

DYV4-o8

Linchpin

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Regional Adventure

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While enjoying a quiet day in Dyvers, you receive an oblique invitation to a secret meeting with the guildmaster of the Dweomercrafter's Guild. As you look at the imposing towers of the guild looming over the walls surrounding the royal district, you have to wonder: what manner of subterfuge are you getting involved in? A pivotal module to the future of Dyvers for APLs 10-16.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the event coordinator.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.

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

Time Units and Upkeep

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

Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Shortly before this adventure begins, Her Majesty Larissa Hunter received a secret message from one of her covert operatives. Due to the information received, she intends to leave the city. Secrecy is of the utmost

importance and she cannot risk the political machinations of involving the army, the constabulary, or the Gentry Council. There are too many people waiting to make a political move when the opportunity presents itself. She also knows the power coin holds over adventurers and their willingness to sell their abilities (and sometimes loyalties) and services. She hopes to have a brave band of adventurer's escort her body double outside of the city to mislead anyone watching her.

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

Assassination

The primary motivation for the NPCs in this module is to assassinate Magister Larissa Hunter. This is a direct and deliberate act by the forces of Iuz to eliminate the leader of the Free Lands of Dyvers. Because of this, the NPCs in this module are intentionally constructed to be maximum killing machines. However, it is essential that the judge understand that the target of these assassins is the Magister and not the characters. It is possible for this module to result in a total party kill (TPK) scenario if the judge does not keep in mind the goals of the NPCs. This does not mean that the assassins are not willing to kill anyone who gets in their way. There is still a risk to the characters for being involved. It's merely that the assassins are just as confident in their abilities as the players are in theirs. Be mindful of the various NPC abilities (death touch by an Assassin [but not a Black Flame Zealot] can be used to paralyze a foe rather than kill him), *finger of death* as a spell-like ability) and how those might be effectively used in this module to achieve their goals. The target is the Magister, PCs should

become a target of such extreme measures only when other tactics fail.

Dice Rolls

It is easy and common for players to meta-game (whether intentionally or inadvertently) based on when and what type of dice roll is called for. With this adventure, there are a large number of instances where spells or special abilities require players to make Spot checks, Will saves and other such rolls without knowing who or what is causing the roll. It is highly advisable, to promote fair play and as rich an adventure as possible, that the judge collect a number of these rolls at the beginning of the game, and use the results at the appropriate time without informing the players.

Effect of Membership

Characters may be a member of a number of meta-organizations. No membership (including the Alliance) or influence point is capable of revealing Larissa Hunter's true purpose and for that reason, that purpose is not included in this module. This demand for secrecy is reflected in the attitude of her and her bodyguard. She is the governing administrator of the city and a seasoned warrior. She is frank, matter-of-fact, and unswerving. She has money to buy what loyalty she needs from the characters. If they are unwilling or duplicitous, she has no qualms in finding other aid.

Summoned Creatures

There are two high-level wizards in this adventure, both of whom have prepared a large number of summoning spells. Both wizards have the Augment Summoning feat as well as other metamagic feats to help improve their casting (most notably Rapid Spell used in the first combat encounter). Potentially, a large number of creatures may be summoned during this adventure and it is imperative for the flow of the adventure that the judge be aware of how summoning works, what can be summoned, and how the individual casters' abilities may alter those summonings.

Note the following things:

- Augment Summoning adds +4 to the Str and Con of the summoned monster. Be aware of special abilities that have saves tied to one of these two ability scores.
- Rapid Spell reduces the casting time of a summoning spell from one round to one standard action. This means a wizard could summon a creature and move in the same initiative segment. It

also makes it much more difficult for the spell to be disrupted.

- The Fiendish template can be found on page 108 of the *Monster Manual*. The most notable qualities are damage reduction, fire and cold resistance, spell resistance, and a once-a-day *smite good* ability.
- Be aware of the available space and the space required by each monster. Summoned monsters attack enemies of the caster, but cannot be directed without a verbal command in a language they understand.

Symbols of Iuz

At the beginning of the event, ask the players if they have the Eater of the Voice Death Knife (from *Cor2-10 Forgotten Echoes*), the Amulet of Focus (from *Cor1-6 Forbidden Choice*), or a regional item that may earn the ire of servants of the Old One (although none exist in the Dyvers region, characters may have picked some up in places like the Bandit Kingdoms or the Shield Lands). Although the assassins in this module are intent on killing Magister Larissa Hunter, if a character openly uses one of these items, they become equally determined to kill the bearer and retrieve the item. Ignore the standard tactics listed for in this adventure for those people using these items. The assassins attempt to kill them as quickly and mercilessly as possible.

True Resurrection

More so than usual, this module presents situations that may lead to the characters being killed in a fashion that renders spells like *raise dead* ineffectual (death effects cannot be reversed by *raise dead* and there is not enough of the body remaining after *disintegrate* for any spell less than a *resurrection*). Because the players are working directly for the Magister of Dyvers and a number of her powerful allies, the Triad has approved access to *true resurrection* for players that die in this module under the following conditions. The only NPC that is capable of casting the spell is the High Priest of Xerbo, a powerful and influential figure in the City of Dyvers. Thus, an influence point with Larissa Hunter (to confirm the character was in her service at the time of death), another with the Gentry Council (or a specific Gentry house) (to vouch for the character since the magister is not present to do so) and two influence points with the Cathedral of Xerbo (to reduce the cost to book price) must be spent to purchase this spell at full price.

Influence can be spent by any character at the table to satisfy these conditions. If these conditions are not met, then High Priest Zomawyn is unwilling to cast the spell.

Adventure Summary

Introduction: The players are summoned to the royal palace to meet with Her Excellency, Larissa Hunter, Magister of Dyvers.

Encounter One: An Important Meeting: The players arrive at the palace, questioned by the Guildmaster of the School of Divination, and are escorted to a meeting chamber where Larissa offers them a deal to quietly escort her out of Dyvers.

Encounter Two: Beware of Pedestrians: The players escort the cloaked and hooded Larissa Hunter to the docks district, but they are attacked by assassins on the way.

Encounter Three: Sailing Subterfuge: The players sail out on a Dyvers Navy ship. As soon as the boat reaches a safe distance, a *horn of fog* is utilized to mask the ship in a fog bank. An illusion drops away, changing its appearance and changing the sailors' garb so they look like merchant sailors. The *horn of fog* inadvertently summons a dragon turtle that attacks the ship.

Encounter Four: The Naval Base: The ship reaches its destination, a newly built, super-secret naval base. The players are to maintain guard for a few weeks. The players have the chance to try and pry some information from the sailors.

Encounter Five: One More Try: As the players guard the safehouse, there is an assassination attempt. The players may discover that they were escorting Larissa Hunter's body double (a doppelganger mindspy/spymaster).

Encounter Six: Keeping Focus: The players must remain at the base for another two weeks.

Encounter Seven: Returning to Dyvers: The players return to Dyvers, after being gone 2-3 weeks, and learn that there is a rampant rumor that the Magister has abdicated and fled the region.

Conclusion: As the module ends, martial law is declared, and a curfew is put into place.

Introduction

This encounter begins just before sunrise.

It is not uncommon in Dyvers to awake to an urchin bearing some note or missive. It is the source of so many adventures that the children weaving in and out of the back alleys of the city are hardly noticed they are so commonplace. What is odd, though, is the urchin that finds you this morning. Although young, his cheeks are cleanly washed, a crisp blue tabard crosses his chest, and he smells of perfume.

Give the players **Player Handout #1**.

Note: If the players accept, they are each given a leather pouch with 20 gold pieces inside. Should a PC choose not to attend this meeting, the module is over for him.

ALL APLs—L: 0 gp, C: 20 gp, M: 0 gp.

Encounter One: An Important Meeting

With the exception of those characters that live outside the city (who are summoned earlier than the rest of the party) it takes an hour to reach the Dweomercrafter's Guild.

The Royal District is a restricted part of the city, available to gentry, wealthy merchants, guild wizards, civil servants, and administrators. PCs that are members of the Dweomercrafter's Guild are permitted access, but other PCs are stopped at the wall surrounding the district for questioning immediately on arrival. The guards are abrasive but not combative. They take an extra long time looking at the seal of the magister to ensure it's not a forgery. Although they eventually consent to its authenticity, a bribe of 20 gold pieces or more convinces them that triple-checking the seal's authenticity is unnecessary.

Unlike the rest of the city, the Royal District has no homeless, urchins, or cart venders cluttering the streets. The constabulary passes twice as often as in other parts of the city and the cobblestones are well kept.

Although not generally accosted by snow, it's an especially cold day, the wind whipping through the city streets cutting through clothing as if it were wet paper. The skies are gray, the sun imprisoned behind clouds, and the faintest trace of snow lilts to the ground (an uncommon experience in Dyvers, and one that has sent numerous shopkeepers off the city streets, retreating from the cold). The streets are

barren but for the homeless and dedicated merchants braving the cold.

Ahead of you, the nine towers of the Dweomercrafter's Guild fade into the grim horizon as if magic somehow melded the stone with the sky. When you arrive, an older man stands in the doorway of the guild. Usually there are at least two armed guards outside this door, but today there is only him.

Players may make a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) (DC 15) to know the man standing at the door is George Good, the Guildmaster of the School of Divination in the Dweomercrafter's Guild. He has temporarily excused the guards, attempting to maintain the strictest amount of secrecy possible for the Magister. He has a number of protection (*protection from* all four alignments, etc.) and detection (*see invisibility*, etc.) spells active if characters should cast detect magic.

George does not permit the characters entry to the guild until they have taken a few cautionary steps. First they must present their letter. Next, he instructs them that he is casting a cautionary spell to ensure the secrecy of this meeting. If any characters should protest this casting, he excuses them from the appointment. Once all are in agreement, he casts *zone of truth* (Spellcraft check DC 17 to know what spell he is casting) and asks the following questions. PCs may attempt to resist the spell by succeeding at a DC 23 Will save.

Did you or an acquaintance of yours forge this note for you?

This is simply to prevent anyone not actually summoned to the meeting from gaining entrance.

Have you heard of the Alliance?

The Alliance hasn't had a prominent place in Dyvers adventures since CY 591 so it is likely that in-character, many characters know no more about the Alliance than the average citizen. The Alliance should be considered similar to modern-day Organized Crime: whether it exists or not is never questions simply because no one ever witnesses the Alliance doing anything. Many people have never heard of it, others dismiss it as urban legend while others dismiss it as something that doesn't effect them and is thus unimportant. It is merely an abstract to almost all that are not members (with the exception of some adventurers who are not members but have had direct dealings with the Alliance in previous years).

Whether a character has heard of the Alliance is inconsequential. The question is simply posed to ensure his next question is a yes or no question only. Regardless of whether a character has or has not heard of the

Alliance (or whether he is lying), he is still asked the following question.

Are you a member of the Alliance?

Characters who answer no are granted entry. Remind any characters who wish to answer yes that they are forbidden from doing so by the guild law of the Alliance. Please take the player and character names of any PCs that still answer yes and email them to the current Triad POC. Those that do not answer are also permitted entry, but the guildmaster notes who did and who did not answer the question.

Once inside the guild, have the players roll Spot and Listen checks (DC 10). Those who succeed may make a Wisdom check (DC 10). Those who succeed at this check realize the following:

Extensive time adventuring has honed your sense of danger and something here does not seem right. One of the guildmasters of the Dweomercrafter's Guild is escorting you through barren guild halls. His back is to you. The guild guards are nowhere to be seen, nor the array of wizards generally buzzing about the various towers doing research and practicing their arcane arts. Except for your footsteps, everything is silent.

If the players ask George Good where everyone is, he matter-of-factly replies that the meeting with the Magister is to be private. He does not offer any further explanation or answer any other questions. If a player objects to the meeting, the guildmaster offers to return him to the entrance and excuse him from the meeting if he so wishes. If a player chooses to leave this meeting, the module is over for him.

Taking a winding stone stairwell, you pass through darkness so black that it cannot be natural. Neither torch's light nor the expert eyes of dwarves, gnomes, deep halflings, or half-orcs pierce the veil. Emerging from the inky blackness, a large stone door marked with intricate arcane markings stands before you. (Spellcraft check [DC 22] to know a variety of symbols are written on the door.) Whispering a word in some abstract tongue, George beckons the door open. On the other side are three people, a priest, a bodyguard, and Her Excellency Larissa Hunter, Magister of the Free Lands of Dyvers.

A Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) or an Intelligence check (DC 10) reveals that the priest is Jereader Zomawyn, the High Priest of the Cathedral of Zilchus. There is no check for the bodyguard. A human male with a sword and shield, he looks utterly average and has no renown in the city or the

Free Lands (this is Larissa's body double shape-changed into a man).

The room is 30' × 30' and well lit. There are two small tables, one on either side of the room. One has a number of wooden chests on it, the other a number of rolled parchments. In the center near the rear wall, Larissa Hunter sits in a high-backed wooden chair, the thing looking much like a simple throne. As soon as all the characters are in the room, Larissa Hunter begins to speak. She does not pause to answer any questions. Once she is finished, she is willing to answer any appropriate questions, but is unwilling to haggle over her price.

"For those of you who I have not met early in your careers, I am Larissa Hunter, Magister of the City and Free Lands of Dyvers. I have called you here for a simple but important purpose. Time is of the essence so I will be frank. I will address your concerns when you have a full understanding of the situation.

"It has come to my attention through various Dyvers informants that an assassination attempt will be made on my life by foreign power or powers. One of the more endearing qualities of our city is the intricate...texture of our various guilds. This quality is what prohibits me from involving them now. I do not know what moles or spies exist at all levels of our various guilds and such is the current state of our home that I am incapable of remaining and facing the assailants head on. I have been persuaded by High Priest Zomawyn and Guildmaster Good to temporarily leave the city until the assailants and any of their allies may be arrested or eliminated.

"It is because of this that I have called you to this meeting this morning. I am leaving the city and may not go under military or constabulary escort. I am quite aware of the effectiveness of adventurers and the measure of their loyalty in relation to the all-mighty Wheatsheaf. On the table to your left are [number of players at the table] wooden chests, each filled with [APL × 50] Wheatsheaves. You will be paid this coin upfront in exchange for escorting me to the docks and accompanying me out of the city. I require simply that you sign a contract prepared by the Cathedral of Zilchus attesting that you will try to protect me to the best of your abilities and that you promise your absolute silence. We leave in the half hour, allowing only such time that you need to collect the appropriate gear. The duration of this mission is three weeks. You are free to keep anything you capture in ways of plunder if an altercation should arise. No additional supplies will be made available to you. If these are terms you cannot or will not accept, then you are excused from this meeting."

Larissa now allows a few questions, but doesn't provide much information.

