524 gp.
APL 12: Loot 357 gp; Magic +1 *amulet of natural armor* (167 gp per character); Total 524 gp.

Conclusion (highly variable, depends on actions, these are maximum amounts)

APL 2: Coin: 400 gp.
APL 4: Coin: 600 gp.
APL 6: Coin: 800 gp.
APL 8: Coin: 1000 gp.
APL 10: Coin: 1800 gp.
APL 12: Coin: 2800 gp.

Treasure Cap

APL 2: 450 gp
APL 4: 675 gp
APL 6: 900 gp
APL 8: 1300 gp
APL 10: 2300 gp
APL 12: 3300 gp

Total Possible Treasure

APL 2: 654 gp
APL 4: 917 gp
APL 6: 1470 gp
APL 8: 1734 gp
APL 10: 2529 gp
APL 12: 3601 gp

(Access: Any) The benefit expires one year from the date of the AR.

Azor'Alq/ Istus (Sp): If 2 TUs are immediately spent; you may cast daylight as a spell-like ability three times, with your total level being the caster level. Mark off each use. ○○○

Wild Honey: The abeil queen gives you some wild honey. If you spend 3 TU immediately, the honey can be used 5 times as Keoghtom's ointment (DMG), check off as used. If no TU are expended, you have a pot of very nice honey for your tea! Mark off each use. ○○○○○

Scorpion's Strike: This scorpion-shaped pendant comes with 5 silver earrings. Once per day, the pendant can be activated as a standard action (provokes Attack of Opportunity). Anyone within 30' with an Int of 6+ who is wearing an earring immediately benefits from the *snake's swiftness* spell (SpC). The bearer of the pendant cannot benefit from this effect. (Pendant and earrings are slotless, cannot be crafted). Cost 6,450 gp.

ADVENTURE RECORD ITEMS

Travel Papers: You have official Ketite Travel Papers.

Lawbreaker: You have broken Ket law and been sentenced. If you fled Ket rather than face punishment, at the start of each adventure set in Ket, or if you enter Ket during an adventure, you have a 25% chance of being immediately caught and sentenced to twice the original penalty. There is no escape once recaptured—your involvement in the adventure immediately ends and you must serve the sentence.

Crime & Sentence: _____
Fled? N / Y (If Y, double sentence served on AR: ____
DM initials and RPGA# _____)

Complete Success: The Black Scorpions will ensure you always can purchase one item for your benefit. Circling one item on the AR Item list to which you have access makes it Any access.

Black Scorpion Access: The Black Scorpions make items marked with an asterisk (*) accessible to you, up to your APL.

Complete Success: The Black Scorpions will ensure you always can purchase one item for your benefit. Circling one item on the AR Item list to which you have access makes it Any access.

Beygraf's Pride: If 4 TUs are immediately spent, the Pride pays 50% of the purchase price of a set of (choose one) horseshoes of the zephyr or horseshoes of speed.

APPENDIX 1: ALL APLS

INTRODUCTION

KAI BLACKSTONE

CR 8

Male Human (Oerdian) Rog7/Exp1/FavoredSoul1
CN Medium humanoid (human)
Init +3; **Senses**; Listen +0, Spot +0
Languages Common, Ancient Baklunish, Dwarven, Velondi

AC 18, touch 14, flat-footed 15
(+3 dexterity, +4 armor, +1 deflection)
hp 48 (9 HD);
Fort +5, **Ref** +10, **Will** +8

Speed 30 ft. in +2 *leather* (6 squares);
Melee masterwork shortsword +9 (1d6)
Ranged light crossbow +8 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +5
Special Actions Quickdraw, evasion, uncanny
dodge, trapsense, +4d6 sneak attack

Favored Soul Spells Known (CL 1st):
1st (4 per day) — *cure light wounds, magic
weapon, obscuring mist, shield of faith*
0 (5 per day) — *create water, cure minor
wounds, light, mending*

Deity: Oldimarra

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

Feats Blind-Fighting, Iron Will, Negotiator, Quickdraw, Weapon Finesse

Special Qualities: uncanny dodge, evasion, trapsense.

Skills: Appraise +14, Craft (Leatherworking) +13, Bluff +16, Diplomacy +12, Gather Information +10, Handle Animal +9, Intimidate +13, Knowledge (local: VTF) +7, Knowledge (nature) +7, Profession (merchant) +11, Ride +16, Search +12; Sense Motive +13.

Possessions combat gear plus baklunish robes (blue and green colors), black turban, daggers (4 – hidden sheaths), daggers (3 visible), light crossbow, 10 bolts, masterwork short sword, +2 *leather armor*, +1 *ring of protection*. (Encumbrance – Light).

6: TENT CITY

CORVERA VAN DOORN

CR 6

Female Human (Rhenee) Bard 3/Rogue 3
CN Medium humanoid (human)
Init +2/+5 with motivate dexterity aura on; **Senses**; Listen +1, Spot +3
Languages Common, Elven, Rhopan, Ancient Baklunish

AC 14, touch 12, flat-footed 12
(+2 dexterity, +2 armor)
hp 45 (6 HD);
Fort +4, **Ref** +8, **Will** +5

Speed 30 ft. in leather armor (6 squares);
Melee rapier +6 (1d6-1)

Ranged light crossbow +6 (1d8)

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

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

Special Actions: song, sneak attack +2d6

Bardic Spells:

1st (2 per day) — *cure light wounds, disguise self, tasha's hideous laughter* (DC 14)

0 — (3 per day) — *daze* (DC 13), *ghost sound, light, mage hand, prestidigitation, summon instrument*

Deity: Rhenee spirits

Abilities Str 8, Dex 14, Con 14, Int 16, Wis 8, Cha 16.

Feats Alertness, Iron Will, Negotiator, Weapon Finesse

Special Qualities: evasion, trapsense, bardic music
Skills: Balance +7, Bluff +11, Diplomacy +20, Gather Information +6 (+8 in vtf), Jump +4, Knowledge (nobility) +12, Knowledge (local – vtf) +12, Perform (dance) +9, Profession (merchant) +4, Ride +6, Sense Motive +10, Tumble +15, Use Magic Device +12.

Possessions combat gear plus golden dress, scarlet scarves (3), dagger, rapier, light crossbow, bolts (10), leather armor (Encumbrance – Light).

UVOR VAN DOORN

CR 7

Male Human (Rhenee) Fighter 4/Rogue 3
CN Medium humanoid (human)
Init +4; **Senses**; Listen +0, Spot +7
Languages Common, Rhopan

AC 18, touch 14, flat-footed 14
(+4 dexterity, +4 armor)

hp 57 (7 HD);

Fort +7, **Ref** +8, **Will** +4

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

Melee spiked chain +11 (2d4+5)

Ranged light crossbow +9 (1d8)

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

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

Special Actions: dodge, mobility, sneak attack +2d6

Deity: Rhenee spirits

Abilities Str 14, Dex 18, Con 14, Int 9, Wis 10, Cha 8.

Feats Dodge, Exotic Weapon Proficiency (Spiked Chain), Iron Will, Mobility, Weapon Finesse, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Special Qualities: evasion, trapsense

Skills: Balance +9, Jump +7, Ride +9, Spot +10, Tumble +18.

Possessions combat gear plus black travelers clothes, kukri (2), masterwork spiked chain, silver-painted light crossbow, bolts (20), mithral chain shirt, sap (2). (Encumbrance – Light).

CARAVAN GUARD

CR 3

Male Human (Baklunish/Flan) Ftr3/War1
LN Medium humanoid (human)
Init +1; **Senses**; Listen +1, Spot +4

Languages Common, Ancient Baklunish

AC 17, touch 11, flat-footed 16
(+1 dexterity, +4 armor, +2 shield)

hp 39 (4 HD);

Fort +7, **Ref** +2, **Will** +0

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

Melee masterwork scimitar +6 (1d6+2)

Ranged light crossbow +5 (1d8)

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

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

Special Actions: Blind-fighting, dodge

Deity: Geshtai

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

Feats Alertness, Blind-Fighting, Dodge, Weapon Focus Scimitar

Special Qualities: none

Skills: Handle Animal +7, Listen +1, Profession (Caravan Guard) +6, Ride +10, Spot +4.5.

Possessions combat gear plus baklunish robes (black), dark red turban, daggers (2), light crossbow, bolts (20), masterwork scimitar, cold iron scimitar, chain shirt, heavy steel shield (Encumbrance – Light).

7: ABEIL ATTACK

WILD ELF OBSERVERS (2)

CR 4

Wild Elf Bbn2/Rgr2

CN Medium humanoid (elf)

Init +3; **Senses** low light; Listen +7, Spot +7

Languages Common, Elf

AC 16, touch 13, flat-footed 13, -2 AC Raging
(+3 dexterity, +3 armor)

hp 32 (4 HD) or 40 raging;

Fort +6 (+8 raging), **Ref** +6, **Will** -1 (+1 raging)

Speed 40 ft. in studded leather (8 squares);

Melee masterwork longsword +5 (1d8+2) or raging masterwork longsword +7 (1d8+4)

Ranged masterwork +2 str composite longbow +8 (1d8+2) or raging masterwork +4 str composite longbow +8 (1d8+4) – note that Observers take a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +4; **Grp** +6 (+8 raging)

Special Actions Rage 1/day

Deity: unstated

Abilities Str 14, Dex 16, Con 10, Int 10, Wis 9, Cha 8

Feats Darkstalker*, Point Blank Shot, Rapid Shot^b, Track^b

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +4, Listen +7, Survival +4, Spot +7.

Possessions combat gear plus masterwork studded leather, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (60), masterwork longsword, cold iron longsword, kukri (2), backpack. (Encumbrance – Light).

