

DYV2-04



ELOPED

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

Version 1

by Jeff Huston

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Daddy wants his little girl back, so she can be married. Thing is, she hasn't accepted any proposals yet, and several of her suitors disappeared at about the same time she did. Where is she? Is she okay? Did she just pick someone dad doesn't like, and elope? An adventure for characters level 3-10.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Dyvers. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The Lartoln Merchant House has a very attractive young girl of marrying age. The Lartoln's started as merchants by providing pitch and tar for the shipbuilders, but expanded into additional business interests as many as four generations ago. Today they are one of the larger merchant houses, and Shorn, the current head of the household, sits as one of the ruling Gentry in Dyvers. Shorn, incidentally, has no sons. Marlae is his eldest child, and many are positive that whoever marries her can become the next head of the Lartoln Merchant House.

Thus it's no surprise that she has plenty of suitors. In keeping with her training, she provides no open favoritism between them, playing one against the other. Although there is a personal favorite, each suitor, due to the time they have spent alone with her, is convinced that they are her favorite.

The problem is that Marlae and several of her suitors have all vanished! Shorn plans to hire well-known adventurers to track her down and return her to the family. If any of the missing suitors were involved, he would like to know so that appropriate actions can be taken against them.

Zarnt is the fourth son of the Kuralt Merchant House. While not as well off as the Lartolns, they do much better than the average merchant on the streets of Dyvers. He's actually got a very good business head on his shoulders, and is Shorn's favorite of Marlae's suitors. He is also missing.

Peitor is an adventuring half-elven bard. He's not interested in the Lartoln business at all, but seems to be enraptured by Marlae herself. Since Shorn doesn't really like him he isn't using Peitor in the effort to find her, even though Peitor is still available.

Rounding out the list of missing suitors are Waltharn and Rikee. Waltharn, the son of a simple farmer, is Marlae's favorite and by far the most open and honest of the suitors. Rikee is the first son of the very minor Dalelant Merchant House, specializing in grain and spice trading. Geoth is the third son of the Julentine Merchant House, another minor house that specializes in shipping. Geoth is still available, and very concerned for Marlae's safety.

Obviously, this adventure is open ended as far as where the characters can go and in what order. After the characters answer Shorn's call for help, he explains the situation, as he understands it, and offers to answer any questions that they may have. Shorn can provide directions to Geoth's, Rikee's, and Zarnt's family homes, and knows that Peitor spends some time at the Sword and Tankard.

Presumably the characters want to search Marlae's room. Within, they find a few mementos from her suitors, but nothing that serves as a solid indicator of where to look.

From here the characters have to start looking for the suitors, in hopes of finding some kind of lead. Some

groups might decide to ask questions of shadier contacts, and this should be allowed, even encouraged, though they have to ask the right questions to get any useful information from The Alliance.

Geoth is surly, because he's confident that Marlae has eloped with either Rikee or Zarnt and that his hopes have been destroyed. He can provide the characters with directions to Waltharn's home outside the city proper. He instigates rumors that Peitor has been using magic to eliminate potential rivals because he's positive that Peitor is the cause of all of his troubles.

Rikee has simply gone missing. He just left the house one day and hasn't come back. An investigation of all Dalelant properties finds him, Marlae, and several guards in a small building attached to one of the family's warehouses.

Talking to the Kuralt family reveals that Zarnt was taken in a scuffle just down the block from the main family home. They don't know the specifics, but are guessing that The Alliance had something to do with it. The constabulary and their own men are looking into it, but they are confused by the lack of a ransom message. Previously hidden in Zarnt's rooms are drafts of several love letters to Marlae, including a large number of drafts for a marriage proposal.

Peitor is angry that Shorn refused his help, but is glad to see that he has gotten such experienced adventurers to look for Marlae. He knows that Waltharn left town, having convinced him to leave, heading for home, the day before Marlae vanished and can provide rough directions to find Waltharn. Peitor doesn't believe she's run off with anyone, not of her own free will, anyway.

Waltharn was actually talked out of competing for Marlae's hand, through the combination of Peitor's words and Shorn's efforts. Having gone home to get out of the way of her future happiness. He's not pleased at all about being back at the farm. He takes action to recover Marlae once he knows she's missing, and refuses to share any information that might be useful, so that he's more likely to succeed than the characters.

Alliance contacts are able to provide a variety of information. They can potentially identify the kidnapping of Zarnt and the fact that he's on his way to slavery. The hunt for the *potion of love*, and Rikee is behind all of them. Certain members of The Alliance know exactly what is going on, but they don't consider it important enough to involve them in it. The constabulary knows the Enforcers actually took Zarnt, but haven't been able to establish any reason for the act, or what was done with him afterwards. They are watching to see if they can catch him being transported out of the city.

INTRODUCTION

Find out which characters know each other, and provide the minimum number of messengers required for the group to be invited to participate. The messenger is sent to the characters with the most influence with the Gentry of Dyvers. If you need more to identify whom the

messenger tracks down, just pick one of them, it is not that important at this point.

A young boy of no more than 7 or 8 summers approaches you, with a small pouch on a belt over his shoulders. "Are you" [character's name]?" Assuming the character admits to his or her identity, the boy reaches into his pouch and pulls out a sealed envelope. "This is yours, then." The boy pauses for a moment as if expecting something. Give the players a moment to tip the boy, then he moves along. The envelope is sealed with the crest of the Free City of Dyvers pressed into green wax. The letter within requests the presence of you, "the great hero of Dyvers" Out of region characters have been contacted because of their renown. and your companions at the Lartoln Merchant House at mid afternoon, about three hours from now.

Obviously, the characters are supposed to show up as requested. If any choose not to, this is their chance to leave the table before having to be included on the scoring packet as having played the adventure.

Encounter 1: The Worried Father

The players should leave this encounter with the following information/impressions: Shorn is very concerned about his daughter, he wants anyone responsible for hurting her punished, and directions good for finding at least one of her suitor's home and family.

When you reach the Lartoln Merchant House, a well-dressed, middle-aged human greets you at the door. "Ah, yes. The adventurers Master Lartoln called for. Please, come with me." He turns and leads you into the house, barely glancing back to verify that you are following. You are escorted through the foyer and cloakroom into an informal sitting room. The most unusual adornment would have to be the nearly empty weapons rack. This room is comfortable, but filled with functional furniture as opposed to fancy furniture.

If required, and the players are willing, this would be their "big opportunity" to meet each other, and make whatever introductions they feel are necessary.

If any of the characters choose to try to pocket something from this room, allow them a Pick Pocket check (DC 10) with no possible synergy bonus for having 5 or more ranks in Bluff. Shorn is too distracted to notice. For each item after the first, increase the DC by +2 cumulative. In no case do such thefts garner the character, or those he shares with, treasure totals above the adventure's treasure cap, though they might make up the difference if the characters miss something.

A few moments later, another human, this one in his forties, comes into the room. His clothes are obviously expensive, but he seems uncomfortable, disarrayed, and distracted. He wanders over near the weapons rack, and then the window, before standing still near an empty chair. "Thank you for coming." He makes eye contact with each of you briefly, but doesn't hold it. "I am Shorn Lartoln, current head of this House. You, the great heroes of The City of Sails, are here because I need your help. My

daughter, Marlae, has vanished. The Constabulary has been unable to find evidence of any wrong doing, but she wouldn't have just up and run away, so they have to have missed something. I want you to find her, bring her home, and help me punish whoever took her away from her mother and me like this. Will you help?"

Here is the information that Shorn can provide the characters if/when they ask the appropriate question.

- Marlae's mother is Larrissa Lartoln who is currently out of town on a trade negotiation. Shorn *really* needs this resolved before she comes home in about two weeks.
- Shorn is a member of the Gentry of Dyvers.
- The characters will be rewarded appropriately for their efforts. What kind of hero would ask, though? Refuse to give any hard answers, and actually reduce the reward if the players keep pushing the issue.
- The characters can have a writ indicating that they are working for Shorn, looking for his daughter!
- Marlae vanished a week ago.
- She said she was going shopping, and left dressed like a normal traveler. She managed to lose her guard escort in the marketplace.
- Unfortunately Marlae has made a habit of this kind of thing. She was never gone for more than a few hours before, though, and she always returned to the guards so that they wouldn't get in trouble for losing her.
- As far as Shorn knows all of Marlae's things are still in her rooms.
- Of course, you may look through her rooms.
- There has been no ransom demand or anything similar.
- Marlae is 17 years old.
- Here is a small portrait of her. (Thin, red hair, green eyes, slightly pale complexion, very comely)
- She has a large group of suitors, including Zarnt Kuralt, Peitor Sunsong, Waltharn, Rikee Dalelant, and Geoth Julentine.
- Zarnt, Waltharn, and Rikee have not been seen since Marlae's disappearance.
- Zarnt Kuralt is a fine young lad, one any member of the Gentry would be proud to have as a son in law. Here are directions to his family's house.
- Peitor Sunsong is a wandering rascal, with no head for business, and no business with Marlae. You could probably find him at the Sword and Tankard. He spends a lot of his time in taverns.
- Waltharn is a farmer's boy. Where and when he and Marlae met is beyond me. I'm glad he's gone. I just hope she's not with him.
- Rikee Dalelant is a solid enough lad, familiar with business and the needs of a strong House. She could do better, but he wouldn't be a bad choice. Here are directions to his family's house.

- Geoth Julentine understands the businesses of Dyvers very well, and could someday become a powerful member of the Gentry, if he could just get over being so shy and quiet. Here are directions to his family's house.

Once the characters have accepted the mission, and seem to have run out of questions for Shorn, they are escorted back out the door by the butler.

ENCOUNTER 1A: MARLAE'S ROOMS

You are led upstairs to a small suite. There is a bedroom, changing room, sitting room, and even a small office space all contained within this one apartment inside the family mansion. All are very ornately decorated, filled with solid antique furniture, heavy drapes against winter's chill, light curtains to let in the warmer sun, and art anywhere it seems it might fit.

Welcome to Marlae's rooms. Again, any characters that wish to do so can attempt to steal small items. The items taken from these rooms are more valuable than any taken from the informal sitting room. Use the same rules as given in Encounter 1, but note that the increased value and concern for Marlae's rooms and possessions increases the initial DC to 20. Also note that any items already taken count for the multiple item penalty of +2 to the DC per item cumulative.

Searching through the rooms, the players are able to find the following items without needing to make any checks:

- The desk is covered in difficult texts about business theory, and the front right corner includes papers covered in notes apparently taken from the texts. These are samples of Marlae's writing.
- Within the upper right-hand desk drawer are several small bundles of paper; each is bound by a single pale blue ribbon.
 - The first bundle is a series of love letters from Waltharn. The writing is horrible, and the text simple, but the pages of this bundle appear more worn than those in the other bundles.
 - The second bundle is a series of love letters from Peitor. The penmanship is gorgeous, and the text suitable for sonnets.
 - The third bundle down is from Geoth. The penmanship is very nice, and the text pleasant, but it is rather simple, overall.
 - The fourth bundle down is from Rikee. The penmanship is reasonable, but the text seems somehow insincere.
 - The fifth bundle down is from Zarnt. These are also masterful works for love letters, but the signature seems to be in a different hand than the text!
 - There are a several more bundles, but each is smaller than the first five, and the newest

letter older, the farther down the characters go.

- Her sitting room contains portraits of several young men. Zarnt, Peitor, Rikee, and Geoth are all represented. Peitor is clearly half-elven, and the only non-human among them.
- Her dressing room has easily a hundred dresses, and more than twenty pairs of shoes. The clothes indicate that she's small, probably no more than 5 ft. 2 in., and slender. There is a small collection of clothing more appropriate for travel, or vanishing into a street crowd.
- There is nothing else of note within her bedroom.

There is nothing hidden in her room that a Search roll is needed to find. Detective work is required for this module...

ENCOUNTER 2: THE SUITORS

The players may or may not choose to visit each suitor and/or his family. Each encounter below is designed to deal with them separately and is listed in alphabetic order by last name.

Waltharn is Encounter 2a.

Rikee Dalelant is Encounter 2b.

Geoth Julentine is Encounter 2c.

Zarnt Kuralt is Encounter 2d.

Peitor Sunsong is Encounter 2e.

You should note that searching in and around the various family holdings is perfectly acceptable, and could lead to an "early settling" of the final encounter. That's perfectly fine. Searching the various holdings is *not* detailed in any of these sections. If the players choose to do this, just jump to Encounter 5, and adjust it as necessary to make things work.

ENCOUNTER 2A: WALTHARN

Following the instructions you received from one of the other suitors, you approach a small farm a good five hours west of Dyvers. It is mid-afternoon, and several people and animals are out working the fields. A little investigation and looking around lead you to a very large, young, dark-haired man who seems to be working very hard.

If the players want to talk to someone else before approaching Waltharn directly, let them. These other parties, whether his father, brothers, or hired hands, can all share basically the same information:

- Waltharn came back to the farm about one day before Marlae vanished.
- He's pretty broken up about this whole thing, though he is not really ready to talk about it, yet.
- His family can't figure out if he is more angry at somebody, or sad about losing her.

Waltharn's actual motives and emotional state are just a little different than described, however. He's angry that he let the others talk him out of trying for Marlae's hand, but he is convinced his absence has cemented his failure to overcome her father's prejudice against him. Sadly, he doesn't really care about Marlae specifically at all, and was trying to use her to get out of the environment he had grown up in. As such, when he finds out that she's missing he is not very cooperative in finding her, immediately deciding that if he can be responsible for her rescue he might get what he wanted in the first place. He trades information for information, but he's going to guard what he has in exchange for things he doesn't know, that he thinks might help him rescue Marlae.