- She is unwilling to tell the characters where they are going, although she does admit that sea travel is involved.
- She does not know if the Assassins are from the Alliance or from Greyhawk.
- She is not willing to spend the time explaining what the Alliance is to those who are curious from George Good's previous questioning.
- If asked what she meant by "such is the current state of our home", she explains that the Gentry Council always has its own agenda, one that does not always work in conjunction with her own efforts. It is possible that the assassins are being aided by a gentryman, if not employed by one. She does not have the time to investigate whether this is true and does not want to expose this knowledge until she has the time and resources to properly pursue it.
- She does not negotiate her price and she does not offer them additional equipment (although George Good and Jereader Zomawyn sell them anything available to PCs per the LGCS).

PCs are permitted to cast spells in this room, although both Good and Zomawyn have *greater dispel magic* readied if any PC should cast a harmful spell. If a PC casts *true seeing*, he sees that the bodyguard is really a doppelganger. If they question the specifics of their contract, they are told that Larissa Hunter will accompany them to the docks while the doppelganger will remain here as bait for the assassins. They are to take the journey and remain three weeks regardless of what happens. (They never admit that doppelganger will actually be accompanying the PCs, although veteran characters may expect as much.)

Note: All PCs are required to sign a binding contract prepared by the Cathedral of Zilchus. A Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) (DC 20), Profession (lawyer or barrister) (DC 15), or a *comprehend languages* spell allows for the character to properly read the contract and confirm that it is indeed a fair contract (clerics of Zilchus may make a Knowledge (religion) check instead of a Knowledge (local) check if they wish). This is a fair contract that discusses the specific terms of this deal: the amount paid in exchange for 3 weeks' service and absolute silence.

If a character refuses, he is seized while traveling through the darkness-imbued staircase. Larissa has that character

jailed as to not interfere with her plans. The PC loses an additional 3 TUs before being released.

If the characters accept, they are allowed to retrieve any gear they may need. If they have all their gear, they are escorted upstairs and told the Magister will join them shortly. During this time, they may inform any meta-organizations they are a member of if they so choose. They are not being followed, but are not given any explicit instructions from their guild. They should proceed as normal.

Treasure:

APL 10– L: 0 gp, C: 500 gp, M: 0 gp.

APL 12– L: 0 gp, C: 600 gp, M: 0 gp.

APL 14– L: 0 gp, C: 700 gp, M: 0 gp.

APL 16– L: 0 gp, C: 800 gp, M: 0 gp.

Encounter Two: Beware of Pedestrians

Depending on how complex a route the party takes, it can take anywhere from an hour to five hours to reach the docks (but no longer as Larissa insists that the group reach the docks by noon).

The players are joined upstairs with Larissa Hunter's body double. Any PC questioning whether this is the real Larissa Hunter must succeed at an opposed Disguise/Spot roll (the body double has a total +16 bonus to her Disguise check [added to her standard +20 Disguise skill, add +36 to the die roll] while PCs receive a +4 bonus to Spot checks). She is armored and cloaked so it is difficult to see her face.

🔮 **Faux Larissa Hunter:** Doppelganger Rog3/Wiz1/SpyMst3/MndSpy4; hp 118; see Appendix 1.

Note: Larissa refuses to be teleported to the docks if a character suggests it, although she does not say why.

The PCs may choose to take the most direct path to the docks, or take a round-about path in an effort to fool any pursuers. The body double has no opinion one way or another. The cold weather has reduced the amount of traffic on the streets, so the few people outside other than constabulary are mostly determined vendors, other adventurers, and homeless. The body double is unwilling to hide in a cart or wagon as she wants to be able to see people on the street to use her mind reading abilities. She does not fight in combat unless absolutely necessary to

preserve her life (she does not want to reveal who she is pretending to be, much less who she genuinely is).

Note: With the skies overcast, all conditions outside are treated as if twilight. The intersection this encounter takes place at involves a 25-foot street crossing a 15-foot street. On the lower left-hand corner of the intersection is a 5'x10' (set into the building and not taking space on the road) vending wagon selling hot apple cider. On the other three corners, are steel barrels with fires in them to allow the homeless to warm themselves. There are the four assassins, the merchant, and a dozen homeless scattered around the intersection. The dervish is standing near the cider wagon, closest to the party's approach. The conjurer is the furthest away. The assassin and the black flame zealot are standing on either side of the road near the flaming barrels, holding cups in their hands. Although the homeless are drinking cider, these two people are actually holding cups with *potions of invisibility*.

Although you don't detect anything out of the ordinary, while passing an intersection filled with a cider vendor and a small crowd of homeless Larissa shouts "Assassins!" for no apparent reason.

Players may roll initiative and then a Spot check. There are 12 homeless, the cider vendor, and the four assassins who all have *veil* cast on them, attempting to disguise themselves as homeless. A successful Spot check (DC 20 + APL) allows the players to pierce the *veils* disguise. Otherwise, the group has no knowledge of which persons in the crowd are actually assassins. (The four assassins are standing near the bread vendor along with a few other homeless begging for scraps.)

Note: If the PCs don't immediately realize which of the homeless are assassins, the foes do not attack right away, instead attempting to wait the 3 rounds necessary to utilize their death attacks. Larissa is able to separate their thoughts from the rest of the crowd and point them out specifically in 1d3+1 rounds.

APL 10 (EL 13)

🔮 **Nehar:** Male gnome Wiz(Conj)11; hp 73; see Appendix 1.

🔮 **Azil:** Male human Ftr5/Derv4; hp 76; see Appendix 1.

🔮 **Zaelker:** Male human Rog5/Asn2/Shad2; hp 37; see Appendix 1.

🔮 **Cade:** Male human Clr4/Rog3/BlkZel2; hp 41; see Appendix 1.

APL 12 (EL 15)

♣**Nehar**: Male gnome Wiz(Conj)13; hp 85; see Appendix 1.

♣**Azil**: Male human Ftr5/Derv6; hp 98; see Appendix 1.

♣**Zaelker**: Male human Rog5/Asn3/Shad3; hp 47; see Appendix 1.

♣**Cade**: Male human Clr4/Rog3/BlkZel4; hp 52; see Appendix 1.

APL 14 (EL 17)

♣**Nehar**: Male gnome Wiz(Conj)15; hp 99; see Appendix 1.

♣**Azil**: Male human Ftr5/Derv8; hp 120; see Appendix 1.

♣**Zaelker**: Male human Rog5/Asn5/Shad3; hp 57; see Appendix 1.

♣**Cade**: Male human Clr5/Rog3/BlkZel5; hp 62; see Appendix 1.

APL 16 (EL 19)

♣**Nehar**: Male gnome Wiz(Conj)17; hp 111; see Appendix 1.

♣**Azil**: Male human Ftr5/Derv10; hp 142; see Appendix 1.

♣**Zaelker**: Male human Rog5/Asn7/Shad3; hp 67; see Appendix 1.

♣**Cade**: Male human Clr6/Rog3/BlkZel6; hp 85; see Appendix 1.

Tactics: The goal of the assassins is to kill the magister, not the characters (with an exception listed below). Simply utilizing his spell list without reading the below tactics may result in unnecessary character death. However, this does not mean that they are not willing to kill the characters if they are proving a difficult obstacle to overcome. Many of his spells are specifically intended for the magister.

Knowing that he is with a capable dervish, an assassin, and a black flame zealot, Nehar's primary goal is to fill the intersection with as many monsters as possible to distract the characters from guarding the magister and to prevent them from attacking him directly.

Azil's main purpose is to provide an obstruction between the characters and Nehar, posing an adequate melee threat that the conjurer gets a few rounds of casting before he's killed. Unless there is a character within five feet to attack, Azil immediately begins dancing.

Zaelkar and Cade attempt to study the magister for three rounds (required for their death attacks) without revealing they are one of the assassins the magister

shouted about. They do not immediately enter combat, choosing instead to study their prey as long as possible without breaking their disguises.

If their death attacks are unsuccessful, Zaelkar and Cade rely on their sneak attack damage to kill the magister as quickly as possible, using each other as flankers.

Nehar makes a Spellcraft check any time a character casts a spell. If a character casts *see invisibility*, he readies a *dispel magic* or an appropriate spell he has on his list (such as *glitterdust*, or what have you) for the next round to counter any spells like *glitterdust* or *faerie fire* that would reveal where the assassins are.

If engaged in damage dealing combat (especially melee combat), Nehar attempts to kill the attacker as quickly as possible, casting defensively.

Once the magister is dead, the assassins attempt to collect her remains (whether it's dust from a *disintegrate* spell or an actual corpse). They then leave unless any of the PCs are carrying the Eater of the Voice Death Knife (from *Cor2-10 Forgotten Echoes*) or the Amulet of Focus symbol of Iuz (from *Cor1-6 Forbidden Choice*). If he sees a character with either of these objects, he attempts to kill him and retrieve the object. (If the object is kept in a bag or out of sight, they have no magical means of knowing it's there.)

Treasure:

APL 10 – L: 25 gp; C: 0 gp; M: bracers of armor +2 (333 gp per character), headband of intellect +4 (1333 gp per character), +1 maiming scimitar (2) (360 gp per character each), scabbard of keen edges (2)(1333 gp per character each), boots of elvenkind (208 gp per character), cloak of elvenkind (208 gp per character), potion of invisibility (2) (25 gp per character each), +1 Eater of the Voice Death Knife (204 gp per character)

APL 12 – L: 25 gp; C: 0 gp; M: bracers of armor +3 (750 gp per character), headband of intellect +4 (1333 gp per character), +2 maiming scimitar (2) (1526 gp per character each), scabbard of keen edges (2)(1333 gp per character each), boots of elvenkind (208 gp per character), cloak of elvenkind (208 gp per character), potion of invisibility (2) (25 gp per character each), +2 Eater of the Voice Death Knife (704 gp per character)

APL 14 – L: 25 gp; C: 0 gp; M: bracers of armor +4 (1333 gp per character), headband of intellect +6 (2666 gp per character), +3 maiming scimitar (2) (2693 gp per character each), scabbard of keen edges (2)(1333 gp per character each), boots of elvenkind (208 gp per character), cloak of elvenkind (208 gp per character), potion of invisibility (2) (25 gp per character each), +3 Eater of the Voice Death Knife (1537 gp per character)

APL 16 – L: 25 gp; C: 0 gp; M: bracers of armor +5 (2083 gp per character), headband of intellect +6 (2666 gp per character), +3 maiming vicious scimitar (2) (4193 gp per character each), scabbard of keen edges (2) (1333 gp per character each), boots of elvenkind (208 gp per character), cloak of elvenkind (208 gp per character), potion of invisibility (2) (25 gp per character each), +3 Vicious Eater of the Voice Death Knife (2704 gp per character)

Note: If anyone in the party casts *speak with dead* or if one or more of the assassins is kept alive and Intimidated (DC 20 + APL) into talking, they reveal the following information if asked.

- They did not know the magister's specific route.
- They are one of an unknown number of independent cells waiting for Larissa to try and leave the city.
- They were instructed to eliminate anyone who might be Hunter regardless of whether it was truly her.
- They are commanded by the Old One.
- The activation words for the scabbards are Zhezha and Aherez.
- The magic holy symbol reveals the way to the Order of the Black Flame.

Note: Larissa is unwilling to return to find Zomawyn to cast *raise dead/resurrection* on anyone who might have been killed during this encounter, but she is willing to begin taking a longer way to the docks to allow one or two members of the party to split off and take the body to be raised. If this option is chosen, give both groups a random number of Spot and Listen checks to see if they are being followed. No combat occurs.

Encounter Three: Sailing Subterfuge

It takes two hours for the ship to sail north of Great Crown Island and reach the northern point of East Gate.

Safely reaching the dock, Larissa leads the characters to the *HES Drake* and boards without asking permission. The ship is manned by Navy personnel and the gangplank is pulled up as soon as the party finishes boarding. While walking up the gang plank, PCs may make a Will save (DC 25) to pierce the *persistent image*

and see that it is not actually a Dyvers Navy ship (any character that raises a concern about the ship being under the effect of an illusion is immediately quieted by the magister).

"We are arrived, Captain Marken. Make sail" are the only words the Magister gives to the ship's captain before heading below decks. The captain bellows the order to make sail and the sailors quickly set to work, moving about the deck and rigging with expert precision.

The ship immediately sets sail. Once the *Drake* is just south of Great Crown Island (the western-most island of the four Dyvers islands), the captain retrieves a horn from his cabin and blows, creating a thick bank of fog. Once in the fog bank, the illusion disguising the ship dissipates, revealing a merchant crew sailing a Furyondian merchant ship (in truth this is a Dyvers merchant ship disguised as a Furyondian merchant ship disguised as a Dyvers Naval ship). The helmsman changes course due west, skirting the southern end of the Dyvers islands, keeping close to the Rennee barges and away from the merchant traffic further to the south.

With the completion of the transformation, Captain Marken sends all PCs below decks that cannot disguise themselves as sailors (he has no disguises to offer). He tells them (or a sailor if all of the characters have already moved below decks) to inform the Magister that ***"Phase 1 is complete."*** Characters with ranks in Profession (sailor) or Profession (boater) are allowed on the rigging only if they aid the other sailors working there.

Except for commands given and accepted, there is complete silence above decks. The sailors work quickly and efficiently, but don't participate in any extra conversation with the players. The captain is willing to answer a few questions, but gives no specifics as to their destination, whether he is truly from Furyondy, or why he is aiding the magister.

Note: Members of the Dyvers Anti-Slavery League or the Shadowind Monastery may make a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) DC 15 to know that Captain Marken is a member of the DASL and the *HES Drake* is known as the *Hungry Drake* to denizens of the Wild Coast, where the ship regularly runs covert raiding missions against the Pomarj. The DC increases to 30 for non-members.

If questioned on this topic or his affiliation with the League, he does admit that most of the crew is from or has family in Safeton, so they've been known to travel there on occasion. He's also worked for the Magister previously. Other than that, what little conversation he engages in is vague (he's know her "for awhile" and

regularly ships “the standard fare of cargo”). If a character asks him a direct question that he does not wish to answer, the captain barks an order to a sailor and then ignores the question.

Note: The Magister is locked in her cabin and does not permit any of the characters access to the room, regardless of their demands otherwise. If a character casts *arcane eye*, he can see her resting peacefully on a small cot. If the body double fails a Will save against mind-reading magic, she is focused on preparing for her death.

Characters that wait below decks are afforded their own private room. When they enter, though, a mage clad in red robes is staring at the first person in the doorway.

Clad in a blood-red robe, a withered old man stands staring at you, his eyes sunken pits in his shadow-strewn face. “This will do,” he says, following with arcane words that wisp him away to some unknown location.