*See Appendix Two – New Rules

INTERLUDE – IN THE FOREST

BRAMBLEWOOD DIRE BEARS (2) CR 13

N Huge animal

Init +2; **Senses** low light, scent; Listen +11, Spot +20

Languages None

AC 20, touch 10, flat-footed 18

(-2 size, +2 dexterity, +10 natural)

hp 336 (21 HD);

Fort +21, **Ref** +14, **Will** +14

Speed 40 ft. in no armor (8 squares);

Melee two claws +31 (3d6+17, 19-20 critical) and bite +25 (3d8+8)

Ranged none

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

Base Atk +15; **Grp** +39

Special Actions Improved grab

Abilities Str 44, Dex 14, Con 28, Int 2, Wis 14, Cha 8

Feats Alertness, Die-Hard, Endurance, Improved Critical (claw), Improved Natural Attack (claws), Improved Toughness*, Run, Weapon Focus (Claw)

Special Qualities: scent, improved grab.

Skills: Listen +11, Spot +20, Swim +19

Possessions combat gear plus nothing. (Encumbrance – Light).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Scent (Ex): Can scent as per the *Monster Manual* Ability.

* See Appendix Two: New Rules

9: THE VILLAGE

ABEIL VASSAL SCOUTS (4)

CR 3

Sor2

LN Medium Monstrous Humanoid

Init +3; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 21, touch 13, flat-footed 18

(+3 dexterity, +4 *mage armor*, +4 *shield*)

hp 17 (3 HD);

Fort +1, **Ref** +5, **Will** +7

Speed 30 ft. in *mage armor* (6 squares); 60 ft fly (average – 12 squares)

Melee two claws +4 (1d4+2) and sting -1 (1d6 plus poison) or longspear +4 (1d8+3) and sting -1 (1d6 plus poison)

Ranged Light crossbow +5 (1d8)

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

Base Atk +2; **Grp** +4

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (2 slots left) — *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 10), *light*, *mage hand*, *mending*

Pre-Cast – *mage armor*, *shield* (5 rounds remaining)

Deity: Bralm

Abilities Str 15, Dex 17, Con 12, Int 8, Wis 14, Cha 11

Feats Dodge, Hover

Special Qualities: hive mind, drone, improved grab, poison.

Skills: Concentration +3, Listen +4, Survival +4

Possessions combat gear plus longspear, cold iron longspear, daggers (2), light crossbow, bolts (20). (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 10 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeil in such a group is considered flanked unless they all are.

Poison (Ex): A vassal delivers its poison – DC 11 Fortitude save - with each successful sting attack. The initial and secondary damage is 1d4 Strength. The save DC is Constitution-based.

ABEIL QUEEN

CR 12

LN Medium Monstrous Humanoid

Init +5; **Senses** darkvision 60'; Listen +13, Spot +8

Languages Common, Elf, Sylvan

AC 11, touch 11, flat-footed 10 (+1 dexterity)

hp 98 (currently 20) (14HD); **DR** 10/magic, **SR** 21

Fort +7, **Ref** +10, **Will** +14

Speed 40 ft. in nothing (8 squares); 80 ft fly (good – 16 squares)

Melee two claws +18 (1d6-5) and sting +13 (2d4-5, poison)

Ranged none

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

Base Atk +14; **Grp** +9

Special Actions Drone, improved grab, poison, spells, SR 21

Druid Spells Known (CL 16):

None currently – all used and divine focus removed and destroyed

Pre-Cast – *mage armor*, *shield* (5 rounds remaining)

Deity: Bralm

Abilities Str 1 (of 18), Dex 13, Con 12 (of 16), Int 15, Wis 21, Cha 18

Feats Dodge, Flyby Attack, Great Fortitude^b, Improved Initiative, Craft Wondrous Items, Empower Spell.

Special Qualities: hive mind, drone, improved grab, poison, spells, SR 21.

Skills: Concentration +11, Diplomacy +8, Intimidate +14, Knowledge (nobility) +12, Knowledge (nature) +12, Listen +13, Sense Motive +12, Spot +8, Survival +15

Possessions combat gear plus longspear, cold iron longspear, daggers (2), light crossbow, bolts (20). (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 21 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeil in such a group is considered flanked unless they all are.

Poison (Ex): A queen delivers its poison – DC 18 Fortitude save - with each successful sting attack. The initial and secondary damage is 1d2 Strength. The save DC is Constitution-based.

APPENDIX 1: APL 2

7: ABEIL ATTACK

ABEIL VASSAL SCOUT CR 3

LN Medium Monstrous Humanoid Sorcerer 2

Init +3; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 21, touch 13, flat-footed 18

(+3 dexterity, +4 *mage armor*, +4 *shield*)

hp 17 (3 HD);

Fort +1, **Ref** +5, **Will** +7

Speed 30 ft. in *mage armor* (6 squares); 60 ft fly (average – 12 squares)

Melee two claws +4 (1d4+2) and sting -1 (1d6 plus poison) or longspear +4 (1d8+3) and sting -1 (1d6 plus poison)

Ranged Light crossbow +5 (1d8)

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

Base Atk +2; **Grp** +4

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (2 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 10), *light*, *mage hand*, *mending*

Pre-Cast – *mage armor*, *shield* (5 rounds remaining)

Deity: Bralm

Abilities Str 15, Dex 17, Con 12, Int 8, Wis 14, Cha 11

Feats Dodge, Hover

Special Qualities: hive mind, drone, improved grab, poison.

Skills: Concentration +3, Listen +4, Survival +4

Possessions combat gear plus longspear, cold iron longspear, daggers (2), light crossbow, bolts (20). (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 10 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is

aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeil in such a group is considered flanked unless they all are.

Poison (Ex): A vassal delivers its poison – DC 11 Fortitude save - with each successful sting attack. The initial and secondary damage is 1d4 Strength. The save DC is Constitution-based.

8: WOUNDED ELF

RIPSLICE

CR 4

Griffon

N Large Magical Beast

Init +3; **Senses** darkvision 60', low light, scent; Listen +6, Spot +10

Languages None

AC 18, touch 12, flat-footed 15

(+3 dexterity, +6 natural armor, -1 size)

hp 70 (7 HD);

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

Speed 30 ft. in nothing (6 squares); fly 80 ft (average maneuverability)

Melee bite +11 (2d6+4) and two claws +8 (1d4+2)

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

Base Atk +7; **Grp** +15

Special Actions Pounce, rake

Abilities Str 18, Dex 16, Con 16, Int 5, Wis 13, Cha 8

Feats Hover, Multiattack, Weapon Focus Bite

Special Qualities: Scent

Skills: Jump +8, Listen +6, Spot +10

Possessions combat gear plus nothing (Encumbrance – Light).

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

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

9: THE VILLAGE

VARITA

CR 2

Wild Elf Bbn2

CN Medium humanoid (elf)

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

Languages Common, Elf

AC 17, touch 14, flat-footed 13, -2 AC Raging

(+4 dexterity, +3 armor)

hp 24 (2 HD) or 28 raging;

Fort +5 (+7 raging), **Ref** +4, **Will** -1 (+1 raging)

Speed 40 ft. in studded leather (8 squares);

Melee longsword +4 (1d8+2) or raging longsword +4 (1d8+4)

Ranged masterwork +2 str composite longbow +7 (1d8+2) or raging masterwork +4 str composite longbow +7 (1d8+4) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +2; **Grp** +4 (+6 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Abilities Str 14, Dex 19, Con 14, Int 8, Wis 9, Cha 8

Feats Point Blank Shot

Special Qualities: uncanny dodge, fast movement, rage 1/day.

Skills: Handle Animal +4, Listen +1, Move Silently +6.5, Survival +4, Spot +1

Possessions combat gear plus masterwork studded leather, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

MORITURI

CR 4

Wild Elf Bbn 1/Swashbuckler 3

CN Medium humanoid (elf)

Init +3; **Senses** low light; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 19, touch 13, flat-footed 16, -2 AC Raging (+3 dexterity, +4 armor, +2 heavy steel shield)

hp 41 (4 HD) or 49 raging;

Fort +7 (+9 raging), **Ref** +5, **Will** +1 (+3 raging)

Speed 40 ft. in chain shirt (8 squares);

Melee masterwork elven courtblade +8 (1d10+4, 18-20 crit, *2) or raging masterwork elven courtblade +9 (1d10+7, 18-20, *2)

Ranged masterwork +2 str composite longbow +8 (1d8+2)

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

Base Atk +4; **Grp** +6 (+8 raging)

Special Actions Rage 1/day, insightful strike

Deity: Sehanine Moonbow

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

Feats Dodge, Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Special Qualities: uncanny dodge, fast movement, rage 1/day, grace, insightful strike.

Skills: Balance +8, Handle Animal +4, Jump +7, Listen +2, Ride +7, Spot +2, Survival +4, Tumble +12

Possessions combat gear plus chain shirt, masterwork +2 Str composite longbow, arrows (80), masterwork elven courtblade, elven courtblade, kukri (4), light pick, backpack. (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune

APPENDIX 1: APL 4

7: ABEIL ATTACK

ABEIL VASSAL SCOUTS (2) CR 3

Sor2

LN Medium Monstrous Humanoid

Init +3; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 21, touch 13, flat-footed 18

(+3 dexterity, +4 *mage armor*, +4 *shield*)

hp 17 (3 HD);

Fort +1, **Ref** +5, **Will** +7

Speed 30 ft. in *mage armor* (6 squares); 60 ft fly (average – 12 squares)

Melee two claws +4 (1d4+2) and sting -1 (1d6 plus poison) or longspear +4 (1d8+3) and sting -1 (1d6 plus poison)

Ranged Light crossbow +5 (1d8)

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

Base Atk +2; **Grp** +4

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (2 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 10), *light*, *mage hand*, *mending*

Pre-Cast — *mage armor*, *shield* (5 rounds remaining)

Deity: Bralm

Abilities Str 15, Dex 17, Con 12, Int 8, Wis 14, Cha 11

Feats Dodge, Hover

Special Qualities: hive mind, drone, improved grab, poison.

Skills: Concentration +3, Listen +4, Survival +4

Possessions combat gear plus longspear, cold iron longspear, daggers (4), light crossbow, bolts (20). (0 pds) (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 10 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeil in such a group is considered flanked unless they all are.