- He knows where each of the others can normally be found.
- He does not know who all is missing.
- He knows that Zarnt is the suitor everybody else has to displace in Shorn's eyes. If he finds out that only Zarnt and Rikee are unaccounted for before revealing this, he'll lie and name Rikee as the favorite. His Bluff modifier varies by APL: +6, +8, +11, or +13)
- Nobody knows Marlae's heart.
- Peitor is a lying scoundrel who could just as easily have been involved in her abduction as he could marry her.
- Geoth is a useless worm and shouldn't have survived childhood.

If the players don't figure out what's going on fast enough to stop him, this conversation triggers Encounter 7 later in the adventure. That encounter is not used otherwise, unless the players move quickly through the module, and there's a lot of time left to fill in the round.

ENCOUNTER 2B: RIKEE DALELANT

While not even close to being as impressive as the Lartoln Merchant House, the Dalelant Merchant House is still a large home by any standards, and appears well kept. A younger female gnome answers the door. "Good day. How may I help you?"

This is Genda, the housemaid. If the characters ask to see Rikee, she'll respond, "I'm sorry, but Master Rikee is not currently available. Perhaps you would like to try again later?"

If the characters ask to talk to someone about Rikee's disappearance, she'll ask them to wait while she goes and checks if anyone is willing to talk to a group of strange adventurers about it. After a few minutes, Darlena, Rikee's mother, escorts the characters inside.

"Greetings. I'm Darlena Dalelant, Rikee's mother. If you would join me in the study, I'm willing to discuss Rikee's disappearance with you. You are going to try to find him and return him to me, aren't you? He's our eldest child, and I don't know what I'll do with myself if we never get him back!"

This conversation should be a little more emotion-laden than the characters are comfortable with. Darlena is more

obviously distraught than Shorn was, and she is going to use it as a weapon against anyone that she thinks she can get to help her get her "little boy" back. The information she can share with the party:

- Rikee is 25 years old.
- Here's a portrait we had made of him last year.
- He vanished the same day that Marlae did.
- He's never been so enraptured with a girl before as he has been with Marlae.
- He has never just vanished like this before.
- Genda said that she saw him leaving that afternoon, but nobody else saw him go.
- Well, if you want to know more about what Genda saw, you should ask her.
- Marlae's such a sweet girl. I was really looking forward to their children.
- Of course you can search his room.

Rikee has a single, large room, with some space devoted to sleeping, changing, and working. A successful Search check (DC 28) reveals a note secured to the bottom of his lower left desk drawer. It says simply "Jole Tranken, 500, pay Max" on one line and "Unknown, 1000, pay Max" on another. There is nothing else unusual or surprising in his room.

Genda is nervous about talking to the characters, and Darlena won't leave them alone with her, because she wants to hear this, too.

- He was dressed for a normal day in the city, nothing special.
- He wasn't carrying anything unusual.
- No, he went without a guard. He usually does.

If any of the characters make a successful Innuendo check (DC 18), they realize she has more she can share, but not in front of Darlena. An additional Innuendo check (DC 15) is enough to establish a time and place to meet.

If they manage to make a rendezvous with Genda later, she can reveal additional information, for some proper compensation, of course. For 10 gp per APL, she provides one of the following tidbits. Every multiple of that amount garners an additional piece of information. Give the group the piece you think they need most as the first piece, and then select randomly after that.

- Rikee's been dealing with some strange people recently.
- He was very excited about a purchase he made the day before he vanished, but she doesn't know what it was.
- He's got his own loyal supporters in the House employees, and they could well be helping him hide somewhere.
- Rikee has recently sold most of the artwork he had in his rooms, and seemed to be getting desperate for cash.

ENCOUNTER 2C: GEOTH JULENTINE

The Julentine Merchant House is a large, wooden structure, standing out from the surrounding buildings simply by not having the limestone lower walls that the vast majority of buildings in Dyvers are built from.

If the characters ask to speak to Geoth, they are escorted into a smaller library, and he is brought to them. If the characters enter by means other than asking to speak to Geoth they'll encounter a startled but strangely curious Geoth. Adjust the text accordingly.

You are left alone in the library for only a moment or two before the well-dressed young man enters. He's fairly tall, over six feet, but slouches, and refuses to look any of you in the eyes. "Yo-yo- you wanted t-t-to speak with me? I-I-I'm Geoth."

Yes, he stutters. He's very aware of it, and uses it as an excuse to say nothing when he can get away with it. He has a very poor self-image, and is convinced that he is always doomed to failure. He knows, or believes, the following:

- Marlae eloped with Zarnt. None of the rest of us ever really had a chance.
- Rikee's just holed up somewhere drinking his way into not caring.
- Peitor talked Waltharn into going home. He has nothing to do with any of this.
- Peitor is too busy telling tales to be concerned with the loss of fair Marlae.
- I have no idea why they eloped. Shorn would have been happy to marry her off to Zarnt. More romantic, that way, I guess.

ENCOUNTER 2D: ZARNT KURALT

The Kuralt Merchant House stands out among the other Merchant Houses because of one amazingly unusual feature, the large yard they have fenced off from the city streets. They may very well pay more in taxes for the empty yard space than they do for the rest of the building. As nice as the day has been, perhaps it is no surprise that the majority of the household seems to be out on the lawn.

If the characters have already followed through on the Gather Information, constabulary, and Alliance leads, they probably approach this encounter differently than if they haven't. I'm not putting any hard text in here, but am choosing to depend on the judge to roleplay the encounter appropriately.

A servant meets the characters when they get near Kuralt holdings and puts the characters in contact with Halnt Kuralt, current head of the Merchant House. Halnt is understandably angry, and is looking to vent on someone, so if the characters aren't careful, they could become proxies for that "useless constabulary I'm paying for!" Halnt can provide the following information:

- Zarnt was kidnapped. He was forcibly extracted from his room during a thunderstorm, the night that Marlae vanished.
- The Constabulary says they know a group called the Enforcers took him, but they don't know to where, or why.
- There has been no ransom note or demands.
- If he were in debt to The Alliance, they would have sent a message demanding the money, wouldn't they?
- Marlae and Rikee could have been captured that same night. No telling what she was getting those boys involved with.
- You want to search his room for clues? There's nothing much left to find at this point. The help cleaned up after the Constabulary looked it over, but you're welcome to look.

Searching Zarnt's room reveals only one thing of note. He's got a collection of draft love letters that he sent to Marlae. The top three aren't love letters at all, but are different drafts for a proposal of marriage. These are found with little real effort. For groups that looked in Marlae's desk, the proposal notes are the only ones not related to letters Marlae had actually received.

ENCOUNTER 2E: PEITOR SUNSONG

As you reach the Sword and Tankard, it's almost relaxing atmosphere washes over you. Stepping into the main room, you see runners hot in pursuit of their errands. Once a runner gets free you take the short trip through the disjointed rooms and buildings working your way toward Peitor. While you travel, it reminds you some of wandering through tunnels, others of working their way through undergrowth, and still others simply that they wish they'd taken that rock out of their boot when they came in from the street.

As the group enters the room, the half-olven performer nods to the group's escort, and works his current story to a conclusion before stepping off the small stage and heading toward you.

"You must be Shorn's chosen saviors. How can I help you?"

Peitor wants Marlae returned safely, but he is jealous that the strangers such as the characters are being trusted instead of him to look for her.

He can provide the following information, if the situation warrants it:

- I knew who you are because there's nothing else going on so important that a group of adventurers I don't know would come looking for me while I'm working.
- Marlae had clearly selected her favorite among the suitors. Since Waltharn didn't really care about her at all, though, I had to find some way to get rid of him before he ruined her life by convincing her to marry him.
- She preferred that big lug to her more cultured and refined suitors.

- Waltharn is simply an aggressive social climber, much like Geoth and Rikee, but trying for a much larger leap in position than the others.
- Zarnt provides her with the safest social and political match. He just doesn't have enough adventure in his heart to keep her happy.
- She couldn't accept anyone like Geoth. He's not man enough to even stand in front of her and look her in the eyes.
- Rikee's just too greedy. I think even she was figuring out that he wasn't going to be the kind of husband she wants.
- I managed to entertain her, to provide her with a glimpse of the excitement she craves. Her father wouldn't accept me, though. He doesn't believe that a teller of tales could run a business, or represent the family interests on the City Council.
- (*The characters have to offer some information to make this relevant*) Rumor has it that the slavers have at least one set of pens in the city full up, and there should be a shipment going out soon.

ENCOUNTER 3: OTHER SOURCES OF INFORMATION

The players may or may not choose to check with the following additional sources of information. Any dealings that they do have with these optional encounters should only make figuring out what is going on much easier.

The Constabulary is Encounter 3a.

The Alliance is Encounter 3b.

Street Rumors is Encounter 3c.

ENCOUNTER 3A: THE CONSTABULARY

The Constabulary knows the following:

- They believe the Enforcers kidnapped Zarnt, and he has not turned up since.
- Agents are specifically watching for attempts to smuggle him out of the city, though they may have started too late to matter.
- There is no indication of foul play for either Marlae or Rikee.
- Some charlatan named Jole Tranken was caught selling fake potions in the marketplace.

ENCOUNTER 3B: THE ALLIANCE

Alliance contacts have some pertinent information. Those characters that are members of The Alliance or have Alliance influence points can use any Alliance Influence points they have collected in order to garner this information.

- The Enforcers were paid by a third party to deliver Zarnt to the Slavers.

- The Slavers probably took him out of town in their next normal shipment.
- Somebody's been working hard at finding a *potion of love*.
- I hear the stinkin' Slavers are holding people in the warehouses out on Eastgate.

Those who know who Max from DYV1-08 *Blinded by the Darkness*, is and go to the Spice Guild looking to confront him with Rikee's note, are able to get the following hard information by expending either an Alliance favor/influence, or bribing him at least 15 gp per APL..

- Rikee paid to have Zarnt given to the Slavers and disposed of.
- Max brokered the purchase of a *potion of love* for Rikee as well, but it turned out to be a fake, and Rikee's been looking for another.
- Rikee's fine and is working out of one of his family's older warehouses. Max doesn't know which one.
- He's hired a fair number of the Enforcers better people for a few days work. I wouldn't go looking for him for a while if I were you.

ENCOUNTER 3C: STREET RUMORS

Gather Information in random taverns through the town produces the following answers. Give one answer for a successful check (DC 15), and an additional answer for each increment of 3 by which they beat the DC.

- Somebody was selling fake potions in the marketplace. I hear the guy cleared more than 40,000 Wheatsheafs before they caught him.
- The Yellow Sailed ships (Slavers) are hiding those sails, but they stop here in Dyvers on a regular basis.
- There's an unusual amount of activity in the warehouses back over on the far western end of the docks.

ENCOUNTER 4: FROM THE SLAVER'S PENS

If the players figure out that Zarnt could well be on his way to slavery, and they figure out to look for him in the warehouses out on Eastgate, then they can rescue him with the following little combat scene.

Looking through the warehouses nestled on this dock, you find one well inland and away from the docks, with an unusual amount of activity for this late at night. The workers are bringing large boxes into the warehouse, and then leaving with the same boxes only minutes later, apparently more heavily laden.

If the players let the workers finish, then Zarnt is gone. If the players interrupt the work at the warehouse quickly

enough, they'll save Zarnt and a few others from the Slavers' grasp.

If the players attack the guys transporting a single box, they'll free one potential slave, but probably not Zarnt. If the characters follow a load to the ship, they'll have the opportunity to take on a fully crewed slaver ship. This is not a bright idea.

The primary combat takes place in the warehouse, or just outside of it, with two or three sets of laborers and the Alliance Representative. There are three pairs of laborers while they are finishing packing up a slave, and two pairs while the third is rotating back to the Slaver ship. From the time that the characters show up and start watching, the 3rd box to be taken contains Zarnt. There are only four prisoners on site when the characters show up. One group heads to the boat, they get the full box on board, and another group brings an empty box back to the warehouse, until all of the slaves have been loaded onto the boat.

The main expected alternative combat is for the characters to attack one set of laborers. This gets them one rescued body, possibly Zarnt if they attack the right set, and a clue about what is going on. Such an attack quickly alerts the people that the group was heading toward that something is wrong, but not exactly what.

The worst-case scenario is that the characters follow a pair of laborers to the ship, and then decide to attack it. The ship has the three leaders and four pairs of sailor/laborers prepared to fight, with an additional pair if the characters attack before the group leaves to get the next prisoner. If the Slavers think they can manage it, based on how the first round or two goes, they attempt to capture additional slaves instead of killing everyone outright.

In all three cases, the Constabulary does not arrive until well after the fight concludes. If the characters rescue Zarnt, he asks them to come back to his house in a day or two so he can thank them properly.

GENERAL SAILORS/LABORERS

These thugs are representative of the average crewmembers of the Slaver ship. They know that the business they are about is illegal in the city, and do what they must in order to avoid capture. The more powerful versions of this pair are fanatical servants, who think nothing of giving their own lives in support of their superiors on the ship.

Each transport group also has in their possession a mule-drawn cart carrying a very large wooden crate, which is hiding a metal cage with manacles.

APL 4 (EL 4)

✚ **Human Thugs (3):** Male human Exp2; hp 12, 12, 12; see Appendix I.