Note: Faelion has a readied action to *teleport* away after the first adventurer enters the room. It is not possible to prevent him from escaping. PCs may make a Spot check (DC 20) to notice that the wizard was wearing a holy symbol. A Knowledge (religion) check DC 15 reveals that it’s the holy symbol of Iuz (many players will have seen this symbol before and don’t necessarily need to roll if they know it by its description).

If the characters report what happened to the captain, he states that no one was allowed on board other than the crew until the characters and the Magister arrived. Anyone remaining above decks needs to participate in crewing the ship, so any questions the characters may want to ask should be kept until they dock. However, the captain does give them permission to question any of the sailors below decks.

Sailors know the following information:

- *The Drake only made port this morning and took a single hour to refit. Cargo and supplies were already waiting on the docks.*
- *No one saw any non-crew members board the ship until the characters arrived.*
- *Ertis Surefoot was docked pay this morning for being below decks when he was supposed to be tending to the sails. He claims he was on the rigging as ordered.*
- *Captain Marken agreed to review the punishment once the mission was complete.*

- *Once the Magister’s room was prepared, the door was shut and no one entered. It is same for the characters’ room.*

- *They have nothing on board to detect invisibility. There is no caster as a permanent member of the crew. They come and go as available.*

Note: If the players have asked all the questions they can think of or if they do not investigate who Faelion is, continue with the Dragon Turtle attack.

Players should roll a Listen check. The DC is 10 for those above decks and 20 for those below decks. Those players who are successful hear a loud droning, very similar to the *horn of fog* that Captain Marken recently blew. There is nothing visible in terms of fog, but players above deck may roll a Spot check (DC 30 • APL) to see a Dragon Turtle swimming toward the ship under the water’s surface (60 feet away).

APL 10 (EL 10)

🐉 **Dragon Turtle, Advanced 14 HD:** hp 162; see Appendix 1.

APL 12 (EL 12)

🐉 **Dragon Turtle, Advanced 18 HD:** hp 186; see Appendix 1.

APL 14 (EL 14)

🐉 **Dragon Turtle, Advanced 22 HD:** hp 232; see Appendix 1.

APL 16 (EL 16)

🐉 **Gargantuan Dragon Turtle, Advanced 26 HD:** hp 328; see Appendix 1.

Tactics: The Dragon Turtle attempts to capsize the ship in the first round of combat to give the characters time to move above decks. Roll a percentile (or allow the players to do so), but **this attempt automatically fails**.

The Dragon Turtle is an intelligent creature and waits to use its breath weapon until it can do the most damage to the most amount of threats (the crew is not considered threatening), but at the same time, uses it as early as possible to facilitate as many opportunities as possible to breathe.

The Dragon Turtle is angry that he heard a mating call and that no females are here. The ship has played a dirty trick, most likely to attempt to trap or kill him. A PC that speaks Draconic or Aquan can negotiate with the Dragon Turtle with a properly worded Diplomacy check (DC 20 +

APL). Negotiations require gems or coin valued at (100 × APL) gp or something of equitable value (such as healing a *wounding* attack that can't be stopped otherwise).

Encounter Four: The Naval Base

It takes seven hours to reach the secret naval base.

Leaving the remains of the Dragon Turtle behind, the Drake rounds Eastgate Island and begins heading west, back toward Dyvers. The ship keeps a wide berth from the shoreline, avoiding any prying eyes. It sails past Caltaran and up the mouth of the Velderdyva River, leaving the threat of a creature such as a Dragon Turtle in the deeper waters of the Nyr Dyv. The remainder of the short journey is uneventful. Only an hour or so past Caltaran up the Velderdyva, the number of oars is cut in half and the ship strains against the current of the mighty river. Rounding a bend with a significant protruding rock, what seemed to be a solid cliff face miraculously opens up, revealing an illusion-covered cave large enough to sail a ship into. A combination of magic and a natural play of the light, the cave entrance is virtually invisible unless looked on from the proper angle.

Characters who participated in **Dyv1-07 Corsairs!** may make a Wisdom check (DC 15) to remember that this is the same cave entrance that housed a secret base for the Nyr Dyv slave lords. The interior of the cave is strikingly different, though. Over the past three years a significant amount of construction has taken place and where once the cave was simply a hideout for smugglers and slavers, it now appears as a fully functional naval way station.

This encounter allows for the characters to get a feel for the naval base, to gather information from the crew now that they have docked, and to learn more about what Dyvers has been doing for the past few years.

Stepping off the gangplank, Larissa Hunter looks back at you. "Behold! The captains of the yellow sails are foolish enough to believe they rule over the Velderdyva. Well, this naval base shall prove to them that the City of Dyvers is lord of these waters. Where once this place was used to hide smuggling goods and captured slaves, now we use it to strike back against the Slavers. Did you ever wonder why it took two years to rebuild the docks of Dyvers? Something that should have taken only a few short months with the ability of the Dweomercrafter's Guild? We needed time to harvest the wood and construct this outpost

and a half-dozen others like it. Smugglers and Slavers alike, they'll know that Dyvers is the true authority on this river."

Letting her statement linger for a bit, she continues. "The naval ships stationed here are on a complex series of maneuvers over the next three weeks. So this is our home for that time. The Drake will set sail after refitting and head up the Velderdyva to Furyondy to complete our rouse. They'll return in three weeks to take us back to the city. Until that time, no one leaves this cave under any circumstances. Do I make myself clear?"

Note: Before heading to her quarters, she takes the opportunity to speak to any spellcasters that may have the ability to *teleport*. She reiterates this fact, reminding the caster that a contract was signed and that everyone is to remain here until the *Drake* returns.

Note: If they haven't done so already, the characters may cast spells like *detect magic* or *true seeing* to determine whether they have the true Larissa Hunter. The doppelganger has a number of pre-cast spells and magic items, so simply using *detect magic* does not give the spellcaster any significant clues as to whether this is the real Hunter. *True seeing* does indeed reveal that she is a doppelganger. If the characters challenge the deception, the doppelganger is empathetic, but still stern. She explains that the assassins are tracking her, as proven by the attack on the street and the man on the ship. As long as the deception is maintained, the real Larissa Hunter is safe.

Larissa locks herself in Room 9 (see **Player's Map #1**). The characters are free to roam about the complex as they wish. The crew of the *Drake* remains at the base for two hours refitting and resting. They are willing to answer what questions they can. The PCs can get comfortable in other areas or walk about the complex getting a feel for it.

With a Gather Information check (DC 10) or a successfully worded Diplomacy check (DC 15), the sailors are willing to speak about the following subjects.

- *The Drake isn't really from Furyondy. It's a Dyvers privateer that is disguised as a merchant ship from various surrounding nations.*
- *This navy base and a half-dozen like it dot the Velderdyva and the southwestern Nyr Dyv. They are all captured Slaver and Smuggler hideouts. The Navy uses it for rapid deployment and quick strikes against Yellow Sails that frequent the area.*
- *The naval ships typically stationed at this outpost have been dispatched to aid other vessels near East*

Gate Island and Maravan. Pirate traffic has significantly increased there since the Dyvers docks were rebuilt.

- *The crew didn't ask what their mission was. They were paid up front and told that the work involved the magister.*
- *This isn't the first time the crew has sailed for the magister. Over the past five years, she has hired them seven times to investigate a lead she received on Rashamon, her missing husband.*
- *None of these leads resulted in anything fruitful. They were all dead ends or wild goose chases.*
- *A number of the crew is ex-military and served with Rashamon as marines or as sailors on the same ship.*
- *All the previous leads were along the Wild Coast or in the Nyr Dyv, so the crew believes this mission is related to something different.*
- *Rumors have been flying up and down the Volverdyva that Derreg Lord Pengallen and possibly some other gentry have been selling arms and armor to the invading forces in Veluna. The magister may be going to meet with the Canon to smooth things over.*

The crew doesn't have any more relevant information to the characters, just inconsequential personal details: favorite ports, home towns, years at sea, and so forth. Allow the players to continue questioning as they like or as time permits.

Note: If the PCs go to the parapets at the cave entrance (which are in the *permanent illusion*, rendering *detect magic* useless in this area), they get a full view of the Volverdyva. Sporadically, merchant ships pass, moving up or down the river depending on their destination. To keep the players on course in the module, no ships pass flying yellow sails. If the PCs take the path out of the cave, they find that they are on an isolated cliff on the north shore of the Volverdyva (technically part of the Kingdom of Furyondy). The area is exceedingly rocky, not allowing for much plant life, other than a few gnarled trees and scrub brush. No Furyondian patrols or any creatures larger than rabbits pass by. If they explore this area after the summoned monsters appear, they have a chance of seeing Faelion. To more adequately facilitate his eventual attack on the characters, the wizard has moved his scrying mirror to the top of the cliff so that he may summon creatures and then watch how the PCs perform. If he knows the PCs are coming to the cliffs, he casts *invisibility* on the mirror and then *teleports* to

safety. If the PCs take the mirror, he attacks the next day based on what he has seen. If they do not, he casts *detect magic* and dispels any spells (like *alarm*) that might have been placed there.

Once the ship leaves, the PCs are free to make themselves at home, setting up watches if they wish or fortifying the location in a manner that does not harm the constructed naval base. Once a day, Larissa Hunter leaves her room and questions all the PCs as to whether they've left the base. As he answers, each PC should make a Will save (DC 16) to prevent Larissa from reading his mind. PCs may make an Intelligence check (DC 18) to realize that she is attempting to read their minds. A Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) DC 10 or an Intelligence check DC 15 reveals that Larissa Hunter has no known spellcasting ability (or any known ability to Use Magic Device). PCs with Knowledge (nature) may make a DC 25 check to hypothesize that she's a doppelganger reading their minds.

Encounter Five: One More Try

Based on the reaction of the characters during the first three attacks, Faelion attacks when the PCs are most vulnerable (when spells have expired or not yet been cast).

Hours pass after the *Drake* leaves for Furyondy. The characters may set watches or patrols, although the illusion that covers the majority of the entrance makes it equally difficult to see out of the cave. Allow the party to establish a routine before continuing on with anything else, pointing out potential vulnerable spots to the cave (the water has a net across it, but it's not tall enough to impede any ships and therefore any intelligent sea creature could simply avoid it; the cave entrance is open, even though disguised with an illusion, etc). Give them the feeling of monotony, as the cave is in the middle of nowhere and nothing is happening.

Note: Faelion doesn't know the exact location of the secret outpost. For the next four days, the wizard scrys the party to get a suitable fix on their location. Once he knows where the cave is, he begins sending in monsters (that are suitable for a water environment as to not blatantly give away his presence) while scrying on the cave to watch the battle and learn the party abilities and tactics (as this progresses, PCs begin taking a •5 penalty on their Will saves to resist the scrying as Faelion becomes more familiar with them). All summoned creatures are placed at the entrance to the cave so that

they can walk in naturally, appearing to have wandered into the cave rather than being summoned (any PCs standing watch at the outside parapets may make a Spot check (DC 15) to see the monster swimming into the cave and (DC 25) to see that the creature appears just outside of the cave).

Note: It is five feet down to the water from the dock. It requires a reach weapon or natural reach to make a melee attack from the dock against a creature in the water. Likewise, a creature must have reach or move out of the water to attack a PC at the edge of the dock.

Day 1-4: Will saves (DC 24); Anyone who has *detect scrying* cast is alerted to being scryed. For each day all the PCs successfully make their Will saves, combat is delayed for that many days. If all the PCs successfully make a Will save every day for three weeks, they are considered to have successfully defeated this encounter, although they receive none of the treasure.

Day 5: Will saves (DC 29); summoned monsters

APL 10: 1d4+1 fiendish squids

APL 12: 1d3 fiendish giant crocodiles

APL 14/16: 1d4+1 fiendish giant crocodiles

Day 6: Will saves (DC 29); summoned monsters

APL 10: 1d3 fiendish giant crocodiles

APL 12: fiendish giant octopus

APL 14/16: 1d3 fiendish giant octopi

Day 7: Will saves (DC 29); summoned monsters

APL 10: Huge water elemental

APL 12: greater water elemental

APL 14/16: elder water elemental

You MUST Read These Tactics: The goal of Faelion is to assassinate the magister, not the characters (with an exception listed below). Simply utilizing his spell list without reading the below tactics may result in unnecessary character death. Many of his death spells are specifically intended for the magister. Subterfuge and distraction are his preferred methods to get around the characters. However, this does not mean that Faelion is not willing to kill the characters if they are proving a difficult obstacle to overcome.

After identifying the strengths and weaknesses of the characters over the course of the week, Faelion begins his attack. The following spells are pre-cast in the following order: *see invisibility*, *mirror image*, *shield*, *fly*, *greater invisibility*, and then *teleport*. Faelion teleports into the cave, hovering thirty feet above the water a significant

distance from the hallway leading to Larissa Hunter. He casts *silent mind fog* in an effort to reduce the PCs' Will saves so that when he casts *mass suggestion* ("**You should keep watch outside.**") they are more likely to fail their saves. He then begins summoning monsters to serve as a distraction to any PCs that remain.

Any time Faelion casts a spell that is not Silent and that has a verbal component, he moves afterward. PCs may make a DC 20 Listen check to hear in what direction he's moved (and DC 40 to pinpoint the exact location). Add any circumstance modifiers due to distance and other combat occurring, such as that with summoned monsters.

If the summoning spells are ineffectual (the characters are killing the summoned creatures too quickly, or what have you), he has a number of Silent direct damage spells. Note that many of these spells are visible and may give away his location, so he moves after casting them.

Faelion makes a Spellcraft check any time a character casts a spell. If a character casts *see invisibility*, he readies a *dispel magic* for the next round to counter any spells like *glitterdust* or *faerie fire* that would reveal where he is.

Placing a *prismatic wall* extending from the magister's hallway to the water's edge allows Faelion to sequester the hallway from any PCs on the other side of the wall as well as using *Bigby's forceful hand* to bull rush PCs into the wall.

If engaged in damage dealing combat (especially melee combat), Faelion attempts to kill the attacker as quickly as possible.

Once the magister is dead, Faelion leaves unless any of the PCs is carrying the Eater of the Voice Death Knife (from *Cor2-10 Forgotten Echoes* or this adventure) or the Amulet of Focus symbol of Iuz (from *Cor1-6 Forbidden Choice*). If he sees a character with either of these objects, he attempts to kill him and retrieve the object.

The FAQ now includes speaking as a free action that can be made on any turn (not just the player's). Faelion's *contingency* is a 90-foot *dimension door* whenever he shouts "**Hail Iuz!**" He shouts this whenever grappled and unable to break free (although he'll attempt *casting true strike* or *dimension door* first in an effort to escape) or when he's engaged in melee combat and his life is threatened.