Poison (Ex): A vassal delivers its poison – DC 11 Fortitude save – with each successful sting attack. The initial and secondary damage is 1d4 Strength. The save DC is Constitution-based.

8: WOUNDED ELF

WILD ELF WAR-TRAINED WYVERN CR 6

N Large Dragon

Init +1; **Senses** darkvision 60', low light; Listen +13, Spot +16

Languages Common, Draconic, Elven

AC 22, touch 10, flat-footed 21

(-1 size, +1 dexterity, +4 chain barding, +8 natural)

hp 73 (7 HD); immunity *sleep* and paralysis

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

Speed 20 ft. in chain shirt barding (4 squares); fly 60 ft with poor maneuverability (12 squares)

Melee sting +10 (1d6+4) and two talons +8 (2d6+4) and bite +8 (2d8+4); instead of talons can use wings while not flying two +8 (2d8+4)

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

Base Atk +7; **Grp** +15

Special Actions Improved grab, poison

Deity: Tiamat

Abilities Str 19, Dex 12, Con 16, Int 6, Wis 12, Cha 9

Feats Alertness, Hover, Light Armor Proficiency, Multiattack^b.

Special Qualities: scent

Skills: Hide +7, Listen +13, Move Silently +11, Spot +16

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 2d6 Str. The save DC is Constitution based. This poison is a variant on the standard (which damages Con) and the species was raised deliberately to effectively paralyze enemies.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack. If the wyvern is hovering within 20 feet of the ground, reference the Hover feat for the debris that it kicks up, resulting in concealment.

9: THE VILLAGE

VARITA

CR 4

Wild Elf Bbn2/Rgr2

CN Medium humanoid (elf)

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

Languages Common, Elf

AC 18, touch 15, flat-footed 13, -2 AC Raging (+5 dexterity, +3 armor)

hp 40 (4 HD) or 48 raging;

Fort +8 (+10 raging), **Ref** +8, **Will** -1 (+1 raging)

Speed 40 ft. in studded leather (8 squares);

Melee masterwork longsword +5 (1d8+2) or raging masterwork longsword +7 (1d8+4)

Ranged masterwork +2 str composite longbow +10 (1d8+2) or raging masterwork +4 str composite longbow +10 (1d8+4) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +4; **Grp** +6 (+8 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Abilities Str 14, Dex 20, Con 14, Int 8, Wis 9, Cha 8

Feats Point Blank Shot, Precise Shot, Rapid Shot^b, Track^b

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +4, Hide +10, Knowledge (nature) +4, Listen +1, Move Silently +6.5, Survival +4, Spot +1

Possessions combat gear plus masterwork studded leather, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), masterwork longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

MORITURI

CR 6

Wild Elf Bbn1/Swashbuckler3/Ftr2

CN Medium humanoid (elf)

Init +3; **Senses** low light; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 19, touch 13, flat-footed 16, -2 AC Raging (+3 dexterity, +4 armor, +2 heavy steel shield)

hp 59 (6 HD) or 71 raging;

Fort +10 (+12 raging), **Ref** +5, **Will** +1 (+3 raging)

Speed 40 ft. in chain shirt (8 squares);

Melee masterwork elven courtblade +11/+6 (1d10+4, 18-20 crit, *2) or raging masterwork elven courtblade +12/+7 (1d10+7, 18-20 crit, *2)

Ranged masterwork +2 str composite longbow +10 (1d8+2)

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

Base Atk +6; **Grp** +8 (+10 raging)

Special Actions Rage 1/day, insightful strike, dodge

Deity: Sehanine Moonbow

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

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (Elven Courtblade), Mounted Combat, Weapon Finesse^b, Weapon Focus (Elven Courtblade)

Special Qualities: uncanny dodge, fast movement, rage 1/day, grace, insightful strike.

Skills: Balance +8, Handle Animal +5, Jump +7, Listen +2, Ride +12, Spot +2, Survival +4, Tumble +12

Possessions combat gear plus chain shirt, masterwork +2 Str composite longbow, arrows (80), masterwork elven courtblade, elven courtblade, kukri (4), light pick, backpack. (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load

APPENDIX 1: APL 6

7: ABEIL ATTACK

ABEIL SOLDIER SCOUT

CR 7

Sor2

LN Large Monstrous Humanoid

Init +3; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 20, touch 12, flat-footed 17

(-1 size, +3 dexterity, +4 *mage armor*, +4 *shield*)

hp 82 (8 HD); DR 5/magic

Fort +7, **Ref** +8, **Will** +9

Speed 40 ft. in *mage armor* (6 squares); 90 ft fly (good – 18 squares)

Melee two claws +14 (1d6+8) and sting +9 (1d8+4 plus poison) or ranseur +14/+9 (2d6+12) and sting +9 (1d8+4 plus poison)

Ranged composite +8 Str longbow +10 (1d8+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with ranseur)

Base Atk +7; **Grp** +19

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (3 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 12), *light*, *mage hand*, *mending*

Pre-Cast — *mage armor*, *shield* (10 rounds remaining)

Deity: Bralm

Abilities Str 26, Dex 16, Con 20, Int 7, Wis 12, Cha 15.

Feats Dodge, Hover, Mobility

Special Qualities: hive mind, drone, improved grab, poison, special enemy, stormwing.

Skills: Concentration +7, Spot +5

Possessions combat gear plus ranseur, cold iron ranseur, kukri (4), light pick, composite +8 Str longbow, arrows (60). (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 15 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. No abeil in such a group is considered flanked unless they all are.

Poison (Ex): A soldier delivers its poison – DC 18 Fortitude save - with each successful sting attack. The initial and secondary damage is 2d4 Strength. The save DC is Constitution-based.

Stormwing (Su): As a full round action, a soldier in flight can hover and deliver a destructive sonic attack with its wings. The attack deals 6d6 sonic damage to all (except other abeils) with a 40-foot burst of the abeil, DC 18 Reflex save for half damage. Once the soldier uses this ability, it must wait 1d4 rounds before using it again. The save DC is constitution based.

Special Enemy (Ex): An abeil soldier may select a type of creature as a special enemy. This ability is similar to the ranger's favored enemy ability, and the soldier may choose from the same list. Each soldier may only select one special enemy. The soldier receives a +3 bonus on Bluff, Listen, Sense Motive and Survival when using these skills against its special enemy. Likewise a soldier gets this same bonus on weapon damage rolls against creatures of the selected type.

8: WOUNDED ELF

WILD ELF WAR-TRAINED WYVERNS (2)

CR 6

N Large Dragon

Init +1; **Senses** darkvision 60', low light; Listen +13, Spot +16

Languages Common, Draconic, Elven

AC 22, touch 10, flat-footed 21

(-1 size, +1 dexterity, +4 chain barding, +8 natural)

hp 73 (7 HD); immunity *sleep* and paralysis

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

Speed 20 ft. in chain shirt barding (4 squares); fly 60 ft with poor maneuverability (12 squares)

Melee sting +10 (1d6+4) and two talons +8 (2d6+4) and bite +8 (2d8+4); instead of talons can use wings while not flying two +8 (2d8+4)

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

Base Atk +7; **Grp** +15

Special Actions Improved grab, poison

Deity: Tiamat

Abilities Str 19, Dex 12, Con 16, Int 6, Wis 12, Cha 9.

Feats Alertness, Hover, Light Armor Proficiency, Multiattack^b.

Special Qualities: scent

Skills: Hide +7, Listen +13, Move Silently +11, Spot +16

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 2d6 Str. The save DC is Constitution based. This poison is a variant on the standard (which damages Con) and the species was raised deliberately to effectively paralyze enemies.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack. If the wyvern is hovering within 20 feet of the ground, reference the Hover feat for the debris that it kicks up, resulting in concealment.

9: THE VILLAGE

VARITA

CR 6

Wild Elf Bbn3/Rgr3

CN Medium humanoid (elf)

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

Languages Common, Elf

AC 19, touch 15, flat-footed 14, -2 AC Raging (+5 dexterity, +1 *amulet of natural armor*, +3 armor)

hp 58 (6 HD) or 70 raging;

Fort +8 (+10 raging), **Ref** +9, **Will** +1 (+3 raging)

Speed 40 ft. in no armor (8 squares);

Melee masterwork longsword +9/+4 (1d8+2) or raging masterwork longsword +11/+6 (1d8+4)

Ranged masterwork +2 str composite longbow +12/+7 or +10/+10/+5 (1d8+2) or raging masterwork +4 str composite longbow +12/+7 or +10/+10/+5 (1d8+4) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +6; **Grp** +8 (+10 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Abilities Str 14, Dex 20, Con 14, Int 8, Wis 9, Cha 8.

Feats Darkstalker*, Endurance^b, Point Blank Shot, Precise Shot, Rapid Shot^b, Track^b

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +6, Hide +10, Knowledge (nature) +4, Listen +1, Move Silently +10, Survival +7, Spot +1

Possessions combat gear plus +1 *amulet of natural armor*, masterwork studded leather, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), masterwork longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

* See Appendix Two: New Rules

CN Medium humanoid (elf)

Init +3; **Senses** low light; Listen +2, Spot +13

Languages Common, Elf, Sylvan

AC 17, touch 13, flat-footed 14, -2 AC Raging (+3 dexterity, +4 armor)

hp 75 (8 HD) or 91 raging;

Fort +13 (+15 raging), **Ref** +8, **Will** +1 (+3 raging)

Speed 40 ft. in chain shirt (8 squares);

Melee masterwork elven courtblade +13/+8 (1d10+5, 18-20 crit both, *2) or raging masterwork elven courtblade +14/+9 (1d10+8)

Ranged masterwork +2 str composite longbow +12/+7 or +10/+10/+5 (1d8+2)

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

Base Atk +8; **Grp** +10 (+12 raging)

Special Actions Rage 1/day, insightful strike, dodge

Deity: Sehanine Moonbow

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

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (elven courtblade), Mounted Combat, Rapid Shot^b, Track^b, Weapon Finesse^b, Weapon Focus (elven courtblade).