✚ **Half-orc Thugs (3):** Male half-orc Exp2; hp 12, 12, 12; see Appendix I.

APL 6 (EL 6)

✚ **Human Thugs (3):** Male human Exp2/War1; hp 18, 18, 18; see Appendix I.

✚ **Half-orc Thugs (3):** Male half-orc Exp2/War1; hp 18, 18, 18; see Appendix I.

APL 8 (EL 8)

✚ **Human Thugs (3):** Male human Exp2/War2; hp 24, 24, 24; see Appendix I.

✚ **Half-orc Thugs (3):** Male half-orc Exp2/War2; hp 24, 24, 24; see Appendix I.

APL 10 (EL 10)

✚ **Human Thugs (3):** Male human Exp2/War2/Rog2; hp 34, 34, 34; see Appendix I.

✚ **Half-orc Thugs (3):** Male half-orc Exp2/War2/Rog2; hp 34, 34, 34; see Appendix I.

THE ALLIANCE REPRESENTATIVE

This young Rhenee rogue is no fool, and wears a mask while dealing with his contacts from outside of the city. Among other things, it allows him to use surrogates for a few such meetings, without fear of worrying too much about his friends who cover for him.

As the characters attack, this masked rogue is in the warehouse. He has no regard for the safety of either the Slavers or their property, and hangs around only long enough to give any Slaver representatives the impression that he tried to assist them. His freedom is worth more to him than this location, and he can always identify any raiders to his superiors later.

APL 4 (EL 3)

✚ **The Masked Rogue:** Male human Rog3; hp 14; see Appendix I.

APL 6 (EL 5)

✚ **The Masked Rogue:** Male human Rog5; hp 22; see Appendix I.

APL 8 (EL 7)

✚ **The Masked Rogue:** Male human Rog7; hp 30; see Appendix I.

APL 10 (EL 9)

✚ **The Masked Rogue:** Male human Rog7/Shd2; hp 49; see Appendix I.

SLAVE SHIP LEADERS

The characters should never see these opponents, and if they do, they should not be foolish enough to attack the Slaver ship. Characters are known for being stupid, though, so I'm providing the statistics for the people most

likely to be sending them packing. These three have spent several years together, working as a team in support of the Slaver leadership. They are dedicated to the cause, and are not foolish enough to risk being caught within Dyvers if they can avoid it. This means they are prepared for combat before the first work crew heads into the dock district to pick up the slaves, and remain that way until well cleared of the docks. They know what they are doing, and prepare themselves for the possibility of combat.

This group is as prepared for a fight as the characters should be, maybe more. All combat statistics include precast spells, but not the use of individual abilities. Please remember that this combat happens at night, if at all, because that is the only time the slavers perform the transfer that identifies the ship these people are on, and they leave as soon as they finish loading.

APL 4 (EL 9)

✚**Thunk Skullsmasher:** Male orc Bbn3/Ftr3; hp 56; see Appendix I.

✚**Skorn Skullsmasher:** Male half-orc Tra6; hp 25; see Appendix I.

✚**Yho Leoh Mass:** Male human Mnk6; hp 33; see Appendix I.

APL 6 (EL 11)

✚**Thunk Skullsmasher:** Male orc Bbn4/Ftr4; hp 73; see Appendix I.

✚**Skorn Skullsmasher:** Male half-orc Tra8; hp 33; see Appendix I.

✚**Yho Leoh Mass:** Male human Mnk8; hp 43; see Appendix I.

APL 8 (EL 13)

✚**Thunk Skullsmasher:** Male orc Bbn5/Ftr5; hp 90; see Appendix I.

✚**Skorn Skullsmasher:** Male half-orc Tra10; hp 41; see Appendix I.

✚**Yho Leoh Mass:** Male human Mnk10; hp 53; see Appendix I.

APL 10 (EL 15)

✚**Thunk Skullsmasher:** Male orc Bbn5/Ftr7; hp 106; see Appendix I.

✚**Skorn Skullsmasher:** Male half-orc Tra12; hp 49; see Appendix I.

✚**Yho Leoh Mass:** Male human Mnk12; hp 63; see Appendix I.

ENCOUNTER 5: THIS IS A LOVE NEST?

The players should have gotten here because they are looking at warehouses either owned by the Dalelant

House, or simply in the area of the Western docks. There are at least three different paths that they could follow to get here.

As you examine the front of the next warehouse, marveling at how quickly they all seem to look like the same building, you spy a man working too hard at not being noticed slipping between it and the next warehouse over.

A successful Spot check (DC 25) allows characters to recognize this individual as Rikee. If any of the characters asked about the portraits in Encounter 1 and/or they have seen Rikee's portrait in Encounter 2b. This DC is already modified for light, distance, disguise, and duration of observation.

Assuming the characters bother to investigate, they'll find, in the alleyway, a side door to the building they were examining. When they work their way into the building, and the rooms that are being used by Rikee and his guards, they give Rikee the opportunity for a confrontation. If they do:

The young man standing before you appears to be Rikee Dalelant. "Pardon me, this is my warehouse. Can I help you with something?" While you may doubt his ability to force you out of the building, the people behind him seem much more capable of the task.

For obvious reasons, Rikee does not let them search the building, and insists they leave his property. If any of the characters make any aggressive movements, including simply drawing a weapon, Rikee ducks for cover and lets the hired Enforcers handle the characters. Rikee's motivation is simple enough. Get rid of the problem, and see if Marlae has consumed the *potion of love* hidden in her soup or not.

APL 4 (EL 6)

✚**Rikee Dalelant:** Male human Ari3; hp 18; see Appendix I.

✚**Marn Yornken:** Male human Ftr2; hp 18; see Appendix I.

✚**Kurl Lantharn:** Male human War3; hp 24; see Appendix I.

✚**Farank:** Male human Rgr2; hp 18; see Appendix I.

✚**Carrian:** Female human Rog2; hp 10; see Appendix I.

APL 6 (EL 8)

✚**Rikee Dalelant:** Male human Ari5; hp 28; see Appendix I.

✚**Marn Yornken:** Male human Ftr4; hp 32; see Appendix I.

✚**Kurl Lantharn:** Male human War5; hp 38; see Appendix I.

✚**Farank:** Male human Rgr4; hp 32; see Appendix I.

✚**Carrian:** Female human Rog4; hp 18; see Appendix I.

APL 8 (EL 10)

✦ **Rikee Dalelant:** Male human Ari7; hp 38; see Appendix I.

✦ **Marn Yornken:** Male human Ftr6; hp 46; see Appendix I.

✦ **Kurl Lantharn:** Male human War7; hp 52; see Appendix I.

✦ **Farank:** Male human Rgr6; hp 46; see Appendix I.

✦ **Carrian:** Female human Rog6; hp 26; see Appendix I.

APL 10 (EL 12)

✦ **Rikee Dalelant:** Male human Ari9; hp 48; see Appendix I.

✦ **Marn Yornken:** Male human Ftr8; hp 60; see Appendix I.

✦ **Kurl Lantharn:** Male human War9; hp 66; see Appendix I.

✦ **Farank:** Male human Rgr8; hp 60; see Appendix I.

✦ **Carrian:** Female human Rog8; hp 34; see Appendix I.

ENCOUNTER 6: MY HERO!

If the party doesn't put two and two together about the *potion of love*, this is a pretty open and shut case. Pick a character at the table, preferably male, preferably human, and preferably with a positive Charisma modifier. Unless the players take actions that specifically negate your selection, this is the character that Marlae is going to bond with, thanks to the *potion of love*.

Searching through the rest of the rooms in this portion of the warehouse, you quickly stumble across a door bolted on this side. Opening it up and looking within, you see a small, young woman with red hair, a growing smile, and green eyes that lock with yours. "You've come to free me? You're saving me from that mad Dalelant? How can I ever thank you?"

Go on for a while. Have fun with her. She's not a ditz by any means, but she should be ecstatic under normal conditions, and she just attached herself to the magical love of her life. Unless the party frees her from her magical attraction, the character she bonds to gets the adoration certificate at the conclusion of the adventure.

If the party frees her from the magical influence, and any attractive human males in the group have been exceptionally nice to her, they should end up with the adoration certificate without the magical justification.

ENCOUNTER 7: SHE'S MINE TO RESCUE!

As you are leaving the warehouse, convinced that you have saved the day, and earned the coming pay from Shorn Lartoln, you see a familiar face in the street ahead of you. It is Waltharn, with several friends.

"Excuse me, but I believe that I'm supposed to be rescuing Marlae. How else can I prove my worth to her father? It could very well be worth your while to work with me on this, you know." His group brandishes their weapons, as if on cue, to point out the threat behind not complying.

This happens in the street, right outside the warehouse. Much to the characters' chagrin, the constabulary just won't show up in time to interfere in this situation.

Waltharn offers to reward the characters in the future, after he's taken over running the Lartoln Merchant House. If the characters push for a more immediate reward, he can only offer them 30 gp each for now. He has to get control of the merchant house to be able to afford much more after paying his friends here. Waltharn isn't going to back down, nor is he going to fight to the death if his help starts falling, and he's hoping the show of force is more than enough.

APL 4 (EL 8)

✦ **Waltharn:** Male human Rog1; hp 8; see Appendix I.

✦ **Shara Flinser:** Female human Bbn3; hp 29; see Appendix I.

✦ **Teema:** Female human Ftr4; hp 32; see Appendix I.

✦ **Shentell:** Female human Clr3/Ftr2 (Rudd); hp 35; see Appendix I.

✦ **Glarrick:** Male human Wiz4; hp 20; see Appendix I.

APL 6 (EL 10)

✦ **Waltharn:** Male human Rog3; hp 20; see Appendix I.

✦ **Shara Flinser:** Female human Bbn5; hp 45; see Appendix I.

✦ **Teema:** Female human Ftr6; hp 46; see Appendix I.

✦ **Shentell:** Female human Clr4/Ftr3 (Rudd); hp 48; see Appendix I.

✦ **Glarrick:** Male human Wiz6; hp 28; see Appendix I.

APL 8 (EL 12)

✦ **Waltharn:** Male human Rog5; hp 32; see Appendix I.

✦ **Shara Flinser:** Female human Bbn7; hp 61; see Appendix I.

✦ **Teema:** Female human Ftr8; hp 68; see Appendix I.

✦ **Shentell:** Female human Clr5/Ftr4 (Rudd); hp 59; see Appendix I.

✦ **Glarrick:** Male human Wiz8; hp 36; see Appendix I.

APL 10 (EL 14)

✦ **Waltharn:** Male human Rog7; hp 44; see Appendix I.

✦ **Shara Flinser:** Female human Bbn9; hp 82; see Appendix I.

✦ **Teema:** Female human Ftr8/Order of the Bow Initiate*2; hp 84; see Appendix I.

✦ **Shentell:** Female human Clr5/Ftr4/Order of the Bow Initiate*2 (Rudd); hp 73; see Appendix I.

✦ **Glarrick:** Male human Wiz10; hp 44; see Appendix I.

OR

CONCLUSION

If the characters do not rescue Marlae, then they do not get this boxed text. They don't even get to see Shorn again, but are shoed away by household staff as the failures they are. If they press the issue after failing at everything else, call in the Constabulary. Shorn does have power in this town, after all.

Returning Marlae to her Father and home provides the satisfaction of a job completed. Shorn invites you back into his home, where you all have any wounds tended to, and are fed better than you would expect, even in one of the great merchant houses of Dyvers. "I owe each of you more of a debt than I could possibly repay. Here, please take these pearls as a reflection of how much I cherish Marlae, whom you have returned to me! Even beyond such toys, you have my favor to call on if you need. I don't know, anymore, whom or when Marlae will marry, but rest assured when she does, that you are all invited to the wedding!"

If anyone expresses any concern about violations of Dyverese law, Shorn assures them that any actions taken to save Marlae from the fate that she and they described will not be punished.

If they rescued Zarnt, the players can also have this quick little section of boxed text.

Zarnt looks much better than he did when you found him in the Slavers' hands. He comes up to you and greets you with a warm smile, reaching out for your hand, as he gets close. "I want to thank you again for getting me out of those cages, and away from the slavers! I promise you that I'm going to be dedicating what I can of our family resources to ridding our city of people like that! I'm afraid I really don't have much to offer in thanks for saving my life, but here's what I could get the family to offer you as thanks." He pulls a small pouch out and offers it to the group.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: From the Slaver's Pens

Defeat the warehouse thugs and Alliance representative.

APL 4	120 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Defeat the slave ship leaders.

APL 4	120 XP
APL 6	270 XP
APL 8	390 XP
APL 10	450 XP

Encounter 5: This is a Love Nest?

Defeat Rikee and his Enforcers.

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

Encounter 7: She's MINE to Rescue!

Thwart Walthorn and retain possession of Marlae.

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Conclusion

Good roleplaying and investigation.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1170 XP
APL 10	1380 XP

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 4: From the Slaver's Pens

Defeat the warehouse thugs and Alliance representative and strip them of their gear.

APL 4: L: 43 gp; C: 0 gp; M: 0

APL 6: L: 326 gp; C: 0 gp; M: 0

APL 8: L: 450 gp; C: 0 gp; M: 7 suits +1 *leather armor* (Value 1218 gp per character); +1 *rapier* (Value 348 gp per character); *ring of protection* +1 (Value 300 gp per character).

APL 10: L: 326 gp; C: 0 gp; M: 7 suits +1 *leather armor* (Value 1218 gp per character); +1 *rapier* (Value 348 gp per character); *ring of protection* +1 (Value 300 gp per character); 3 +1 *long swords* and 3 +1 *greataxes* (Value 2086 gp per character); +1 *light crossbow* (Value 350 gp per character).