APL 10 (EL 13)

♣ **Faelion:** Male gray elf Wiz13/Arch1; hp 57; see Appendix 1.

APL 12 (EL 15)

♣**Faelion:** Male gray elf Wiz13/Arch3; hp 81; see Appendix 1.

APL 14 (EL 17)

♣**Faelion:** Male gray elf Wiz13/Arch5; hp 91; see Appendix 1.

APL 16 (EL 19)

♣**Faelion:** Male gray elf Wiz15/Arch5; hp 101; see Appendix 1.

Note: Faelion attempts to *disintegrate* the magister, but if for some reason he has to use this spell on one of the characters, he instead uses his *finger of death* spell-like ability. If the magister is slain in such a way that her entire body remains, she reverts to her androgynous, doppelganger appearance.

Treasure:

APL 10– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure light wounds* (4 gp per character)

APL 12– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure moderate wounds* (25 gp per character), *pearl of power (2nd-level)* (333 gp per character)

APL 14– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure serious wounds* (41 gp per character), *pearl of power (2nd-level)* (333 gp per character), *pearl of power (3rd-level)* (750 gp per character)

APL 16– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure serious wounds* (2) (41 gp per character each), *pearl of power (2nd-level)* (333 gp per character), *pearl of power (3rd-level)* (750 gp per character), *pearl of power (4th-level)* (1333 gp per character)

Encounter Six: Keeping Focus

If the body double survived Faelion's attack, then life in the naval base continues on as normal. The *HES Drake* returns two weeks later, as originally stated. The rest of the time in the cave as well as the journey back to Dyvers is uneventful.

If the body double did not survive Faelion's disintegration, the *Drake* returns two weeks later as stated. The PCs have a few options to them while they wait.

Collecting Larissa Hunter's dust remains:

If the PCs do not do this, Captain Marken does.

Searching Larissa's room:

PCs succeeding at a Search check (DC 15) find **Player Handout #2**.

Securing the base for further attacks:

Faelion was the last assassin sent by Iuz. Nothing else happens during the two-week period.

Teleporting back to Dyvers:

There is nothing in the naval base preventing players from teleporting back to Dyvers. The results of returning to the city early have varying effects:

Two weeks early

- At this point, word has not gotten out that the Magister is missing/assassinated. The palace guards insist that she is unavailable. Telling the guards that she has been assassinated does not make their attitude more lenient, but the rumor that she is dead spreads through the city like wildfire.
- If the PCs go to Guildmaster Good or High Priest Zomawyn, they are ordered to return to the cave and reprimanded for violating their contract. When the mission is finally over, their coin has turned to fool's gold and they do not receive (50 gp × APL) for participating in this module.
- If the PCs go to any of the other Dyvers Cathedrals, the only organizations capable of casting *resurrection*, their request for the spell (even if they offer to pay) is denied out of disgust that they would pretend to have the magister's remains.
- If the PCs inform any meta-organizations they are a member of, certain organizations react more than others. Informing the below organizations has a larger impact than merely spreading rumors:
 - **Any military organization:** The information quickly travels up the chain of command. The military is put on alert and the Gentry Council is

called to an emergency meeting. A week later, marshal law is declared.

- **The Constabulary:** Informing any level of the constabulary causes an emergency meeting of the Gentry Council. Two days later, marshal law is declared and the military is put on alert.
- **The Alliance:** The army presence at Eastguard as well as the local militia around Maraven is put on alert.
- **The Adventurer's Guild, the Merchant's Gild, International Halfling Society, or the Bardic Hegemony:** Word spreads almost instantaneously through these organizations and because of their credibility (for various reasons), the populace takes the assassination of Larissa Hunter as fact. By nightfall, a number of riots have broken out across the city, Robert Lord Navoy and the Gentry Council has declared marshal law in the city, the Constabulary has established a curfew, and the military has been placed on alert.
- Any other organizations disseminate the information and the rumor spreads, but not in a fashion that has the same results as the above organizations.

One week early

- At this point, word has gotten out that the magister is gone. A Gather Information check (DC 10) in any district of the city brings rumors of abandonment, firing, kidnapping, assassination, and a wide assortment of stranger occurrences.
- If word gets out that the magister was assassinated, it sparks a near-instantaneous riot throughout the city. The Constabulary and Free Army are both called up to quell the disturbance and the Gentry Council declares marshal law.
- A character inquiring at any meta-organization guildhall receives all the above rumors without having to make a roll.
- If the PCs go to Guildmaster Good or High Priest Zomawyn, they are ordered to return to the cave and reprimanded for violating their contract. When the mission is finally over, their coin has turned to fool's gold and they do not receive (50 gp × APL) for participating in this module.
- If the PCs go to any of the other Dyvers Cathedrals, the only organizations capable of casting *resurrection*, their request for the spell (even if they

offer to pay) is denied out of disgust that they would pretend to have the magister's remains.

Wait for the Drake to return:

When the *Drake* returns to the naval base, it is disguised as a Kettish merchant vessel. Captain Marken asks the characters how their time here passed and on the well-being of the magister. If the body double was slain, Marken calmly collects her remains if the characters did not already. Along with the high priest and guildmaster, Marken was told that he'd be transporting the magister's body double, so he does not express any concern for the death of the city's leader.

Continue on to **Encounter Seven..**

Encounter Seven: Returning to Dyvers

It becomes quickly apparent as the HES Drake returns to the Dyvers harbor that things are not the same as how you left them. Navy vessels form a blockade about the docks and each approaching ship is questioned before it can make port. Each naval ship in view has a full attachment of marines on deck, bows at the ready.

Captain Marken waits his turn and answers the questions as truthfully as a ship in disguise can. They're a merchant vessel returning from the Vilverdyva. Once moored, the city seems as different as the harbor. Units of Constabulary and Free Army march along the streets. The usual gaggles of homeless, urchins, panhandlers, and fences have all disappeared. Before you are even able to make your way down the gangplank, a soldier shouts to the ship "Curfew is at sunset. Be sure to be in doors before then. Violators are jailed with a non-taxable offense."

This is not the Dyvers you left three weeks ago.

PCs not understanding what a "non-taxable offense" means can make a Knowledge (local: Vilverdyva, Tuflik, Fals Trade Route) DC 10 or an Intelligence check DC 15 to understand that bribes are not going to exempt someone from this punishment.

Word has gotten out that the magister is gone. A Gather Information check (DC 10) in any district of the city brings rumors of abandonment, firing, kidnapping, assassination, and a wide assortment of stranger occurrences. Once her absence (regardless of cause)

became accepted as fact, several riots broke out around the city and the Gentry Council declared marshal law.

Captain Marken takes the body (or remains thereof) of Larissa Hunter's body double to High Priest Zomawyn at the Cathedral of Zilchus. She is resurrected without charge (at least no charge that the characters witness, Larissa Hunter is actually billed later). If the body double was killed in such a fashion that left an unidentifiable body (such as with *disintegrate*), she returns to life in her natural doppelganger form. If they did not know before, the PCs become aware now that they were not guarding the true Larissa Hunter.

Conclusion

With the civil unrest brought under control for the time being, a pall falls over the city. A shining beacon of national pride, Larissa Hunter, Magister for the last decade and champion of all things Dyvers to neighboring nations that would discard the City of Sails as an inconsequential port town, is gone.

Assassinated? Although the rumor still lingers, what makes her absence so painful is that it appears to be a willful abandonment of the city. A betrayal of the public trust. Is she just hiding from her assailants? Has the Empire of Iuz declared the Free Lands an official enemy of the Old One? Is their involvement only a facet of some perverse machination by the City of Greyhawk? Turrosh Mak? Veluna? Or worse, the Gentry of Dyvers themselves. It seems that there is no shortage of enemies for the city. And in a time of such apparent need, Her Excellency, the Magister, Larissa Hunter, has fled her post and abandoned her people.

The snow lilts through the air and gradually gathers on the streets. A winter has come to Dyvers.

The End

Experience Point Summary

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

Encounter Two: Beware of Pedestrians

Defeat the assassins.

APL 10 - 390 XP

APL 12 - 450 XP

APL 14 - 510 XP

APL 16 - 570 XP

Encounter Three: Sailing Subterfuge

Overcome the dragon turtle.

APL 10 - 300 XP

APL 12 - 360 XP

APL 14 - 420 XP

APL 16 - 480 XP

Encounter Five: One More Try

Prevent the wizard from killing the body double or kill the wizard.

APL 10 - 390 XP

APL 12 - 450 XP

APL 14 - 510 XP

APL 16 - 570 XP

Story Award

Learn of the Empire of Iuz's direct involvement in the attempted assassination of Larissa Hunter.

APL 10 - 90 XP

APL 12 - 105 XP

APL 14 - 120 XP

APL 16 - 135 XP

Discretionary roleplaying award

APL 10 - 180 xp

APL 12 - 210 xp

APL 14 - 240 xp

APL 16 - 270 XP

Total possible experience:

APL 10 - 1,350 XP

APL 12 - 1,575 XP

APL 14 - 1,800 XP

APL 16 - 2,025 XP

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction

ALL APLs–L: 0 gp, C: 20 gp, M: 0 gp.

Encounter One: An Important Meeting

APL 10– L: 0 gp, C: 500 gp, M: 0 gp.

APL 12– L: 0 gp, C: 600 gp, M: 0 gp.

APL 14– L: 0 gp, C: 700 gp, M: 0 gp.

APL 16– L: 0 gp, C: 800 gp, M: 0 gp.

Encounter Two: Beware of Pedestrians

APL 10 – L: 25 gp; C: 0 gp; M: *bracers of armor* +2 (333 gp per character), *headband of intellect* +4 (1333 gp per character), +1 *maiming scimitar* (2) (360 gp per character each), *scabbard of keen edges* (2)(1333 gp per character each), *boots of elvenkind* (208 gp per character), *cloak of elvenkind* (208 gp per character), *potion of invisibility* (2) (25 gp per character each), +1 *Eater of the Voice Death Knife* (204 gp per character)

APL 12 – L: 25 gp; C: 0 gp; M: *bracers of armor* +3 (750 gp per character), *headband of intellect* +4 (1333 gp per character), +2 *maiming scimitar* (2) (1526 gp per character each), *scabbard of keen edges* (2)(1333 gp per character each), *boots of elvenkind* (208 gp per character), *cloak of elvenkind* (208 gp per character), *potion of invisibility* (2) (25 gp per character each), +2 *Eater of the Voice Death Knife* (704 gp per character)

APL 14 – L: 25 gp; C: 0 gp; M: *bracers of armor* +4 (1333 gp per character), *headband of intellect* +6 (2666 gp per character), +3 *maiming scimitar* (2) (2693 gp per character each), *scabbard of keen edges* (2)(1333 gp per character each), *boots of elvenkind* (208 gp per character), *cloak of elvenkind* (208 gp per character), *potion of invisibility* (2) (25 gp per character each), +3 *Eater of the Voice Death Knife* (1537 gp per character)

APL 16 – L: 25 gp; C: 0 gp; M: *bracers of armor* +5 (2083 gp per character), *headband of intellect* +6 (2666 gp per character), +3 *maiming vicious scimitar* (2) (4193 gp per character each), *scabbard of keen edges* (2)(1333 gp per character each), *boots of elvenkind* (208 gp per character), *cloak of elvenkind* (208 gp per character), *potion of invisibility* (2) (25 gp per character each), +3 *Vicious Eater of the Voice Death Knife* (2704 gp per character)

Encounter Five: One More Try

APL 10– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect* +6 (3000 gp per character), *pearl of power* (1st-level) (83 gp per character), *potion of cure light wounds* (4 gp per character)

APL 12– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect* +6 (3000 gp per

character), *pearl of power (1st-level)* (83 gp per character), *potion of cure moderate wounds* (25 gp per character), *pearl of power (2nd-level)* (333 gp per character)

APL 14– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure serious wounds* (41 gp per character), *pearl of power (2nd-level)* (333 gp per character), *pearl of power (3rd-level)* (750 gp per character)

APL 16– L: 8 gp, C: 0 gp, M: *brooch of shielding* (110 gp per character), *headband of intellect +6* (3000 gp per character), *pearl of power (1st-level)* (83 gp per character), *potion of cure serious wounds* (2) (41 gp per character each), *pearl of power (2nd-level)* (333 gp per character), *pearl of power (3rd-level)* (750 gp per character), *pearl of power (4th-level)* (1333 gp per character)

Total Possible Treasure

APL 10	2,300 g
APL 12	3,300 gp
APL 14	6,600 gp
APL 16	9,900 gp

Appendix 1: NPC Stats

Faux Larissa Hunter: Female doppelganger Rog3/Wiz1/SpyMst3*/MndSpy4*; CR 15; Medium-Size monstrous humanoid (shapechanger); HD 4d8+3d6+1d4+3d8+4d8+45; hp 118; Init +8; Spd 30 ft.; AC 31, touch 14, flat-footed 31 (+4 Dex, +5 Mithral Breastplate +2, +2 Heavy Mithral Shield +2, +2 Deflection, +4 Natural); Base Atk +12; Grp +13; Atk +13 melee (1d8+1/17-20 longsword); Full Atk +13/+8/+3 melee (1d8+1/17-20, longsword); SA Detect thoughts, sneak attack +3d6; SQ Change shape, cover identity, darkvision, immunity to *sleep* and charm effects, Trap sense +1, Uncanny Dodge, Undetectable Alignment; AL N; SV Fort +8, Ref +16, Will +16; Str 12, Dex 18, Con 14, Int 18, Wis 14, Cha 18.

Skills and Feats: Bluff +19, Concentration +15, Disguise +20, Escape Artist +13, Gather Information +16, Hide +10, Intimidate +16, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +12, Listen +12, Move Silently +10, Sense Motive +12, Spot +12, Tumble +14, Use Magic Device +5; Alertness, Great Fortitude, Improved Critical (longsword), Improved Initiative, Improved Toughness, Scribe Scroll, Skill Focus (Bluff).

Spells Prepared (3/2; base DC = 14 + spell level): 0—*detect magic, message, prestidigitation*; 1st—*mount, obscuring mist*.

Languages: Aquan, Auran, Common, Dwarven, Elven, Giant, Gnome, Halfling, Ropan, Terran

* See Appendix 2: New Rules Items

Encounter Two: Beware of Pedestrians

APL 10 (EL 13)

Nehar: Male gnome Wiz(Conj)12; CR 12; Small humanoid (gnome); HD 12d4+36; hp 73; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 *mage armor*, +1 size); Base Atk +6; Grp +1; Atk +6 melee (1d3+1/19-20 Small dagger) or +9 ranged (1d6/19-20, Small light crossbow); Full Atk +6 melee (1d3+1/19-20 Small dagger) and +1 melee (1d3+1/19-20 Small dagger); SQ Gnome traits; AL CN; SV Fort +7, Ref +6, Will +8; Str 8, Dex 14, Con 16, Int 25, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Concentration +18, Disguise +6, Knowledge (arcana) +22, Knowledge (local: Iuz Border States) +22, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +14, Spellcraft +24; Augment

Summoning, Combat Casting, Endurance, Improved Initiative, Quicken Spell, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration).

