

A Storm on the Horizon

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

Version 1.1

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Ellis has been silent for too long since his recent family problems. With Karll back, is house Lorinar about to bring about a civil war for dominance of the Duchy? To prevent tragedy a new house enters the playing field to keep the peace. A one-round core adventure set in Duchy of Urnst for characters level 6-15 (APLs 6-16).

Resources for this adventure include Complete Arcane [Richard Baker], Complete Warrior [Andy Collins, David Noonan, Ed Stark], Magic Item Compendium [Andy Collins], and Spell Compendium [Matthew Sernett].

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

ROUNDS AND UPKEEP

This is a standard one-round Regional adventure, set in the Duchy of Urnst. All characters from the Duchy of Urnst pay 12 gp per round for Adventurer's Standard Upkeep. All others pay 24 gp per round.

Rich and Luxury Upkeep cost 75 gp per round for characters from the Duchy of Urnst and 150 gp per round for all others. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

Duke Karll has returned to the Duchy, but there is a silent struggle for power slowly building up to a civil war. Unknown to anybody is the fact that Jolen Lorinar has been plotting to take the power for himself, and has since made a pact with Seoman Verle.

Seoman Verle is the head of house Verle, and is known as one of the most powerful wizards to reside within the Duchy of Urnst. For a long time he has

remained neutral in the political affairs of the Duchy, however he has decided to make his presence finally known.

His first public re-appearance was at the Night Where Nothing Happened, a game played annually by the Rogues of Seltaren. The game was played this last year in Leukish as it was the year before, but an ongoing rivalry between the Rogues of Seltaren and the Black Rats was Verle's chance to get an efficient group of assassins under his control while keeping a good public image.

Seoman Verle interrupted the game at its finale when the Black Rats engaged the Rogues in a vicious battle in an abandoned warehouse. Verle, using his superior arcane might, subdued the Black Rats proclaiming that he would escort them out of the Duchy permanently, and then banished the Rogues of Seltaren from Leukish.

Unknown to the participants of the games, Verle instead enslaved the Black Rats under his command, and thus made them his elite personal assassination squad. Verle then made contact with Jolen Lorinar to setup the next phase of their plan.

Verle realizes that he needs troops for his upcoming fight, and while the Black Hearts under Jolen would do for battle, it is unlikely that they would support him once his true agenda was revealed. Instead of relying on Jolen, Verle wants to tap into more ancient magic from the days of the Suel Imperium, as he has inherited a spell book of ancient magic handed down through his family. Unfortunately, as skilled as he is, he is unable to fully cast the spells from this tome without errors, and so he needs an artifact in order to ensure his success. With this item he will be able to summon extra-planar monsters to serve as his servants in the upcoming battles.

The item he needs is the *Rod of Ancient Magic*, which is stored in the care of the Temple of Wee Jas in Seltaren. In recent years, due to the games the Rogues hold, the items have been moved to a more secure location unknown to all but the high Priestess of Wee Jas of Seltaren.

Verle has decided to set up, not one, but two groups of adventurers. He has made arrangements for Jolen to hire a group of adventurers, while Verle also hires his own group, both sides claiming that the other is up to "no good" and is plotting against both Ellis and Karll. Through this trickery, they plan to get both adventuring groups to attack each other after one of them has the rod, and then have Verle's Black Rats finish them off after the rod is secured.

Jolen has already recruited his group of adventurers, here after referred to as "Jolen's Group", and this event starts with Verle recruiting his own group.

Jolen's Group:

Jolen's hired adventurers are in every way like normal player characters. They have efficient tactics, powerful items, and deadly spell combos. The group is made up of four members who have adventured together

for three years now. Eldritch knight Lucas Reede, arcane trickster Delita Hyral, war weaver Sellena Hyral, and priest of Lydia Alma Xiiotha.

Lucas Reede is more or less the group's leader as well as being the lover of Alma Xiiotha. His magic is sorcery based, and thus he has a high Charisma, as well as being fairly handsome.

Delita Hyral is an ex-member of the college of Sages and Sorcery. He was expelled for cheating on the test to become a Fellow, and has held a grudge against the College for a long time, but instead of blaming his expulsion on the cheating, he feels it is racism over him being a half-elf.

He asserts that if he'd been Suel, he'd never have been expelled. He also asserts that the cheating charges leveled against him were not accurate, but a plot by jealous students to get him expelled. A plot that worked quite well, if there were any truth to it (which there isn't, at least in any kind of objective, verifiable reality).

Sellena Hyral is Delita's sister, and also an ex-member of the college. She was disgusted by the college's actions against her brother and refuses to believe that he could or would have cheated at a test. She left the college voluntarily.

Alma Xiiotha was a devoted member of the church of Lydia. She recently died by falling into a pit of lava, leaving no earthly remains. She is in need of a *true resurrection* spell.

The group has recently completed an adventure dealing with one of the Duchy's lesser known threats, Amolyn U'moreal. Four years ago Amolyn became a lich, and a year later faked her death during the Night Where Nothing Happened in Seltaren. While she has been in hiding for the last three years, she has been plotting a new assault upon the college, but her presence was discovered.

Hired by Ellis Lorinar, the Jolen Group entered her lair that descended deep underground. During their climactic battle, Alma Xiiotha was killed, and her body flung into a body of lava by a Monolith of Fire. Amolyn was killed shortly afterwards and her phylactery was destroyed. Lucas Reede physically dove into the lava with some fire protection to try to save his love, but the only thing he was able to reclaim was her melted holy symbol.

Two days after the event, they were hired by Jolen who agreed to pay them and give them access to a *true resurrection* spell. They have sold a number of their belongings to help fund the spell, and already donated the holy symbol to the charge of Lydia. They are now looking for any loot to plunder from their foes to pay the remainder of what they need to get that spell cast and get Alma restored to life.

ADVENTURE SUMMARY

Introduction:

At a tavern in Leukish, the players observe a performance by a Bard of House Verle. After the performance, the bard confronts the group and offers them a job from Seoman

Verle. She instructs them to meet with him in the morning.

Encounter 1:

The PCs meet Seoman Verle, who informs them he is in need of the *Rod of Ancient Magic* kept in Seltaren. He doesn't know who currently has it. He tells them that he has evidence that Jolen Lorinar is planning something wicked, and that he has sent his own group after the rod. The players need to head to Seltaren and gather information about the rod and how to procure it, and then meet up with Verle in Seltaren after getting the rod.

Encounter 2:

The PCs reach Seltaren and begin gathering information. They also meet up with a depressed Lucas Reede. After some philosophical discussion with the players, he share his dilemma. Once the players ask about the rod, he becomes suspicious and tells them the Church of Wee Jas has control of it. He and his group then keeps an eye on the PCs, hoping they will lead them to the item they too seek.

Encounter 3:

After using some influence, the PCs meet with the high Priestess of Wee Jas. After hearing their story, she reveals to them that it and other artifacts have recently been moved to the Emerald Estate for safe keeping. She entrusts them with the Crystal Rose key to the estate, and warns them against the trap in place to stop thieves.

Encounter 4:

The Emerald Estate is simple and straight forward. Following the instructions, they find the room with the rod, but must deal with the trap on the item.

After obtaining the rod, and leaving the extraplanar estate, they are ambushed by the Jolen Adventurers in Encounter 5.

Encounter 5:

The Jolen adventurers have set up a nasty ambush outside for the players. If the players sympathized with Lucas earlier, he asks them to surrender, but if they didn't he and his companions show no mercy. Whether or not the PCs take them dead or alive results in different rewards on the AR.

Encounter 6:

The PCs are taken to Seoman Verle's office by his secretary, the bard from the introduction. After getting the rod from the players and answering a few questions, there is a commotion outside, as the secretary screams in pain. Seoman asks the PCs to take care of what he knows must be Jolen's agents while he secures the rod, and then teleports away. The PCs must deal with the attackers, who are actually the Black Rats following Verle's orders to kill the PCs.

Conclusion:

Players can get information from the now dead secretary that suggests that Verle might have been in league with Jolen. The players are left with a feeling of dread as they realize they might have helped another villain in the Duchy.

PREPARATION FOR PLAY

For this adventure, it is important to know the following information from the players.

- If any of the players are a member of House Verle.
- If any of the players participated in the Night Where Nothing Happens interactive at New Years Eve of Loser Fun 9.
- If any of the players are members of the Rogues of Seltaren.

These effects might have different effects when the Players talk with Seoman Verle in encounter 1.

INTRODUCTION

It is evening in Leukish, and you and your companions find yourself at a decent tavern. With you, in this tavern, are a pair of drunken half-orcs singing some form of drinking song. The bartender seems pleasant and cheerful. The rest of the crowd blends in with the exception of those at your table.

At this point have the players introduce themselves. Once that has concluded, continue reading the following:

The center of attention tonight is a young virtuoso of House Verle. She dominates the stage with exciting dance and the beautiful music from her lyre. The crowd cheers for her as she tells a story of the battle of Tehn and how brave adventures managed to banish the demonic ether creatures back to their vile plane.

PCs should attempt to make a DC 15 Sense Motive check. If they succeed, they notice that, while she is telling the tale, she is also looking over the crowd for something, or someone.

Players may also make a DC 15 Bardic Knowledge check to know that the story she is telling is a romanticized version of the events that actually took place in the now retired Core adventure “Endgame”, and that it is adapted in a way so the common folk can understand it better. She mentions no names of who these adventurers were, and only mentions them by their basic type of adventurer. If one of the players happens to have played that particular adventure, she does not recognize them nor will they be mentioned by name.

Once the tale has finished, there is a round of applause as she bows from the stage. A half-elf near the front of the stage throws a red rose to her feet as he gets up to leave. After one final bow, she hops off the stage and wanders over to your table.

The young Suel lady undoes a pin at the back of her head allowing her strawberry blonde hair to fall

half-way down her back to its full length. She grabs a nearby chair with ease and pulls it to your table back first, and sits down facing you while resting her elbows on the table and her head in her hands.

“I can tell that you are a group of adventurers,” she says bluntly, “Perhaps I can interest you in an important task.” She smiles at you warmly, seeming to expect nothing but enthusiasm from you.

Allow the PCs to respond to her. Whether or not they actually agree, read the following next.

“Before you decided one way or another, let me tell you the details of the situation. You see, I work for Seoman Verle, the head of my house. He is in need of unique adventurers such as you for an important mission that could, well, determine the fate of the Duchy. I’m not able to give you all the details of the matter, but I can tell you this: It is very important, and that he pays rather well.” She winks and then smiles as she says this.

The PCs will most certainly have questions for her. First allow the players to make a DC 20 Knowledge Nobility check, DC 25 Knowledge Local (Nyrond and her Environs) check, or a DC 25 Bardic Knowledge (or similar class ability) check. If they succeed, give them **Player Handout #1**, which contains general information about House Verle and Seoman Verle.

Here is a list of things Cynthia Verle can tell the PCs:

- Her name is Cynthia Verle.
- She is Seoman Verle’s secretary, but spends her night as a performer for the various taverns in Seltaren.
- Seoman Verle is one of the most powerful men in the Duchy of Urnst. Just a few weeks ago he personally removed the scourge of the Black Rats out of Leukish and banished the Rogues of Seltaren from Leukish as well.
- Seoman Verle’s intentions are good and his actions are for the good of the Duchy. He is set on stopping any threat of Civil War.
- Seoman Verle pays very well, and the favor and influence of such an upright and powerful person can go very far.
- If asked, she was looking for a group of adventurers that “stood out” from the rest of crowd during her performance.

If the PCs are still hesitant to take up the job, read the following:

“Let’s try this again. I’m offering you employment from one of the most powerful men in the Duchy for an important mission that could side-step an

impending civil war. Are you sure you want to turn down this offer?"

If any PC fails to agree to the offer, then the adventure is over for them. If the PCs agree, read the following:

"Great, I'm sure you won't regret this. Seoman Verle will meet with you in the morning at seven bells."

She reaches into her blouse and produces a small folded piece of paper.

"This is the address you should meet him at. It's one of the biggest buildings in town, so I doubt you'll be able to miss it."

Development: Once the PCs finish talking with her, she will leave the tavern. The night passes uneventfully. When the PCs leave for Verle's estate in the morning, proceed to Encounter 1.

1: THE VERLE ESTATE

Approaching the estate, you can indeed see that this is one of the largest buildings in town. The iron gates are open and roses are decoratively growing through it. The lavish gardens on the grounds are impressive to say the least.