Encounter 4: From the Slaver's Pens

Defeat the slave ship leaders and strip them of their gear.

APL 4: L: 110 gp; C: 0 gp; M: +1 *greataxe* (Value 351 gp per character); *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +1 (Value 300 gp per character); 2 sets *bracers of armor* +1 (Value 300 gp per character); *pearl of power* (1st) (Value 150 gp per character); *amulet of natural armor* +1 (Value 300 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: +1 *mithril chain shirt* (Value 315 gp per character); +1 *greataxe* (Value 351 gp per character); *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +2 (Value 1200 gp per character); *bracers of armor* +2 (Value 600 gp per character); *pearl of power* (1st) (Value 150 gp per character); *amulet of natural armor* +1 (Value 300 gp per character); *bracers of armor* +1 (Value 150 gp per character); *boots of striding and springing* (Value 900 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: +1 *mithril chain shirt* (Value 315 gp per character); +1 *keen greataxe* (Value 1248 gp per character); *cloak of resistance* +2 (Value 600 gp per character); *ring of protection* +2 (Value 1200 gp per character); *bracers of armor* +2 (Value 600 gp per character);

pearl of power (1st) (Value 150 gp per character); 2 *amulets of natural armor* +1 (Value 600 gp per character); *bracers of armor* +1 (Value 150 gp per character); *boots of striding and springing* (Value 900 gp per character); *ring of jumping* (Value 300 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *mithril full plate armor* (Value 525 gp per character); +1 *keen greataxe* (Value 1248 gp per character); *cloak of resistance* +2 (Value 600 gp per character); *ring of protection* +2 (Value 1200 gp per character); *bracers of armor* +3 (Value 1350 gp per character); *pearl of power* (1st) (Value 150 gp per character); *amulet of natural armor* +2 (Value 1200 gp per character); 2 *amulets of natural armor* +1 (Value 600 gp per character); *bracers of armor* +2 (Value 600 gp per character); *boots of striding and springing* (Value 900 gp per character); *ring of jumping* (Value 300 gp per character); *gloves of dexterity* (+2) (Value 600 gp per character); *periapt of wisdom* (+2) (Value 600 gp per character).

Encounter 5: This is a Love Nest?

Defeat Rikee and his Enforcers and strip them of their gear.

APL 4: L: 510 gp; C: 0 gp; M: 0

APL 6: L: 526 gp; C: 0 gp; M: 0

APL 8: L: 680 gp; C: 0 gp; M: 0

APL 10: L: 223 gp; C: 0 gp; M: 2 suits +1 *full plate armor* (Value 796 gp per character); +1 *studded leather armor* (Value 176 gp per character); +1 *mithral chain shirt* (Value 315 gp per character).

Encounter 7: She's MINE to Rescue!

Defeat Walthorn and his goons and strip them of their gear.

APL 4: L: 246 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character); *quiver of Ehlonna* (Value 270 gp per character); +1 *chainmail* (Value 195 gp per character); +1 *composite longbow* (Value 360 gp per character); *ring of protection* +1 (Value 300 gp per character); *wand of detect magic* (Value 25 gp per character).

APL 6: L: 289 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character); *quiver of Ehlonna* (Value 270 gp per character); +1 *chainmail* (Value 195 gp per character); +1 *composite longbow* (Value 360 gp per character); *ring of protection* +1 (Value 300 gp per character); *wand of detect magic* (Value 25 gp per character).

APL 8: L: 278 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character); +1 *darkwood composite longbow* (Value 360 gp per character); *quiver of Ehlonna* (Value 270 gp per character); +1 *chainmail* (Value 195 gp per character); +1 *mighty composite longbow* (+1) (Value 375 gp per character); *quiver of Ehlonna* (Value 270 gp per character); *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +1 (Value 300 gp per character); *wand of detect magic* (Value 25 gp per character); *dust of illusion* (Value 75 gp per character); *brooch of shielding* (Value 135 gp per character).

APL 10: L: 214 gp; C: 0 gp; M: +1 *short sword* (Value 347 gp per character); +1 *breastplate armor* (Value 203 gp per character); +1 *spiked chain* (Value 372 gp per character); +1 *darkwood mighty composite longbow* (Value

379 gp per character); *quiver of Ehlonna* (Value 270 gp per character); +1 *chainmail* (Value 195 gp per character); +1 *mighty composite longbow* (+1) (Value 375 gp per character); *quiver of Ehlonna* (Value 270 gp per character); *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +1 (Value 300 gp per character); *dust of illusion* (Value 75 gp per character); *brooch of shielding* (Value 135 gp per character).

Conclusion

This is payment from Shorn Lartoln and Zarnt Kuralt. If the characters do not rescue both Zarnt and Marlae than this value is halved. If they fail to rescue either of them, then they do not receive this reward.

APL 4: L: 0 gp; C: 100 gp; M: 0

APL 6: L: 0 gp; C: 150 gp; M: 0

APL 8: L: 0 gp; C: 200 gp; M: 0

APL 10: L: 0 gp; C: 250 gp; M: 0

Total Possible Treasure

APL 4: 600 gp

APL 6: 1,000 gp

APL 8: 1,700 gp

APL 10: 2,900 gp

Special

The Adventure Certificate should provide access to the following items with a frequency of REGIONAL.

In gratitude for services rendered, Shorn Lartoln, a member of the Gentry of Dyvers, has offered to provide you with access to purchase of or training in any of the following items in the future: Weapons with either the "Merciful" or "Seeking" enhancement from *Sword and Fist*. Training in the "Subdual Substitution" feat from *Tome and Blood*. Armor and shields with the "Aquatic" (with or without Water Breathing) and "Wild" enhancements from *Masters of the Wild*. Training in the feats "Empower Turning", "Heighten Turning", or "Quicken Turning" detailed in *Defenders of the Faith*.

In addition, there should be a single special certificate passed out to the character that Marlae bonded to when she was rescued, or to the most socially appropriate character if the party freed her of her compulsion AND treated her extremely well. The text on this certificate should read:

Adoring Fan

Marlae Lartoln, only child of the powerful Lartoln Merchant House, is deeply infatuated with you. Her attention has benefits, as you can always count on having her accompany you within Dyvers if you wish, and she is happy to pay your keep. Her attention also has its drawbacks. She frequently shows up when you do NOT want her present, and she loves to help you demonstrate your capabilities and competence.

Marlae pays 12 gp per TU spent in the Dyvers region on your upkeep costs. This amount should be deducted from the amount you spend on upkeep, but you need to

mark the actual level of upkeep maintained on your Adventure Cert.

Having the attractive heir of one of the more powerful Dyvers Gentry with you can provide certain social benefits in appropriate circumstances. Use of this benefit is extremely subjective, and DMs should not be afraid of penalizing the player for bringing Marlae along where she shouldn't be going.

During every event that takes place within the City of Sails, Marlae finds the character and attaches herself to him for a period of time, at the DM's discretion for timing and duration. Her simple presence can make certain situations problematic.

When the characters are in negotiations of any kind, and Marlae is present, she attempts to reinforce her perception of the character, including volunteering his efforts without compensation, picking fights for him because she knows he can win them without any difficulty, and insisting on paying full price for the best goods, because anything else would be beneath his status. Yes, this means that she can talk the character out of receiving any portion of explicit reward. In such a case the character is naturally allowed to receive his full share of loot value, if any.

Marlae: Female human Ari2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike); AL LN; SV Fort +1, Ref +1, Will +3; Str 10, Dex 12, Con 12, Int 13, Wis 10, Cha 15.

Skills and Feats: Appraise +6, Bluff +7, Diplomacy +9, Knowledge (Dyvers) +6, Perform (dance, sing) +7, Sense Motive +7; Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Possessions: Noble's outfit.

Marlae is a very attractive, graceful, trained social weapon. Her primary concern is normally the family business, but her infatuation with your character has distracted her into less normal circumstances where she neither is as comfortable nor as prepared as she would like.

This certificate counts as a special item of which your DM needs to be made aware before play begins.

APPENDIX I: NPCs

ENCOUNTER 4: FROM THE SLAVER'S PENS

General Sailors/Laborers

APL 4 (EL 4)

➤ **Human Thugs (3):** Male human Exp2; CR 1; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d8+2, morningstar) or -1 melee (1d6+2 subdual, sap) or +3 ranged (1d4+2/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +3; Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +7, Jump +7, Profession (sailor) +5, Swim +4, Tumble +7, Use Rope +7; Dodge, Mobility.

Possessions: morningstar, sap, dagger, traveler's outfit.

Description: These men are in their early 20s, heavily weathered from exposure, but seemingly happy enough to be about their business, even whistling badly when left to do their work.

➤ **Half-orc Thugs (3):** Male half-orc Exp2; CR 1; Medium-size humanoid (orc); HD 2d6+2; hp 12 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d8+3, morningstar) or +0 melee (1d6+3 subdual, sap) or +3 ranged (1d4+3/19-20, dagger); SQ Darkvision 60 ft.; AL N; SV Fort +1, Ref +2, Will +3; Str 16, Dex 14, Con 12, Int 9, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +7, Jump +7, Profession (sailor) +5, Swim +4, Use Rope +7; Dodge.

Possessions: morningstar, sap, dagger, traveler's outfit.

Description: These half-orcs have a mission, and seem happy to keep their heads down, pressing on with their business, and leaving you to yours.

APL 6 (EL 6)

➤ **Human Thugs (3):** Male human Exp2/War1; CR 2; Medium-size humanoid (human); HD 2d6+1d8+3; hp 18 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d8+2/19-20, long sword) or +4 melee (1d6+2 subdual, sap) or +4 ranged (1d8/x3, longbow); AL N; SV Fort +3, Ref +2, Will +3; Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +8, Jump +8, Profession (sailor) +5, Swim +2, Tumble +7, Use Rope +7; Dodge, Mobility, Point Blank Shot.

Possessions: leather armor, longbow, 20 arrows, masterwork long sword, sap.

Description: These men are in their early 20s, heavily weathered from exposure, but seemingly happy enough to be about their business, even whistling badly when left to do their work.

➤ **Half-orc Thugs (3):** Male half-orc Exp2/War1; CR 2; Medium-size humanoid (orc); HD 2d6+1d8+3; hp 18

each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +6 melee (1d12+4/x3, greataxe) or +5 melee (1d6+3 subdual, sap) or +4 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL N; SV Fort +3, Ref +2, Will +3; Str 16, Dex 14, Con 12, Int 9, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +8, Jump +7, Profession (sailor) +5, Swim +0, Use Rope +7; Dodge, Mobility.

Possessions: leather armor, longbow, 20 arrows, masterwork greataxe, sap.

Description: These half-orcs have a mission, and seem happy to keep their heads down, pressing on with their business, and leaving you to yours.

APL 8 (EL 8)

➤ **Human Thugs (3):** Male human Exp2/War2; CR 3; Medium-size humanoid (human); HD 2d6+2d8+4; hp 24 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d8+2/19-20, long sword) or +5 melee (1d6+2 subdual, sap) or +6 ranged (1d8/x3, longbow); AL N; SV Fort +4, Ref +2, Will +3; Str 15, Dex 14, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +9, Jump +9, Profession (sailor) +5, Swim +3, Tumble +7, Use Rope +7; Dodge, Mobility, Point Blank Shot.

Possessions: +1 leather armor, masterwork longbow, 20 arrows, masterwork long sword, sap.

Description: These men are in their early 20s, heavily weathered from exposure, but seemingly happy enough to be about their business, even whistling badly when left to do their work.

➤ **Half-orc Thugs (3):** Male half-orc Exp2/War2; CR 3; Medium-size humanoid (orc); HD 2d6+2d8+4; hp 24 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee (1d12+4/x3, greataxe) or +6 melee (1d6+3 subdual, sap) or +6 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL N; SV Fort +4, Ref +2, Will +3; Str 17, Dex 14, Con 12, Int 9, Wis 11, Cha 11.

Skills and Feats: Balance +7, Climb +8, Jump +8, Profession (sailor) +5, Swim +1, Use Rope +7; Dodge, Mobility.

Possessions: +1 leather armor, masterwork longbow, 20 arrows, masterwork greataxe, sap.

Description: These half-orcs have a mission, and seem happy to keep their heads down, pressing on with their business, and leaving you to yours.

APL 10 (EL 10)

➤ **Human Thugs (3):** Male human Exp2/War2/Rog2; CR 5; Medium-size humanoid (human); HD 4d6+2d8+6; hp 34 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee (1d8+3/19-20, long sword) or +6 melee (1d6+2 subdual, sap) or +7 ranged (1d8/x3, longbow); SA Sneak attack; SQ Evasion; AL N; SV Fort +4, Ref +5, Will +3; Str 15, Dex 14, Con 12, Int 11, Wis 11, Cha 11.

Skills and Feats: Balance +10, Climb +11, Jump +11, Profession (sailor) +9, Swim +5, Tumble +10, Use Rope +9; Dodge, Far Shot, Mobility, Point Blank Shot.

Possessions: +1 leather armor, masterwork longbow, 20 arrows, +1 long sword, sap.

Description: These men are in their early 20s, heavily weathered from exposure, but seemingly happy enough to be about their business, even whistling badly when left to do their work.