Special Qualities: uncanny dodge, fast movement, rage 1/day, grace, insightful strike, wild empathy, combat style melee, favored enemy (human).

Skills: Balance +8, Handle Animal +5, Jump +7, Listen +2, Ride +16, Spot +13, Survival +5, Tumble +12

Possessions combat gear plus mithral chain shirt, masterwork +2 Str composite longbow, 20 arrows, masterwork elven courtblade (2), elven courtblade, kukri (2), light pick, backpack. (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

MORITURI

CR 8

Wild Elf Bbn1/Swashbuckler3/Ftr2/Rgr2

APPENDIX 1: APL 8

7: ABEIL ATTACK

ABEIL SOLDIER SCOUTS (2) CR 7

Sor2

LN Large Monstrous Humanoid

Init +3; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 20, touch 12, flat-footed 17

(-1 size, +3 dexterity, +4 *mage armor*, +4 *shield*)

hp 82 (8 HD); DR 5/magic

Fort +7, **Ref** +8, **Will** +9

Speed 40 ft. in *mage armor* (6 squares); 90 ft fly (good – 18 squares)

Melee two claws +14 (1d6+8) and sting +9 (1d8+4 plus poison) or ranseur +14/+9 (2d6+12) and sting +9 (1d8+4 plus poison)

Ranged composite +8 Str longbow +10 (1d8+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with ranseur)

Base Atk +7; **Grp** +19

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (3 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 12),

light, *mage hand*, *mending*

Pre-Cast — *mage armor*, *shield* (10 rounds remaining)

Deity: Bralm

Abilities Str 26, Dex 16, Con 20, Int 7, Wis 12, Cha 15.

Feats Dodge, Hover, Mobility

Special Qualities: hive mind, drone, improved grab, poison, special enemy, stormwing.

Skills: Concentration +7, Spot +5

Possessions combat gear plus ranseur, cold iron ranseur, 4 kukri, light pick, composite +8 Str longbow, 60 arrows. (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 15 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. No abeil in such a group is considered flanked unless they all are.

Poison (Ex): A soldier delivers its poison – DC 18 Fortitude save – with each successful sting attack. The initial and secondary damage is 2d4 Strength. The save DC is Constitution-based.

Stormwing (Su): As a full round action, a soldier in flight can hover and deliver a destructive sonic attack with its wings. The attack deals 6d6 sonic damage to all (except other abeils) with a 40-foot burst of the abeil, DC 18 Reflex save for half damage. Once the soldier uses this ability, it must wait 1d4 rounds before using it again. The save DC is constitution based.

Special Enemy (Ex): An abeil soldier may select a type of creature as a special enemy. This ability is similar to the ranger's favored enemy ability, and the soldier may choose from the same list. Each soldier may only select one special enemy. The soldier receives a +3 bonus on Bluff, Listen, Sense Motive and Survival when using these skills against its special enemy. Likewise a soldier gets this same bonus on weapon damage rolls against creatures of the selected type.

8: WOUNDED ELF

WILD ELF ADVANCED WAR-TRAINED

WYVERN CR 10

N Huge Dragon

Init +0; **Senses** darkvision 60', low light; Listen +19, Spot +20

Languages Common, Draconic, Elven

AC 23, touch 8, flat-footed 23

(-2 size, +4 chain barding, +11 natural)

hp 175 (13 HD); immunity *sleep* and paralysis

Fort +14, **Ref** +8, **Will** +9

Speed 20 ft. in chain shirt barding (4 squares); fly 60 ft with poor maneuverability (12 squares)

Melee sting +20 (2d6+9) and two talons +18 (3d6+9) and bite +18 (3d8+9); instead of talons can use wings while not flying two +18 (3d8+9)

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

Base Atk +13; **Grp** +30

Special Actions Improved grab, poison

Deity: Tiamat

Abilities Str 28, Dex 10, Con 22, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Hover, Improved Natural Attack (sting), Light Armor Proficiency, Multiattack^b.

Special Qualities: scent

Skills: Hide +8, Listen +19, Move Silently +16, Spot +22

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude DC 24, initial and secondary damage 2d6 Str. The save DC is Constitution based. This poison is a variant on the standard (which damages Con) and the species was raised deliberately to effectively paralyze enemies.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack. If the wyvern is hovering within 20 feet of the ground, reference the Hover feat for the debris that it kicks up, resulting in concealment.

9: THE VILLAGE

VARITA

CR 8

Wild Elf Bbn3/Rgr3/Ftr2

CN Medium humanoid (elf)

Init +5; **Senses** low light, scent; Listen +1, Spot +1

Languages Common, Elf

AC 20, touch 15, flat-footed 15, -2 AC Raging (+5 dexterity, +1 *amulet of natural armor*, +4 *mage armor*)

hp 77 (8 HD) or 93 raging;

Fort +11 (+13 raging), **Ref** +9, **Will** +1 (+3 raging)

Speed 50 ft. in no armor (8 squares);

Melee masterwork longsword two-handed +11/+6 (1d8+3) or raging masterwork longsword +13/+8 (1d8+6)

Ranged masterwork +2 str composite longbow +15/+10 or +13/+13/+8 (1d8+2, 19-20 crit, *3) or raging masterwork +4 str composite longbow +15/+10 or +13/+13/+8 (1d8+4, 19-20 crit, *3) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +8; **Grp** +10 (+14 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Pre-cast – *mage armor* (CL 1) from potion

Abilities Str 14, Dex 21, Con 14, Int 8, Wis 9, Cha 8.

Feats Darkstalker*, Endurance^b, Improved Critical (longbow), Point Blank Shot, Precise Shot, Rapid Shot^b, Track^b, Weapon Focus (longbow)

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +6, Hide +11, Knowledge (nature) +4, Listen +1, Move Silently +10, Survival +7, Spot +1

Possessions combat gear plus +1 *amulet of natural armor*, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), masterwork longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

* See Appendix Two: New Rules

MORITURI

CR 10

Wild Elf

Bbn1/Swashbuckler3/Ftr2/Rgr2/ChampionofCorellon2

CN Medium humanoid (elf)

Init +3; **Senses** low light; Listen +2, Spot +13

Languages Common, Elf, Sylvan

AC 17, touch 13, flat-footed 14, -2 AC Raging (+3 dexterity, +4 armor)

hp 94 (10 HD) or 114 raging;

Fort +16 (+18 raging), **Ref** +8, **Will** +4 (+6 raging)

Speed 40 ft. in chain shirt (8 squares);

Melee masterwork elven courtblade +15/+10 (1d10+8) or raging masterwork elven courtblade +16/+11 (1d10+11)

Ranged masterwork +2 str composite longbow +14/+9 (1d8+2)

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

Base Atk +10 **Grp** +12 (+14 raging)

Special Actions Rage 1/day, insightful strike, dodge

Deity: Sehanine Moonbow

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

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (elven courtblade), Mobility, Mounted Combat, Rapid Shot^b, Weapon Finesse^b, Weapon Focus (elven courtblade), Track^b.

Special Qualities: uncanny dodge, fast movement, rage 1/day, wild empathy, combat style melee, favored enemy (human), corellon's blessing (2 pts), elegant strike.

Skills: Balance +8, Diplomacy +3, Handle Animal +4, Jump +7, Knowledge (religion) +2, Listen +0, Ride +18, Spot +13, Survival +5, Tumble +12

Possessions combat gear plus mithral chain shirt, masterwork +2 Str composite longbow, 20 arrows, masterwork elven courtblade (2), kukri (2), light pick, backpack. (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level.

A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Corellon's blessing (Su): Upon entering the class, you gain the ability to heal wounds by touch, much

like a paladin's lay on hands ability. Each day you can heal a total number of hit points of damage equal to your champion level x your Charisma modifier (minimum 1). For example, a 6th-level champion of Corellon with a Charisma score of 14 can heal 12 points of damage per day. You can choose to divide the healing among multiple recipients, and you don't have to do it all at once. Using this ability is a standard action.

You can use any or all of this healing power to deal damage to undead creatures. Using Corellon's blessing in this way requires a successful melee touch attack and doesn't provoke attacks of opportunity. You decide how much of your daily allotment of healing to use as damage after successfully touching your undead foe.

If you have levels in paladin, you add your levels of champion of Corellon and paladin together and determine your ability to heal accordingly (although if you have a Charisma score of lower than 12, your paladin levels do not contribute to your ability to heal).

Elegant Strike (Ex): Upon reaching 2nd level, you become able to place your attacks where they deal greater damage. You apply your Dexterity bonus as a bonus on damage rolls (in addition to any Strength bonus you may have) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to your elegant strike.

APPENDIX 1: APL 10

7: ABEIL ATTACK

ABEIL ELITE SOLDIER SCOUT CR 11

Sor2/Ftr4

LN Large Monstrous Humanoid

Init +4; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 17, touch 14, flat-footed 13

(-1 size, +4 dexterity, +4 *mage armor*)

hp 124 (12 HD); **DR** 5/magic

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

Speed 40 ft. in *mage armor* (6 squares); 90 ft fly (good – 18 squares)

Melee two claws +19 (1d6+8) and sting +14 (1d8+4 plus poison) or masterwork ranseur +21/+16/+11 (2d6+12, 19-20 crit) and sting +14 (1d8+4 plus poison)

Ranged composite +8 Str longbow +15 (1d8+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with ranseur)

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

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (3 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 12),

light, *mage hand*, *mending*

Pre-Cast — *mage armor*, *shield* (12 rounds remaining)

Deity: Bralm

Abilities Str 26, Dex 18, Con 22, Int 7, Wis 12, Cha 15.

Feats Dodge, Elusive Target*, Hover, Improved Critical (ranseur), Mobility, Spring Attack, Weapon Focus (ranseur), Weapon Specialization (ranseur),

Special Qualities: hive mind, drone, improved grab, poison, special enemy, stormwing.