Spells prepared (5/7/7/7/5/5/4; save DC 17 + spell level): 0—*acid splash* (2), *detect magic, ray of frost, touch of fatigue*, 1st—*grease, ~~mage armor~~, magic missile* (2), *ray of enfeeblement, shocking grasp, true strike*, 2nd—~~*false life*~~, *glitterdust, invisibility, Melf's acid arrow, rapid enlarge person, scorching ray, see invisibility*, 3rd—*displacement, fireball, fly, haste, lightning bolt, rapid summon monster II, slow*, 4th—*dimension door, enervation, Evard's black tentacles, phantasmal killer, rapid summon monster III*, 5th—*baleful polymorph, Bigby's interposing hand, quicken true strike, rapid summon monster IV* (2); 6th—*greater dispel magic, quicken invisibility, rapid summon monster V, ~~veil~~*.

Prohibited schools: Abjuration, Enchantment

Possessions: Dagger, holy symbol of Iuz, light crossbow, *bracers of armor* +2, *headband of intellect* +4

Azil: Male human Ftr5/Derv2*; CR 7; Medium-Size humanoid (human [Oeridian]); HD 5d10+2d12+28; hp 76; Init +2; Spd 35 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 chain shirt, +1 Dervish); Base Atk +7; Grp +10; Atk +12 melee (1d6+6/15-20x1d4 scimitar); Full Atk +10 melee (1d6+6/15-20x1d4 scimitar), +10 melee (1d6+4/15-20x1d4 scimitar) and +5 melee (1d6+6/15-20x1d4 scimitar); SA Dervish dance; SQ Fast movement, movement mastery, slashing blades; AL CE; SV Fort +7, Ref +6, Will +4; Str 16, Dex 15, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +7, Jump +11, Perform (dance) +9, Tumble +12; Combat Expertise, Dodge, Improved Toughness, Mobility, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain shirt, holy symbol of Iuz, +1 *maiming scimitar* (2), *scabbard of keen edges* (2)

* See Appendix 2: New Rules Items

Zaelker: Male human Rog5/Asn2; CR 7; Medium-Size humanoid (human [Oeridian]); HD 7d6+7; hp 37; Init +8; Spd 30 ft.; AC 17, touch 14, flat-footed 17, (+4 Dex, +3 Studded Leather); Base Atk +4; Grp +4; Atk +9 melee (1d4+1/19-20, Death Knife); Full Atk +7 melee (1d4+1/18-20, Death Knife) and +6 melee (1d4/19-20, dagger); SA Death attack, sneak attack +3d6; SQ Evasion, improved uncanny dodge, poison use, trap sense +1,

uncanny dodge; AL CE; SV Fort +2, Ref +11, Will +2; Str 10, Dex 19, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +9, Disable Device +6, Disguise +11, Hide +18, Jump +9, Knowledge (local: Iuz Border States) +5, Listen +10, Move Silently +18, Open Lock +7, Perform (dance) +4, Sense Motive +11, Spot +10, Tumble +15; Arterial Strike, Improved Initiative, Two Weapon Fighting, Weapon Finesse.

Spells prepared (1; save DC 12 + spell level): 1st—*true strike* (2).

Possessions: Dagger, holy symbol of Iuz, studded leather, *boots of elvenkind*, *cloak of elvenkind*, *potion of invisibility*, +1 *Eater of the Voice Death Knife*

Cade: Male human Clr3/Rog3/BlkZeal1*; CR 7; Medium-Size humanoid (human [Oeridian]); HD 3d8+4d6+7; hp 41; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12, (+3 Dex, +2 Leather); Base Atk +4; Grp +4; Atk +4 melee (1d4/18-20 kukri); SA Death attack, sneak attack +2d6; SQ Evasion, rebuke undead, spontaneously cast: *inflict*, trap sense +1, zealous heart; AL NE; SV Fort +8, Ref +9, Will +10; Str 10, Dex 17, Con 12, Int 14, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Hide +12, Knowledge (local: Iuz Border States) +3, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +3, Knowledge (religion) +9, Move Silently +12, Sense Motive +5, Spellcraft +10, Tumble +13; Combat Casting, Iron Will, Martial Weapon Proficiency (kukri), Practiced Spellcaster*.

Spells prepared (4/3+1/2+1; save DC 15 + spell level): 0—*create water*, *cure minor wounds* (2), *detect magic*, 1st—*cure light wounds*, *divine favor*, *protection from good**, *shield of faith*; 2nd—*cure moderate wounds*, *death knell*, *invisibility**.

*Domain spell. **Domains:** [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: Kukri, leather armor, magic holy symbol of Iuz, *potion of invisibility*

* See Appendix 2: New Rules Items

APL 12 (EL 15)

Nehar: Male gnome Wiz(Conj)14; CR 14; Small humanoid (gnome); HD 14d4+42; hp 85; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 *mage armor*, +1 size); Base Atk +7; Grp +2; Atk +7 melee (1d3•1/19-20 small dagger) or +10 ranged (1d6/19-20, small light crossbow); Full Atk +7 melee (1d3•1/19-20 small dagger) and +2 melee (1d3•1/19-20 small dagger);

SQ Gnome traits; AL CN; SV Fort +7, Ref +6, Will +9; Str 8, Dex 14, Con 16, Int 25, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Concentration +20, Disguise +7, Knowledge (arcana) +24, Knowledge (local: Iuz Border States) +22, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +18, Spellcraft +26; Augment Summoning, Combat Casting, Endurance, Improved Initiative, Quicken Spell, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration).

Spells prepared (5/7/7/7/6/5/5/4; save DC 17 + spell level): 0—*acid splash* (2), *detect magic*, *ray of frost*, *touch of fatigue*, 1st—*grease*, ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement*, *shocking grasp*, *true strike*, 2nd—~~*false life*~~, *glitterdust*, *invisibility*, *Melf's acid arrow*, *rapid enlarge person*, *scorching ray*, *see invisibility*, 3rd—*displacement*, *fireball*, *fly*, *haste*, *lightning bolt*, *rapid summon monster II*, *slow*, 4th—*dimension door*, *enervation* (2), *Evard's black tentacles*, *phantasmal killer*, *rapid summon monster III*, 5th—*baleful polymorph*, *Bigby's interposing hand*, *quicken true strike*, *rapid summon monster IV* (2); 6th—*flesh to stone*, *greater dispel magic*, *quicken invisibility*, *rapid summon monster V*, ~~*veil*~~, 7th—*mass hold person*, *prismatic spray*, *rapid summon monster VI*, *reverse gravity*.

Prohibited schools: Abjuration, Enchantment

Possessions: Dagger, holy symbol of Iuz, light crossbow, *bracers of armor* +3, *headband of intellect* +4

Azil: Male human Ftr5/Derv4*; CR 9; Medium-Size humanoid (human [Oeridian]); HD 5d10+4d12+36; hp 98; Init +3; Spd 35 ft.; AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 Dervish); Base Atk +9, Grp +12, Atk +15 melee (1d6+6/15-20x1d4 scimitar); Full Atk +13 melee (1d6+7/15-20x1d4 scimitar), +13 melee (1d6+5/15-20x1d4 scimitar) and +8 melee (1d6+7/15-20x1d4 scimitar); SA Dance of death, dervish dance; SQ Fast movement, movement mastery, slashing blades; AL CE; SV Fort +8, Ref +8, Will +5 Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +9, Intimidate +7, Jump +11, Perform (dance) +11, Tumble +15; Combat Expertise, Dodge, Elusive Target*, Improved Toughness, Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain shirt, holy symbol of Iuz, +2 *maiming scimitar* (2), *scabbard of keen edges* (2)

* See Appendix 2: New Rules Items

Zaelker: Male human Rog5/Asn2/Shad2; CR 9; Medium-Size humanoid (human [Oeridian]); HD 9d6+9; hp 47; Init +9; Spd 30 ft.; AC 18, touch 15, flat-footed 18,

(+5 Dex, +3 Studded Leather); Base Atk +5; Grp +5; Atk +12 melee (1d4+2, +2 *Eater of the Voice Death Knife*); Full Atk +10 melee (1d4+2, +2 *Eater of the Voice Death Knife*) and +8 melee (1d4, dagger); SA Death attack, sneak attack +3d6; SQ Darkvision, evasion, hide in plain sight, improved uncanny dodge, poison use, trap sense +1, uncanny dodge; AL CE; SV Fort +2, Ref +15, Will +2; Str 10, Dex 20, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +11, Disable Device +6, Disguise +11, Escape Artist +14, Hide +23, Jump +9, Knowledge (local: Iuz Border States) +5, Listen +10, Move Silently +23, Open Lock +8, Perform (dance) +4, Sense Motive +11, Spot +10, Tumble +18; Arterial Strike*, Improved Initiative, Stealthy*, Two Weapon Fighting, Weapon Finesse.

Spells prepared (1; save DC 12 + spell level): 1st—*true strike* (2).

Possessions: Dagger, holy symbol of Iuz, studded leather, *boots of elvenkind*, *cloak of elvenkind*, *potion of invisibility*, +2 *Eater of the Voice Death Knife**

* See Appendix 2: New Rules Items

Cade: Male human Clr4/Rog3/BlkZel2*; CR 9; Medium-Size humanoid (human [Oeridian]); HD 4d8+5d6+9; hp 52; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12, (+4 Dex, +2 Leather); Base Atk +6; Grp +6; Atk +10 melee (1d4/18-20 kukri); Full Atk +10 melee (1d4/18-20 kukri) and +5 melee (1d4/18-20 kukri); SA Death attack, sneak attack +2d6; SQ Evasion, poison use, rebuke undead, spontaneously cast: *inflict*, trap sense +1, zealous heart; AL NE; SV Fort +9, Ref +11, Will +12; Str 10, Dex 18, Con 12, Int 14, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Hide +15, Knowledge (local: Iuz Border States) +3, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (religion) +9, Move Silently +16, Sense Motive +5, Spellcraft +13, Tumble +12; Combat Casting, Iron Will, Martial Weapon Proficiency (kukri), Practiced Spellcaster*, Weapon Finesse.

Spells prepared (5/4+1/3+1/2+1; save DC 15 + spell level): 0—*create water*, *cure minor wounds* (3), *detect magic*, 1st—*cure light wounds*, *divine favor*, *doom*, *protection from good**, *shield of faith*, 2nd—*cure moderate wounds*, *darkness*, *death knell*, *invisibility**, 3rd—*cure serious wounds*, *dispel magic*, *nondetection**.

*Domain spell. **Domains:** [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: Kukri, leather, magic holy symbol of Iuz, *potion of invisibility*

APL 14 (EL 17)

Nehar: Male gnome Wiz(Conj)16; CR 16; Small humanoid (gnome); HD 16d4+48; hp 99; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 *bracers of armor*, +1 size); Base Atk +8; Grp +3; Atk +8 melee (1d3+1, small dagger) or +11 ranged (1d6, small light crossbow); Full Atk +8 melee (1d3+1, small dagger) and +3 melee (1d3+1, small dagger); SQ Gnome traits; AL CN; SV Fort +8, Ref +7, Will +10; Str 8, Dex 14, Con 16, Int 22, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Concentration +22, Disguise +7, Escape Artist +9, Knowledge (arcana) +22, Knowledge (local: Iuz Border States) +20, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +16, Spellcraft +24; Augment Summoning, Combat Casting, Diehard, Endurance, Improved Initiative, Maximize Spell, Quicken Spell, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells prepared (5/7/7/6/6/6/5/4/3; save DC 16 + spell level): 0—*acid splash* (2), *detect magic*, *ray of frost*, *touch of fatigue*, 1st—*grease*, *magic missile* (2), *ray of enfeeblement*, *shocking grasp*, *true strike* (2); 2nd—~~*false life*~~, *invisibility*, *Melf's acid arrow*, *mirror image*, *rapid enlarge person*, *scorching ray*, *see invisibility*, 3rd—*displacement*, *fireball*, *fly*, *haste*, *lightning bolt*, *rapid summon monster II*; 4th—*dimension door*, *enervation* (2), *Evard's black tentacles*, *phantasmal killer*, *rapid summon monster III*; 5th—*baleful polymorph*, *Bigby's interposing hand*, *maximized scorching ray*, *quicken true strike*, *rapid summon monster IV* (2); 6th—*flesh to stone*, *greater dispel magic*, *maximized lightning bolt*, *quicken invisibility*, *rapid summon monster V*; 7th—*prismatic spray* (2), *rapid summon monster VI*, *reverse gravity*; 8th—*maximized cone of cold*, *maze*, *rapid summon monster VII*.

Prohibited schools: Abjuration, Enchantment

Possessions: Dagger, holy symbol of Iuz, light crossbow, *bracers of armor* +4, *headband of intellect* +6

Azil: Male human Ftr5/Derv6*; CR 11; Medium-Size humanoid (human [Oeridian]); HD 5d10+6d12+44; hp 120; Init +5; Spd 40 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 chain shirt, +2 Dervish); Base Atk +11; Grp +14; Atk +18 melee (1d6+8/15-20x1d4 scimitar); Full Atk +16 melee (1d6+8/15-20x1d4 scimitar), +16 melee (1d6+6/15-20x1d4 scimitar), +11 melee (1d6+8/15-20x1d4 scimitar) and +6 melee (1d6+8/15-20x1d4 scimitar); SA Dance of death, dervish dance; SQ Fast movement, improved reaction, movement mastery, slashing blades; AL CE; SV

Fort +8, Ref +9, Will +6 Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +13, Intimidate +9, Jump +11, Perform (dance) +13, Tumble +17; Combat Expertise, Dodge, Elusive Target, Improved Toughness, Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain shirt, holy symbol of Iuz, +3 maiming scimitar(2), scabbard of keen edges(2)

Zaelker: Male human Rog5/Asn4/Shad2; CR 11; Medium-Size humanoid (human [Oeridian]); HD 11d6+11; hp 57; Init +9; Spd 30 ft.; AC 18, touch 15, flat-footed 18, (+5 Dex, +3 Studded Leather); Base Atk +7; Grp +7; Atk +15 melee (1d4+3, +3 *Eater of the Voice Death Knife*); Full Atk +13 melee (1d4+3, +3 *Eater of the Voice Death Knife*), +8 melee (1d4+3, +3 *Eater of the Voice Death Knife*) and +10 melee (1d4/19-20, dagger); SA Death attack, sneak attack +4d6; SQ Darkvision, evasion, hide in plain sight, improved uncanny dodge, poison use, trap sense +1, uncanny dodge; AL CE; SV Fort +3, Ref +16, Will +3; Str 10, Dex 20, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +13, Disable Device +6, Disguise +11, Escape Artist +14, Hide +25, Jump +9, Knowledge (local: Iuz Border States) +5, Listen +10, Move Silently +25, Open Lock +10, Perform (dance) +4, Sense Motive +15, Spot +10, Tumble +20; Arterial Strike*, Improved Initiative, Stealthy*, Two Weapon Fighting, Weapon Finesse.