The halls of the estate reek of nobility, with the finest paintings, carpet, and chandeliers. Up ahead you see the woman from last night seated at a simple but skillfully crafted oak desk next to a set of double doors. A simple golden nameplate on her desk reveals the name Cynthia Verle.

If the PCs greet her, she smiles and simply says:

"Lord Verle is waiting for you,"

and then gestures to the double doors to her side. When the players enter the chamber; read the following:

Entering into the chamber, you see a grand office with lush red carpet. The walls are lined with paintings depicting the great exploits of the Duchy and there is a large desk and a lit fireplace with many certificates on the wall above it.

Any PC who is a member of the College of Sages and Sorcery recognizes these as awards from the college. A DC 20 Spot Check reveals that some of them are regular awards, but some of them are specific and not commonly given. They range through all the schools of magic equally, and prove Verle's reputation as a master of the arcane arts.

Sitting behind the desk in a grand chair, holding a simple oak staff leaning against it is a man who looks very unassuming. He is an older man wearing a common brown robe and cloak. The hood is pulled back revealing the man's face and long blonde hair

complimented by a simple golden circlet. He has a wrinkled face, but his eyes suggest a level of empathy and concern. He warmly gestures to some chairs in front of his desk for you to sit in.

"So you are the ones dear Cynthia found for the job. I'm sure you will do nicely. May I have your names and professions?"

If any of the PCs were at the Night Where Nothing Happened, he pays little attention to them. If any PC is a member of House Verle, he is very pleased and extra polite to them, including asking about their families and how they're getting along in these troubled times. Once the players have introduced themselves; read the following.

"I'm very glad to see you are all capable people for this task, and luckily for you, it appears to be a simple one. Because of my position, there are many important things I must do, especially with the current threat looming over our heads. Surely you have heard that Duke Karl has returned have you not?"

Allow the PCs to respond, and then continue.

"With Karl back and Ellis still in power, the Duchy is torn. Nobody yet knows who is going to take control of the duchy, and I'm committed to staying neutral. Personally I wish the Honorable Chamber would put an end to this whole messy business, but with the political factions at work, that may not happen for some time."

Seoman Verle sighs and then continues,

"Sooner or later one side is going to snap. One of them is going to act and it isn't going to be pretty. I can smell civil war in the air as I'm sure all of you can as well. It is for this reason that I need your help me to ensure the balance of power. Surely you all remember Jolen Lorinar, do you not?"

Once again allow the PCs to respond, and then read the following:

"Jolen Lorinar, the leader of the White Harts. My sources have informed me that he is sore over his loss of power and intends to push Ellis to the breaking point. I'm not fully sure how he intends to do this, but I know one of the vital keys in the process is an ancient relic from the Imperium. It is known as the Rod of Ancient Magic and was handed down to us by our fore-fathers who originally migrated to the Duchy. The rod has great spell casting capabilities, and enhances ones abilities to be able to do ancient magic from a time long ago.

"My informant has told me that Jolen intends to use the rod to do something terrible, and then blame either Ellis or Karl for it. This act of terrorism will launch the Duchy into a civil war, and countless lives will be lost. I worry not only about

civil war happening, but what might also happen to the Duchy in it's weakened state after the war. Perhaps Rary or Greyhawk or some other villain will attempt to invade?

"Regardless the mission parameters for you are simple. Jolen's strategy relies on this relic so I want your group to go to Seltaren to retrieve it. The catch is, the relic's location is unknown to all but a few people. To add complication, I've heard that after some sort of 'game' that happened a few years ago with the Rogues of Seltaren, all major artifacts have been relocated to a much more secure and secret location. You will need to find out where this place is, and legally obtain the item. I will not have any type of unlawful misconduct staining my record."

If any of the PCs were at the Night Where Nothing Happened, he glares at them when he says this.

Seoman Verle reaches into his desk and pulls out a piece of silver parchment, and sets it on the table.

"When you find the party in charge of protecting the relic, you should present them with this written proposal from me. It is sealed, and I shouldn't need to stress that it should not be broken for any reason except by the person in charge of the artifact."

"Once you obtain the Rod, you should meet with me that night at my Estate in Upper Seltaren. Once there, I'll personally take the rod into custody for safe keeping. Is this understood?"

He waits for the PCs agree, and if need be, breaks down the mission again for them piece by piece. Once the players have a good understanding of the mission parameters, he continues.

"Now here is where things get somewhat complicated. My informant has told me that Jolen has already sent a group of his own to retrieve the rod for him. You will need to deal with that group when the time comes."

He pauses and looks out his window.

"I have business to attend to shortly, so you will have to forgive me for only being able to answer a few questions."

The PCs get three questions before he calls the meeting to a close. Here are some things he is willing to answer:

- The rod is from a time long ago, and may cause minor discomfort when held.
- The details of Jolen's group are unknown to him, however he believes they will be cut-throat about their mission.
- He doesn't know who is in possession of the rod, but whoever they are should be neutral in house politics.

- The rod was moved due to several relics being stolen about two and a half years ago. Apparently the Rogues of Seltaren miraculously and conveniently recovered it and returned them to the owner at no charge. After that, the items were moved to a more secure location and may possibly now be trapped.
- If asked about compensation, he tells the PCs that he is personally going to make them a valuable magic item if they complete their mission. No other compensation is offered.

Once the players have finished speaking with Verle or they have asked their three questions, read the following:

"You are all able bodied adventures, I am fortunate that my secretary was able to find such good folk to help out. Unfortunately I have business elsewhere, and so I will see you when you finish your mission. I wish you the best of luck, and remember that my message is not to be opened until you find the keeper of the rod."

"If you would all like, I could take all of us to Seltaren now as my business takes me there. Once there we will go our separate ways and you can get on with your business. Would you like this?"

Allow the PCs to respond. If they agree then continue. If they refuse, he wishes them luck and then teleports away by himself. If they agree, read the following:

*"Everyone join hands, and do not resist the magic."
With that Seoman Verle begins to cast a spell.*

PCs may make a DC 22 Spell Craft check to realize he is casting a greater teleport spell. PCs should not resist the magic, but ask if anybody does. In either case read the following:

Seoman Verle's hands begin to glow with a soft green light that quickly spreads through each of you one at a time. The light envelopes your bodies and obscures all of Seoman's features as he seems to be a solid form of luminescent green light. The light then dims and vanishes in less than a second.

You now appear in front of a gated estate filled with a lush garden and an impressive rose field. You immediately hear the distant sound of falling water, and breathe in the thick, humid air. You have arrived in Upper Seltaren.

Seoman Verle looks you over and says,

"Everything seems to be in order. I'll see you later."

He then begins to walk off, his cloak hood drawn over his head.

If PCs try to follow him, he politely tells them they have their own mission to accomplish and he has his. If they continue to follow him, he *dimension doors* away.

Development: Any PC who resisted the teleportation is not present. Unless they have some means of getting to Seltaren within the next few hours, they are out of the adventure. The trip to Seltaren takes roughly three days by normal means. If this causes the PCs to be removed from the adventure, recalculate the APL of the current group and move on to Encounter 2.

2: FELLOW TRAVELLER

At this point the PCs need to gather information to find out who has possession of the *Rod of Ancient Magic*. Ask the players if they are doing their gather information together or separately, and then determine how many gather information checks there are. There are three NPCs the player can encounter with their gather information checks. Afterwards, once the players have gathered together, they will encounter Lucas Reede who is a member of the group Jolen hired.

DC 10:

A drunken half-orc of house Wolfheart thought he'd heard of it, but on reflection was thinking of a different item. He has heard a number of rumors of late though from fairly reliable sources within House U'moreal. First, he has heard rumors that large amounts of cold iron have been shipped to Leukish of late, though he has no idea what for. Second, the bulk of House Wolfheart is being shifted to the House U'moreal estate in Leukish, but he was not one of them. With this, he sulks and doesn't want to talk any more.

DC 15:

A young flower girl talks to the characters. She gets many different kinds of customers who tell many things. She tells the players that she heard Jolen Lorinar is bitter over not becoming Duke, especially as Ellis wasn't even able to protect his mother from being murdered.

DC 20:

A Suel professor from the College of Sages and Sorcery, who is currently on a leave of absence, tells the players she is researching the temporal energy surrounding Duke Karll's disappearance. There is some belief that his disappearance was not what it seemed.

After the party has found the rumors that don't give them the information they want, read them the following:

As you are gathering information in a tavern, a Suel man dressed in a traveler's outfit with a sword at his side and a mantle over his shoulders comes in abruptly and takes a seat at a table. A waitress is quick to get his order of rock-water ale. A moment later he takes notice of you and looks you over for a moment.

"May I have a word with you?" he asks as the waitress brings his drink to him.

PCs may make a DC 15 Knowledge Local (Nyron and her environs) check to know that "Rock-Water Ale" is a particularly potent, very bitter, and heavily alcoholic ale made by dwarves. A person usually only drinks it when they intend to get drunk quickly.

Lucas Reede is in a depressed mood over the loss of his lover Alma Xiotha. He is a bit of a dreamer and let's his mind wander about things, and is currently debating the purpose of an "adventurer". Assuming players agree to talk with him, read the following:

"I'm Lucas, and from the looks of you, a fellow adventurer. If you do not mind, I'd like to ask you a few questions."

If the players agree, read the following:

"What motivates you to be an adventurer? Surely you have more than enough money by this point to be able to live a peaceful life in harmony; after all most common people live off of a measly 3 gold a month."

"Do you crave power, and if so for what purpose? Will there not always be a new threat around the corner, a stronger enemy to face, or some misled cult set on sacrificing children to Vecna? Or do you seek some sort of moral obligation to risk your life for those who will never know or remember your names?"

Each PC present should respond to the question in one way or another. Lucas will engage characters who don't answer or seem uncomfortable answering. He is warm and sincere as only a slightly inebriated person can be. Feel free to question the players motives for their answers and push their beliefs. Any player who gives a simple answer with little thought put behind it will make him weary of them. When you feel it is a good time, read the following:

"I used to think my life had meaning." He says as he takes a long drink from his mug, "But recently that has changed. In my time adventuring I've seen many strange and magnificent things. I and my companions have killed four dragons. I've held in my hands 2 artifacts, and spent more money on equipment than some cities have ever had to spend on their own people."

"In all my good acts, in all my effort and blood shed, I've been a tool used by those who would hire me for their own selfish desires. Even the Circle of Eight has requested my services to achieve some task that is 'below' them. And so I can't help but to wonder where this is all going? Will I..."

He says suddenly gesturing to both him and you,

"Will WE just continue doing this until we grow bored of this life or die in some cruel or unrecoverable fashion?"

Again he drinks.

Again allow the PCs to respond. These questions are meant to make the player think about the ultimate purpose of their “adventuring career”. Once the players give a response, continue to read the following:

“I’ve grown so tired of efficient tactics and items that give godlike powers. When I do get into a fight I am usually unable to enjoy it because of how short things last. Surely you have seen this in your time! We have become so powerful that few things could ever challenge us, and those that can are usually some absurd combination of who knows what, usually defying logic as to how such a creature could even come into existence. I think after all this...”

He trails off.

“I need another drink. Bartender! Another round please.”

PCs should ask him some questions at this time. Here are some sample questions and answers for him to give the players, modify as needed:

“Why are you so upset? What are you talking about?”

“Recently a close friend of mine died a terrible death. I want to get her back.”

He says as he takes another drink.

“Who is she? What happened?”

“My companions and I were fighting against the Lich Amolyn U’moreal (as he spits on the ground as if to wash the taste of that name out of his mouth) deep underground. She had faked her death a few years ago, but some miners discovered her lair. We were sent in to kill her once and for all, but during the battle Alma... my dear companion, was hurled into some lava and submerged completely. Most of her fire protection had been exhausted by resisting magic spells. She died shortly thereafter as her body and her equipment melted away. I dove in after her still having some fire protection of my own, but the only thing I could recover was her melted holy symbol.”

“That’s terrible! Is there anything we can do to help?”

He takes a drink then says:

“I appreciate the offer, but outside of a True Resurrection there is little that can be done for her. I and my other two companions have made arrangements for one through expending much of the influence we have gathered, but we are still short on money even after selling our non-essentials.”

“How much are you missing? Maybe we can help out?”

“The price of the spell is high, and the diamond we need is rather rare to find. Overall we still need a little more than 8,000 gold in order to get the spell cast.”

“We will help you pay for the spell.”

“I’m grateful for the charity my friends. I’ll remember what you have done.”

(If the players helped him out by giving at least 1,000 gold to him, his attitude will change to Friendly towards them. This is important for Encounter 5.)

“Um... that is all nice, but do you know anything about who is in charge of guarding Ancient Treasure in the city?”