Skills: Concentration +10, Spot +5

Possessions combat gear plus masterwork ranseur, cold iron ranseur, kukri (4), light pick, composite +8 Str longbow, arrows (60). (Encumbrance – Light). The familiar for the abeil is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeil can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 15 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeil hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeil has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeil is not considered grappled). In either case,

each successful grapple check it makes during successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeil in such a group is considered flanked unless they all are.

Poison (Ex): A soldier delivers its poison – DC 19 Fortitude save - with each successful sting attack. The initial and secondary damage is 2d4 Strength. The save DC is Constitution-based.

Stormwing (Su): As a full round action, a soldier in flight can hover and deliver a destructive sonic attack with its wings. The attack deals 6d6 sonic damage to all (except other abeils) with a 40-foot burst of the abeil, DC 19 Reflex save for half damage. Once the soldier uses this ability, it must wait 1d4 rounds before using it again. The save DC is constitution based.

Special Enemy (Ex): An abeil soldier may select a type of creature as a special enemy. This ability is similar to the ranger's favored enemy ability, and the soldier may choose from the same list. Each soldier may only select one special enemy. The soldier receives a +3 bonus on Bluff, Listen, Sense Motive and Survival when using these skills against its special enemy. Likewise a soldier gets this same bonus on weapon damage rolls against creatures of the selected type.

* See Appendix Two: New Rules

8: WOUNDED ELF

WILD ELF ADVANCED WAR-TRAINED WYVERNS (2) CR 10

N Huge Dragon

Init +0; **Senses** darkvision 60', low light; Listen +19, Spot +20

Languages Common, Draconic, Elven

AC 23, touch 8, flat-footed 23

(-2 size, +4 chain barding, +11 natural)

hp 175 (13 HD); immunity *sleep* and paralysis

Fort +14, **Ref** +8, **Will** +9

Speed 20 ft. in chain shirt barding (4 squares); fly 60 ft with poor maneuverability (12 squares)

Melee sting +20 (2d6+9) and two talons +18 (3d6+9) and bite +18 (3d8+9); instead of talons can use wings while not flying two +18 (3d8+9)

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

Base Atk +13; **Grp** +30

Special Actions Improved grab, poison

Deity: Tiamat

Abilities Str 28, Dex 10, Con 22, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Hover, Improved Natural Attack (sting), Light Armor Proficiency, Multiattack^b.

Special Qualities: scent

Skills: Hide +8, Listen +19, Move Silently +16, Spot +22

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude DC 24, initial and secondary damage 2d6 Str. The save DC is Constitution based. This poison is a variant on the standard (which damages Con) and the species was raised deliberately to effectively paralyze enemies.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack. If the wyvern is hovering within 20 feet of the ground, reference the Hover feat for the debris that it kicks up, resulting in concealment.

9: THE VILLAGE

VARITA

CR 10

Wild Elf Bbn3/Rgr3/Ftr4

CN Medium humanoid (elf)

Init +5; **Senses** low light, scent; Listen +1, Spot +1

Languages Common, Elf

AC 20, touch 15, flat-footed 15, -2 AC Raging (+5 dexterity, +1 *amulet of natural armor*, +4 *mage armor*)

hp 96 (10 HD) or 116 raging;

Fort +12 (+14 raging), **Ref** +10, **Will** +2 (+4 raging)

Speed 50 ft. in no armor (8 squares);

Melee masterwork longsword two-handed +13/+8 (1d8+3) or raging masterwork longsword +15/+10 (1d8+6)

Ranged masterwork +2 str composite longbow +19/+14 or +17/+17/+12 (1d8+6, 19-20 crit, *3) or raging masterwork +4 str composite longbow +19/+14 or +17/+17/+12 (1d8+8, 19-20 crit, *3) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +10; **Grp** +12 (+16 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Pre-cast – *mage armor* (CL 1) from potion

Abilities Str 14, Dex 21, Con 14, Int 8, Wis 9, Cha 8.

Feats Darkstalker*, Endurance^b, Improved Critical (longbow), Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing)*, Rapid Shot^b, Track^b, Weapon Focus (longbow), Weapon Specialization (longbow)

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +6, Hide +12, Knowledge (nature) +4, Listen +1, Move Silently +10, Survival +7, Spot +1

Possessions combat gear plus +1 *amulet of natural armor*, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), masterwork longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

* See Appendix Two: New Rules

MORITURI

CR 12

Wild Elf

Bbn1/Swashbuckler3/Ftr2/Rgr4/ChampionofCorellon2

CN Medium humanoid (elf)

Init +4; **Senses** low light; Listen +2, Spot +13

Languages Common, Elf, Sylvan

AC 18, touch 13, flat-footed 14, -2 AC Raging (+4 dexterity, +4 armor)

hp 110 (12 HD) or 134 raging;

Fort +18 (+20 raging), **Ref** +10, **Will** +5 (+7 raging)

Speed 40 ft. in chain shirt (8 squares);

Melee masterwork elven courtblade +18/+13/+8 (1d10+9, 15-20 critical, *2) or raging masterwork elven courtblade +18/+13/+8 (1d10+11, 15-20 critical, *3)

Ranged masterwork +2 str composite longbow +17/+12/+7 (1d8+2)

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

Base Atk +12 **Grp** +14 (+16 raging)

Special Actions Rage 1/day, insightful strike, dodge

Deity: Corellon

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

Feats Combat Expertise, Dodge, Endurance^b, Exotic Weapon Proficiency (elven courtblade), Improved Critical (elven courtblade), Mobility, Mounted Combat, Rapid Shot^b, Weapon Finesse^b, Weapon Focus (elven courtblade), Track^b, Weapon Specialization (elven courtblade)

Special Qualities: uncanny dodge, fast movement, rage 1/day, wild empathy, combat style melee, favored enemy (human), corellon's blessing (2 pts), elegant strike, ranger spells (cannot cast), animal companion (dismissed).

Skills: Balance +9, Diplomacy +3, Handle Animal +2, Hide +9, Jump +7, Knowledge (nature) +5, Knowledge (religion) +2, Listen +0, Move Silently +9, Ride +17, Spot +13, Survival +8, Tumble +13.

Possessions combat gear plus mithral chain shirt, masterwork +2 Str composite longbow, arrows (60), masterwork elven courtblade (2), kukri (2), light pick, backpack. (Encumbrance – Light).

Corellon's blessing (Su): Upon entering the class, you gain the ability to heal wounds by touch, much like a paladin's lay on hands ability. Each day you can heal a total number of hit points of damage equal to your champion level x your Charisma modifier (minimum 1). For example, a 6th-level champion of Corellon with a Charisma score of 14 can heal 12 points of damage per day. You can choose to divide the healing among multiple

recipients, and you don't have to do it all at once.

Using this ability is a standard action.

You can use any or all of this healing power to deal damage to undead creatures. Using Corellon's blessing in this way requires a successful melee touch attack and doesn't provoke attacks of opportunity. You decide how much of your daily allotment of healing to use as damage after successfully touching your undead foe.

If you have levels in paladin, you add your levels of champion of Corellon and paladin together and determine your ability to heal accordingly (although if you have a Charisma score of lower than 12, your paladin levels do not contribute to your ability to heal).

Elegant Strike (Ex): Upon reaching 2nd level, you become able to place your attacks where they deal greater damage. You apply your Dexterity bonus as a bonus on damage rolls (in addition to any Strength bonus you may have) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to your elegant strike.

APPENDIX 1: APL 12

7: ABEIL ATTACK

ABEIL ELITE SOLDIER SCOUTS (2) CR 11

Sor2/Ftr4

LN Large Monstrous Humanoid

Init +4; **Senses** darkvision 60'; Listen +2, Spot +2

Languages Common, Elf, Sylvan

AC 17, touch 14, flat-footed 13

(-1 size, +4 dexterity, +4 *mage armor*)

hp 124 (12 HD); DR 5/magic

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

Speed 40 ft. in *mage armor* (6 squares); 90 ft fly (good – 18 squares)

Melee two claws +19 (1d6+8) and sting +14 (1d8+4 plus poison) or masterwork ranseur +21/+16/+11 (2d6+12, 19-20 crit) and sting +14 (1d8+4 plus poison)

Ranged composite +8 Str longbow +15 (1d8+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with ranseur)

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

Special Actions Drone, improved grab, poison, spells

Sorcerer Spells Known (CL 2nd):

1st (3 slots left)— *mage armor*, *shield*

0 (5 slots left) — *acid splash*, *daze* (DC 12),

light, *mage hand*, *mending*

Pre-Cast – *mage armor*, *shield* (12 rounds remaining)

Deity: Bralm

Abilities Str 26, Dex 18, Con 22, Int 7, Wis 12, Cha 15.

Feats Dodge, Elusive Target*, Hover, Improved Critical (ranseur), Mobility, Spring Attack, Weapon Focus (ranseur), Weapon Specialization (ranseur),^a

Special Qualities: hive mind, drone, improved grab, poison, special enemy, stormwing.

Skills: Concentration +10, Spot +5

Possessions combat gear plus masterwork ranseur, cold iron ranseur, kukri (4), light pick, composite +8 Str longbow, arrows (60). (Encumbrance – Light). The familiar for the abeile is currently away scouting.

Drone (Su): As a full round action that does not provoke an attack of opportunity, an abeile can beat its wings to create a droning buzz in a 60-foot spread. Each creature in the area must make a DC 15 Will save or fall asleep as the sleep spell. There is no Hit Dice limit for this effect. Abeils are immune to their own drone attacks as well as those of other abeils. The save DC is charisma-based.

Improved Grab (Ex): If an abeile hits a single target that is at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter, the abeile has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the abeile is not considered grappled). In either case, each successful grapple check it makes during

successive rounds automatically deal damage from both claws and the sting.

Hive Mind (Ex): All abeils within 25 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footing, none of them are. NO abeile in such a group is considered flanked unless they all are.