🐉 **Half-orc Thugs (3):** Male half-orc Exp2/War2/Rog2; CR 5; Medium-size humanoid (orc); HD 4d6+2d8+6; hp 34 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +8 melee (1d12+5/x3, greataxe) or +7 melee (1d6+3 subdual, sap) or +7 ranged (1d8/x3, longbow); SA Sneak attack, SQ Darkvision 60 ft., evasion; AL N; SV Fort +4, Ref +5, Will +3; Str 17, Dex 14, Con 12, Int 9, Wis 11, Cha 11.

Skills and Feats: Balance +10, Climb +10, Jump +10, Profession (sailor) +8, Swim +3, Use Rope +9; Dodge, Mobility.

Possessions: +1 leather armor, masterwork longbow, 20 arrows, +1 greataxe, sap.

Description: These half-orcs have a mission, and seem happy to keep their heads down, pressing on with their business, and leaving you to yours.

The Alliance Representative

APL 4 (EL 3)

🐉 **The Masked Rogue:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6+1/18-20, rapier) or +3 melee (1d6+1 subdual, sap) and +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +5, Will +1; Str 12, Dex 14, Con 11, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +7, Disguise +7, Escape Artist +8, Forgery +7, Hide +8, Innuendo +6, Move Silently +8, Perform (dance, whistle, storytelling) +7, Tumble +10; Dodge, Mobility, Skill Focus (Tumble).

Possessions: leather mask, leather armor, masterwork rapier, sap, light crossbow, 10 bolts.

Description: The slight, dark-masked man in light armor seems distracted, almost bored as the others go about the business of loading the next slave into the cage for transport.

APL 6 (EL 5)

🐉 **The Masked Rogue:** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d6+1/18-20, rapier) or +4 melee (1d6+1 subdual, sap) and +6 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 13, Wis 12, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +9, Disguise +9, Escape Artist +10, Forgery +9, Hide +10, Innuendo +9, Move Silently +10, Perform (dance, whistle,

storytelling) +9, Tumble +12; Dodge, Mobility, Skill Focus (Tumble).

Possessions: leather mask, masterwork studded leather armor, masterwork rapier, sap, masterwork light crossbow, 10 bolts.

Description: The slight, dark-masked man in light armor seems distracted, almost bored as the others go about the business of loading the next slave into the cage for transport.

APL 8 (EL 7)

🐉 **The Masked Rogue:** Male human Rog7; CR 7; Medium-size humanoid (human); HD 7d6; hp 30; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +7 melee (1d6+2/18-20, rapier) or +6 melee (1d6+1 subdual, sap) and +8 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +7, Will +3; Str 12, Dex 14, Con 11, Int 13, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +11, Escape Artist +12, Forgery +11, Hide +12, Innuendo +11, Move Silently +12, Perform (dance, whistle, storytelling) +11, Tumble +14; Combat Reflexes, Dodge, Mobility, Skill Focus (Tumble).

Possessions: leather mask, +1 leather armor, +1 rapier, sap, masterwork light crossbow, 10 bolts, ring of protection +1.

Description: The slight, dark-masked man in light armor seems distracted, almost bored as the others go about the business of loading the next slave into the cage for transport.

APL 10 (EL 9)

🐉 **The Masked Rogue:** Male human Rog7/Shd2; CR 9; Medium-size humanoid (human); HD 7d6+2d8+9; hp 49; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +8/+3 melee (1d6+2/18-20, rapier) or +7/+2 melee (1d6+1 subdual, sap) and +9 ranged (1d8+1/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), hide in plain sight, darkvision 60 ft.; AL N; SV Fort +2, Ref +10, Will +3; Str 12, Dex 14, Con 12, Int 13, Wis 12, Cha 12.

Skills and Feats: Bluff +13, Diplomacy +11, Disguise +13, Escape Artist +14, Forgery +11, Hide +14, Innuendo +13, Move Silently +14, Perform (dance, whistle, storytelling) +13, Tumble +16; Combat Reflexes, Dodge, Mobility, Skill Focus (Tumble), Spring Attack.

Possessions: leather mask, +1 leather armor, +1 rapier, sap, +1 light crossbow, 10 bolts, ring of protection +1.

Description: The slight, dark-masked man in light armor seems distracted, almost bored as the others go about the business of loading the next slave into the cage for transport.

Slave Ship Leaders

APL 4 (EL 9)

➤ **Thunk Skullsmasher:** Male orc Bbn3/Ftr3; CR 6; Medium-size humanoid (orc); HD 3d12+3d10+12; hp 56; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atk +14/+9 melee (1d12+10/x3, greataxe); SA Rage; SQ Darkvision 60 ft, light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +9, Ref +5, Will +1; Str 22, Dex 14, Con 14, Int 6, Wis 6, Cha 6.

Skills and Feats: Intimidate +4, Listen +4, Swim +0; Cleave, Extended Rage*, Great Cleave, Power Attack, Weapon Focus (greataxe)

Possessions: mithral chain shirt, +1 great axe; cloak of resistance +1.

Description: Coming from out of the hold is a roaring, grayish beast swinging a great axe around even as you manage to focus on him.

*See Appendix II: New Rules for more information.

➤ **Skorn Skullsmasher:** Male half-orc Tra6; CR 6; Medium-size humanoid (orc); HD 6d4+6; hp 25; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk +3 melee (1d3 subdual, unarmed strike); SA Spells; SQ Darkvision 60 ft., summon familiar; AL LE; SV Fort +3, Ref +3, Will +5; Str 11, Dex 12, Con 12, Int 15, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Knowledge (arcana) +11, Scry +11, Spellcraft +11; Energy Substitution (acid)*, Extend Spell, Greater Spell Focus (Evocation)*, Scribe Scroll, Spell Focus (Evocation).

Possessions: ring of protection +1, bracers of armor +1, pearl of power (1st).

Spells Prepared (5/5/5/3; base DC = 12 + spell level; 16 + spell level for Evocation spells): 0 – daze (4), mage hand; 1st – burning hands (energy substitution – acid), color spray, magic missile (2), sleep; 2nd – bull's strength, cat's grace (2), hypnotic pattern, mirror image; 3rd – bull's strength (extended), fireball (energy substitution – acid), slow.

Description: Seated on a bench on the poop deck, obviously not involved in the preparations the crew is making, is a smaller half-orc dressed in light clothing appropriate for a passenger at sea. Precast spells include both *cat's grace* (Thunk, Yho), *bull's strength* (Thunk), and *bull's strength (extended)* (Yho).

*See Appendix II: New Rules for more information.

➤ **Yho Leoh Mass:** Male human Mnk6; CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +3; Spd 50 ft.; AC 18 (touch 16, flat-footed 15); Atk +7/+4 melee (1d8, unarmed strike) or +5/+5/+2 melee (1d8, flurry of blows) or +2/+2/+2/-1 melee (1d8, lightning fists) or +7 ranged (1d4, sling); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (30 ft.), purity of body; AL LE; SV Fort +5, Ref +8, Will +7; Str 11, Dex 16, Con 10, Int 10, Wis 15, Cha 10.

Skills and Feats: Balance +12, Hide +12, Jump +5, Move Silently +12, Swim +4, Tumble +14; Combat Reflexes, Deflect Arrows, Improved Trip, Lightning

Fists*, Skill Focus (Tumble), Weapon Finesse (unarmed strike)

Possessions: amulet of natural armor +1, bracers of armor +1, sling, 20 stones

Description: There is a man perched in the crow's nest, watching the dock and main area of the island.

*See Appendix II: New Rules for more information.

APL 6 (EL 11)

➤ **Thunk Skullsmasher:** Male orc Bbn4/Ftr4; CR 8; Medium-size humanoid (orc); HD 4d12+4d10+16; hp 73; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +16/+11 melee (1d12+10/19-20/x3, greataxe); SA Rage; SQ Darkvision 60 ft, light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +11, Ref +5, Will +1; Str 23, Dex 14, Con 14, Int 6, Wis 6, Cha 6.

Skills and Feats: Intimidate +5, Listen +5, Swim +1; Cleave, Extended Rage*, Great Cleave, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe)

Possessions: +1 mithral chain shirt, +1 great axe, cloak of resistance +1

Description: Coming from out of the hold is a roaring, grayish beast swinging a great axe around even as you manage to focus on him.

*See Appendix II: New Rules for more information.

➤ **Skorn Skullsmasher:** Male half-orc Tra8; CR 8; Medium-size humanoid (orc); HD 8d4+8; hp 33; Init +1; Spd 30 ft.; AC 15 (touch 13, flat-footed 14); Atk +4 melee (1d3 subdual, unarmed strike); SA Spells; SQ Darkvision 60 ft., summon familiar; AL LE; SV Fort +3, Ref +3, Will +6; Str 11, Dex 12, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +12, Knowledge (arcana) +14, Knowledge (the planes) +5, Scry +14, Spellcraft +14; Energy Substitution (acid)*, Extend Spell, Greater Spell Focus (Evocation)*, Scribe Scroll, Spell Focus (Evocation).

Possessions: ring of protection +2, bracers of armor +2, pearl of power (1st).

Spells Prepared (5/6/5/5/3; base DC = 13 + spell level; 17 + spell level for Evocation spells): 0 – daze (4), mage hand; 1st – burning hands (energy substitution – acid), color spray, magic missile (2), shocking grasp, sleep; 2nd – bull's strength, cat's grace (2), hypnotic pattern, mirror image; 3rd – bull's strength (extended), dispel magic, fireball (energy substitution – acid), hold person, slow; 4th – dimension door, ice storm, ice storm (energy substitution – acid).

Description: Seated on a bench on the poop deck, obviously not involved in the preparations the crew is making, is a smaller half-orc dressed in light clothing appropriate for a passenger at sea. Precast spells include both *cat's grace* (Thunk, Yho), *bull's strength* (Thunk), and *bull's strength (extended)* (Yho).

*See Appendix II: New Rules for more information.

➤ **Yho Leoh Mass:** Male human Mnk8; CR 8; Medium-size humanoid (human); HD 8d8; hp 43; Init +3; Spd 50

ft.; AC 19 (touch 17, flat-footed 16); Atk +9/+6 melee (1d10, unarmed strike) or +7/+7/+4 melee (1d10, flurry of blows) or +4/+4/+4/+1 melee (1d10, lightning fists) or +9/+4 ranged (1d4, sling); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +6, Ref +9, Will +9; Str 11, Dex 16, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +14, Hide +14, Jump +6, Move Silently +14, Swim +5, Tumble +16; Combat Reflexes, Deflect Arrows, Improved Trip, Lightning Fists*, Skill Focus (Tumble), Weapon Finesse (unarmed strike)

Possessions: *amulet of natural armor* +1, *bracers of armor* +1, *boots of striding and springing*, sling, 20 stones

Description: There is a man perched in the crow's nest, watching the dock and main area of the island.

*See Appendix II: New Rules for more information.

APL 8 (EL 13)

➤ **Thunk Skullsmasher:** Male orc Bbn5/Ftr5; CR 10; Medium-size humanoid (orc); HD 5d12+5d10+20; hp 90; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +18/+13 melee (1d12+12/17-20/x3, greataxe); SA Rage; SQ Darkvision 60 ft, light sensitivity, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +12, Ref +6, Will +2; Str 23, Dex 14, Con 14, Int 6, Wis 6, Cha 6.

Skills and Feats: Intimidate +6, Listen +6, Swim +2; Cleave, Extended Rage*, Great Cleave, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 *mithral chain shirt*, +1 *keen great axe*, *cloak of resistance* +2

Description: Coming from out of the hold is a roaring, grayish beast swinging a great axe around even as you manage to focus on him.

*See Appendix II: New Rules for more information.

➤ **Skorn Skullsmasher:** Male half-orc Tra10; CR 10; Medium-size humanoid (orc); HD 10d4+10; hp 41; Init +1; Spd 30 ft.; AC 16 (touch 13, flat-footed 15); Atk +5 melee (1d3 subdual, unarmed strike); SA Spells; SQ Darkvision 60 ft., summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 11, Dex 12, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +16, Knowledge (the planes) +7, Scry +16, Spellcraft +16; Energy Substitution (acid)*, Extend Spell, Greater Spell Focus (Evocation)*, Persistent Spell, Scribe Scroll, Spell Focus (Evocation), Subdual Substitution*.

Possessions: *amulet of natural armor* +1, *ring of protection* +2, *bracers of armor* +2, *pearl of power* (1st).

Spells Prepared (5/6/6/5/4/3; base DC = 13 + spell level; 17 + spell level for Evocation spells): 0 – *daze* (4), *mage hand*; 1st – *burning hands* (energy substitution – acid), *color spray*, *magic missile* (2), *shocking grasp* (subdual substitution), *sleep*; 2nd – *bull's strength*, *cat's grace* (2), *flaming sphere* (subdual substitution), *hypnotic pattern*,

mirror image; 3rd – *bull's strength* (extended), *dispel magic*, *fireball* (energy substitution – acid), *hold person*, *slow*; 4th – *dimension door*, *ice storm*, *ice storm* (energy substitution – acid), *rainbow pattern*; 5th – *cone of cold*, *cone of cold* (acid substitution), *teleport*.

Description: Seated on a bench on the poop deck, obviously not involved in the preparations the crew is making, is a smaller half-orc dressed in light clothing appropriate for a passenger at sea. Precast spells include both *cat's grace* (Thunk, Yho), *bull's strength* (Thunk), and *bull's strength* (extended) (Yho).

*See Appendix II: New Rules for more information.