Lucas blinks when you ask the question, and then says:

“I believe the Church of Wee Jas is in charge of that.”

He drinks,

“Being neutral in political affairs, they’ve been trusted to hold onto all ancient valuables. You would probably need to talk to the high priestess about that.”

(Lucas and his group have been told by Jolen that Seoman Verle had sent his agents to search for the Rod. When the PCs ask about this, he wonders if they are the agents sent since nobody else should be looking for the rod, especially adventurers.)

“Who are your companions and where?”

“Just some friends of mine since our early days. We are normally a group of four, but after the recent tragedy, we are down to a group of three. I’m the only real social one though.”

Once the players have finished asking questions, he finishes his drink and departs.

If the players move on and either refuse to talk to Lucas or don’t ask about the rod (or other magic items), read the following:

Having searched about for clues, you have come to learn that the Church of Wee Jas is the neutral party that Seoman spoke up. With the largest Mausoleum in the Duchy located in Seltaren, it is obvious that any clues as to the rods locations lay there.

Development: When the players decide to go to the Church of Wee Jas proceed to Encounter 3.

3: THE STERN PRIESTESS

The Temple Mausoleum of Wee Jas is located in the middle of a vast cemetery. Adding complication to the matter is the fact that there is a bit of a line as at least twenty people have arrived before you.

Eventually when you get in, you are greeted by an acolyte wearing a loose red and black robe.

"What do you need of the Stern Lady today?"

If the players ask about the rod, ancient artifacts, or anything similar, he looks them up and down seriously. If the PCs tell him it is of great importance or that they are on a mission from Seoman Verle, he tells them that those matters are to be discussed with the High Priestess.

If the PCs say they are just here to worship they will be led into the main hall. There are a number of people praying for mercy from the Stern Lady to spare their loved ones who are ill or dying. The entire temple is dimensional locked and all the doors are locked (DC 40 Open Locks) and barred from the other side. If they ask anyone in the temple how they can see the High Priestess, they will be directed to the gentleman attending the door.

When the players ask to speak with the High Priestess, he asks if they have an appointment; which they do not. PCs need to use an Influence Point from the Church of Wee Jas, House Lorinar (or any member of House Lorinar like Duke Ellis or Duke Karll) or any **two** influences with another Duchy noble house or Suel church to get an audience with her. If they are unable to produce the favor, then they need to pay 50 GP per APL as a donation in order to get their audience.

Once the players have arranged a meeting with the High Priestess, they will be taken to a meeting room. Read the following:

You are taken through the relatively simple, yet lavishly decorated Mausoleum. You are taken through a door that opens easily and up stairs to a meeting room where only a few candles provide light for you to see. Sitting at a table in front of you is a hooded woman wearing a black robe; the milky pale flesh of her hands is resting on the table as her old face looks towards you allowing you to see a bejeweled gold circlet with a ruby skull in its center.

"I understand that you need to speak with me?" she asks bluntly.

Allow the players the chance to explain their situation, and what they are after. If the players give her the scroll (she will run her hand over it and place it in her sleeve), mention Seoman Verle's name, and explains that he requires the Rod of Ancient Magic, read the following:

"The Rod of Ancient Magic... quite a powerful item he needs, but it is of no surprise. With the state of the Duchy, it is inevitable that somebody would take action; I'm a little surprised that House Verle is stepping in. Seoman I think is more than trustworthy for this situation. After all he has saved my life more than once."

She stares into one of the heatless candles for a moment before recollecting herself.

"The Rod, along with many other items have been relocated to a more secure location. About two years ago there was a bit of concern when some relics turned up missing; luckily things were solved by day break. After that night, we needed a more secure location for the items, so I decided to use an old estate in the city. Do you intend to go after the rod?"

Allow the PCs to respond. If they agree, then continue:

The High Priestess looks at the acolyte who escorted you into the room and says, "Go get the key from my room." With a silent nod, the acolyte leaves.

"The estate has but a single entrance, and it is extra planar in nature. There is also a trap on the item, but we had it was placed by more specialized people, so I know little about it. The estate is located in the center of the old Seltaren Hippodrome. Once you have the rod, you should return the key to me as soon as possible. Is there anything else I can help you with this night?"

She is willing to share the following with the PCs:

- The trap that was created was out-sourced to a group in Seltaren. A DC 20 Knowledge Local (Nyron and her environs) check suggests that it was most likely created by the Rogues of Seltaren. A DC 30 result lets the players know that this is the type of trap made specifically by Massari himself.
- The extra planar estate is the Emerald Estate, created nearly a millennium ago. While inside of the estate, no extra planar magic works.
- There is a single entrance to the estate, and its key is a crystal rose art object of exquisite quality.
- She and Seoman Verle have worked together in the past while she was still in training to become a high priestess. They have saved each others lives more times than she can count, and have deep respect for each other.
- The location of the rod is in the Emerald Estate, an extra dimensional mansion created nearly a millennium ago.

Once the PCs have finished asking questions, the acolyte returns, read the following:

The door opens again and the acolyte, who left a few minutes ago comes back in, holding a small jewelry box made of cherry wood. He places it on the table and then returns to his position by the door.

"In order to activate the portal, you need to sing the elven song on the parchment in this box in the center of the old hippodrome. I wish you the best of luck in your mission."

The high priestess stands and approaches the door. Just before leaving she pauses, but without moving her head she says:

"Things are going to get very chaotic in the Duchy. You should be careful who you support in the near future. Remember that the only real truth is in law and you should be all right."

Before you can ask any question she and the Acolyte leave the room closing the door behind them.

Development: The PCs now have the Crystal Rose key to the Emerald Estate. When the players are ready to go, proceed to Encounter

4: HOMAGE TO CATSPAW

Things are as calm as ever as you arrive at the location. The air is smooth, and nature takes its normal course as an owl swoops down and captures a field mouse. Before you is the location of the Emerald Estate: the old hippodrome. The empty seats echo of an age long past, where people would fight to the death in the name of a noble sponsor or for public approval. In the calm night, one can almost see or hear the chant of a crowd.

If a player ask for any details about the owl mentioned in the above text, have them make a DC 25 Knowledge Nature check. If they succeed, let them know that is an Elven owl that usually lives in the Celedon and sometimes even in Nyronnd. It is odd for one to be this far from its normal territory. This is in fact Sellena Hyral's familiar, which is keeping an eye on the PCs. This owl is vital to the setup in Encounter 5, though the PCs will most likely not see any connection.

Consult DM Aid: Map 1 and 2 for help with this location. The portal to the Emerald Estate is in the middle of the location, and will activate when the key gets within 15 feet of it and a player sings the song. The song requires **one full minute** of singing, though the quality of singing isn't important. The portal is also **one-way**, and in order to open the portal from the estate to the hippodrome requires another full minute of singing. The portal is 15 ft. in diameter so only creatures of large or smaller can get through it, and large creatures by squeezing only.

The entire estate is under the effects of a *dimensional lock* effect, which means that no dimensional travel of any kind can occur in it. This also means that items such as *bags of holding*, *quivers of Ehlonna*, *gloves of storing* and other similar items do not function in this location.

When PCs enter the estate, don't bother drawing up the grounds though a map has been included (DM Aid: Map 3) for reference. Feel free to mini-map so players have an idea of the layout.

The only room of importance is the one with the rod and the trap. As players activate the portal to the Estate and then enter, read the following.

As you move towards the center of the arena, there is a green shimmer in the crystal rose.

The PCs need to sing the song at this point which will take one full minute. They can make a perform check if they like, but just singing the song with any level or performance in the right language is enough to activate the portal. When the portal becomes active, read the following:

Appearing about 10 feet away is a swirling void of translucent green energy; the portal to the Emerald Estate.

When the players go through the portal, make sure to keep track of the order they enter the estate in. In Encounter 5 when they encounter the Jolen Adventurers, this will be important as players on one side of the portal are completely unaware of what is happening on the other side. When the players go through the portal, read the following:

Before you lies the grand Emerald Estate, a masterpiece of planar engineering. The walls look much like you would expect from any Suel mansion, though they are bare of the fineries you might expect of such a manor.

Allow the PCs to proceed through the mansion, when they do read the following:

Proceeding through the mansion, you see a huge ball room with an empty iron cage in the corner. You find a spiral stair case with scorch marks from some sort of blast coming up from below. More importantly though, you find the room you are searching for with little effort.

This large room has a pedestal in the center of it, and rising out of the center of the pedestal is a rod about a foot long. It looks somewhat simple for an ancient artifact, seemingly made of platinum and electrum, but with lines of gold spiraling around it topped with a single star sapphire.

This is the Rod of Ancient Magic. The PCs gain no benefit from having this rod in their possession as its uses are well beyond their scope.

When the PCs examine the rod closer, give them the following description:

The pedestal is made of simple marble stone, the same as the floor. The rod itself is embedded into the rock with a tri-pedal clamp holding it in place.

The rod can simply be pulled out, but doing so causes the trap to activate. If the trap activates, read the following:

Suddenly there is a green flash in the air, and appearing around the pedestal is a green acidic fog. It rolls out and quickly covers the room stopping abruptly at the entrance. As it burns and melts at the walls, you notice it strangely has no effect on the Rod of Ancient Magic.

Allow the PCs a DC 25 Spellcraft check to realize that there is now an *Wall of Force* spell active at the entrance (see map). At this point, resolve the trap.

APL 8 (EL 9)

☞ **Acid Fog Trap:** CR 9; Magical; Rod Removal trigger; manual reset; *Wall of Force* (CL 9) seals entrance for 9 rounds (See DM Aid Map #3); Acid Fog (CL 11) centered on rod (2d6 acid per round for 11 rounds, no save, no SR; Search DC 25; Disable Device DC 25).

APL 10 (EL 11)

☞ **Acid Fog Trap:** CR 11; Magical; Rod Removal trigger; manual reset; *Wall of Force* (CL 9) seals entrance for 9 rounds (See DM Aid Map #3); Empowered Acid Fog (CL 15) centered on rod (2d6 X 1.5 acid per round for 15 rounds, no save, no SR; Search DC 27; Disable Device DC 27).

APL 12 (EL 13)

☞ **Acid Fog Trap:** CR 13; Magical; Rod Removal trigger; manual reset; Heightened *Wall of Force* (CL 13) seals entrance for 13 rounds (See DM Aid Map #3); Empowered Acid Fog (CL 15) centered on rod (2d6 X 1.5 acid per round for 15 rounds, no save, no SR; Search DC 29; Disable Device DC 29).

APL 14 (EL 15)

☞ **Acid Fog Trap:** CR 15; Magical; Rod Removal trigger; manual reset; Heightened *Wall of Force* (CL 15) seals entrance for 15 rounds (See DM Aid Map #3); Empowered Acid Fog (CL 15) centered on rod (2d6 X 1.5 acid per round for 15 rounds, no save, no SR; Search DC 31; Disable Device DC 31).

APL 16 (EL 17)

☞ **Acid Fog Trap:** CR 17; Magical; Rod Removal trigger; manual reset; Heightened *Wall of Force* (CL 17) seals entrance for 17 rounds (See DM Aid Map #3); Heightened Empowered Acid Fog (CL 17) centered on rod (2d6 X 1.5 acid per round for 17 rounds, no save, no SR; Search DC 33; Disable Device DC 33).

Development: Once the PCs have taken care of the trap they can easily exit with the rod. Once again keep track of how the PCs are leaving the Estate as they are walking into an Ambush. Proceed to Encounter 5.

5: CONFRONTATION

This encounter starts immediately after the first PC steps through the portal in order to journey back into Seltaren. Again, PCs have to sing for a full minute to open the portal back to the hippodrome, and the portal is one way.

When they step through, the first thing that happens is that they cross through a *dispelling screen* cast by the Jolen Adventurers. This needs to be resolved before anything else happens. Remember that the players cannot communicate through the portal. Also, the actions players took back in Encounter 2 with Lucas may have a drastic impact on how this encounter happens.

If the PCs helped him out and gave him money, he makes an attempt at negotiating with them first and waits for them all to come through the portal to do so, before attacking.

If PCs made no attempt to talk with him or help him, he simply issues the order to attack, resulting in a surprise round on the first PC who stepped through the portal.

Stepping back through the portal, you pass through a wave of cold returning back to Seltaren. You then notice that standing a fair distance away from you is the man you encountered back at the bar, along with a female companion with him.

The man, Lucas as he called himself, is a tall handsome Suel man with his sword drawn with glowing glyphs on it. His companion is a half-elf woman dressed in robes with a belt around her waist and a pair of wands in her hands. Her long hair almost obscures the headband she wears.