Poison (Ex): A soldier delivers its poison – DC 19 Fortitude save - with each successful sting attack. The initial and secondary damage is 2d4 Strength. The save DC is Constitution-based.

Stormwing (Su): As a full round action, a soldier in flight can hover and deliver a destructive sonic attack with its wings. The attack deals 6d6 sonic damage to all (except other abeils) with a 40-foot burst of the abeile, DC 19 Reflex save for half damage. Once the soldier uses this ability, it must wait 1d4 rounds before using it again. The save DC is constitution based.

Special Enemy (Ex): An abeile soldier may select a type of creature as a special enemy. This ability is similar to the ranger's favored enemy ability, and the soldier may choose from the same list. Each soldier may only select one special enemy. The soldier receives a +3 bonus on Bluff, Listen, Sense Motive and Survival when using these skills against its special enemy. Likewise a soldier gets this same bonus on weapon damage rolls against creatures of the selected type.

* See Appendix Two: New Rules

8: WOUNDED ELF

WILD ELF VERY ADVANCED ELITE

WAR-TRAINED WYVERN

CR 14

N Huge Dragon

Init +0; **Senses** darkvision 60', low light; Listen +26, Spot +29

Languages Common, Draconic, Elven

AC 25, touch 9, flat-footed 24

(-2 size, +1 dexterity, +5 breast plate barding, +11 natural)

hp 333 (19 HD); immunity *sleep* and paralysis

Fort +19, **Ref** +12, **Will** +13

Speed 15 ft. in breastplate barding (4 squares); fly 60 ft with poor maneuverability (12 squares)

Melee sting +28 (2d6+11) and two talons +26 (3d6+11) and bite +26 (3d8+11); instead of talons can use wings while not flying two +26 (3d8+11)

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

Base Atk +19; **Grp** +38

Special Actions Improved grab, poison

Deity: Tiamat

Abilities Str 32, Dex 12, Con 26, Int 6, Wis 14, Cha 7

Feats Ability Focus (poison), Alertness, Hover, Improved Natural Attack (sting), Improved Toughness, Light Armor Proficiency, Medium Armor Proficiency, Multiattack^b.

Special Qualities: scent

Skills: Hide +15, Listen +26, Move Silently +23, Spot +29

Possessions combat gear plus breast plate barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude DC 24, initial and secondary damage 2d6 Str. The save DC is Constitution based. This poison is a variant on the standard (which damages Con) and the species was raised deliberately to effectively paralyze enemies.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack. If the wyvern is hovering within 20 feet of the ground, reference the Hover feat for the debris that it kicks up, resulting in concealment.

9: THE VILLAGE

VARITA

CR 12

Wild Elf Bbn3/Rgr3/Ftr6

CN Medium humanoid (elf)

Init +6; **Senses** low light, scent; Listen +1, Spot +4

Languages Common, Elf

AC 21, touch 16, flat-footed 15, -2 AC Raging (+6 dexterity, +1 *amulet of natural armor*, +4 *mage armor*)

hp 111 (12 HD) or 135 raging;

Fort +13 (+15 raging), **Ref** +12, **Will** +3 (+5 raging)

Speed 50 ft. in no armor (8 squares);

Melee masterwork longsword two-handed +15/+10/+5 (1d8+3) or raging masterwork longsword +17/+12/+7 (1d8+6)

Ranged masterwork +2 str composite longbow +22/+17/+12 or +20/+20/+10/+5 (1d8+6, 19-20 crit, *3) or raging masterwork +4 str composite longbow +22/+17/+12 or +20/+20/+10/+5 (1d8+8, 19-20 crit, *3) – note that Varita takes a -2 penalty to hit if using the greater strength bow while not raging

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

Base Atk +12; **Grp** +14 (+18 raging)

Special Actions Rage 1/day

Deity: Sehanine Moonbow

Pre-cast – *mage armor* (CL 1) from potion

Abilities Str 14, Dex 22, Con 14, Int 8, Wis 9, Cha 8.

Feats Darkstalker*, Die-Hard, Endurance^b, Improved Critical (longbow), Improved Precise, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing)*, Rapid Shot^b, Track^b, Weapon Focus (longbow), Weapon Specialization (longbow)

Special Qualities: uncanny dodge, fast movement, rage 1/day, favored enemy (human), combat style – ranged, wild empathy.

Skills: Handle Animal +6, Hide +14, Knowledge (nature) +4, Listen +1, Move Silently +11, Survival +7, Spot +1

Possessions combat gear plus +1 *amulet of natural armor*, masterwork +2 Str composite longbow, masterwork +4 Str composite longbow, arrows (80), masterwork longsword, cold iron longsword, daggers (4), light pick, backpack. (Encumbrance – Light).

* See Appendix Two: New Rules

MORITURI

CR 12

Wild Elf

Bbn1/Swashbuckler3/Ftr2/Rgr4/ChampionofCorellon2/Wildrunner2

CN Medium humanoid (elf)

Init +4; **Senses** low light; Listen +2, Spot +13

Languages Common, Elf, Sylvan

AC 18, touch 13, flat-footed 14, +1 touch AC, regular AC unchanged, all while raging and screaming (+4 dexterity, +4 armor)

hp 129 (14 HD) or 157 raging;

Fort +21 (+23 raging), **Ref** +13, **Will** +5 (+7 raging)

Speed 50 ft. in chain shirt (10 squares);

Melee masterwork elven courtblade +20/+15/+10 (1d10+9, 15-20 critical, *2) or raging and primal screaming masterwork elven courtblade +23/+18/+13 (1d10+16, 15-20 critical, *3)

Ranged masterwork +2 str composite longbow +18/+13/+8 (1d8+2) or primal screaming +21/+16/+11 (1d8+2)

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

Base Atk +14 **Grp** +16 (+19 raging and screaming)

Special Actions Rage 1/day, insightful strike, dodge, primal scream 2/day

Deity: Corellon

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

Feats Combat Expertise, Dodge, Endurance^b, Exotic Weapon Proficiency (elven courtblade), Improved Critical (elven courtblade), Mobility, Mounted Combat, Rapid Shot^b, Weapon Finesse^b, Weapon Focus (elven courtblade), Track^b, Weapon Specialization (elven courtblade)

Special Qualities: uncanny dodge, fast movement (twice), rage 1/day, wild empathy, combat style melee, favored enemy (human), corellon's blessing (2 pts), elegant strike, ranger spells (cannot cast), animal companion (dismissed), trackless step (as druid ability), primal scream.

Skills: Balance +9, Diplomacy +3, Handle Animal +2, Hide +9, Jump +7, Knowledge (nature) +5, Knowledge (religion) +2, Listen +0, Move Silently +9, Ride +17, Spot +13, Survival +8, Tumble +13.

Possessions combat gear plus mithral chain shirt, masterwork +2 Str composite longbow, arrows (60), masterwork elven courtblade (2), kukri (2), light pick, backpack. (Encumbrance – Light).

Corellon's blessing (Su): Upon entering the class, you gain the ability to heal wounds by touch, much like a paladin's lay on hands ability. Each day you

can heal a total number of hit points of damage equal to your champion level x your Charisma modifier (minimum 1). For example, a 6th-level champion of Corellon with a Charisma score of 14 can heal 12 points of damage per day. You can choose to divide the healing among multiple recipients, and you don't have to do it all at once. Using this ability is a standard action.

You can use any or all of this healing power to deal damage to undead creatures. Using Corellon's blessing in this way requires a successful melee touch attack and doesn't provoke attacks of opportunity. You decide how much of your daily allotment of healing to use as damage after successfully touching your undead foe.

If you have levels in paladin, you add your levels of champion of Corellon and paladin together and determine your ability to heal accordingly (although if you have a Charisma score of lower than 12, your paladin levels do not contribute to your ability to heal).

Elegant Strike (Ex): Upon reaching 2nd level, you become able to place your attacks where they deal greater damage. You apply your Dexterity bonus as a bonus on damage rolls (in addition to any Strength bonus you may have) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to your elegant strike.

Primal Scream (Su): at 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3+ your Con Modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3+your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 to bonus to dexterity. In addition, your jaw elongates and your teeth become razor sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small, or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat).

In addition to these effects, a primal scream conveys additional benefits as you gain levels, as described below. All effects are cumulative.

Enemies Shaken: Starting at 4th level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind-affecting fear effect. Creatures in the area must make Will saves (DC 10+your class level+ your Cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class

level. Creatures with more Hit Dice than you are immune to this effect.

Pounce: At 6th level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream. If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

Enemies Cower: Beginning at 8th level, your primal scream can immobilize enemies with fear when you activate the ability. This is a sonic, mind-affecting fear effect. It functions like the enemies shaken ability described above, except that any enemy with less than half your Hit Dice that fails its Will save is cowering instead of shaken.

Fast Healing: At 10th level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point.

If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, it drops to 15 feet. You do not detect the exact location of the source – only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

APPENDIX 2: NEW RULES ITEMS

FEATS

Darkstalker [General]

You have learned how to stalk and surprise creatures that senses are very different from those of a humanoid

Benefit: When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

Source: *Lords of Madness*

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior*

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior*

Ranged Weapon Mastery [General]

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using a range weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage. In addition, you increase its range increment by 20 feet.

Special: You may select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Ranged Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II*

MAGICAL ITEMS

Scorpion's Strike (New Magical Item)

Scorpion's strike is a slot-less magic item shaped as a scorpion pendant. Each comes with 5 unique slot-less talismans, silver hoop earrings. Talismans carried by the bearer of *scorpion's strike* do not function. Once per day, the bearer of *scorpion's strike* may activate it as a standard action that provokes an Attack of Opportunity - any individual with a 6+ Int within 30 feet and carrying an associated talisman, immediately benefits from the *snake's swiftness* spell (SpC). (Craft Wondrous Item, CL 5, Crafter must be at least 9th level, Crafter must be a Baklunish human, *snake's swiftness*, *mass*, *permanency*, 6450 gp).