➤ **Yho Leoh Mass:** Male human Mnk10; CR 10; Medium-size humanoid (human); HD 10d8; hp 53; Init +3; Spd 60 ft.; AC 20 (touch 18, flat-footed 17); Atk +11/+8/+5 melee (1d10, unarmed strike) or +9/+9/+6/+3 melee (1d10, flurry of blows) or +6/+6/+6/+3/+0 melee (1d10, lightning fists) or +10/+5 ranged (1d4, sling); SA Unarmed strike, stunning attack, ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion; AL LE; SV Fort +7, Ref +10, Will +10; Str 11, Dex 16, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +16, Hide +16, Jump +7, Move Silently +16, Swim +6, Tumble +18; Combat Reflexes, Deflect Arrows, Improved Trip, Lightning Fists*, Skill Focus (Tumble), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: *amulet of natural armor* +1, *bracers of armor* +1, *boots of striding and springing*, *ring of jumping*, sling, 20 stones

Description: There is a man perched in the crow's nest, watching the dock and main area of the island.

*See Appendix II: New Rules for more information.

APL 10 (EL 15)

➤ **Thunk Skullsmasher:** Male orc Bbn5/Ftr7; CR 12; Medium-size humanoid (orc); HD 5d12+7d10+24; hp 106; Init +2; Spd 30 ft.; AC 22 (touch 12, flat-footed 20); Atk +21/+16/+11 melee (1d12+13/17-20/x3, greataxe); SA Rage; SQ Darkvision 60 ft, light sensitivity, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +13, Ref +7, Will +3; Str 24, Dex 14, Con 14, Int 6, Wis 6, Cha 6.

Skills and Feats: Intimidate +6, Listen +6, Swim +5; Cleave, Extended Rage*, Great Cleave, Improved Critical (greataxe), Improved Sunder*, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 *mithral full plate*, +1 *keen great axe*, *cloak of resistance* +2, *amulet of natural armor* +1

Description: Coming from out of the hold is a roaring, grayish beast swinging a great axe around even as you manage to focus on him.

*See Appendix II: New Rules for more information.

➤ **Skorn Skullsmasher:** Male half-orc Tra12; CR 12; Medium-size humanoid (orc); HD 12d4+12; hp 49; Init +1; Spd 30 ft.; AC 18 (touch 13, flat-footed 17); Atk

+6/+1 melee (1d3 subdual, unarmed strike); SA Spells; SQ Darkvision 60 ft., summon familiar; AL LE; SV Fort +5, Ref +5, Will +8; Str 11, Dex 12, Con 12, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +16, Knowledge (arcana) +18, Knowledge (the planes) +9, Scry +18, Spellcraft +18; Energy Admixture (acid), Energy Substitution (acid)*, Extend Spell, Greater Spell Focus (Evocation)*, Persistent Spell, Scribe Scroll, Spell Focus (Evocation), Subdual Substitution*.

Possessions: amulet of natural armor +2, ring of protection +2, bracers of armor +3, pearl of power (1st).

Spells Prepared (5/6/6/6/4/4/3; base DC = 13 + spell level; 17 + spell level for Evocation spells): 0 – daze (4), mage hand; 1st – burning hands (energy substitution – acid), color spray, magic missile (2), shocking grasp (subdual substitution), sleep; 2nd – bull's strength, cat's grace (2), flaming sphere (subdual substitution), hypnotic pattern, mirror image; 3rd – bull's strength (extended), dispel magic, fireball (energy substitution – acid), fireball (subdual substitution), hold person, slow; 4th – dimension door, ice storm, ice storm (energy substitution – acid), rainbow pattern; 5th – burning hands (energy admixture – acid), cone of cold, cone of cold (acid substitution), teleport; 6th – chain lightning, chain lightning (subdual substitution), mass haste.

Description: Seated on a bench on the poop deck, obviously not involved in the preparations the crew is making, is a smaller half-orc dressed in light clothing appropriate for a passenger at sea. Precast spells include both *cat's grace* (Thunk, Yho), *bull's strength* (Thunk), and *bull's strength (extended)* (Yho).

*See Appendix II: New Rules for more information.

➤ **Yho Leoh Mass:** Male human Mnk12; CR 12; Medium-size humanoid (human); HD 12d8; hp 63; Init +4; Spd 70 ft.; AC 23 (touch 21, flat-footed 19); Atk +14/+11/+8 melee (1d12+1, unarmed strike) or +12/+12/+9/+6 melee (1d12+1, flurry of blows) or +9/+9/+9/+6/+3 melee (1d12+1, lightning fists) or +13/+8 ranged (1d4+1, sling); SA Unarmed strike, stunning attack, ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body, abundant step; AL LE; SV Fort +8, Ref +12, Will +12; Str 12, Dex 18, Con 10, Int 10, Wis 18, Cha 10.

Skills and Feats: Balance +19, Hide +19, Jump +8, Move Silently +19, Swim +7, Tumble +21; Combat Reflexes, Deflect Arrows, Improved Trip, Lightning Fists*, Mantis Leap*, Skill Focus (Tumble), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: amulet of natural armor +1, bracers of armor +2, boots of striding and springing, ring of jumping, gloves of dexterity (+2), periapt of wisdom (+2), sling, 20 stones

Description: There is a man perched in the crow's nest, watching the dock and main area of the island.

*See Appendix II: New Rules for more information.

ENCOUNTER 5: THIS IS A LOVE NEST?

APL 4 (EL 6)

➤ **Rikee Dalelant:** Male human Ari3; CR 2; Medium-size humanoid (human); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d6-1/18-20, rapier); AL N; SV Fort +1, Ref +2, Will +4; Str 9, Dex 12, Con 11, Int 13, Wis 12, Cha 15.

Skills and Feats: Appraise +7, Bluff +10, Diplomacy +12, Gather Information +10, Innuendo +7, Sense Motive +7; Alluring*, Persuasive*, Trustworthy*.

Possessions: masterwork rapier, noble's outfit.

Description: Rikee has the polished good looks of a modern politician, and the practiced tongue to match. His clothes are impeccable and extremely stylish. Even the weapon he carries, a rapier, seems more an ornament than a functional device.

*See Appendix II: New Rules for more information.

➤ **Marn Yornken:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (2d6+4/19-20, greatsword); AL N; SV Fort +4, Ref +0, Will +0; Str 16, Dex 11, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmith) +6, Listen +4, Ride +5, Spot +4; Alertness, Cleave, Power Attack, Weapon Focus (greatsword)

Possessions: masterwork great sword, full plate armor

Description: The nominal leader of this group of Enforcers, Marn agreed to the job for as little as he did because it seemed an exercise in being paid to do nothing. He's more annoyed at the characters for showing up than he cares about whether or not they manage to keep the characters out of the warehouse.

➤ **Kurl Lantharn:** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d10+3/19-20, heavy flail); AL N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +6, Jump +6; Dodge, Mobility, Power Attack.

Possessions: chain shirt, masterwork heavy flail

Description: Nothing about Kurl looks clean. Even his teeth have large black spots, serving to prove that he doesn't care what you think about him.

➤ **Farank:** Male human Rgr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3/+3 melee (1d6+1/19-20, 2 short swords); SA Favored enemy (elf); AL NE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Hide +7, Move Silently +7, Spot +6, Wilderness Lore +6; Dodge, Expertise, Track, Weapon Finesse (short sword).

Possessions: masterwork studded leather armor, 2 masterwork short swords.

Description: Farank looks tired. He would probably rather be asleep than facing a group of heavily armed characters at this point.

✦**Carrian:** Female human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6/18-20, rapier) or +2 melee (1d6 subdual, sap); SA Sneak attack; SQ Evasion; AL N; SV Fort +0, Ref +5, Will +0; Str 11, Dex 15, Con 11, Int 12, Wis 11, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +6, Escape Artist +7, Forgery +6, Innuendo +5, Intimidate +6, Search +6, Sense Motive +5, Tumble +7, Use Rope +7; Dodge, Improved Initiative.

Possessions: mithral chain shirt, masterwork sap, masterwork rapier

Description: Lithe, perky, and by far the most pleasant of this small group of hired thugs.

APL 6 (EL 8)

✦**Rikee Dalelant:** Male human Ari5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6-1/18-20, rapier); AL N; SV Fort +1, Ref +2, Will +5; Str 9, Dex 12, Con 11, Int 13, Wis 12, Cha 16.

Skills and Feats: Appraise +9, Bluff +13, Diplomacy +15, Gather Information +13, Innuendo +9, Sense Motive +9; Alluring*, Persuasive*, Trustworthy*.

Possessions: masterwork rapier, noble's outfit.

Description: Rikee has the polished good looks of a modern politician, and the practiced tongue to match. His clothes are impeccable and extremely stylish. Even the weapon he carries, a rapier, seems more an ornament than a functional device.

*See Appendix II: New Rules for more information.

✦**Marn Yornken:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +9 melee (2d6+6/19-20, greatsword); AL N; SV Fort +5, Ref +1, Will +3; Str 17, Dex 11, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmith) +8, Listen +5, Ride +7, Spot +5; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork great sword, masterwork full plate armor

Description: The nominal leader of this group of Enforcers, Marn agreed to the job for as little as he did because it seemed an exercise in being paid to do nothing. He's more annoyed at the characters for showing up than he cares about whether or not they manage to keep the characters out of the warehouse.

✦**Kurl Lantharn:** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +8

melee (1d10+3/19-20, heavy flail); AL N; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +8, Intimidate +8, Jump +8; Dodge, Mobility, Power Attack.

Possessions: chain shirt, masterwork heavy flail.

Description: Nothing about Kurl looks clean. Even his teeth have large black spots, serving to prove that he doesn't care what you think about him.

✦**Farank:** Male human Rgr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6/+6 melee (1d6+1/19-20, 2 short swords); SA Favored enemy (elf), spells; AL NE; SV Fort +5, Ref +4, Will +2; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Animal Empathy +7, Handle Animal +7, Hide +10, Move Silently +10, Spot +8, Wilderness Lore +8; Dodge, Expertise, Track, Weapon Finesse (short sword).

Possessions: masterwork studded leather armor, 2 masterwork short swords.

Spells Prepared (1; base DC = 11 + spell level): 1st – resist elements.

Description: Farank looks tired. He would probably rather be asleep than facing a group of heavily armed characters at this point.

✦**Carrian:** Female human Rog4; CR 4; Medium-size humanoid (human); HD 4d6; hp 18; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +7 melee (1d6/18-20, rapier) or +4 melee (1d6 subdual, sap); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +7, Will +1; Str 11, Dex 16, Con 11, Int 12, Wis 11, Cha 12.

Skills and Feats: Bluff +8, Diplomacy +8, Escape Artist +10, Forgery +8, Innuendo +7, Intimidate +8, Search +8, Sense Motive +7, Tumble +10, Use Rope +10; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: mithral chain shirt, masterwork sap, masterwork rapier

Description: Lithe, perky, and by far the most pleasant of this small group of hired thugs.

APL 8 (EL 10)

✦**Rikee Dalelant:** Male human Ari7; CR 6; Medium-size humanoid (human); HD 7d8; hp 38; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +5 melee (1d6-1/18-20, rapier); AL N; SV Fort +2, Ref +3, Will +6; Str 9, Dex 12, Con 11, Int 13, Wis 12, Cha 16.

Skills and Feats: Appraise +11, Bluff +17, Diplomacy +17, Gather Information +15, Innuendo +11, Sense Motive +11; Alluring*, Charlatan*, Persuasive*, Trustworthy*.

Possessions: masterwork rapier, noble's outfit.

Description: Rikee has the polished good looks of a modern politician, and the practiced tongue to match. His clothes are impeccable and extremely stylish. Even

the weapon he carries, a rapier, seems more an ornament than a functional device.

*See Appendix II:New Rules for more information.

➤ **Marn Yornken:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +11/+6 melee (2d6+6/19-20, greatsword); AL N; SV Fort +6, Ref +2, Will +4; Str 17, Dex 11, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmith) +10, Listen +6, Ride +9, Spot +6; Alertness, Cleave, Iron Will, Mounted Combat, Point Blank Shot, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork great sword, masterwork full plate armor.

Description: The nominal leader of this group of Enforcers, Marn agreed to the job for as little as he did because it seemed an exercise in being paid to do nothing. He's more annoyed at the characters for showing up than he cares about whether or not they manage to keep the characters out of the warehouse.

➤ **Kurl Lantharn:** Male human War7; CR 6; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +10/+5 melee (1d10+3/19-20, heavy flail); AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +10, Intimidate +10, Jump +10; Cleave, Dodge, Mobility, Power Attack.

Possessions: masterwork full plate armor, masterwork heavy flail.

Description: Nothing about Kurl looks clean. Even his teeth have large black spots, serving to prove that he doesn't care what you think about him.

➤ **Farank:** Male human Rgr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8/+8/+3 melee (1d6+2/19-20, 2 short swords); SA Favored enemy (elf); AL NE; SV Fort +6, Ref +5, Will +3; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Animal Empathy +9, Handle Animal +9, Hide +12, Move Silently +12, Spot +10, Wilderness Lore +10; Dodge, Expertise, Mobility, Track, Weapon Finesse (short sword).

Possessions: masterwork studded leather armor, 2 masterwork short swords.

Spells Prepared (2; base DC = 11 + spell level): 1st – resist elements, summon nature's ally I.

Description: Farank looks tired. He would probably rather be asleep than facing a group of heavily armed characters at this point.