Read the following only if the Players have *see invisibility* or similar abilities to detect invisible opponents up.

You also see a half-elf man of some relation to the female some distance to their right. He has a Scimitar in hand and his slicked back hair reveals a head band around his head.

Continue reading whether or not the PC have *see invisibility* or *true seeing* abilities in effect.

Read the following after resolving the *dispelling screen* if the PCs helped Lucas in Encounter 2:

Lucas calls out to your group as you all finish coming through the portal.

"I am truly sorry that things must end in conflict between us, but you my friends have been duped! That rod may be the Duchy's only salvation, and we must take it to Jolen immediately. Please hand it over now, or prepare to defend yourselves."

Read the following after resolving the *dispelling screen* if the players did not help Lucas in encounter 2.

Lucas calls out to as the first of you comes out of the Portal.

"Now, Attack!"

With that he and his female companion begin their assault.

Tactics: Familiarize yourself with the DM Aid: Map 1 & 2 to know the location of all spells already in effect. Some of their tactics involve using these effects to their advantage. Note that the interaction with Lucas in Encounter 2 will have a drastic impact on how bloodthirsty this party is. If the party was kind to Lucas, they are looking to incapacitate them first and will make efforts to not kill the party. If the party was rude, mean or ignored Lucas, these adventurers have no motivation to pull their blows and use the tactics described below to full effect.

Lucas is an eldritch knight and mostly support in this fight. He puts up obstacles like *wall of force* to block line of effect with the PCs, as well as counter-spelling mages if he is allowed. If he gets engaged in combat, he will use his Arcane Strike feat along with *Blade of Flame* to make a full round of attacks.

Sellena (female half-elf) is the big attacker, being a double wand user and with her *belt of battle*. Each round she will drop two *ice storms* on as many targets as she can hit with it, and 5-foot step behind any *walls* cast by Lucas.

Each of her wands is energy substituted for a two different elements, lightning and acid. She will use her *belt of battle* to drop an extra two *ice storms* on the PCs when she can optimize her damage. If her wands run out of charges, she switches over to her personal spell casting.

Delita (male half-elf) is an arcane trickster and starts off under the effects of an extended *invisibility* spell. He fights from a distance, using *whirling blade* to deal sneak attack damage to his enemies on the first round. He can also sculpt his spell to affect a different area, specifically four 10-foot cubes, so there should be no place for the players to hide. When he cast *whirling blade*, he will also use *blade of flame*, and use Arcane Strike to maximize his damage, giving up his highest level spell charges available to optimize his damage. If he runs out of *whirling blade*, or it is not a good tactic at the moment, he will not hesitate to get his sneak attack with his ray attacks such as *orb of electricity* and *disintegrate* at higher levels.

Due to them setting up the ambush, there are a lot of spell in effects on them as well as two on the field. Check DM Aid: Map 2 to see the location of spells for the setup.

Terms of Surrender: Lucas and his companions lay off on their assault if the PCs surrender. If the PCs immediately give up the rod if asked, then Lucas takes the rod and Sellena *dimension doors* or *teleports* the three of them to safety.

Players Defeated: In case the PCss are defeated, their bodies are stripped of magical equipment. Their bodies

are then deposited in secret at a church of Lydia, where the PCs need to find favors to bring themselves back to life with. Lucas will do his best to try to stabilize any characters still bleeding if there is time.

Unless PCs had money stored in some other location, all material money, gems, and art objects too are looted by the Jolen Adventurers. Do not argue with players about how much of their cash or goods they have on them.

PCs who suffer this fate should consider the Charity of Friends option for re-equipping themselves as well as ways to pay off the debt of being raised by the church. There is a special AR option in this adventure allowing the players to give up Time Units to relocate and reclaim their equipment.

APL 8 (EL 11)

☛ **Lucas Reed:** Human male fighter 1, sorcerer 4, Eldritch Knight 3, hp 95; *Appendix 1*

☛ **Sellena Hyral:** Half-elf female wizard 8, Prestige Class 3, hp 80; *Appendix 1*

☛ **Delita Hyral:** Half-elf male rogue 3, wizard 5, hp 84; *Appendix 1*

APL 10 (EL 13)

☛ **Lucas Reed:** Human male fighter 1, sorcerer 4, eldritch knight 5, hp 117; *Appendix 1*

☛ **Sellena Hyral:** Half-elf female wizard 10, hp 98; *Appendix 1*

☛ **Delita Hyral:** Half-elf male rogue 3, wizard 5, arcane trickster 2, hp 102; *Appendix 1*

APL 12 (EL 15)

☛ **Lucas Reed:** Human male fighter 1, sorcerer 4, eldritch knight 7, hp 145; *Appendix 1*

☛ **Sellena Hyral:** Half-Elf Female Wizard 12, hp 114; *Appendix 1*

☛ **Delita Hyral:** Half-elf male rogue 3, wizard 5, arcane trickster 4, hp 118; *Appendix 1*

APL 14 (EL 17)

☛ **Lucas Reed:** Human male fighter 1, sorcerer 4, eldritch knight 9, hp 165; *Appendix 1*

☛ **Sellena Hyral:** Half-elf female wizard 14, hp 130; *Appendix 1*

☛ **Delita Hyral:** Half-elf male rogue 3, wizard 5, arcane trickster 6, hp 134; *Appendix 1*

APL 16 (EL 17)

☛ **Lucas Reed:** Human male fighter 1, sorcerer 5, eldritch knight 10, hp 201; *Appendix 1*

☛ **Sellena Hyral:** Half-elf female wizard 16, hp 186; *Appendix 1*

☛ **Delita Hyral:** Half-elf male rogue 3, wizard 5, arcane trickster 8, hp 182; *Appendix 1*

Notes about Encounter:

If the PCs talked to Lucas in Encounter 2, they should realize that Lucas and his group are trying to do the right thing here by helping Jolen, and have been duped onto the wrong side. Jolen Lorinar is not known as an evil or bad person, in fact his reputation is stellar and clean. The PCs should not kill Lucas and his companions, however, a death as a result of self defense is okay as long as it was not intentional. PCs who purposely kill Lucas and his companions will receive a Wanted notation on their AR.

When the players defeat Lucas and his group, ask the PCs what they intend to do with their bodies/persons. The City Watch are willing to take them into custody for the time being on charges of assault. Churches are available all around Seltaren if they wish to take them there; or they could simply hide, destroy, or do nothing with the bodies.

Developments: Once the PCs decide to return Seoman Verle, proceed to Encounter 6.

6: PAYMENT IN FULL

As you arrive at the office of Seoman Verle, you are greeted by his secretary, a pretty half elf woman in a black and green work dress. You notice that this is the same pretty bard you met the previous night. She smiles as she sees you and gestures to the door down the hall.

"Lord Verle is waiting," she says politely.

The PCs may converse with her if they like, but she explains they should not keep Seoman Verle waiting as he is a very busy man. When the players proceed down the hall into the office, read the following:

Entering into the office, you again see a modest display of a simple man. The walls have little on them besides a painting above the lit fireplace of himself and a decent woman standing with a young boy wearing a pair of glasses no older than ten.

Seoman Verle sits behind his desk, with a wooden staff leaning against it, apparently lost in thought. After a moment his attention turns to you. "You have returned. Were you able to retrieve the artifact?"

If they players attempt to lie at all, read the following:
"You aren't trying to hide anything from me are you? I need this rod immediately, so you should hand it over."

He says as he taps his glasses.

If the players do not lie at all, read the following:

"I'm glad to see nothing terrible happened, but enough of the formalities. I have your payment for your services."

He reaches into his desk and places a small blue satin pouch on the desk.

"Don't be fooled, that pouch contains some special items I have personally crafted for you. They are not fully functional yet, but in a few days they will be. They are small jade figures in the shape of my house's symbol. During a time of dire need in service to the Duchy it will help you fight in battle. It works only once, but let me assure you that it will be a life saver. It will activate itself when the time is right."

He pauses for a moment and then holds out his hand.

"Now for your part of our arrangement?"

The players should hand over the rod, but players may have some questions for Seoman. Seoman is willing to give the following information:

- I intend to use the rod for the good of the Duchy, and to make sure others such as Jolen do not use it to push the Duchy into a civil war.
- The stones are completely free to you, no strings attached.
- The rod will be secure in my hands, and once these harsh times are over, it will be returned to its proper guardians.
- If you require monetary payment, talk to my secretary and let her know I said it was okay to pay you.

Once the PCs hand over the rod, read the following:

Seoman Verle look closely at the rod for a moment.

"It is a tad bit plainer than I had expected."

He then clears his throat and continues:

"Well I thank you for your service. It has been a pleasure working with you."

Allow the PCs to respond, and then read the follow interrupting their question/comment if possible.

Suddenly you hear a scream from down the hall followed by a high pitched feminine cry for help.

Seoman's Verle's eyes widen as he looks at you,

"Jolen's agents, they must have followed you!"

He then puts the rod into his vest.

"Please, take care of this situation. I must get this rod to safety immediately."

With that he disappears in a flash of green glowing light.

Players may perform a DC 25 Spellcraft check to know that Seoman Verle just cast a spell beyond the normal realm of spell casting, and is not subject to counter-spelling, delayed effect, or disruption of any kind.

When the players investigate outside the hall, read the following:

Looking down the hall, the source of the scream is now obvious. On the floor about five feet from her

desk, Cynthia lies unconscious on the ground with some invisible creature ripping into her. The carnage stops for a moment, and then another savage screams.

When the PCs see the leader (a White Tiger), allow them to make a DC 20 Knowledge Local (Nyron and her environs) Check or a DC 25 Bardic Knowledge (or similar ability) check. If the players succeed, then they will recognize this group of Lycanthropes as a thief band from the Black Rats known as "The Tigers". Any current member of the Rogues of Seltaren will recognize them as well.

Tactics: In this encounter, three assassins of the Black Rats, now Seoman Verle's personal hit squad, have been sent in to kill the players thus tying up any loose ends. The assassins are a group of were-tiger rogues. Their leader is distinct in that he is a White Tiger, and his subordinates are normal orange.

Currently all three are invisible and one of the underlings is attacking Cynthia's body, while the other two are in position to charge. Check DM Aid Map 4 to see their locations.

They expect that the PCs to rush the one on the girl's body, and so that one is currently on defense or delaying his action until he has a flank.

The fight is bloody and simple, the Tigers are out to kill. If the tigers are low on HP and one of the players is unconscious or dead, they will attempt to use a scroll of teleport to leave the fight with their companions.

In this case, any dead body of a PC is treated as gear of the tiger, and thus no saving throw is applicable against the spell. PCs that disappear in this way receive a special notation on their AR, and will not be killed unless they were already dead before the teleportation.

APL 8 (EL 11)

Were Tiger Leader: Large male humanoid rogue 6, hp 131; *Appendix 1*

Were Tiger Assassins (2): Large male humanoid rogue 3, hp 104; *Appendix 1*

APL 10 (EL 13)

Were Tiger Leader: Large male humanoid rogue 8, hp 149; *Appendix 1*

Were Tiger Assassins (2): Large male humanoid rogue 5, hp 120; *Appendix 1*

APL 12 (EL 15)

Were Tiger Leader: Large male humanoid rogue 10, hp 167; *Appendix 1*

Were Tiger Assassins (2): Large male humanoid rogue 7, hp 136; *Appendix 1*

APL 14 (EL 17)

Were Tiger Leader: Large male humanoid rogue 12, hp 185; *Appendix 1*

Were Tiger Assassins (2): Large male humanoid rogue 9, hp 152; *Appendix 1*

APL 16 (EL 19)

Were Tiger Leader: Large male humanoid rogue 14, hp 182; *Appendix 1*

Were Tiger Assassins (2): Large male humanoid rogue 11, hp 203; *Appendix 1*

Once the PC have dealt with the tigers, find out what they wish to do with Cynthia Verle. If the players cast *speak with dead* on her, she tells them that she wants to be raised, and that she has set aside money in case something like this happened.

If the players get her raised, then she divulges all the information she knows about Seoman Verle feeling no longer loyal to him, including some shady events happening as of late dealing with house Lorinar.

Proceed to the conclusion section after this is resolved.

CONCLUSION

Based on the PC's actions throughout the module, read them the appropriate conclusion. Listed are the requirements for each conclusion for your convenience. If you have spare time from your slot ending early, or just want to have fun with the players, feel free to roleplay these Conclusions out more than just read boxed text to the players. Ending E is a special ending read in addition for any players whose bodies got teleported away in Encounter 5.