MUNDANE ITEMS

Sword, Elven Courtblade: These exotic weapon seem impossibly long and thin, tapering to a needlelike point. One edge of the blade is sharpened along its entire lengthy, and the opposite is sharpened on for the final quarter near the tip. A courtblade has a basket-shaped hilt (usually made to resemble leaves and vines), a long grip, and a heavy pommel. The weapon is

intended for thrusting attacks, but the wielder can slash with it as well.

A character with the Exotic Weapon proficiency (elven courtblade) feat finds the weapon well suited for quick feints and thrusts. A character can use an elven courtblade in conjunction with the Weapon Finesse feat, applying her dexterity bonus (if any) to melee attacks she makes with the weapon, though it remains a two-handed weapon and not a light weapon.

Characters proficient with the elven courtblade may treat it as a greatsword for the purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Cost 150 gp. Dmg (S) 1d8, Dmg (M) 1d10, Critical 18-20/x2, 6 lb., Piercing or Slashing.

APPENDIX 3: KET LAWS

For minor crimes (sentences of 10 TUs stock time or less), Threshers are able to immediately investigate the crime, interview witnesses, pass judgment and carry out the sentence. For major crimes, the accused is turned over to a formal court hearing before a Jurat and two mullahs.

Crime & Punishment: The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the victim.

Mitigating Circumstances: In recent times, moderate voices have convinced the Beygraf that the "all-or-nothing" aspect of the justice system had become a burden to the common people. The solution was to introduce "mitigating circumstances" to sentencing—given certain predetermined circumstances during the commission of the crime, the convicted person will receive a reduced sentence.

Legal wrangling: Upon conviction, legal wrangling can be attempted in order to reduce the sentence when there are no mitigating circumstances, or in place of mitigating circumstances. However, if a PC attempts legal wrangling, then he or she cannot call upon mitigating circumstances as well. By making a Diplomacy or Profession (Lawyer) check at DC 20 + APL, execution will be reduced to life in the mines, life in the mines will be reduced to 2 years in the mines, and all other sentences reduced to half their length or half the fine, whichever is applicable.

CRIMES OF DEBT

Falling into Debt (Citizen): Sentenced to become *ushdar* (indentured servant) in household of creditor until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

Unpaid debt obtained with Fraudulent Collateral (Non-Citizen): Upon determination that collateral did not match worth of loan, sentenced to become *qashar* (mine slave) until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

MINOR CRIMES

Vandalism: Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-appointed indentured servitude per 10 greatshields of property damage.*

Mitigating Circumstances: None

Tax evasion: Fine equal to double the value of the tax owed, or if unable to pay fine, court-appointed indentured servitude to a Citizen of Jurat's choice, 1 TU per 10 greatshields of tax owed.*

Mitigating Circumstances: None

Break & Enter: 2 TUs in stocks for unauthorized entry, in addition to any punishment for theft.

Mitigating Circumstances: It was an emergency;
Effect: No fine or conviction

Theft: Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured servitude to owner of property, 1 TU of per 10 greatshields of property value*

Mitigating Circumstances: None

Heresy: The worship of Olidamarra is illegal in Ket, punishable with 1 TU in the stocks and confiscation of any materials dedicated to Olidamarra (including holy symbols)

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

Killing of "monster": Fine (typically 100 greatshields); or if unable to pay fine, court-appointed indentured servitude to Citizen of Jurat's choice, 1 TU per 10 greatshields of fine owed.*

Mitigating Circumstances: Any reasonable excuse; **Effect:** No fine or conviction

CRIMES AGAINST NON-RESIDENTS

Aggravated Assault (lethal damage): 2 TU in stocks.

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Lethal Assault (resulting in death): 10 TUs in stocks [Paying for a successful raise dead reduces conviction to Aggravated Assault]

Mitigating Circumstances: Self defense. **Effect:** No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

Simple Assault (non-lethal): 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

Kidnapping or Torture: 1 year in mines**
Mitigating Circumstances: None

Manslaughter: 1 year in mines**
Mitigating Circumstances: Self defense. **Effect:** 10 TUs in stocks

CRIMES AGAINST HORSES

Simple Assault(non-lethal damage): 2 TU in stocks
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse; **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, convicted of simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. **Effect:** 5 TUs in stocks, convicted of aggravated assault

Horse Theft: 52 TU in stocks and fine equal to double the value of the horse plus restitution to owner of horse. If unable to pay fine, 52 TUs in stocks or 1 year in mines** plus 1 TU of court-appointed indentured servitude per 10 greatshields of value of the horse*
Mitigating Circumstances: To save the life of the Beygraf. **Effect:** No penalty

Kidnapping or Torture: 2 years in mines**
Mitigating Circumstances: None

Horseslaughter: 2 years in mines**
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse. **Effect:** 10 TUs in stocks, convicted of deadly assault

CRIMES AGAINST CITIZENS

Simple Assault (non-lethal): 2 TU in stocks
Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks
Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 5 TUs in stocks, convicted of aggravated assault

Kidnapping or Torture: Life in mines**
Mitigating Circumstances: None

Murder, unpremeditated: Life in mines**
[Paying for a successful *raise dead* reduces conviction to Deadly Assault]
Mitigating Circumstances: Self defense. **Effect:** 26 TUs in mines**

Murder, premeditated: Execution. [Paying for a successful *raise dead* reduces conviction to Murder, unpremeditated]
Mitigating Circumstances: None

CRIMES AGAINST THE STATE

Bearing of armor or weapons inside walled city or town: 10 TUs in stocks
Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution
Mitigating Circumstances:
Impersonation of Resident: 1 TU in stocks
Impersonation of Citizen: 4 TUs in stocks
Impersonation of member of military unit except Threshers: 10 TUs in stocks
Impersonation of Thresher or Jurat: 1 year in mines**
Impersonation of Bey or Graf: Life in mines**
Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat: Look up same type of assault against Citizen and double the penalty.
Mitigating Circumstances: None

Theft of Beygraf's property: Execution
Mitigating Circumstances: As determined by Jurat. **Effect:** Life in the mines

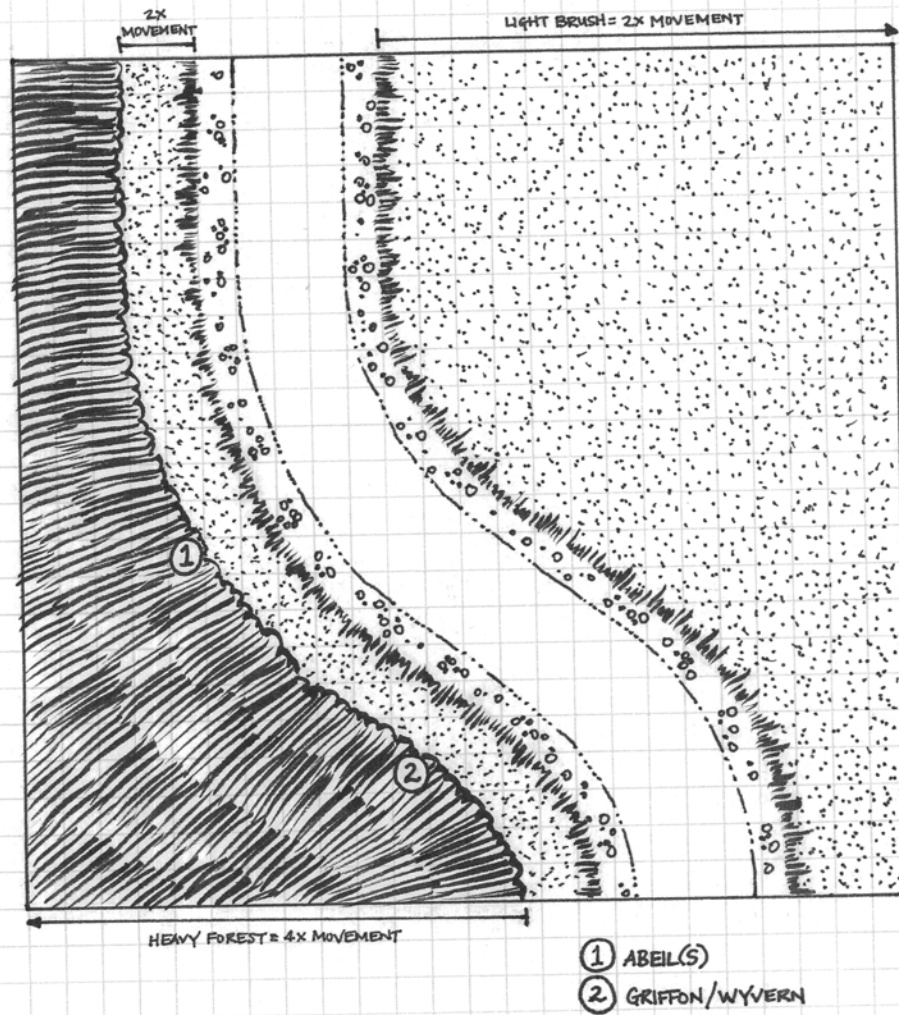
Crimes against the Beygraf: Execution
Mitigating Circumstances: As determined by Jurat. **Effect:** Life in the mines