Spells prepared (1; save DC 12 + spell level): 1st—*jump, obscuring mist, true strike* (2); 2nd—*spider climb, undetectable alignment*.

Possessions: Dagger, holy symbol of Iuz, studded leather, *boots of elvenkind, cloak of elvenkind, potion of invisibility, +3 Eater of the Voice Death Knife*

* See Appendix 2: New Rules Items

Cade: Male human Clr4/Rog3/BlkZel4*; CR 11; Medium-Size humanoid (human [Oeridian]); HD 4d8+7d6+11; hp 62; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12, (+4 Dex, +2 Leather); Base Atk +8; Grp +8; Atk +12 melee (1d4/18-20, kukri); Full Atk +12 melee (1d4/18-20, kukri) and +7 melee (1d4/18-20, kukri); SA Death attack, sneak attack +3d6; SQ Evasion, poison use, rebuke undead, spontaneously cast: *inflict*, trap sense +1, zealous heart; AL NE; SV Fort +10, Ref +12, Will +13; Str 10, Dex 18, Con 12, Int 14, Wis 16, Cha 8.

Skills and Feats: Concentration +15, Hide +18, Knowledge (local: Iuz Border States) +3, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3,

Knowledge (religion) +9, Move Silently +18, Sense Motive +5, Spellcraft +13, Tumble +18; Combat Casting, Iron Will, Martial Weapon Proficiency (kukri), Practiced Spellcaster*, Weapon Finesse.

Spells prepared (5/4+1/4+1/3+1; save DC 15 + spell level): 0—*create water, cure minor wounds* (3), *detect magic*, 1st—*cure light wounds, divine favor, doom, protection from good**, *shield of faith*, 2nd—*cure moderate wounds, darkness, death knell, invisibility**, *spiritual weapon*, 3rd—*blindness/deafness, cure serious wounds, dispel magic, nondetection***.

*Domain spell. **Domains:** [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: Kukri, leather, magic holy symbol of Iuz, *potion of invisibility*

* See Appendix 2: New Rules Items

APL 16 (EL 19)

Nehar: Male gnome Wiz(Conj)18; CR 18; Small humanoid (gnome); HD 18d4+54; hp 111; Init +6; Spd 20 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +5 *bracers of armor*, +1 size); Base Atk +9; Grp +4; Atk +9 melee (1d3•1, small dagger) or +12 ranged (1d6, small light crossbow); Full Atk +9 melee (1d3•1, small dagger) and +4 melee (1d3•1, small dagger); SQ Gnome traits; AL CN; SV Fort +9, Ref +8, Will +11; Str 8, Dex 14, Con 16, Int 22, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Concentration +24, Disguise +7, Escape Artist +12, Knowledge (arcana) +24, Knowledge (local: Iuz Border States) +22, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +18, Spellcraft +26; Augment Summoning, Combat Casting, Diehard, Endurance, Improved Initiative, Maximize Spell, Quicken Spell, Rapid Spell*, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells prepared (5/7/7/6/6/6/6/4/4/3; save DC 16 [17 Evocation] + spell level): 0—*acid splash* (2), *detect magic, ray of frost, touch of fatigue*, 1st—*grease, magic missile* (2), *ray of enfeeblement, shocking grasp, true strike* (2); 2nd—~~*false life*~~, *invisibility, Melf's acid arrow, mirror image, rapid enlarge person, scorching ray, see invisibility*, 3rd—*displacement, fireball, fly, haste, lightning bolt, rapid summon monster II*; 4th—*dimension door, enervation* (2), *Evard's black tentacles, phantasmal killer, rapid summon monster III*; 5th—*baleful polymorph, Bigby's interposing hand, maximized scorching ray, quicken true strike, rapid summon monster IV* (2); 6th—*flesh to stone, greater dispel magic, maximized lightning bolt, Mordenkainen's lucubration*,

quicken invisibility, rapid summon monster V; 7th—prismatic spray (2), rapid summon monster VI, reverse gravity; 8th—horrid wilting, maximized cone of cold, maze, rapid summon monster VII; 9th—energy drain, quickened rapid summon monster IV, rapid summon monster VIII.

Prohibited schools: Abjuration, Enchantment

Possessions: Dagger, holy symbol of Iuz, *bracers of armor +5, headband of intellect +6*

* See Appendix 2: New Rules Items

Azil: Male human Ftr5/Derv8*; CR 13; Medium-Size humanoid (human [Oeridian]); HD 5d10+8d12+52; hp 142; Init +5; Spd 45 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 chain shirt, +2 Dervish); Base Atk +13; Grp +16; Atk +20 melee (1d6+1d6+8/15-20x1d4 scimitar); Full Atk +18 melee (1d6+1d6+8/15-20x1d4 scimitar), +18 melee (1d6+1d6+6/15-20x1d4 scimitar), +13 melee (1d6+1d6+8/15-20x1d4 scimitar) and +8 melee (1d6+1d6+8/15-20x1d4 scimitar); SA Dance of death, dervish dance; SQ Elaborate parry, fast movement, improved reaction, movement mastery, slashing blades; AL CE; SV Fort +9, Ref +10, Will +7 Str 17, Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +17, Intimidate +9, Jump +11, Listen +4, Perform (dance) +15, Tumble +18; Combat Expertise, Dodge, Elusive Target*, Improved Toughness, Mobility, Power Critical*, Spring Attack, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain Shirt, holy symbol of Iuz, *+3 maiming vicious scimitar (2), scabbard of keen edges (2)*

* See Appendix 2: New Rules Items

Zaelker: Male human Rog5/Asn5/Shad3; CR 13; Medium-Size humanoid (human [Oeridian]); HD 13d6+13; hp 67; Init +9; Spd 30 ft.; AC 18, touch 15, flat-footed 18, (+5 Dex, +3 Studded Leather); Base Atk +8; Grp +8; Atk +16 melee (1d4+1d6+3, *+3 vicious Eater of the Voice Death Knife*); Full Atk +14 melee (1d4+1d6+3, *+3 vicious Eater of the Voice Death Knife*) and +9 melee (1d4+1d6+3, *+3 vicious Eater of the Voice Death Knife*) and +11 melee (1d4, dagger); SA Death Attack, Sneak Attack +5d6; SQ Darkvision, evasion, hide in plain sight, improved uncanny dodge, poison use, *shadow illusion*, summon shadow, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +16, Will +4; Str 10, Dex 21, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +15, Disable Device +6, Disguise +13, Escape Artist +14, Hide +27, Jump +9, Knowledge (local: Iuz Border States) +5, Listen +12,

Move Silently +27, Open Lock +10, Perform (dance) +5, Sense Motive +16, Spot +12, Tumble +22; Arterial Strike*, Improved Initiative, Stealthy, Two Weapon Fighting, Weapon Finesse.

Spells prepared (1; save DC 12 + spell level): 1st—*jump, obscuring mist, true strike (2)*; 2nd—*spider climb, undetectable alignment*.

Possessions: Dagger, holy symbol of Iuz, studded leather, *boots of elvenkind, cloak of elvenkind, potion of invisibility, +3 vicious Eater of the Voice Death Knife*

* See Appendix 2: New Rules Items

Cade: Male human Clr4/Rog3/BlkZel6*; CR 13; Medium-Size humanoid (human [Oeridian]); HD 4d8+9d6+26; hp 85; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12, (+4 Dex, +2 Leather); Base Atk +9; Grp +9; Atk +13 melee (1d4/18-20 kukri); Full Atk +13 melee (1d4/18-20 kukri) and +8 melee (1d4/18-20 kukri); SA Death attack, sneak attack +3d6; SQ Evasion, *fateful stride*, poison use, rebuke undead, spontaneously cast: *inflict*, trap sense +1, zealous heart; AL NE; SV Fort +10, Ref +12, Will +13; Str 10, Dex 18, Con 12, Int 14, Wis 17, Cha 8.

Skills and Feats: Concentration +15, Hide +18, Knowledge (local: Iuz Border States) +3, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (religion) +9, Move Silently +18, Sense Motive +5, Spellcraft +13, Tumble +18; Combat Casting, Improved Toughness*, Iron Will, Martial Weapon Proficiency (kukri), Practiced Spellcaster*, Weapon Finesse.

Spells prepared (6/5+1/4+1/3+1/1+1; save DC 15 + spell level): 0—*create water, cure minor wounds (4), deathwatch, detect magic*; 1st—*cure light wounds, divine favor, doom, protection from good***; *shield of faith*; 2nd—*cure moderate wounds, darkness, death knell, invisibility***; *spiritual weapon*; 3rd—*blindness/deafness, cure serious wounds, dispel magic, nondetection***; 4th—*freedom of movement, unholy blight***.

**Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: Kukri, leather, magic holy symbol of Iuz, *potion of invisibility*

* See Appendix 2: New Rules Items

Encounter Three: Sailing Subterfuge

APL 10 version

Dragon Turtle, advanced: CR 10; Huge Dragon (aquatic); HD 14d12+70; hp 162; Init +0; Spd 20 ft, swim 30 ft; AC 25 (-2 size, +17 natural) touch 8, flat-footed 25; Base Atk +14; Grp +34; Atk +22 melee (4d6+8, bite); Full Atk +22 melee (4d6+8, bite) and +17 melee (2d8+4, 2 claws); SA Breath weapons, snatch, capsize; SQ Aquatic subtype, darkvision 60 ft, immunity to fire, *sleep*, and paralysis, low-light vision, scent; AL N; SV Fort +14, Ref +9, Will +10; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21; Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 14d6 fire, Reflex DC 22 half, effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long Capsizes the vessel 95% of the time. It has a 50% chance to Capsize a vessel from 20 to 60 feet long and 20% chance to capsize one over 60 feet long.

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

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

APL 12 version

Dragon Turtle, advanced: CR 12; Huge Dragon (aquatic); HD 18d12+90; hp 186; Init +0; Spd 20 ft, swim 30 ft; AC 25 (-2 size, +17 natural) touch 8, flat-footed 25; Base Atk +18; Grp +34; Atk +26 melee (4d6+8, bite); Full Atk +26 melee (4d6+8, bite) and +21 melee (2d8+4, 2 claws); SA Breath weapons, snatch, capsize; SQ Aquatic subtype, darkvision 60 ft, immunity to fire, *sleep*, and paralysis, low-light vision, scent; AL N; SV Fort +16, Ref +11, Will +12; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7*, Intimidate +20, Listen +20, Search +20, Sense Motive +20, Spot +20, Survival +20 (+22 following tracks), Swim +23; Blind-Fight, Cleave, Improved Bull Rush, Maximize Breath*, Power Attack, Snatch.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 18d6 fire, Reflex DC 24 half, effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long Capsizes the vessel 95% of the time. It has a 50% chance to Capsize a vessel from 20 to 60 feet long and 20% chance to capsize one over 60 feet long.

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

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

* See Appendix 2: New Rules Items

APL 14 version

Dragon Turtle, advanced: CR 14; Huge Dragon (aquatic); HD 22d12+110; hp 232; Init +0; Spd 20 ft, swim 30 ft; AC 25 (-2 size, +17 natural) touch 8, flat-footed 25; Base Atk +22; Grp +38; Atk +30 melee (6d6+8, bite); Full Atk +30 melee (6d6+8, bite) and +25 melee (2d8+4, 2 claws); SA Breath weapons, snatch, capsize; SQ Aquatic subtype, darkvision 60 ft, immunity to fire, *sleep*, and paralysis, low-light vision, scent, SR 22; AL N; SV Fort +18, Ref +13, Will +14; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7*, Intimidate +24, Listen +24, Search +24, Sense Motive +24, Spot +24, Survival +24 (+26 following tracks), Swim +27; Awaken Spell Resistance*, Blind-Fight, Cleave, Improved Bull Rush, Improved Natural Attack (Bite), Maximize Breath*, Power Attack, Snatch.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 22d6 fire, Reflex DC 26 half, effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long Capsizes the vessel 95% of the time. It has a 50% chance to Capsize a vessel from 20 to 60 feet long and 20% chance to capsize one over 60 feet long.

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

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

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

* See Appendix 2: New Rules Items

APL 16 version

Dragon Turtle, advanced: CR 16; Gargantuan Dragon (aquatic); HD 26d12+182; hp 328; Init +0; Spd 20 ft, swim 30 ft; AC 27 (-4 size, +21 natural) touch 6, flat-footed 27; Base Atk +26; Grp +46; Atk +30 melee (8d6+14, bite); Full Atk +30 melee (8d6+14, bite) and +25 melee (3d8+7, 2 claws); SA Breath weapons, snatch, capsize; SQ Aquatic subtype, darkvision 60 ft, immunity to fire, *sleep*, and paralysis, low-light vision, scent, SR 26; AL N; SV Fort +22, Ref +15, Will +16; Str 35, Dex 10, Con 25, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7*, Intimidate +28, Listen +28, Search +28, Sense Motive +28, Spot +28, Survival +28 (+30 following tracks), Swim +31; Awaken Spell Resistance*, Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Natural Attack (Bite), Maximize Breath*, Power Attack, Snatch.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 2d6 fire, Reflex DC 30 half, effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long Capsizes the vessel 95% of the time. It has a 50% chance to Capsize a vessel from 20 to 60 feet long and 20% chance to capsize one over 60 feet long.

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

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

* See Appendix 2: New Rules Items

Encounter Five: One More Try

APL 10 (EL 13)

Faelion: Male gray elf Wiz13/Arch1; CR 13; Medium-Size humanoid (gray elf); HD 14d4+14; hp 57; Init +4; Spd 30 ft; AC 22, touch 14, flat-footed 18, (+4 Dex, +4

mage armor, +4 *shield*); Base Atk +6; Grp +4; Atk +10 ranged (1d8•2, longbow); Full Atk +10/+5 ranged (1d8•2, longbow); SQ: Elf traits, spell-like ability: *finger of death*; AL NE; SV Fort +4, Ref +8, Will +10; Str 6, Dex 18, Con 12, Int 29, Wis 10, Cha 8.