➤ **Carrian:** Female human Rog6; CR 6; Medium-size humanoid (human); HD 6d6; hp 26; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d6/18-20, rapier) or +5 melee (1d6 subdual, sap); SA Sneak

attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +8, Will +2; Str 11, Dex 16, Con 11, Int 12, Wis 11, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +10, Escape Artist +12, Forgery +10, Innuendo +9, Intimidate +10, Search +10, Sense Motive +9, Tumble +12, Use Rope +12; Arterial Strike*, Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: mithral chain shirt, masterwork sap, masterwork rapier.

Description: Lithe, perky, and by far the most pleasant of this small group of hired thugs.

*See Appendix II:New Rules for more information.

APL 10 (EL 12)

➤ **Rikee Dalelant:** Male human Ari9; CR 8; Medium-size humanoid (human); HD 9d8; hp 48; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6/+1 melee (1d6-1/18-20, rapier); AL N; SV Fort +3, Ref +4, Will +7; Str 9, Dex 12, Con 11, Int 14, Wis 12, Cha 16.

Skills and Feats: Appraise +13, Bluff +19, Diplomacy +19, Gather Information +17, Innuendo +13, Ride +3, Sense Motive +13; Alluring*, Charlatan*, Persuasive*, Trustworthy*.

Possessions: masterwork rapier, noble's outfit.

Description: Rikee has the polished good looks of a modern politician, and the practiced tongue to match. His clothes are impeccable and extremely stylish. Even the weapon he carries, a rapier, seems more an ornament than a functional device.

*See Appendix II:New Rules for more information.

➤ **Marn Yornken:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 60; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +14/+9 melee (2d6+7/17-20, greatsword); AL N; SV Fort +7, Ref +2, Will +4; Str 18, Dex 11, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmith) +12, Listen +7, Ride +11, Spot +7; Alertness, Cleave, Improved Critical (greatsword), Iron Will, Mounted Combat, Point Blank Shot, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork great sword, +1 full plate armor.

Description: The nominal leader of this group of Enforcers, Marn agreed to the job for as little as he did because it seemed an exercise in being paid to do nothing. He's more annoyed at the characters for showing up than he cares about whether or not they manage to keep the characters out of the warehouse.

➤ **Kurl Lantharn:** Male human War9; CR 8; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +12/+7 melee (1d10+3/19-20, heavy flail); AL N; SV Fort +8, Ref +4, Will +3; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +12, Intimidate +12, Jump +9; Cleave, Dodge, Mobility, Power Attack, Sunder.

Possessions: +1 full plate armor, masterwork heavy flail.

Description: Nothing about Kurl looks clean. Even his teeth have large black spots, serving to prove that he doesn't care what you think about him.

➤**Farank:** Male human Rgr8; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 60; Init +3; Spd 30 ft.; AC 17 (touch 12, flat-footed 14); Atk +10/+10/+5 melee (1d6+1/19-20, 2 short swords); SA Favored enemy (elf); AL NE; SV Fort +7, Ref +5, Will +3; Str 12, Dex 16, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Animal Empathy +11, Handle Animal +11, Hide +14, Move Silently +14, Spot +12, Wilderness Lore +12; Dodge, Expertise, Mobility, Track, Weapon Finesse (short sword).

Possessions: +1 studded leather armor, 2 masterwork short swords.

Spells Prepared (2; base DC = 11 + spell level): 1st – resist elements, summon nature's ally I.

Description: Farank looks tired. He would probably rather be asleep than facing a group of heavily armed characters at this point.

➤**Carrian:** Female human Rog8; CR 8; Medium-size humanoid (human); HD 8d6; hp 34; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +10/+5 melee (1d6/18-20, rapier) or +7/+2 melee (1d6 subdual, sap); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +9, Will +3; Str 11, Dex 16, Con 11, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +12, Diplomacy +12, Escape Artist +14, Forgery +12, Innuendo +12, Intimidate +12, Search +12, Sense Motive +12, Tumble +14, Use Rope +14; Arterial Strike*, Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: +1 mithral chain shirt, masterwork sap, masterwork rapier.

Description: Lithe, perky, and by far the most pleasant of this small group of hired thugs.

*See Appendix II: New Rules for more information.

ENCOUNTER 7: SHE'S MINE TO RESCUE!

APL 4 (EL 8)

➤**Waltharn:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d6+2/19-20, short sword); SA Sneak attack; AL CN; SV Fort +2, Ref +2, Will +1; Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +10, Gather Information +8, Open Lock +4, Perform (dance, lute, recite, sing) +6, Pick Pocket +4, Profession (farmer) +5,

Search +5, Sense Motive +5, Spot +5; Skill Focus (Diplomacy), Trustworthy*.

Possessions: masterwork short sword, traveler's outfit.

Description: Waltharn is a very comely young man. He is built very well, and moves with more confidence than normal for a simple farmer's son. He looks marvelous, though a close inspection reveals that his gear is older and more worn than you would expect.

*See Appendix II: New Rules for more information.

➤**Shara Flinser:** Female human Bbn3; CR 3; Medium-size humanoid (human); HD 3d12+3; hp 29; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +6 melee (2d4+3, spiked chain); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +3, Will +1; Str 15, Dex 15, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +7, Intimidate +7, Intuit Direction +6, Wilderness Lore +6; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Track.

Possessions: +1 breastplate, masterwork spiked chain

Description: Shara is short, standing just over 5 feet in height, but her armor and weapon both glisten with a high sheen polish, and she works them in whatever light is available as a part of her attempt to create a sense of fear in her foes.

➤**Teema:** Female human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (2d4+1/18-20, falchion) or +10 ranged (1d8+2/x3, composite long bow); AL CG; SV Fort +5, Ref +5, Will +1; Str 12, Dex 18, Con 13, Int 11, Wis 11, Cha 8.

Skills and Feats: Craft (bowyer) +7, Knowledge (religion) +3, Spot +3; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Possessions: masterwork chain shirt, masterwork falchion, composite darkwood longbow, quiver of Ehlonna, 60 arrows.

Description: Teema bears the self-disfigurement traditional among human women dedicated to archery, she's removed her right breast in order to allow for a cleaner, simpler use of the bow. She always seems focused on something just behind anyone she's speaking with, and has a rather severe, unchanging expression on her face.

➤**Shentell:** Female human Clr3/Ftr2 (Rudd); CR 5; Medium-size humanoid; HD 3d8+2d10+5; hp 35; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +6 melee (1d6+1/18-20, rapier) or +8 ranged (1d8+1/x3, composite longbow); SA Spells, turn undead; AL CN; SV Fort +7, Ref +2, Will +5; Str 13, Dex 13, Con 13, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration +7, Handle Animal +3, Knowledge (religion) +5; Combat Casting, Point

Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: +1 chainmail, +1 composite longbow, 20 masterwork arrows, masterwork rapier, silver and gold holy symbol (Rudd).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – detect magic, guidance, light, resistance; 1st – bless, cause fear, entropic shield*, shield of faith; 2nd – aid*, sound burst, spiritual weapon.

*Domain Spell. *Domains:* Chaos (You cast chaos spells at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll).

Description: An amazing beauty, her strength of focus and lack of intelligent conversation combine as the main reasons her charisma is as low as it is. Her raven black hair frames her unblemished, pale, heart shaped face, matching and accenting her black eyes. Like too many adventurers, though, she spoils her appearance by running around in combat gear.

✦**Glarrick:** Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4+7; hp 20; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +3 melee (1d6, quarterstaff); SA Spells; SQ Summon familiar; AL CN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 17, Wis 11, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +10, Knowledge (the planes) +10, Scry +10, Spellcraft +10, Spot +3; Craft Wondrous Item, Extend Spell, Scribe Scroll, Toughness.

Possessions: masterwork quarterstaff, ring of protection +1, spell component pouch, wand of detect magic (24 charges).

Spells Prepared (4/4/3; base DC = 13 + spell level): 0 – daze (4); 1st – burning hands, charm person, mage armor, magic missile; 2nd – mirror image, scare, Tasha's hideous laughter.

Description: A relatively nondescript man in his late 20s, wearing an unassuming set of brown street clothes. The adventurers could have easily passed him on the street at any point, and would never have noticed him.

APL 6 (EL 10)

✦**Waltharn:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+6; hp 20; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +5 melee (1d6+2/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +3, Will +2; Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +10, Diplomacy +12, Gather Information +10, Open Lock +6, Perform (dance, lute, recite, sing) +8, Pick Pocket +6, Profession (farmer) +7, Search +7, Sense Motive +7, Spot +7; Skill Focus (Bluff), Skill Focus (Diplomacy), Trustworthy*.

Possessions: masterwork short sword, traveler's outfit.

Description: Waltharn is a very comely young man. He is built very well, and moves with more confidence than normal for a simple farmer's son. He looks marvelous, though a close inspection reveals that his gear is older and more worn than you would expect.

*See Appendix II: New Rules for more information.

✦**Shara Flinser:** Female human Bbn5; CR 5; Medium-size humanoid (human); HD 5d12+5; hp 45; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +9 melee (2d4+4, spiked chain); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 15, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +9, Intimidate +9, Intuit Direction +8, Wilderness Lore +8; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Track.

Possessions: +1 breastplate, masterwork spiked chain

Description: Shara is short, standing just over 5 feet in height, but her armor and weapon both glisten with a high sheen polish, and she works them in whatever light is available as a part of her attempt to create a sense of fear in her foes.

✦**Teema:** Female human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +8/+3 melee (2d4+1/18-20, falchion) or +13/+8 ranged (1d8+2/x3, composite long bow); AL CG; SV Fort +6, Ref +6, Will +2; Str 12, Dex 18, Con 13, Int 11, Wis 11, Cha 8.

Skills and Feats: Craft (bowyer) +9, Knowledge (religion) +4, Spot +4; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Possessions: masterwork chain shirt, masterwork falchion, darkwood composite longbow, quiver of Ehlonna, 60 masterwork arrows.

Description: Teema bears the self-disfigurement traditional among human women dedicated to archery, she's removed her right breast in order to allow for a cleaner, simpler use of the bow. She always seems focused on something just behind anyone she's speaking with, and has a rather severe, unchanging expression on her face.

✦**Shentell:** Female human Clr4/Ftr3 (Rudd); CR 7; Medium-size humanoid; HD 4d8+3d10+7; hp 48; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +8/+3 melee (1d6+1/18-20, rapier) or +10/+5 ranged (1d8+1/x3, composite longbow); SA Spells, turn undead; AL CN; SV Fort +8, Ref +3, Will +7; Str 13, Dex 13, Con 13, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration +8, Handle Animal +4, Knowledge (religion) +6; Combat Casting, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: +1 chainmail, +1 composite longbow, 20 masterwork arrows, masterwork rapier, silver and gold holy symbol (Rudd).

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0 – detect magic, guidance (2), light, resistance; 1st – bane, bless, cause fear, entropic shield*, shield of faith; 2nd – aid*, hold person, sound burst, spiritual weapon.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll).

Description: An amazing beauty, her strength of focus and lack of intelligent conversation combine as the main reasons her charisma is as low as it is. Her raven black hair frames her unblemished, pale, heart shaped face, matching and accenting her black eyes. Like too many adventurers, though, she spoils her appearance by running around in combat gear.

➤ **Glarrick:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+9; hp 28; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +4 melee (1d6, quarterstaff); SA Spells; SQ Summon familiar; AL CN; SV Fort +3, Ref +3, Will +5; Str 10, Dex 13, Con 12, Int 17, Wis 11, Cha 12.

Skills and Feats: Concentration +10, Knowledge (arcana) +12, Knowledge (the planes) +12, Scry +12, Spellcraft +12, Spot +4; Craft Wondrous Item, Energy Substitution (sonic), Extend Spell, Scribe Scroll, Spell Focus (Enchantment), Toughness.

Possessions: masterwork quarterstaff, ring of protection +1, spell component pouch, wand of detect magic (24 charges).

Spells Prepared (4/4/4/3; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – daze (4); 1st – burning hands, charm person, mage armor, magic missile; 2nd – cat's grace, mirror image, scare, Tasha's hideous laughter; 3rd – dispel magic, hold person, fireball (energy substitution – sonic).

Description: A relatively nondescript man in his late 20s, wearing an unassuming set of brown street clothes. The adventurers could have easily passed him on the street at any point, and would never have noticed him.

APL 8 (EL 12)

➤ **Waltharn:** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+10; hp 32; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +6 melee (1d6+2/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +4, Will +2; Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +13, Diplomacy +15, Gather Information +13, Open Lock +8, Perform (dance, lute, recite, sing) +11, Pick Pocket +8, Profession (farmer) +9, Search +9, Sense Motive +9, Spot +9; Skill Focus (Bluff), Skill Focus (Diplomacy), Trustworthy*.

Possessions: masterwork short sword, traveler's outfit.

Description: Waltharn is a very comely young man. He is built very well, and moves with more confidence than normal for a simple farmer's son. He looks marvelous, though a close inspection reveals that his gear is older and more worn than you would expect.

*See Appendix II: New Rules for more information.

➤ **Shara Flinser:** Female human Bbn7; CR 7; Medium-size humanoid (human); HD 7d12+7; hp 61; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +12/+7 melee (2d4+4, spiked chain); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +6, Ref +4, Will +2; Str 16, Dex 15, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +11, Intimidate +11, Intuit Direction +10, Wilderness Lore +10; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Track, Weapon Focus (spiked chain).

Possessions: +1 breastplate, masterwork spiked chain.

Description: Shara is short, standing just over 5 feet in height, but her armor and weapon both glisten with a high sheen polish, and she works them in whatever light is available as a part of her attempt to create a sense of fear in her foes.