Treason: Execution
Mitigating Circumstances: None

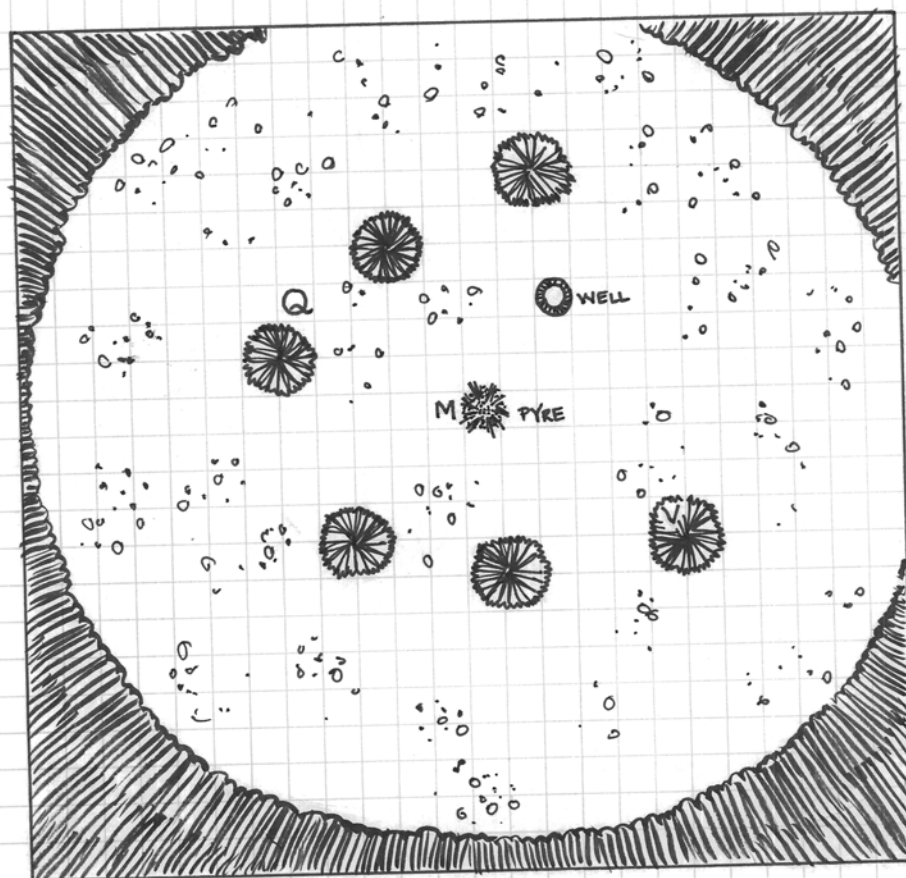
*Only a Citizen may become an *ushdar* (indentured servant). Residents and non-residents unable to pay fine are sentenced to labor in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields per year.

**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

***Impersonation for purposes of entertainment or satire, either public or private, is not judged to be a crime.

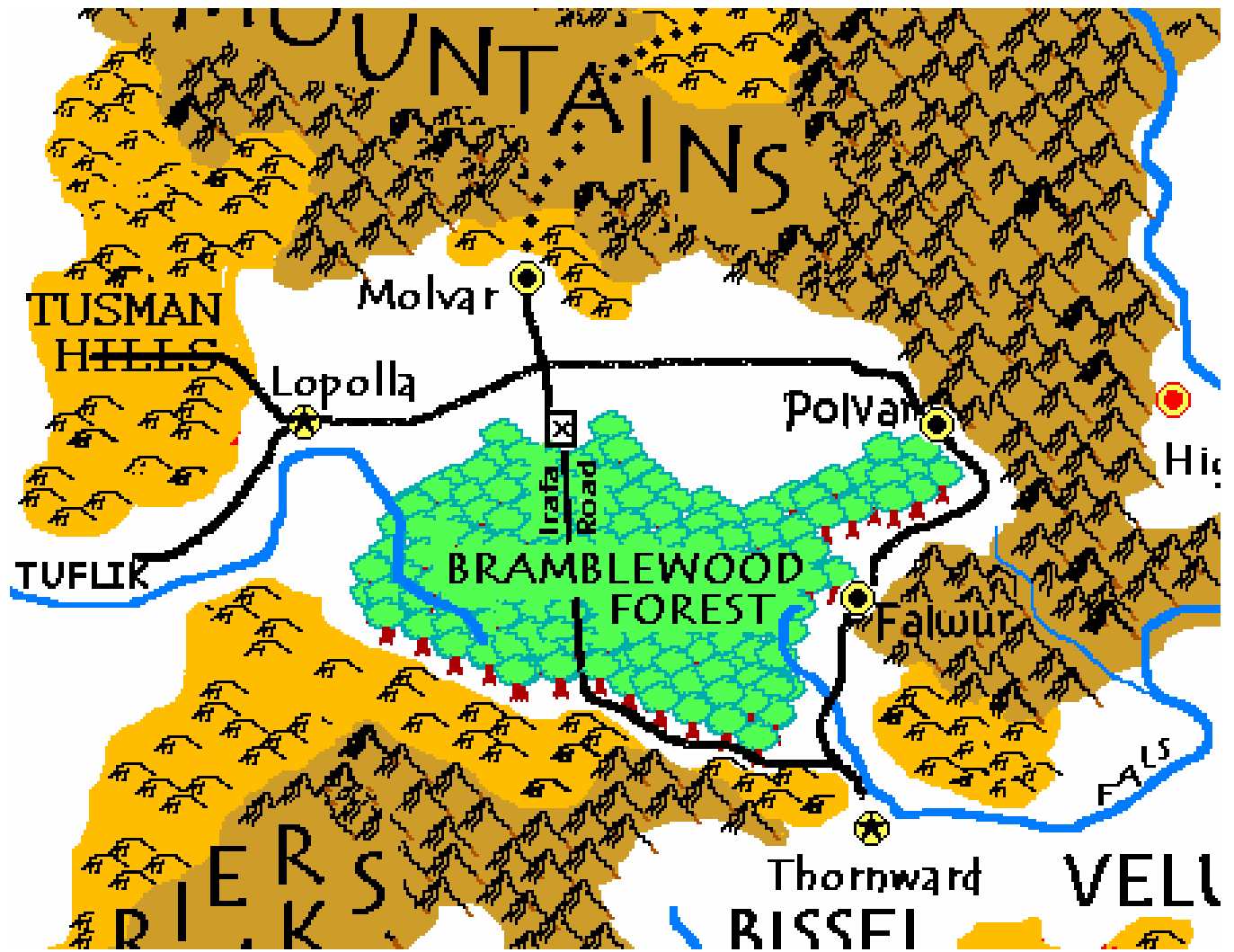


DM MAPS

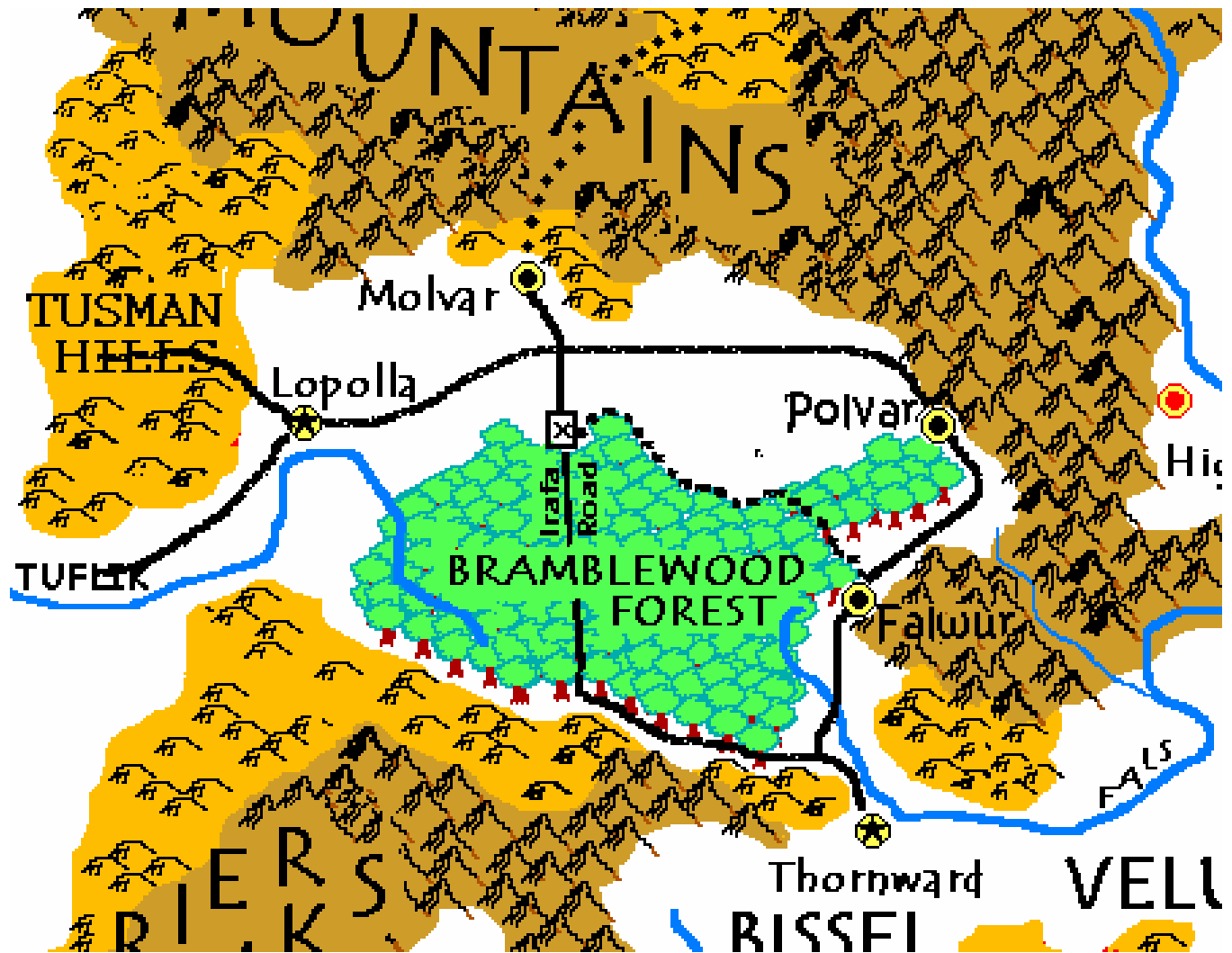


HEAVY FOREST
4X MOVEMENT




Q QUEEN
M MORITURI
V VARITA



PLAYER HANDOUT 2: MAP OF KET



KET7-05 LIKE BEES TO HONEY MAP 2 : KET ROADS

-  Fort Nesser
-  Major caravan routes in Ket
-  Trail that Corvera wishes to follow