Conclusion A: Best Ending

- Do not Kill the Jolen Adventurers
- Bring Cynthia Verle back to life.

Conclusion B: Good Ending

- Kill the Jolen Adventurers
- Bring Cynthia Verle back to life.

Conclusion C: Bad Ending

- Do not Kill Jolen Adventurers
- Do not Bring Cynthia Verle back to life.

Conclusion D: Worst Ending

- Surrender to the Jolen Adventurers or
- Fail to obtain the Rod of Ancient Magic or
- Fail in any other way to achieve any of the objectives.

Conclusion E: Secret Ending

- Have a body teleported away by the Were Tigers in Encounter 6.

CONCLUSION A: BEST ENDING

Having brought Cynthia Verle back to life, she is very quick to thank you for your actions. Feeling that her bond of trust and loyalty has now been broken between her and her family, she is willing to divulge important information about Seoman Verle.

She reveals in her office a list of transactions between Seoman Verle and Jolen Lorinar in the past, with the most recent transaction taking place two days ago. Obviously there is something more to their relationship than meets the eye, and it seems that Jolen's Mercenaries were a part of this as well.

While you are in the middle of discussion with Cynthia about the events, Lucas Reed and his group of adventurers show up requesting to set aside your differences and discuss the situation with you.

Allow the PCs to choose whether or not they talk with him. If they choose not to, he just shrugs his shoulders and leaves. If they do agree, then continue.

Lucas Reed informs you of their side of the story. They were hired by Jolen Lorinar to retrieve the Rod of Ancient Magic to stop Seoman Verle from causing a civil war in the Duchy. After some more discussion, Cynthia Verle suggests that Jolen and Seoman Verle may have been working together in this, and everyone else, even herself, were expendable.

Worried about repercussions of these events, Cynthia decides that she will go into hiding until Seoman Verle and Jolen Lorinar are taken care of. Lucas and his group are quick to offer her a position in their party. She happily accepts, and as their group is getting ready to depart, Lucas looks to you and states that if you ever need him or his companions help, to just ask.

Furthermore, Cynthia Verle is willing to not only compensate you for bringing her back to life, but also by liquidating her savings, compensate you for your time and effort. Likewise, Lucas and his group offer to sell you any of their equipment to help pay for the restoration of their friend.

With Seoman Verle gone with the Rod of Ancient Magic, and no other leads, it is clear that something deeply rooted in the politics of the Duchy is just now starting to emerge.

The End

- Mark "Gift of House Verle" on AR
- Mark "Fellow Warriors" on AR

CONCLUSION B: GOOD ENDING

Having been brought back to life, Cynthia Verle is very quick to thank you for your actions. Feeling that her bond of trust and loyalty has now been broken between her and her family, she is willing to divulge important information about Seoman Verle.

She reveals in her office a list of transactions between Seoman Verle and Jolen Lorinar in the past, with the most recent transaction taking place two days ago. Obviously there is something more to their relationship than meets the eye, and it seems that Jolen's Mercenaries were a part of this as well.

With this new information, it is easy to assume that in the eyes of these two people, all others are expendable. Cynthia thanks you for bringing her back to life, but in fear she decides it is best to go into hiding until the situation is resolved. She wishes you luck in your journey.

The End

- When appropriate, Mark "Wanted" on their AR.
- Mark "Gift of House Verle" on their ARs.

CONCLUSION C: BAD ENDING

After the events at Seoman Verle's office, you are told that Lucas Reede, the leader of the group of adventurers you encountered earlier is requesting to speak with your party about the situation with Jolen Lorinar and Seoman Verle.

Ask the players if the PCs agree to meet with Lucas. If the players are feeling paranoid about the situation, play along with them and find out what preparations they are making for the encounter. Once they agree, continue.

Meeting with Lucas and his group, you find they are quick to apologize for their actions earlier and decided that there is something more sinister at work here. Lucas explains that they were hired by Jolen to obtain the Rod of Ancient Magic to prevent Seoman Verle from starting a civil war, a story nearly identical to your own.

Unfortunately there are no records of any transactions happening with house Verle or Jolen Lorinar that are public and so you are left to your own speculation as to what is really going on. Having talked with you, Lucas and his group heads out looking to lick their wounds and recover from their misfortunes.

The End

- Mark "Fellow Warriors" on AR
- Mark "Gift of House Verle" on AR

CONCLUSION D: WORST ENDING

Having failed in your mission, you are forced to withdraw from the situation. All attempts to talk with house Verle are met with silence as you appear to no longer be welcomed there.

The next morning as you are packing up and getting ready to move on with your life, you hear rumors of a murder at the Verle residence as apparently a secretary was murdered by animals late last night. A cold shiver runs down your spine as you realize that Seltaren and perhaps not even Leukish is safe any more. With a civil war on the horizon, it is clear that things in the Duchy are going to be getting much worse very soon.

The End

- If players killed the Jolen Adventurers, Mark "Wanted" on ARs.
- If players were killed by the Jolen Adventurers, mark "Equipment Retrieval" on ARs.

CONCLUSION E: SECRET ENDING

This is an ending for those who were teleported away in the final encounter against the were-tigers. This ending is in addition to the normal ending gotten for AR notation.

For any PC who got this ending, and was dead, let them know that a Lawful Good person is trying to bring them back to life. If they reject the offer, then they should be treated as a non-recoverable death. If they accept, have them make a DC 35 Will Save (with a -4 penalty if they are from House Verle). Keep track of the result and record it on the AR under "Secret Ending". After you have resolved that, read the following to the player.

You wake up with a splitting headache, your body aches and a dry stale taste has taken up residence in your mouth. You can feel a wet sensation as you appear to be partially submerged in what seems to be a puddle of some sort. After a moment, you are able to gather your senses and find your surroundings as you rise up from the ditch that has served as your bed for who knows how long.

You appear to be in the country side, a field of wheat to your left, and obviously nowhere near Seltaren. Your equipment is all there, and so is an aching pain in your spine and the persistent headache.

You can remember only a blur of what happened, the tigers... an old man... a rod... but nothing more. With your head aching and a terrible limp and no memory of the last few days, you slowly hobble your way towards civilization ready to move on with your life.

The End

- Only players taken by the weretigers in Encounter 5, Mark "Secret Ending" on AR.

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 4

Survive the Trap

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter 5

Defeat Jolen Adventurers

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Encounter 6

Defeat Were Tigers

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Discretionary roleplaying award

APL 8	120 XP
APL 10	150 XP
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

Total possible experience:

APL 8	1050 XP
APL 10	1260 XP
APL 12	1470 XP
APL 14	1680 XP
APL 16	1890 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

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

Encounter 5:

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 1,210 gp – belt of battle (1,000 gp each), wand of energy substituted ice storm (3 charges) X2 (210 gp each).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 2,045 gp – belt of battle (1,000 gp each), wand of energy substituted ice storm (6 charges) X2 (420 gp each), ring of counter spell X3 (625 gp each).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 2,465 gp – belt of battle (1,000 gp each), wand of energy substituted ice storm (12 charges) X2 (840 gp each), ring of counter spell X3 (625 gp each).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: 4,465 gp – belt of battle X2 (2,000 gp each), wand of energy substituted ice storm (12 charges) X2 (840 gp each), ring of counter spell X3 (625 gp each), headband of intellect +2 X2 (666 gp each), cloak of Charisma +2 (333 gp each).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: 4,675 gp – belt of battle (1,000 gp each), wand of energy substituted ice storm (15 charges) X2 (1050 gp each), ring of counter spell X3 (625 gp each), headband of intellect +2 X2 (666 gp each), cloak of Charisma +2 (333 gp each).

Encounter 6:

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 431 gp – scroll of teleport X3 (281 gp each), wand of improved invisibility (3 charges – CL 10; 150 gp each).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 431 gp – scroll of teleport X3 (281 gp each), wand of improved invisibility (3 charges – CL 10; 150 gp each).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 1,643 gp – scroll of teleport X3 (281 gp each), wand of improved invisibility (6 charges – CL 15; 450 gp each), anklet of translocation X3 (350gp each), wand of haste (15 Charges – CL 15; 562 gp each).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: 3,143 gp – scroll of teleport X3 (281 gp each), wand of improved invisibility (6 charges – CL 15; 450 gp each), anklet of translocation X3 (350gp each), wand of haste (15 Charges – CL 15; 562 gp each), rogue's vest (1,500 gp each).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: 6,443 – scroll of teleport X3 (281 gp each), wand of improved invisibility (10 charges – CL 15; 750 gp each), anklet of translocation X3 (350gp each), wand of haste (15 Charges – CL 15; 562 gp each), rogue's vest X3 (4,500 gp each).

Treasure Cap

APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

Total Possible Treasure

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: gp; Total: 1,641 gp


APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 2,476 gp; Total: 2,476 gp


APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 4,108 gp; Total: 4,108 gp


APL 14: Loot: 0 gp; Coin: 0 gp; Magic: 7,608 gp; Total: 7,608 gp

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: 11,118 gp; Total: 11,118 gp

ADVENTURE RECORD ITEMS


 **Gift of House Verle:** This jade figure in the form of House Verle's crest will come to your aid when need it most in defence of the Duchy of Urnst.


 **Fellow Warriors:** Lucas Reede and his group of adventurers are willing to help you out in the future. If you are ever in need of a *raise dead* spell while playing in a Regional Duchy of Urnst adventure, their cleric Alma (now restored to life) is willing to cast it once free of charge as long as you provide the material component, a 5,000 gp diamond. This can be used only once each adventure round.

 **Wanted:** The PC listed above is wanted under suspicion of murder within the Duchy of Urnst. For the

next five adventures, if this PC does not succeed at a DC 20 disguise check each day they are within the Duchy of Urnst and around people, they will be arrested and placed in prison for 20 TUs.

A PC may willingly turn themselves in for murder, and after a trial be sentenced to 10 TUs worth of hard labor. Void this whenever the PC has served their time.

 **Retrieval of Equipment:** Having been looted by enemy adventurers, you find yourself without any equipment, material wealth, and little more than clothes. This PC has the option to use up to 1 TU per 500 GP value of a single object to get it returned at no charge. This occurs after they have received the benefits of the Charity of Friends clause described in the LGCS.

 **Secret Ending:** Having woken up in a ditch, you have no memory of the events of this adventure. This PC has Passed __ or Failed __ (Mark one) their Will save for this event.

ITEM ACCESS

APL 8:

- belt of battle (MIC; Adventure; 12,000 gp)
- scroll of teleport (PHB; Adventure; 1,125 gp)
- wand of energy substituted [acid] Ice Storm - 3 Charges left (PHB; Adventure; 1,260 gp)
- wand of energy substituted [fire] ice storm - 3 Charges left (PHB; Adventure; 1,260 gp)
- wand of improved invisibility - CL 10, 3 Charges left (PHB; Adventure; 1,800 gp)

APL 10 (all of APL 8 plus the following):

- ring of counterspell (DMG; Adventure; 2,500 gp)
- wand of energy substituted [Acid] ice storm - 6 Charges left (PHB; Adventure; 2,520 gp)
- wand of energy substituted [Fire] ice storm - 6 Charges left (PHB; Adventure; 2,520 gp)

APL 12 (all of APLs 8-10 plus the following):

- wand of energy substituted [Acid] ice storm - 12 Charges left (PHB; Adventure; 5,040 gp)
- wand of energy substituted [Fire] ice storm - 12 Charges left (PHB; Adventure; 5,040 gp)
- wand of haste – CL 15, 10 charges left (PHB; Adventure; 6,750 gp)
- wand of improved invisibility – CL 15, 6 Charges left (PHB; Adventure; 5,400 gp)
- anklet of translocation (MIC; Adventure; 1,400 gp)

APL 14 (all of APLs 8-12 plus the following):

- rogue's vest (MIC; Adventure; 18,000 gp)

APL 16 (all of APLs 8-14 plus the following):

- wand of improved invisibility – CL 15, 10 Charges left (PHB; Adventure; 9,000 gp)

APPENDIX 1: APL 8

5: CONFRONTATION

LUCAS REEDE

CR 8

Male Suel Fighter 1, Sorcerer 6, Eldritch Knight 1

Chaotic Good Medium Human

Init +4; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 18, touch 10, flat-footed 18

(+0 Dex, +4 armor, +4 shield)

Miss Chance

hp 95 (8 HD)

Fort +11, **Ref** +2, **Will** +5

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Bastard Sword +10 (1d10+4) or Touch +7 (As Spell)

Ranged Spell ray +5 (As Spell)

Full Attack: Bastard Sword +10 (1d10+4)

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

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

Atk Options Spells

Special Actions Spells

Combat Gear Bastard Sword, Spell Component Pouch

Sorcerer Spells Known (CL 8th):

3rd (1/day)— *dispel magic*

2nd (4/day)— *bear's endurance*, *false life*

1st (5/day)— *magic missile*, *shield*, *mage armor*, *blade of flame*

0 (6/day)— *light*, *mending*, *detect poison*, *detect magic*

Abilities Str 14, Dex 10, Con 20, Int 10, Wis 10, Cha 16

Feats Improved Initiative, Weapon Focus (Bastard Sword), Extend Spell, Exotic Weapon Proficiency (Bastard Sword), Practiced Spellcaster, Improved Toughness

Skills Concentration +14, Diplomacy +9, Gather Information +3, Spellcraft +9

Possessions combat gear plus Traveler's Outfit

Spells in Effect: *extended shield*, *extended bear's endurance*, *false life* (15), *mage armor*, *greater magic weapon*

Notes: Has cast *extended shield*, *false life*, *extended bear's endurance* 3 times.