Skills and Feats: Concentration +21, Decipher Script +14, Knowledge (arcana) +26, Knowledge (dungeoneering) +17, Knowledge (geography) +18, Knowledge (local: Iuz Border States) +26, Knowledge (nature) +17, Knowledge (religion) +18, Knowledge (planes) +26, Search +11, Spellcraft +31; Augment Summoning, Empower Spell, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Concentration), Spell Focus (Conjuration), Spell Focus (Necromancy).

Spells Prepared (4/7/6/6/6/4/4/3; base DC = 19 [20 necromancy] + spell level): 0—*acid splash*, *open/close*, *ray of frost*, *touch of fatigue*, 1st—*grease*, *magic missile* (2), *reduce person*, *shield*, *true strike* (2); 2nd—*knock*, ~~*mirror image*~~, ~~*see invisibility*~~, *silent magic missile* (2), *Tasha's hideous laughter*, 3rd—*dispel magic*, *empowered magic missile*, *fireball* (2), ~~*fly*~~, *silent scorching ray*, 4th—*confusion*, *dimension door*, *empowered silent magic missile* (2), ~~*greater invisibility*~~, *phantasmal killer*, 5th—*empowered silent scorching ray*, *silent Evard's black tentacles*, *silent summon monster IV*, ~~*teleport*~~, 6th—*disintegrate*, *mass suggestion*, *silent mind fog*, *silent summon monster V*; 7th—*finger of death* (spell-like ability), *prismatic spray*, *silent summon monster VI*.

Previous day's spells that are still in effect: *contingency*, *empowered false life*, *mage armor*, *nondetection*

Possessions: Holy symbol of Iuz, longbow and 10 arrows, *brooch of shielding*, *headband of intellect* +6, *pearl of power* (1st-level), *potion of cure light wounds*

APL 12 (EL 15)

Faelion: Male gray elf Wiz13/Arch3; CR 15; Medium-Size humanoid (gray elf); HD 16d4+32; hp 81; Init +4; Spd 30 ft; AC 22, touch 14, flat-footed 18, (+4 Dex, +4 *mage armor*, +4 *shield*); Base Atk +7; Grp +5; Atk +11 ranged (1d8•2, longbow); Full Atk +11/+6 ranged (1d8•2, longbow); SQ: Elf traits, mastery of elements, mastery of shaping, spell-like ability: *finger of death*; AL NE; SV Fort +5, Ref +9, Will +11; Str 6, Dex 18, Con 12, Int 30, Wis 10, Cha 8.

Skills and Feats: Concentration +23, Decipher Script +14, Knowledge (arcana) +28, Knowledge (dungeoneering) +19, Knowledge (geography) +18, Knowledge (local: Iuz Border States) +28, Knowledge (nature) +19, Knowledge (religion) +18, Knowledge (planes) +28, Search +13, Spellcraft +33; Augment

Summoning, Empower Spell, Improved Toughness*, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Concentration), Spell Focus (Conjuration), Spell Focus (Necromancy).

Spells Prepared (4/7/7/6/6/5/4/4/2; base DC = 20 [21 necromancy] + spell level): 0—*acid splash*, *open/close*, *ray of frost*, *touch of fatigue*, 1st—*grease*, *magic missile* (2), *reduce person*, ~~*shield*~~, *true strike* (2); 2nd—*fly*, *knock*, ~~*mirror image*~~, ~~*see invisibility*~~, *silent magic missile* (2), *Tasha's hideous laughter*; 3rd—*dispel magic*, *empowered magic missile*, *fireball* (2), ~~*fly*~~, *silent scorching ray*; 4th—*confusion*, *dimension door*, *empowered silent magic missile* (2), ~~*greater invisibility*~~, *phantasmal killer*; 5th—*empowered silent scorching ray*, *passwall*, *silent Evard's black tentacles*, *silent summon monster IV*, ~~*teleport*~~; 6th—*globe of invulnerability*, *mass suggestion*, *silent mind fog*, *silent summon monster V*; 7th—*finger of death* (spell-like ability), *prismatic spray*, *silent acid fog*, *silent summon monster VI*; 8th—*empowered disintegrate*, *silent summon monster VII*.

Previous day's spells that are still in effect: *contingency*, *empowered false life*, *mage armor*, *nondetection*

Possessions: Holy symbol of Iuz, longbow and 10 arrows, *brooch of shielding*, *headband of intellect* +6, *pearl of power* (1st-level), *pearl of power* (2nd-level), *potion of cure moderate wounds*

* See Appendix 2: New Rules Items

APL 14 (EL 17)

Faelion: Male gray elf Wiz13/Arch5; CR 17; Medium-Size humanoid (gray elf); HD 18d4+36; hp 91; Init +4; Spd 30 ft.; AC 22, touch 14, flat-footed 18, (+4 Dex, +4 *mage armor*, +4 *shield*); Base Atk +8; Grp +6; Atk +12 ranged (1d8•2, longbow); Full Atk +12/+7 ranged (1d8•2, longbow); SA Arcane fire; SQ: Elf traits, mastery of elements, mastery of shaping, spell-like ability: *finger of death*, spell-like ability: *teleport*; AL NE; SV Fort +5, Ref +9, Will +11; Str 7, Dex 18, Con 12, Int 30, Wis 10, Cha 8.

Skills and Feats: Concentration +25, Decipher Script +14, Knowledge (arcana) +30, Knowledge (dungeoneering) +19, Knowledge (geography) +20, Knowledge (local: Iuz Border States) +30, Knowledge (nature) +19, Knowledge (religion) +20, Knowledge (planes) +30, Search +15, Spellcraft +35; Augment Summoning, Empower Spell, Improved Toughness*, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Concentration), Spell Focus (Conjuration), Spell Focus (Necromancy), Transdimensional Spell*.

Spells Prepared (4/7/7/6/6/4/5/4/3/2; base DC = 20 [21 necromancy] + spell level): 0—*acid splash*, *open/close*, *ray of frost*, *touch of fatigue*, 1st—*grease*,

magic missile (2), *reduce person*, ~~*shield*~~, *true strike* (2); 2nd—*fly*, *knock*, ~~*mirror image*~~, ~~*see invisibility*~~, *silent magic missile* (2), *Tasha's hideous laughter*; 3rd—*dispel magic*, *empowered magic missile*, *fireball* (2), ~~*fly*~~, *silent scorching ray*; 4th—*confusion*, *dimension door*, *empowered silent magic missile* (2), ~~*greater invisibility*~~, *phantasmal killer*; 5th—*empowered silent scorching ray*, *passwall*, ~~*teleport*~~ (spell-like ability, used once), *transdimensional Evard's black tentacles*; 6th—*Bigby's forceful hand*, *globe of invulnerability*, *mass suggestion*, *silent mind fog*, *silent summon monster V*; 7th—*finger of death* (spell-like ability), *prismatic spray*, *silent acid fog*, *silent summon monster VI*; 8th—*empowered disintegrate*, *prismatic wall*, *silent summon monster VII*; 9th—*Bigby's crushing hand*, *silent summon monster VIII*.

Previous day's spells that are still in effect: *contingency*, *empowered false life*, *mage armor*, *nondetection*

Possessions: Holy symbol of Iuz, longbow and 10 arrows, *brooch of shielding*, *headband of intellect* +6, *pearl of power* (1st-level), *pearl of power* (2nd-level), *pearl of power* (3rd-level), *potion of cure serious wounds*

* See Appendix 2: New Rules Items

APL 16 (EL 19)

Faelion: Male gray elf Wiz15/Arch5; CR 17; Medium-Size humanoid (gray elf); HD 20d4+40; hp 101; Init +4; Spd 30 ft.; AC 22, touch 14, flat-footed 18, (+4 Dex, +4 *mage armor*, +4 *shield*); Base Atk +9, Grp +7, Atk +13 ranged (1d8•2, longbow); Full Atk +13/+8 ranged (1d8•2, longbow); SA Arcane fire; Elf Traits, mastery of elements, mastery of shaping, spell-like ability: *finger of death*, spell-like ability: *teleport*; AL NE; SV Fort +6, Ref +10, Will +12; Str 7, Dex 18, Con 12, Int 30, Wis 10, Cha 8.

Skills and Feats: Concentration +27, Decipher Script +16, Knowledge (arcana) +32, Knowledge (dungeoneering) +21, Knowledge (geography) +20, Knowledge (local: Iuz Border States) +32, Knowledge (nature) +21, Knowledge (religion) +20, Knowledge (planes) +32, Search +15, Spellcraft +37; Augment Summoning, Empower Spell, Greater Spell Focus (Necromancy), Improved Toughness*, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Concentration), Spell Focus (Conjuration), Spell Focus (Necromancy), Transdimensional Spell*.

Spells Prepared (4/7/7/6/6/4/5/5/4/4; base DC = 20 [22 necromancy] + spell level): 0—*acid splash*, *open/close*, *ray of frost*, *touch of fatigue*, 1st—*grease*, *magic missile* (2), *reduce person*, ~~*shield*~~, *true strike* (2); 2nd—*fly*, *knock*, ~~*mirror image*~~, ~~*see invisibility*~~, *silent magic missile* (2), *Tasha's hideous laughter*; 3rd—*dispel*

magic, empowered magic missile, fireball (2), ~~fly~~, silent scorching ray, 4th—confusion, dimension door, empowered silent magic missile (2), ~~greater invisibility~~, phantasmal killer; 5th—empowered silent scorching ray, passwall, ~~teleport~~ (spell-like ability, used once), transdimensional Evard's black tentacles; 6th—Bigby's forceful hand, globe of invulnerability, mass suggestion, silent mind fog, silent summon monster V; 7th—delayed blast fireball, finger of death (spell-like ability), prismatic spray, silent acid fog, silent summon monster VI; 8th—empowered disintegrate, prismatic wall, silent delayed blast fireball, silent summon monster VII; 9th—Bigby's crushing hand, imprisonment, silent summon monster VIII, wail of the banshee.

Previous day's spells that are still in effect: *contingency, empowered false life, mage armor, nondetection*

Possessions: Holy symbol of Iuz, longbow and 10 arrows, *brooch of shielding, headband of intellect +6, pearl of power (1st-level), pearl of power (2nd-level), pearl of power (3rd-level), pearl of power (4th-level), potion of cure serious wounds*(2)

Appendix 2: New Rules Items

Awaken Spell Resistance [Monstrous], as presented in the *Draconomicon*

You gain spell resistance.

Prerequisites: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, which ever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

Elusive Target [Tactical], as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Toughness [General], as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Practiced Spellcaster [General], as presented in *Complete Divine*

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft +4 ranks.

Benefit: your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Maximize Breath [Metabreath], as presented in the *Draconomicon*

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefit: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximize breath weapon deals maximum damage, lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage 16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throw.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other meta-breath feats., but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in that feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

Power Critical [General], as presented in *Complete Warrior*

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feat stack.

Transdimensional Spell [Metamagic], as presented in *Complete Divine*

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects

creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

Weapon Enhancements

Maiming, as presented in the *Miniatures Handbook*

A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a x3 critical multiplier, roll 1d6 to determine the new multiplier. For weapons with a x4 critical multiplier, roll 1d8 to determine the new multiplier.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

Prestige Classes

Black Flame Zealot, as presented in *Complete Divine*

The Order of the Black Flame is the hidden blade of their faith, a secret society of holy slayers devoted to the worship of a dark deity of fire and destruction. Trained in unholy rites, the black flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to their god. Even great rulers are not above the deity's wrath, since the Order is a sanctioned and respected means for the wealthy and powerful to pursue vendettas.

Clerics and particularly devout rogues or fighters most often become black flame zealots. A small number of the order's members are high-ranking clerics who keep an eye open for fellow devotees who seem like suitable candidates.

Hit Die: d6.

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Death attack, zealous heart.
2	+1	+0	+3	+3	Poison use, +1 level of existing divine spellcasting class
3	+2	+1	+3	+3	Sneak attack +1d6
4	+3	+1	+4	+4	+1 level of existing divine spellcasting class
5	+3	+1	+4	+4	<i>Fateful stride</i>
6	+4	+1	+5	+5	Sneak attack +2d6, +1 level of existing divine spellcasting class
7	+5	+1	+5	+5	Sacred flame
8	+6	+1	+6	+6	+1 level of existing divine spellcasting class
9	+6	+1	+6	+6	Sneak attack +3d6
10	+7	+1	+7	+7	Unholy immolation, +1 level of existing divine spellcasting class

Requirements:

To qualify to become a black flame zealot, a character must fulfill all of the following criteria:

Alignment: Any nongood.

Skills: Hide 8 ranks, Knowledge (religion) 8 ranks, Move Silently 8 ranks.

Feats: Exotic Weapon Proficiency (kukri), Iron Will.

Spells: Able to cast 2nd-level divine spells.

Special: Sneak Attack damage +1d6, The character must worship the deity to whom the order is dedicated, and the character must slay an enemy of the faith for no other reason than to join the Order of the Black Flame.

Class Skills:

The black flame zealot's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the black flame zealot prestige class:

Weapon and Armor Proficiency: black flame zealots gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each even-numbered black flame zealot level, the character gains

new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a black flame zealot, the player must decide to which class to add each black flame zealot level for the purpose of determining spells per day and spells known.

Death Attack (Ex): As the assassin ability described on page 180 of the *Dungeon Master's Guide*, except that black flame zealots do not have the option of paralyzing their targets. If a black flame zealot has this class feature from another class (such as assassin), he may add black flame zealot class levels together with the class levels of such other classes to calculate the save DC of his death attack.

Zealous Heart (Su): A black flame zealot is immune to fear, magical or otherwise. Unlike a paladin's aura of courage, this confers no special benefits on his companions.

Poison Use (Ex): At 2nd-level, a black flame zealot gains the ability to use poison safely, as the assassin ability.

Sneak Attack (Ex): When he reaches 3rd, 6th, and 9th level, a black flame zealot deals additional sneak attack damage, as the rogue ability. Since the black flame zealot gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Fateful Stride (Sp): Once per day at 5th level and higher, a black flame zealot can take a single step and pass through obstacles or distance as the spell *dimension door*. The zealot's caster level is equal to half his character level.

Sacred Flame (Su): Beginning at 6th level, at will, a black flame zealot can command a single melee weapon in his possession to burn with a black, deadly fire. The weapon gains the flaming ability, dealing 1d6 points of fire damage. Once per day, as a free action, the black flame zealot can instead bestow the flaming burst property on a weapon in his possession for 1 minute.

Unholy Immolation (Su): When a black flame zealot reaches 10th level, any creature killed by his death attack or sneak attack is immediately and utterly consumed by unholy fire. The only way to restore life to a being slain in this manner is to use *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Reference: Complete Divine, page 21-22.