➤ **Teema:** Female human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (2d4+1/18-20, falchion) or +15/+10 ranged (1d8+3/19-20/x3, composite long bow); AL CG; SV Fort +8, Ref +5, Will +2; Str 12, Dex 18, Con 14, Int 11, Wis 11, Cha 8.

Skills and Feats: Craft (bowyer) +11, Knowledge (religion) +5, Spot +5; Dodge, Improved Critical (composite longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: masterwork chain shirt, masterwork falchion, +1 composite darkwood longbow, quiver of Ehlonna, 60 masterwork arrows.

Description: Teema bears the self-disfigurement traditional among human women dedicated to archery, she's removed her right breast in order to allow for a cleaner, simpler use of the bow. She always seems focused on something just behind anyone she's speaking with, and has a rather severe, unchanging expression on her face.

➤ **Shentell:** Female human Clr5/Ftr4 (Rudd); CR 9; Medium-size humanoid; HD 5d8+4d10+9; hp 59; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +9/+4 melee (1d6+1/18-20, rapier) or +11/+6 ranged (1d8+4/x3, composite longbow); SA Spells, turn undead; AL CN; SV Fort +10, Ref +4, Will +8; Str 13, Dex 13, Con 13, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +9, Handle Animal +5, Knowledge (religion) +7; Combat Casting, Extra

Turning, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +1 chainmail, +1 mighty composite longbow (+1), 60 masterwork arrows, masterwork rapier, quiver of Ehlonna, cloak of resistance +1, silver and gold holy symbol (Rudd).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, guidance (2), light, resistance; 1st – bane, bless, cause fear, entropic shield*, shield of faith; 2nd – aid*, hold person, sound burst, spiritual weapon; 3rd – dispel magic, invisibility purge, protection from elements*.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll).

Description: An amazing beauty, her strength of focus and lack of intelligent conversation combine as the main reasons her charisma is as low as it is. Her raven black hair frames her unblemished, pale, heart shaped face, matching and accenting her black eyes. Like too many adventurers, though, she spoils her appearance by running around in combat gear.

➤ **Glarrick:** Male human Wiz8; CR 8; Medium-size humanoid (human); HD 8d4+11; hp 36; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +5 melee (1d6, quarterstaff); SA Spells; SQ Summon familiar; AL CN; SV Fort +3, Ref +3, Will +6; Str 10, Dex 13, Con 12, Int 18, Wis 11, Cha 12.

Skills and Feats: Alchemy +5, Concentration +12, Knowledge (arcana) +15, Knowledge (the planes) +15, Scry +15, Spellcraft +15, Spot +5; Craft Wondrous Item, Energy Substitution (sonic), Extend Spell, Scribe Scroll, Spell Focus (Enchantment), Toughness.

Possessions: masterwork quarterstaff, ring of protection +1, spell component pouch, wand of detect magic (24 charges), dust of illusion, brooch of shielding (64 points remaining).

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level, 16 + spell level for Enchantment spells): 0 – daze (4); 1st – burning hands, charm person, mage armor, magic missile (2); 2nd – cat's grace, mirror image, scare, Tasha's hideous laughter; 3rd – dispel magic, hold person, fireball (energy substitution – sonic) (2); 4th – greater magic weapon (extended), haste (extended), summon monster IV.

Description: A relatively nondescript man in his late 20s, wearing an unassuming set of brown street clothes. The adventurers could have easily passed him on the street at any point, and would never have noticed him.

APL 10 (EL 14)

➤ **Waltharn:** Male human Rog7; CR 7; Medium-size humanoid (human); HD 7d6+14; hp 44; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +8 melee (1d6+3/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN;

SV Fort +4, Ref +5, Will +3; Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +17, Gather Information +15, Open Lock +10, Perform (dance, lute, recite, sing) +13, Pick Pocket +12, Profession (farmer) +11, Search +11, Sense Motive +11, Spot +11; Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Pick Pocket), Trustworthy*.

Possessions: +1 short sword, traveler's outfit.

Description: Waltharn is a very comely young man. He is built very well, and moves with more confidence than normal for a simple farmer's son. He looks marvelous, though a close inspection reveals that his gear is older and more worn than you would expect.

*See Appendix II: New Rules for more information.

➤ **Shara Flinser:** Female human Bbn9; CR 9; Medium-size humanoid (human); HD 9d12+18; hp 82; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +14/+9 melee (2d4+5, spiked chain); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +7, Ref +5, Will +3; Str 16, Dex 15, Con 14, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +13, Intimidate +13, Intuit Direction +12, Wilderness Lore +12; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Track, Weapon Focus (spiked chain).

Possessions: +1 breastplate armor, +1 spiked chain.

Description: Shara is short, standing just over 5 feet in height, but her armor and weapon both glisten with a high sheen polish, and she works them in whatever light is available as a part of her attempt to create a sense of fear in her foes.

➤ **Teema:** Female human Ftr8/Order of the Bow Initiate*2; CR 10; Medium-size humanoid (human); HD 10d10+20; hp 84; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (2d4+1/18-20, falchion) or +17/+12 ranged (1d8+4/19-20/x3, composite long bow); SA Ranged sneak attack, close combat shot; AL CG; SV Fort +8, Ref +7, Will +4; Str 12, Dex 18, Con 14, Int 11, Wis 11, Cha 8.

Skills and Feats: Craft (bowyer) +13, Knowledge (religion) +7, Spot +7; Dodge, Far Shot, Improved Critical (composite longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Possessions: masterwork chain shirt, masterwork falchion, +1 mighty composite darkwood longbow (+1), quiver of Ehlonna, 60 masterwork arrows.

Description: Teema bears the self-disfigurement traditional among human women dedicated to archery, she's removed her right breast in order to allow for a cleaner, simpler use of the bow. She always seems focused on something just behind anyone she's speaking with, and has a rather severe, unchanging expression on her face.

*See Appendix II: New Rules for more information.

➤ **Shentell:** Female human Clr5/Ftr4/Order of the Bow Initiate*2 (Rudd); CR 11; Medium-size humanoid; HD 5d8+6d10+11; hp 73; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +11/+6 melee (1d6+1/18-20, rapier) or +13/+8 ranged (1d8+4/x3, composite longbow); SA Spells, turn undead, ranged sneak attack, close combat shot; AL CN; SV Fort +10, Ref +6, Will +10; Str 13, Dex 13, Con 13, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Handle Animal +5, Knowledge (religion) +8; Combat Casting, Extra Turning, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +1 chainmail, +1 mighty composite longbow (+1), 60 masterwork arrows, masterwork rapier, quiver of Ehlonna, cloak of resistance +1, silver and gold holy symbol (Rudd).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, guidance (2), light, resistance; 1st – bane, bless, cause fear, entropic shield*, shield of faith; 2nd – aid*, hold person, sound burst, spiritual weapon; 3rd – dispel magic, invisibility purge, protection from elements*.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll).

Description: An amazing beauty, her strength of focus and lack of intelligent conversation combine as the main reasons her charisma is as low as it is. Her raven black hair frames her unblemished, pale, heart shaped face, matching and accenting her black eyes. Like too many adventurers, though, she spoils her appearance by running around in combat gear.

➤ **Glarrick:** Male human Wiz10; CR 10; Medium-size humanoid (human); HD 10d4+13; hp 44; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +6 melee (1d6, quarterstaff); SA Spells; SQ Summon familiar; AL CN; SV Fort +4, Ref +4, Will +7; Str 10, Dex 13, Con 12, Int 18, Wis 11, Cha 12.

Skills and Feats: Alchemy +7, Concentration +14, Knowledge (arcana) +17, Knowledge (the planes) +17, Scry +17, Spellcraft +17, Spot +6; Craft Wondrous Item, Energy Substitution (sonic), Extend Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Toughness.

Possessions: masterwork quarterstaff, ring of protection +1, spell component pouch, dust of illusion, brooch of shielding (64 points remaining).

Spells Prepared (4/5/5/4/4/2; base DC = 14 + spell level, 16 + spell level for Enchantment and Evocation spells): 0 – daze (4); 1st – burning hands, charm person, mage armor, magic missile (2); 2nd – cat's grace, mirror image, scare, shield (extended), Tasha's hideous laughter; 3rd – dispel magic, hold person, fireball (energy substitution – sonic) (2); 4th – dispel magic (silent), greater magic weapon

(extended), haste (extended), summon monster IV; 5th – cone of cold, hold monster.

Description: A relatively nondescript man in his late 20s, wearing an unassuming set of brown street clothes. The adventurers could have easily passed him on the street at any point, and would never have noticed him.

APPENDIX II:NEW RULES

ALLURING [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs of all your mind-affecting, language-dependent spells.

ARTERIAL STRIKE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

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

Prerequisite: Base attack bonus +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss – that is, two successful arterial strikes do an additional 2 points of damage per round. Blood loss whether from one such wound or several, stops when the victim receives one successful Heal check, any cure spell, or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

ENERGY ADMIXTURE [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisite: Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt. Thus, an acid fireball cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an acid fireball cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage. Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

ENERGY SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

EXTENDED RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times and the additional rounds stack.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

IMPROVED SUNDER [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

LIGHTNING FISTS [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisites: Monk level 4th+, Dex 15+.

Benefit: You can make two extra attacks in a round. All attacks made this round suffer a –5 attack penalty. This feat requires the full attack action.

MANTIS LEAP [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You deliver a powerful attack after making a jump.

Prerequisites: Monk level 7th+, 5 ranks in Jump.

Benefit: Designate an opponent who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action. If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2.

PERSISTENT SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You make one of your spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). You are still required to concentrate on spells such as *detect magic* and *detect thoughts* to use their effects. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

PERSUASIVE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You could sell a tindertwig hat to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

SUBDUAL SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane)

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a subdual fireball spell works in the usual way, but the subdual fireball deals subdual damage instead of fire damage. A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

TRUSTWORTHY [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

ORDER OF THE BOW INITIATE AS PRESENTED IN *SWORD AND FIST*

The Way of the Bow is used by some for spiritual self-improvement, by others a philosophical art. Others practice it as a way of life, and yet others employ it as a religious ceremony. Of course, many find the art of killing with the bow to be an important skill in a dangerous world. The Way of the Bow is always what you make of it. The Way of the Bow embraces the following concepts:

Through one's archery, one's true character can be determined.

The Way of the Bow is a spiritual art. By learning it, the archer learns about himself. By improving in the Way of the Bow, the archer improves himself.

The Way of the Bow is a highly meditative martial art whose ultimate goals are Truth, Goodness, and Beauty.

When asked, “What is Truth?”, a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of the archer’s progress along the “way,” thereby showing the archer’s knowledge of reality, or “truth” itself.

The Way of the Bow is a matter of precision and discipline: the relationship you have with your bow, the arrow, your body, and your mind. The Way of the Bow is standing meditation. When you shoot, you can see the reflection of your mind, as in a mirror. The target is the mirror. When you release, you also let go of your ego. You can see your own mind.

Fighters are the most common initiates of the Order of the Bow. Powerful rangers, paladins, and even barbarians utilize these skills and philosophies as well.

Hit Die: d10

Requirements

To qualify as an initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

Proficiency: Longbow or shortbow or composite longbow or composite shortbow.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either), Weapon Specialization (longbow or shortbow or the composite version of either).

Class Skills

The Order of the Bow’s class skills (and the key ability for each skill) are: Knowledge (religion) (Int), Craft (bowmaking) (Int), Spot (Wis), Swim (Str), and Ride (Dex). See Chapter 4: Skills in the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged sneak attack +1d6
2 nd	+2	+0	+3	+3	Close combat shot
3 rd	+3	+1	+3	+3	Ranged sneak attack +2d6
4 th	+4	+1	+4	+4	Superior Weapon Focus
5 th	+5	+1	+4	+4	Ranged sneak attack +3d6
6 th	+6	+2	+5	+5	Free attack, Zen Archery
7 th	+7	+2	+5	+5	Superior Weapon Specialization
8 th	+8	+2	+6	+6	Ranged sneak attack +4d6
9 th	+9	+3	+6	+6	Banked shot
10 th	+10	+3	+7	+7	Ranged sneak attack +5d6

Class Features

Weapon and Armor Proficiency: None.

Ranged Sneak Attack: Any time the initiate’s target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the initiate’s ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue’s sneak attack. If the character has the sneak attack ability as a rogue, the bonuses stack.

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack or opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate’s bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

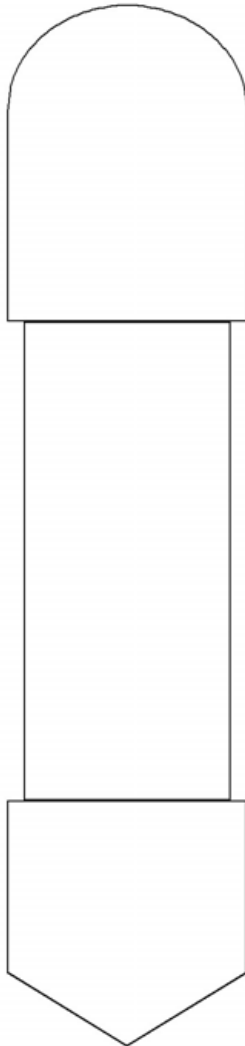
Zen Archery: You gain this feat for free (see page 10). If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

Banked Shot: This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.



5'



Created With a Trial Copy of SmartDraw
To remove this watermark please purchase a copy

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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