SELLENA HYRAL

CR 8

Female Half-Elf Wizard 8

Chaotic Good Medium Humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield,)

Miss Chance 50%

hp 80 (8 HD)

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

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Touch +3 (As Spell)

Ranged Spell ray +7 (As Spell)

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

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

Atk Options Double Wand Wielder

Special Actions Double Wand Wielder, Spells

Combat Gear *wand of energy substituted (fire) ice storm* (CL 7 – 3 Charges Left), *wand of energy substituted (acid) ice storm* (CL 7 – 3 Charges Left), *belt of battle*

Wizard Spells Prepared (CL 8th):

4th— *dimension door*, ~~*dispelling screen*~~, *still haste*

3rd— *still scorching ray*, ~~*greater magic weapon*~~ X2, ~~*arcane sight*~~

2nd— ~~*false life*~~, *mirror image*, ~~*see invisibility*~~, *still magic missile*

1st— ~~*mage armor*~~, *shield*, *magic missile* X2, *ray of enfeeblement*

0— *detect magic*, *read magic*, *detect poison*, *ray of frost*

Abilities Str 8, Dex 16, Con 20, Int 16, Wis 10, Cha 8

Feats Two-Weapon Fighting, Still Spell, Craft wand, Double Wand Wielder

Skills Concentration +16, Knowledge Arcane +14, Knowledge History +14, Knowledge the Plans +14, Spellcraft +16

Possessions combat gear plus Traveler's Outfit

Spellbook 0—All level; 1—*mage armor*, *shield*, *magic missile*, *Tensers floating disk*, *ray of enfeeblement*; 2—*scorching ray*, *see invisibility*, *mirror image*, *false life*, *glitterdust*; 3—*fireball*, *haste*, *arcane sight*, *greater magic weapon*; 4—*dimension door*, *ice storm*, *dispelling screen*.

Spells in Effect: *shield*, *mage armor*, *extended bear's endurance*, *false life* (15), *see invisibility*, *displacement*, *arcane sight*

DELITA HYRAL

CR 8

Male Half-Elf Rogue 3, Wizard 5

Chaotic Neutral Medium Humanoid

Init +7; **Senses** Listen +9, Spot +9

Languages Common, Elven

Specialty School: Illusion

Banned School: Abjuration, Divination

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield)

Miss Chance

hp 84 (8 HD)

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

Speed 30 ft. in No Armor (30 squares), base movement 30 ft.

Melee Short Sword +11 (1d6+1) or Touch +5 (As Spell)

Ranged Spell ray +9 (As Spell)

Full Attack: Scimitar +11 (1d6+1)

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

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

Atk Options Spells

Special Actions Spells, Sneak Attack +2d6
Combat Gear Scimitar, Spell Component Pouch
Wizard Spells Prepared (CL 8th):
 3rd— ~~extended invisibility, heroism, displacement~~
 2nd— ~~false life, whirling blade X2, invisibility~~
 1st— ~~mage armor, shield, shocking grasp, blade of fire~~
 0— ~~detect magic, read magic, detect poison, ray of frost~~

Abilities Str 8, Dex 16, Con 20, Int 16, Wis 10, Cha 8
SQ Evasion,
Feats Improved Initiative, Weapon Finesse, Practiced Spell Caster, Extend Spell
Skills Concentration +18, Disable Device +11, Escape Artist +11, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Search +11, Spot +9, Sleight of Hand +11, Spellcraft +16, Tumble +11
Possessions combat gear plus Traveler's Outfit, Lock Picks
Spellbook 0—All level; 1—~~mage armor, shield, magic missile, blade of fire, shocking grasp~~; 2—~~scorching ray, invisibility, whirling blade, false life~~; 3—~~displacement, heroism~~

Spells in Effect: shield, mage armor, extended bear's endurance, false life (15), heroism, extended invisibility

6: PAYMENT IN FULL

TIGER LEADER (TIGER FORM) CR 9
 Male Human Rogue 5
 LE Large Humanoid (Shapechanger)
Init +7; **Senses** Listen +17, Spot +17
Languages Common

AC 25 touch 16, flat-footed 18
 (-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)
hp 131 (11 HD); **DR** 10/Silver
Fort +13, **Ref** +16, **Will** +6
Weakness

Speed 40 ft. in (8 squares), base movement 40 ft.
Melee Claw +15 (1d8+11)
Full Attack: 2 Claws +15 (1d8+11) and Bite + 12 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +22
Atk Options Full Attack
Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +3d6
Combat Gear *scroll of teleport, wand of improved invisibility* (CL 10 - 3 Charges Left)

Abilities Str 33, Dex 24, Con 24, Int 10, Wis 12, Cha 8
SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge
Feats Alertness, Iron Will, Power Attack, Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack
Skills Balance +11, Bluff +13, Climb +11, Concentration +7, Hide +7, jump +29, Listen +17,

Move Silently +11, Search +8, Spot +17, Swim +13, Tumble +13, Use magic Device +13

Possessions Combat Gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.
Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.
Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.
Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.
Rake (Ex): Attack Bonus +17, damage 1d8+5
Spells in Effect: bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor

TIGER LEADER (HYBRID FORM) CR 9

Male Human Rogue 5
 LE Large Humanoid (Shapechanger)
Init +7; **Senses** Listen +17, Spot +17
Languages Common

AC 25 touch 16, flat-footed 18
 (-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)
Miss Chance
hp 131 (11 HD); **DR** 10/Silver
Fort +13, **Ref** +16, **Will** +6
Weakness

Speed 40 ft. in (8 squares), base movement 40 ft.
Melee Claw +15 (1d8+11)
Full Attack: 2 Claws +15 (1d8+11) and Bite + 12 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +22
Atk Options Full Attack
Special Actions Curse of Lycanthropy, Sneak Attack +3d6
Combat Gear *scroll of teleport, wand of improved invisibility* (CL 10 - 3 Charges Left)

Abilities Str 33, Dex 24, Con 24, Int 10, Wis 12, Cha 8
SQ Alternate Form, Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge
Feats Alertness, Iron Will, Power Attack, Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack
Skills Balance +11, Bluff +13, Climb +11, Concentration +7, Hide +7, jump +29, Listen +17, Move Silently +11, Search +8, Spot +17, Swim +13, Tumble +13, Use magic Device +13
Possessions Combat Gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.
Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

TIGER ASSASSIN (TIGER FORM) CR 7

Male Human Rogue 3

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +17, Spot +17

Languages Common

AC 25 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

Miss Chance

hp 104 (9 HD); DR 10/Silver

Fort +12, **Ref** +15, **Will** +6

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +14 (1d8+11)

Full Attack: 2 Claws +14 (1d8+11) and Bite + 11 (2d6+5)

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

Base Atk +7; **Grp** +22

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +2d6, Cleave, Great Cleave

Combat Gear *scroll of teleport*

Abilities Str 32, Dex 24, Con 23, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +11, Bluff +7, Climb +11, Concentration +6, Hide +7, jump +25, Listen +17, Move Silently +11, Search +0, Spot +17, Swim +13, Tumble +13, Use magic Device +13

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +16, damage 1d8+5

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

TIGER ASSASSIN (HYBRID FORM) CR 7

Male Human Rogue 3

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +17, Spot +17

Languages Common

AC 25 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

Miss Chance

hp 104 (9 HD); DR 10/Silver

Fort +12, **Ref** +15, **Will** +6

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +14 (1d8+11)

Full Attack: 2 Claws +14 (1d8+11) and Bite + 11 (2d6+5)

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

Base Atk +7; **Grp** +22

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack +2d6, Cleave, Great Cleave

Combat Gear *scroll of teleport*

Abilities Str 32, Dex 24, Con 23, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +11, Bluff +7, Climb +11, Concentration +6, Hide +7, jump +25, Listen +17, Move Silently +11, Search +0, Spot +17, Swim +13, Tumble +13, Use magic Device +13

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

ENCOUNTER 5: CONFRONTATION**LUCAS REEDE** **CR 10**Male Suel Fighter 1, Sorcerer 6, Eldritch Knight 3
Chaotic Good Medium Human**Init** +4; **Senses** Listen +0, Spot +0**Languages** Common, Elven**AC** 18, touch 10, flat-footed 18

(+0 Dex, +4 armor, +4 shield)

Miss Chance**hp** 117 (10 HD)**Resist:** Fire Resistance 20**Fort** +14, **Ref** +5, **Will** +8**Speed** 30 ft. in No Armor (6 squares), base movement 30 ft.**Melee** Bastard Sword +14 (1d10+4) or Touch +11 (As Spell)**Ranged** Spell ray +9 (As Spell)**Full Attack:** Bastard Sword +14/+9 (1d10+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +9**Atk Options** Spells, Arcane Strike**Special Actions** Spells**Combat Gear** Bastard Sword, Spell Component Pouch, *ring of counterspell* (dispel magic)**Sorcerer Spells Known** (CL 10th):4th (3/day)— *wall of ice*3rd (3/day)— *fireball*, *dispel magic*2nd (2/day)— *bear's endurance*, *false life*, *resist energy*1st (6/day)— *magic missile*, *shield*, *mage armor*, *blade of flame*, *shocking grasp*0 (6/day)— *light*, *mending*, *detect poison*, *detect magic*, *read magic***Abilities** Str 14, Dex 10, Con 20, Int 10, Wis 10, Cha 16**Feats** Improved Initiative, Weapon Focus (Bastard Sword), Extend Spell, Arcane Strike, Exotic Weapon Proficiency (Bastard Sword), Practiced Spellcaster, Improved Toughness**Skills** Concentration +18, Diplomacy +11, Gather Information +5, Spellcraft +13**Possessions** combat gear plus Traveler's Outfit**Spells in Effect:** *extended shield*, *extended bear's endurance*, *false life* (17), *mage armor*, *greater magic weapon*, *shield*, *heroism*, *resist energy***Notes:** Has cast *extended shield*, *false life*, *extended bear's endurance* 3 times, *resist energy* 3 times.**SELLENA HYRAL** **CR 10**

Female Half-Elf Wizard 10

Chaotic Good Medium Humanoid

Init +5; **Senses** Listen +0, Spot +0**Languages** Common, Elven**AC** 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield,)

Miss Chance 50%**hp** 98 (10 HD)**Resist:** Fire Resistance 20**Fort** +8, **Ref** +6, **Will** +7**Speed** 30 ft. in No Armor (6 squares), base movement 30 ft.**Melee** Touch +4 (As Spell)**Ranged** Spell ray +8 (As Spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +4**Atk Options** Double Wand Wielder**Special Actions** Double Wand Wielder, Spells**Combat Gear** *wand of energy substituted (fire) ice storm* (CL 7 – 6 Charges Left), *wand of energy substituted (acid) ice storm* (CL 7 – 6 Charges Left), *belt of battle*, *ring of counterspell* (dispel magic)**Wizard Spells Prepared** (CL 10th):5th— *teleport*, *cloud kill*, ~~*wall of stone*~~4th— *dimension door*, ~~*dispelling screen*~~, *still haste*3rd— *still scorching ray*, ~~*greater magic weapon* X2, *arcane sight*~~2nd— ~~*false life*~~, *mirror image*, ~~*see invisibility* X2, *still magic missile*~~1st— ~~*mage armor*, *shield*~~, *magic missile* X2, *ray of enfeeblement*0— *detect magic*, *read magic*, *detect poison*, *ray of frost***Abilities** Str 8, Dex 16, Con 20, Int 16, Wis 10, Cha 8**Feats** Two-Weapon Fighting, Still Spell, Craft wand, Double Wand Wielder**Skills** Concentration +18, Knowledge Arcane +16, Knowledge History +16, Knowledge the Plans +16, Spellcraft +18**Possessions** combat gear plus Traveler's Outfit**Spellbook** 0—All level; 1—*mage armor*, *shield*, *magic missile*, *Tensers floating disk*, *ray of enfeeblement*; 2—*scorching ray*, *see invisibility*, *mirror image*, *false life*, *glitterdust*; 3—*fireball*, *haste*, *arcane sight*, *greater magic weapon*; 4—*dimension door*, *ice storm*, *dispelling screen*; 5— *teleport*, *wall of stone*, *cone of cold*, *cloud kill***Spells in Effect:** *shield*, *mage armor*, *extended bear's endurance*, *false life* (17), *see invisibility*, *displacement*, *arcane sight*, *resist energy***Note:** Sellena Cast *dispelling screen* (Sudden Extended), and *wall of stone* on the map.**DELITA HYRAL** **CR 10**Male Half-Elf Rogue 3, Wizard 5, Arcane Trickster 2
Chaotic Neutral Medium Humanoid**Init** +7; **Senses** Listen +15, Spot +15**Languages** Common, Elven**Specialty School:** Illusion**Banned School:** Abjuration, Divination**AC** 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield)

hp 102 (10 HD)**Resist:** Fire Resistance 20**Fort** +9, **Ref** +12, **Will** +10

Speed 30 ft. in No Armor (30 squares), base movement 30 ft.