Dervish, as presented in Complete Warrior

Wild, exotic, and as dangerous as her whirling blades, the dervish epitomizes speed, quickness, and abandon. Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Nearly all dervishes belong to nomadic cultures. These nomads are not simple wanderers with no roots to call their own—they have their ancient traditions, and their societies simply do not consider permanent settlements an important part of their nature. They are gypsies, keeping their own traditions and forging their own familial and societal bonds while they move throughout the world. Often, these tribes adopt the attitudes and even some of the laws of the lands they live in—for the sake of expedience, if nothing else. The dervish treats fighting styles the same way. A dervish learns the dance of war as she grows up among her family and her tribe. She watches others as she travels, however, and brings her steps to the dance as she goes.

Fighters, rangers, and monks often take up the role of the dervish. Many paladins look at the wildness of the dance and assume it has some roots in chaos, but those who look past the seeming randomness can find things to learn. Barbarians seldom choose to learn the ways of the dance—the dervish depends on subtlety more than brute force. The way of the dervish has been known to appeal to some druids, bards, and even sorcerers—those who wish to learn a type of fighting

that does not rely on heavy arms or armor find the class interesting.

Halflings and elves make good dervishes, and many nomadic Halfling tribes have dervishes as their primary protectors.

NPC dervishes seldom wander without their tribes. They can be sent on missions, or serve as scouts in new lands, but the dervish is too important to the tribal unit to go off on her own for extended periods of time. Some dervishes balk at this responsibility, however, so exceptions to this rule do show up occasionally. A dervish found wandering alone is usually seeking new challenges and new knowledge.

Hit Die: d10.

Requirements:

To qualify to become a dervish, a character must fulfill all of the following criteria:

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

Class Skills:

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skills Points at each level: 4 + Int modifier

Level	BAB	Fort	Ref	Will	AC Bonus	Special
1	+1	+0	+2	+2	+1	Dervish dance 1/day, movement mastery, slashing blades
2	+2	+0	+3	+3	+1	Fast movement +5 ft.
3	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4	+4	+1	+4	+4	+1	Dance of death
5	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6	+6	+1	+5	+5	+2	Improved reaction
7	+7	+1	+5	+5	+2	Elaborate parry, dervish dance 4/day
8	+8	+1	+6	+6	+2	Fast movement +15 ft.
9	+9	+1	+6	+6	+3	Tireless dance, dervish dance 5/day
10	+10	+1	+7	+7	+3	A thousand cuts

Class Features:

All of the following are class features of the black flame zealot prestige class:

Weapon and Armor Proficiency: Dervishes gain no proficiency with any weapon or armor.

AC bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon or multiple weapons, only if both ends of the

weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use all-out defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses granted by the class.

Mindspy, as presented in Complete Warrior

Success in combat relies on anticipating your enemy's every move. A Mindspy knows how easy that can be if you're privy to your foes every thought. By reading the minds of her enemies, a Mindspy knows exactly what they're going to do a fraction of a second before they do it. Eventually she learns to probe deeper, finding weak spots in her enemies training.

Because the class relies utterly on detect thoughts, most mindspies are creatures who have it as a spell-like or supernatural ability useable at will. Spellcasters sometimes take levels in the prestige class if they can cast detect thoughts frequently.

Hit Die: d8.

Requirements:

To qualify to become a Mindspy, a character must fulfill all of the following criteria:

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Spells: Able to cast the detect thoughts spell or use detect thoughts as a spell-like ability.

Class Skills:

The Mindspy's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Profession (Wis) and Sense Motive (Wis).

Skills Points at each level: 2 + Int modifier.

Class Features:

All of the following are class features of the Mindspy prestige class:

Weapon and Armor Proficiency: Mindspies gain no proficiency with any weapon or armor.

Anticipate (Su): Because she is reading her foes thoughts, a Mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a Mindspy can detect weak points in a foe's defense by observing her enemies' thoughts. At first level, a Mindspy can add one point of Charisma bonus per Mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a Mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Anticipate, Combat telepathy, spherical detect thoughts.
2	+2	+0	+0	+3	Faster mindscan
3	+3	+1	+0	+3	Multiple surface thoughts (two)
4	+4	+1	+1	+4	Instant mindscan
5	+5	+1	+1	+4	Multiple surface thoughts (four)

Combat Telepathy (Su): By reading her opponent's surface thoughts, a Mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the Mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the Mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A Mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): By 2nd level, a Mindspy has become adept at tuning into other's thoughts quickly. In the round she activates Detect Thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area. In the next round, she detects the surface thoughts of any one mind in the area.

Multiple Surface Thoughts (Su): A Mindspy can simultaneously detect the surface thoughts of any two creatures that fail their Will saves. This means that she gains anticipate bonuses from both of them. Once per round as a free action, she can chose new minds to listen in on.

Instant Mindscan (Su): A Mindspy can enter her enemies' minds at the speed of thought. She gains all the information from Detect Thoughts in the same round she activates the spell or ability. The Mindspy's enemies still get Will saves to keep their surface thoughts secret.

Reference: Complete Warrior, page 62-63.

Spymaster, as presented in Song and Silence

Some adventurers glory in their reputations—the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention.

She does her work quietly and in private, keeping well away from public scrutiny. To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class—typically the one in which she began her career.

Spymasters are rarely popular, but as long as nation distrusts nation, there will be work for those who can gather information that others wish to keep hidden. Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations. The secrecy inherent in the profession and its high fatality rate make it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of the generous skill allotments and their propensity for stealth. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings. In truth, however, characters of any class may become spymasters—the more unlikely the combination may seem, the better the cover it provides. Some wizards and sorcerers use their spellcraft as a cover for subterfuge, and some barbarians are far more subtle than they may seem. Spymasters may also be of any alignment. They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for spymasters to keep personal emotions distinct from professional attachments. They must be ready to liquidate even someone close to them without a moment's thought if so ordered. Betrayal is their business, and their loyalty is always to their mission, not to the people encountered while carrying that mission out.

Occasionally, spymasters find it expedient to infiltrate adventuring parties heading for the area where the real mission lies.

Hit Die: d8.

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Cover identity, required ranks, sneak attack +1d6
2	+1	+0	+3	+3	Required ranks, undetectable alignment
3	+2	+1	+3	+3	Quick change, required ranks, uncanny dodge
4	+3	+1	+4	+4	Cover identity, required ranks, sneak attack +2d6
5	+3	+1	+4	+4	Required ranks, slippery mind, spot scrying
6	+4	+1	+5	+5	Improved uncanny dodge, required ranks
7	+5	+1	+5	+5	Cover identity, required ranks, sneak attack +3d6
8	+6	+1	+6	+6	Deep cover, hear subharmonics, required ranks
9	+6	+1	+6	+6	Detection damper, reactive body language, required ranks
10	+7	+1	+7	+7	<i>Mind blank</i> , required ranks

Requirements:

To qualify to become a spymaster, a character must fulfill all of the following criteria:

Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Gather Information 5 ranks, Sense Motive 5 ranks.

Feat: Skill Focus (Bluff).

Special: The character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, and Forgery.

Class Skills:

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skills Points at each level: 8 + Int modifier.

Class Features:

All of the following are class features of the Spymaster prestige class:

Weapon and Armor Proficiency: A spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a

simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks: A spymaster makes it a point to know what she's doing while she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities. The usual maximum rank limit still applies to these skills.

Sneak Attack: The spymaster gains the sneak attack ability (see the Rogue section in Chapter 3 of the

Player's Handbook) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level. This ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments such as *protection from evil* and *holy smite*, affect the spymaster normally.

Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Uncanny Dodge (Ex): Also at 3rd level, the spymaster gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she did not already have it. She gains additional benefits of this ability as her spymaster level increases (see Table 1-6 on page 15). If she already had uncanny dodge from one or more previous classes, levels of those classes stack with spymaster levels for the purpose of determine the benefits, but she continues to progress in the ability along whichever track she was originally using for it. For example, if a rogue becomes a spymaster, add together her levels of spymaster and rogue, then refer to Table 3-15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at her new, combined level.

Slippery Mind (Ex): At 5th level, the spymaster gains the slippery mind ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

Spot Scrying (Ex): Also at 5th level, the spymaster notices the magical sensor created by *arcane eye*, *scrying*, a crystal ball, or the like with a successful Spot check (DC 20).

Deep Cover (Ex): At 8th level, the spymaster can quiet her mind and completely immerse herself in the cover identity at will. While she is in deep cover, divinations spells detect only information appropriate for her cover identity; they reveal nothing relating to her spymaster persona.

Hear Subharmonics: Also at 8th level, the spymaster can determine the true motives of others by listening carefully to the subtle inflections of their voices. Her ears are so well trained that she gains a +3 insight bonus on Sense Motive checks.

Detection Damper (Su): At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells. The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would. For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

Reactive Body Language (Ex): Also at 9th level, the spymaster learns the silent language of subconscious body movements. By mimicking the body language of those with whom she interacts, she gains a ++2 insight bonus on Bluff and Disguise checks.

Mind Blank (Sp): At 10th level, the spymaster can become immune to all mind-affecting spells and divinations by rigorously silencing her mind. Using *mind blank* is a standard action, and the spymaster can do it a number of times per day equal to 3 + her intelligence modifier. This ability works exactly like a *mind blank* spell cast by a 15th-level sorcerer, except that it affects the spymaster only and its duration is 10 minutes.

Player's Handout #1: An Invitation

Your presence is requested by Her Excellency Larissa Hunter, Magister of Dyvers, at the Dweomercrafter's Guild in the Royal District of the Free and Independent City of Dyvers.

This is a private meeting with Her Excellency concerning a business proposition dependent wholly on your discretion. You will be provided an initial payment of 20 Wheatsheafs as a sign of good faith in exchange for your immediate attendance and your silence.

The seal on this note is sufficient for access to the Royal District. Show this to the guild guards and any constabulary that may question you along the way.

*Magister Larissa Hunter
The Free and Independent City of Dyvers*

Player's Handout #2: A Farewell

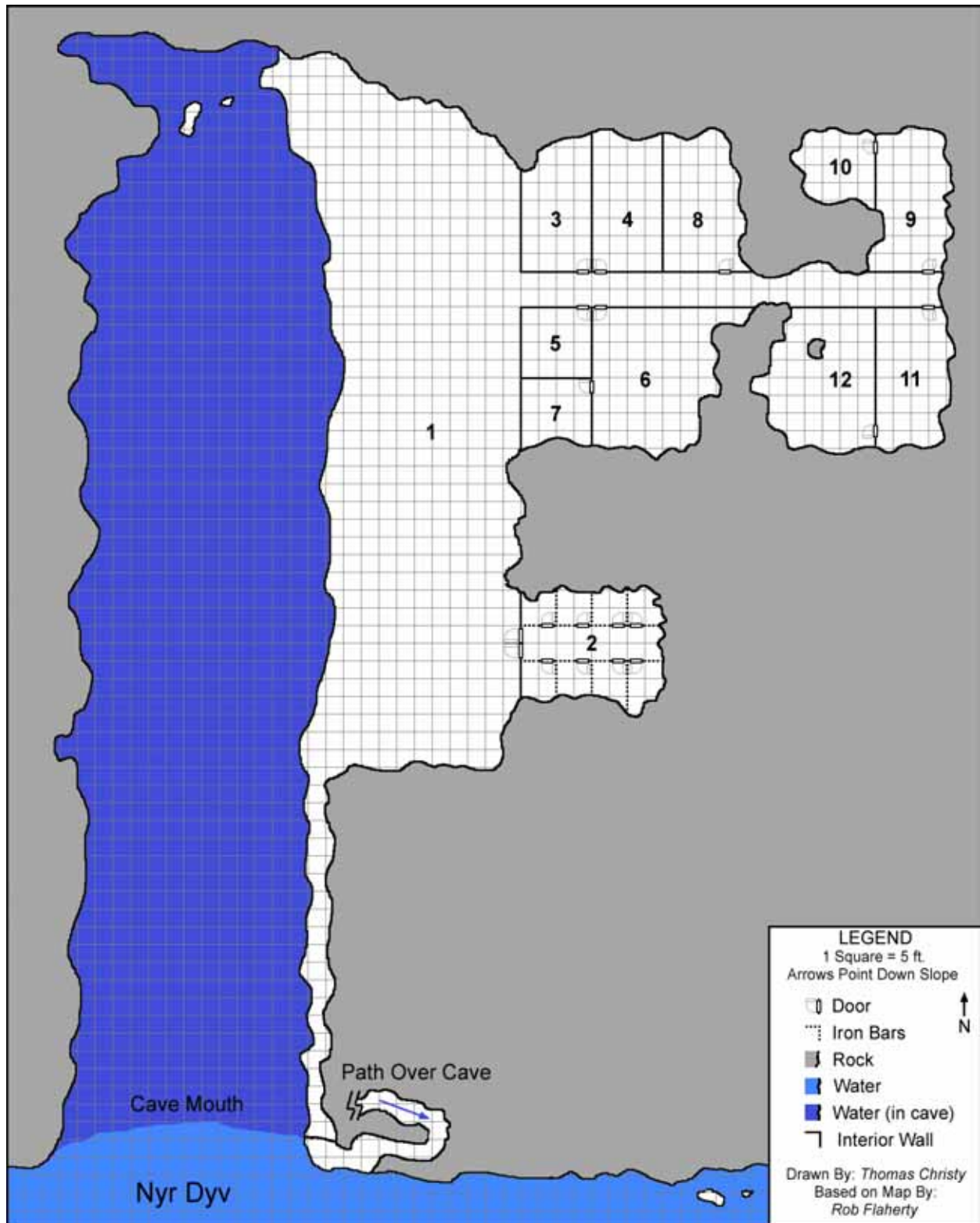
If you are reading this, one of two things has happened. Either you have infiltrated my room as I sleep in hoping of finding some treasure, or, more likely, I am dead. I want to thank you for service to the Free Lands of Dyvers and the risk you took by standing by my side.

I would remind you of your agreement made at the Dweomercrafter's Guild. You are to remain in this cave for the duration of your assignment. The Drake returns soon and you will be returned to the city.

Until that time, please remain vigilant, take solace in the fact that your service to Dyvers is a testament to your great patriotism and the skill of adventurers, and say a few words over my body if any portion of it remains.

*Magister Larissa Hunter
The Free and Independent City of Dyvers*

Player's Map 1: Map of the Secret Naval Base



Critical Event Summary

- **How many PCs died in this module?**
- **Did anyone buy the magic holy symbol of luz?**
- **Did Larissa Hunter's body double survive the module?**
- **Did any of the PCs return to the city before 3 weeks was up?**
- **Did any of the PCs spread the rumor that Larissa Hunter had been assassinated?**