Melee Scimitar +12 (1d6+1) or Touch +10 (As Spell)

Ranged Spell ray +9 (As Spell)

Full Attack: Short Sword +12 (1d6+1)

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

Base Atk +5 **Grp** +4

Atk Options Spells, Arcane Strike

Special Actions Spells, Sneak Attack +3d6, Arcane Strike

Combat Gear Scimitar, Spell Component Pouch, *ring of counterspell* (dispel magic)

Wizard Spells Prepared (CL 10th):

4th— *improved invisibility*, *orb of electricity*

3rd— ~~*extended invisibility*~~, ~~*heroism*~~—X2, ~~*displacement*~~

2nd— ~~*false life*~~, *whirling blade* X4

1st— ~~*mage armor*~~, ~~*shield*~~, *shocking grasp*, *blade of fire* X2

0— *detect magic*, *read magic*, *detect poison*, *ray of frost*

Abilities Str 8, Dex 16, Con 20, Int 16, Wis 10, Cha 8

SQ Evasion,

Feats Improved Initiative, Weapon Finesse, Practiced Spell Caster, Extend Spell, Arcane Strike

Skills Concentration +20, Disable Device +11, Escape Artist +11, Hide +11, Listen +15, Move Silently +11, Open Lock +11, Search +12, Spot +15, Sleight of Hand +11, Spellcraft +16, Tumble +11

Possessions combat gear plus Traveler's Outfit, Lock Picks

Spellbook 0—All level; 1—*mage armor*, *shield*, *magic missile*, *blade of fire*, *shocking grasp*; 2—*scorching ray*, *invisibility*, *whirling blade*, *false life*; 3—*displacement*, *heroism*, *slow*, *vampiric touch*; 4—*orb of electricity*, *improved invisibility*

Spells in Effect: *shield*, *mage armor*, *extended bear's endurance*, *false life* (17), *heroism*, *extended invisibility*, *resist energy*

ENCOUNTER 6: PAYMENT IN FULL

WERE TIGER LEADER (TIGER FORM) CR 11

Male Human Rogue 7

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +19, Spot +19

Languages Common

AC 25 touch 16, flat-footed 18

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

hp 149 (13 HD); **DR** 10/Silver

Fort +14, **Ref** +17, **Will** +7

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +18 (1d8+12)

Full Attack: 2 Claws +18 (1d8+12) and Bite + 15 (2d6+6)

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

Base Atk +9; **Grp** +25

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +5d6

Combat Gear *scroll of teleport*, *wand of improved invisibility* (CL 10 - 3 Charges Left)

Abilities Str 34, Dex 24, Con 24, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +7, jump +34, Listen +19, Move Silently +11, Search +10, Spot +19, Swim +14, Tumble +21, Use magic Device +15

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +19, damage 1d8+6

Spells in Effect: bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor

WERE TIGER LEADER (HYBRID FORM) CR 11

Male Human Rogue 7

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +19, Spot +19

Languages Common

AC 25 touch 16, flat-footed 18

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

hp 149 (13 HD); **DR** 10/Silver

Fort +14, **Ref** +17, **Will** +7

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +18 (1d8+12)

Full Attack: 2 Claws +18 (1d8+12) and Bite + 15 (2d6+6)

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

Base Atk +9; **Grp** +25

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack +4d6

Combat Gear *scroll of teleport*, *wand of improved invisibility* (CL 10 - 3 Charges Left)

Abilities Str 34, Dex 24, Con 24, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +7, jump +34, Listen +19, Move Silently +11, Search +10, Spot +19, Swim +14, Tumble +21, Use magic Device +15

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

TIGER ASSASSIN (TIGER FORM) CR 9

Male Human Rogue 5

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +17, Spot +17

Languages Common

AC 25 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

hp 120 (11 HD); **DR** 10/Silver

Fort +12, **Ref** +16, **Will** +6

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +19 (1d8+11)

Full Attack: 2 Claws +18 (1d8+11) and Bite + 15 (2d6+5)

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

Base Atk +7; **Grp** +22

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +4d6, Cleave, Great Cleave

Combat Gear *scroll of teleport*

Abilities Str 32, Dex 24, Con 23, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +11, Bluff +13, Climb +11, Concentration +6, Hide +7, jump +29, Listen +17, Move Silently +11, Search +8, Spot +17, Swim +13, Tumble +13, Use magic Device +13

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +17, damage 1d8+5

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

TIGER ASSASSIN (HYBRID FORM) CR 9

Male Human Rogue 5

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +17, Spot +17

Languages Common

AC 25 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

hp 120 (11 HD); **DR** 10/Silver

Fort +12, **Ref** +16, **Will** +6

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +19 (1d8+11)

Full Attack: 2 Claws +18 (1d8+11) and Bite + 15 (2d6+5)

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

Base Atk +7; **Grp** +22

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack +4d6, Cleave, Great Cleave

Combat Gear *scroll of teleport*

Abilities Str 32, Dex 24, Con 23, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +11, Bluff +13, Climb +11, Concentration +6, Hide +7, jump +29, Listen +17, Move Silently +11, Search +8, Spot +17, Swim +13, Tumble +13, Use magic Device +13

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *bear's endurance, bull's strength, cat's grace, improved invisibility, mage armor*

ENCOUNTER 5: CONFRONTATION

LUCAS REEDE

CR 12

Male Suel Fighter 1, Sorcerer 6, Eldritch Knight 5

Chaotic Good Medium Human

Init +6; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 20, touch 10, flat-footed 18

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

Miss Chance

hp 145 (12 HD)

Resist: Fire Resistance 30

Fort +15, **Ref** +7, **Will** +8

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Bastard Sword +17 (1d10+5) or Touch +13 (As Spell)

Ranged Spell ray +13 (As Spell)

Full Attack: Bastard Sword +17/+12 (1d10+5)

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

Base Atk +9; **Grp** +11

Atk Options Spells, Arcane Strike

Special Actions Spells

Combat Gear Bastard Sword, Spell Component Pouch, *ring of counterspell* (greater dispel magic)

Sorcerer Spells Known (CL 12th):

5th (3/day)— *wall of force*

4th (4/day)— *wall of ice*, *dimension door*

3rd (2/day)— *fireball*, *dispel magic*, *keen edges*

2nd (0/day)— *bear's endurance*, *false life*, *resist energy*, *cat's grace*

1st (6/day)— *magic missile*, *shield*, *mage armor*, *blade of flame*, *shocking grasp*

0 (6/day)— *light*, *mending*, *detect poison*, *detect magic*, *read magic*

Abilities Str 14, Dex 14, Con 20, Int 10, Wis 10, Cha 17

Feats Improved Initiative, Weapon Focus (Bastard Sword), Extend Spell, Arcane Strike, Exotic Weapon Proficiency (Bastard Sword), Practiced Spellcaster, Improved Toughness

Skills Concentration +21, Diplomacy +12, Gather Information +5, Spellcraft +15

Possessions combat gear plus Traveler's Outfit

Spells in Effect: *extended bear's endurance*, *empowered false life* (25), *mage armor*, *greater magic weapon*, *shield*, *keen edges*, *cat's grace*, *heroism*, *resist energy*

Notes: Has cast *extended shield*, *empowered false life*, *extended bear's endurance* 3 times, *keen edges* 2 times, *cat's grace* 3 times, *resist energy* 3 times.

SELLENA HYRAL

CR 12

Female Half-Elf Wizard 12

Chaotic Good Medium Humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield,)

Miss Chance 50%

hp 114 (12 HD)

Resist: Fire Resistance 30

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

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Touch +5 (As Spell)

Ranged Spell ray +11 (As Spell)

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

Base Atk +6; **Grp** +5

Atk Options Double Wand Wielder

Special Actions Double Wand Wielder, Spells

Combat Gear *wand of energy substituted (fire) ice storm* (CL 7 – 12 Charges Left), *wand of energy substituted (acid) ice storm* (CL 7 – 12 Charges Left), *belt of battle*, *ring of counterspell* (greater dispel magic)

Wizard Spells Prepared (CL 12th):

6th— *quicken stilled magic missile* X2

5th— *teleport*, *cloud kill*, *cone of cold*, ~~*wall of stone*~~

4th— *dimension door*, ~~*dispelling screen*~~, *still haste*

3rd— *still scorching ray* X2, ~~*greater magic weapon*~~ X2, ~~*arcane sight*~~

2nd— ~~*false life*~~, *mirror image*, ~~*see invisibility*~~ X2, *still magic missile*

1st— ~~*mage armor*~~, ~~*shield*~~, *magic missile* X2, *ray of enfeeblement*

0— *detect magic*, *read magic*, *detect poison*, *ray of frost*

Abilities Str 8, Dex 20, Con 20, Int 17, Wis 10, Cha 8

Feats Two-Weapon Fighting, Still Spell, Craft wand, Double Wand Wielder, Sudden Extend Spell, Sudden Still Spell, Quicken Spell

Skills Concentration +20, Knowledge Arcane +18, Knowledge History +18, Knowledge the Plans +18, Spellcraft +20

Possessions combat gear plus Traveler's Outfit

Spellbook 0—All level; 1—*mage armor*, *shield*, *magic missile*, *Tensers floating disk*, *ray of enfeeblement*; 2—*scorching ray*, *see invisibility*, *mirror image*, *false life*, *glitterdust*; 3—*fireball*, *haste*, *arcane sight*, *greater magic weapon*; 4—*dimension door*, *ice storm*, *dispelling screen*; 5— *teleport*, *wall of stone*, *cone of cold*, *cloud kill*; 6—*wall of iron*, *true seeing*, *anti-magic field*, *chain lightning*

Spells in Effect: *shield*, *mage armor*, *extended bear's endurance*, *false life* (17), *see invisibility*, *displacement*, *arcane sight*, *cat's grace*, *resist energy*

Note: Sellena Cast *dispelling screen* (Sudden Extended), and *wall of stone* on the map.

DELITA HYRAL

CR 12

Male Half-Elf Rogue 3, Wizard 5, Arcane Trickster 4

Chaotic Neutral Medium Humanoid

Init +9; **Senses** Listen +18, Spot +18

Languages Common, Elven

Specialty School: Illusion

Banned School: Abjuration, Divination

AC 23, touch 15, flat-footed 18
(+5 Dex, +4 armor, +4 shield)

hp 118 (12 HD)

Resist: Fire Resistance 30

Fort +10, **Ref** +15, **Will** +11

Speed 30 ft. in No Armor (30 squares), base movement 30 ft.

Melee Scimitar +16 (1d6+2) or Touch +13 (As Spell)

Ranged Spell ray +13 (As Spell)

Full Attack: Scimitar +16/+11 (1d6+2)

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

Base Atk +6 **Grp** +5

Atk Options Spells, Arcane Strike

Special Actions Spells, Sneak Attack +4d6, Arcane Strike, Impromptu Sneak Attack 1/day

Combat Gear Scimitar, Spell Component Pouch, *ring of counterspell* (greater dispel magic)

Wizard Spells Prepared (CL 12th):

5th— *extended improved invisibility* X2

4th— ~~*extended invisibility*~~, *orb of electricity* X2

3rd— *Sculpted whirling blade* X2, ~~*heroism*~~ X2, ~~*displacement*~~

2nd— ~~*false life*~~, *whirling blade* X4

1st— ~~*mage armor*~~, *shield*, *shocking grasp*, *blade of fire* X2

0— *detect magic*, *read magic*, *detect poison*, *ray of frost*

Abilities Str 8, Dex 20, Con 20, Int 17, Wis 10, Cha 8

SQ Evasion,

Feats Improved Initiative, Weapon Finesse, Practiced Spell Caster, Extend Spell, Arcane Strike, Sculpt Spell

Skills Concentration +20, Disable Device +11, Escape Artist +13, Hide +13, Listen +18, Move Silently +13, Open Lock +13, Search +12, Spot +18, Sleight of Hand +13, Spellcraft +16, Tumble +21

Possessions combat gear plus Traveler's Outfit, Lock Picks

Spellbook 0—All level; 1—*mage armor*, *shield*, *magic missile*, *blade of fire*, *shocking grasp*; 2—*scorching ray*, *invisibility*, *whirling blade*, *false life*; 3—*displacement*, *heroism*, *slow*, *vampiric touch*; 4—*orb of electricity*, *improved invisibility*, *shout*, *phantasmal killer*; 5—*overland flight*, *passwall*

Spells in Effect: *shield*, *mage armor*, *extended bear's endurance*, *false life* (17), *heroism*, *extended invisibility*, *cat's grace*, *keen edges*, *resist energy*

ENCOUNTER 6: PAYMENT IN FULL

TIGER LEADER (TIGER FORM) CR 13

Male Human Rogue 9

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +19, Spot +19

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 167 (15 HD); DR 10/Silver

Fort +15, **Ref** +20, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +18 (1d8+12)

Full Attack: 3 Claws +18 (1d8+12) and Bite + 15 (2d6+6)

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

Base Atk +10; **Grp** +26

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +5d6, Cleave, Great Cleave

Combat Gear *anklet of translocation*, *scroll of teleport*, *wand of improved invisibility* (CL 15 - 6 Charges Left), *wand of haste* (CL 15 - 10 Charges)

Abilities Str 34, Dex 24, Con 24, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +7, jump +48, Listen +21, Move Silently +11, Search +14, Spot +21, Swim +14, Tumble +27, Use magic Device +17

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +21, damage 1d8+6

Spells in Effect: *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *greater mage armor*, *haste*, *improved invisibility*

TIGER LEADER (HYBRID FORM) CR 13

Male Human Rogue 9

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +19, Spot +19

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

Miss Chance

hp 167 (15 HD); DR 10/Silver

Fort +15, **Ref** +20 **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +18 (1d8+12)

Full Attack: 3 Claws +18 (1d8+12) and Bite + 15 (2d6+6)

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

Base Atk +10; **Grp** +26
Atk Options Full Attack
Special Actions Curse of Lycanthropy, Sneak Attack +5d6, Cleave, Great Cleave
Combat Gear *anklet of translocation, scroll of teleport, wand of improved invisibility* (CL 15 - 6 Charges Left), *wand of haste* (CL 15 - 10 Charges)

Abilities Str 34, Dex 24, Con 24, Int 10, Wis 12, Cha 8
SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge
Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness
Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +7, jump +48, Listen +21, Move Silently +11, Search +14, Spot +21, Swim +14, Tumble +27, Use magic Device +17
Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.
Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (TIGER FORM) CR 11
Male Human Rogue 7
LE Large Humanoid (Shapechanger)
Init +7; **Senses** Listen +21, Spot +25
Languages Common

AC 30 touch 18, flat-footed 20
(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)
Miss Chance
hp 136 (13 HD); DR 10/Silver
Fort +13, **Ref** +19, **Will** +7

Speed 40 ft. in (8 squares), base movement 40 ft.
Melee Claw +18 (1d8+11)
Full Attack: 3 Claws +18 (1d8+11) and Bite + 15 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +24
Atk Options Full Attack
Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +4d6, Cleave, Great Cleave
Combat Gear *anklet of translocation, scroll of teleport*
Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha 8
SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge
Feats Alertness, Iron Will, Power Attack, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +11, Concentration +6, Hide +7, jump +47, Listen +19, Move Silently +11, Search +10, Spot +19, Swim +13, Tumble +21, Use magic Device +15
Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.
Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.
Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.
Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.
Rake (Ex): Attack Bonus +19, damage 1d8+5

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (HYBRID FORM) CR 11
Male Human Rogue 7
LE Large Humanoid (Shapechanger)
Init +7; **Senses** Listen +21, Spot +25
Languages Common

AC 30 touch 18, flat-footed 20
(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)
Miss Chance
hp 136 (13 HD); DR 10/Silver
Fort +13, **Ref** +19, **Will** +7

Speed 40 ft. in (8 squares), base movement 40 ft.
Melee Claw +18 (1d8+11)
Full Attack: 3 Claws +18 (1d8+11) and Bite + 15 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +24
Atk Options Full Attack
Special Actions Curse of Lycanthropy, Sneak Attack +4d6, Cleave, Great Cleave
Combat Gear *anklet of translocation, scroll of teleport*
Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha 8
SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge
Feats Alertness, Iron Will, Power Attack, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness
Skills Balance +13, Bluff +13, Climb +11, Concentration +6, Hide +7, jump +47, Listen +19, Move Silently +11, Search +10, Spot +19, Swim +13, Tumble +21, Use magic Device +15
Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.
Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must

succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

ENCOUNTER 5: CONFRONTATION

LUCAS REEDE

CR 14

Male Suel Fighter 1, Sorcerer 6, Eldritch Knight 7

Chaotic Good Medium Human

Init +6; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 20, touch 10, flat-footed 18

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

Miss Chance 50%

hp 165 (12 HD)

Resist: Fire Resistance 30, Cold Resistance 30

Fort +16, **Ref** +8, **Will** +9

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Bastard Sword +23 (1d10+7) or Touch +17 (As Spell)

Ranged Spell ray +15 (As Spell)

Full Attack: Bastard Sword +23/+18 (1d10+7)

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

Base Atk +11; **Grp** +15

Atk Options Spells, Arcane Strike

Special Actions Spells

Combat Gear Bastard Sword, Spell Component Pouch, ring of counterspell (greater dispel magic), cloak of charisma +2

Sorcerer Spells Known (CL 14th):

6th (2/day)— mass bull's strength

5th (4/day)— wall of force, overland flight

4th (6/day)— wall of ice, dimension door

3rd (0/day)— fireball, dispel magic, keen edges

2nd (0/day)— bear's endurance, false life, resist energy, cat's grace, whirling blade

1st (6/day)— magic missile, shield, mage armor, blade of flame, shocking grasp

0 (6/day)— light, mending, detect poison, detect magic, read magic

Abilities Str 18, Dex 14, Con 20, Int 10, Wis 10, Cha 19

Feats Improved Initiative, Weapon Focus (Bastard Sword), Extend Spell, Arcane Strike, Exotic Weapon Proficiency (Bastard Sword), Practiced Spellcaster, Improved Toughness

Skills Concentration +24, Diplomacy +12, Gather Information +5, Spellcraft +18

Possessions combat gear plus Traveler's Outfit

Spells in Effect: extended bear's endurance, Empowered false life (25), mage armor, greater magic weapon, shield, keen edges, cat's grace, displacement, bull's strength, heroism, resist energy (fire), resist energy (Cold)

Notes: Has cast extended shield, Empowered false life, extended bear's endurance 3 times, keen edges 2 times, cat's grace 3 times, resist energy 6 times, mass bull's strength.

SELLENA HYRAL

CR 14

Female Half-Elf Wizard 14

Chaotic Good Medium Humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 armor, +4 shield,)

Miss Chance 50%

hp 130 (14 HD)

Resist: Fire Resistance 30, Cold Resistance 30

Fort +9, **Ref** +9, **Will** +9

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Touch +8 (As Spell)

Ranged Spell ray +12 (As Spell)

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

Base Atk +7; **Grp** +6

Atk Options Double Wand Wielder

Special Actions Double Wand Wielder, Spells

Combat Gear wand of energy substituted (fire) ice storm (CL 7 – 12 Charges Left), wand of energy substituted (acid) ice storm (CL 7 – 12 Charges Left), belt of battle, ring of counterspell (greater dispel magic), headband of intellect +2

Wizard Spells Prepared (CL 14th):

7th— ~~greater dispelling screen, spell turning~~

6th— Quicken stilled magic missile X2, still cone of cold

5th— teleport, cloud kill, cone of cold, ~~wall of stone~~

4th— dimension door X2, still fireball, still haste

3rd— still scorching ray X2, ~~greater magic weapon X2, arcane sight~~

2nd— ~~false life, mirror image, see invisibility X2,~~ still magic missile

1st— ~~mage armor, shield,~~ magic missile X2, ray of enfeeblement

0— detect magic, read magic, detect poison, ray of Frost

Abilities Str 8, Dex 20, Con 20, Int 19, Wis 10, Cha 8

Feats Two-Weapon Fighting, Still Spell, Craft wand, Double Wand Wielder, Sudden Extend Spell, Sudden Still Spell, Quicken Spell

Skills Concentration +22, Knowledge Arcane +21, Knowledge History +21, Knowledge the Plans +21, Spellcraft +22

Possessions combat gear plus Traveler's Outfit

Spellbook 0—All level; 1—mage armor, shield, magic missile, Tensers floating disk, ray of enfeeblement; 2—scorching ray, see invisibility, mirror image, false life, glitterdust; 3—fireball, haste, arcane sight, greater magic weapon; 4—dimension door, ice storm, dispelling screen; 5— teleport, wall of stone, cone of cold, cloud kill; 6—wall of iron, true seeing, anti-magic field, Chain lightning; 7— limited wish, prismatic spray, force cage, spell turning

Spells in Effect: shield, mage armor, extended bear's endurance, false life (17), see invisibility, displacement, arcane sight, cat's grace, bull's strength, resist energy (fire), resist energy (Cold), spell turning

Note: Sellena Cast greater *dispelling screen* (Sudden extended), and *wall of stone* on the map.

DELITA HYRAL

CR 14

Male Half-Elf Rogue 3, Wizard 5, Arcane Trickster 6
Chaotic Neutral Medium Humanoid

Init +11; **Senses** Listen +20, Spot +20

Languages Common, Elven

Specialty School: Illusion

Banned School: Abjuration, Divination

AC 23, touch 15, flat-footed 18
(+5 Dex, +4 armor, +4 shield)

Miss Chance

hp 134 (14 HD)

Resist: Fire Resistance 30, Cold Resistance 30

Fort +11, **Ref** +16, **Will** +12

Speed 30 ft. in No Armor (30 squares), base movement 30 ft.

Melee Scimitar +17 (1d6+4) or Touch +14 (As Spell)

Ranged Spell ray +14 (As Spell)

Full Attack: Short Sword +17/+12 (1d6+4)

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

Base Atk +7 **Grp** +8

Atk Options Spells, Arcane Strike

Special Actions Spells, Sneak Attack +4d6, Arcane Strike, Impromptu Sneak Attack 1/day

Combat Gear Scimitar, Spell Component Pouch, *ring of counterspell* (greater dispel magic), *belt of battle*, *headband of intellect* +2

Wizard Spells Prepared (CL 14th):

6th— *disintegrate*, *Mislead*

5th— *extended improved invisibility* X2, ~~*overland flight*~~

4th— ~~*extended invisibility*~~, *orb of electricity* X4

3rd— *Sculpted whirling blade* X2, ~~*heroism*~~ X2, ~~*displacement*~~ X2

2nd— ~~*false life*~~, *whirling blade* X4

1st— ~~*mage armor*~~, *shield*, *shocking grasp*, *blade of fire* X2

0— *detect magic*, *read magic*, *detect poison*, *ray of frost*

Abilities Str 12, Dex 20, Con 20, Int 19, Wis 10, Cha 8

SQ Evasion,

Feats Improved Initiative, Weapon Finesse, Practiced Spell Caster, Extend Spell, Arcane Strike, Sculpt Spell

Skills Concentration +24, Disable Device +11, Escape Artist +13, Hide +13, Listen +20, Move Silently +13, Open Lock +13, Search +12, Spot +20, Sleight of Hand +13, Spellcraft +17, Tumble +24

Possessions combat gear plus Traveler's Outfit, Lock Picks

Spellbook 0—All level; 1—*mage armor*, *shield*, *magic missile*, *blade of fire*, *shocking grasp*; 2—*scorching ray*, *invisibility*, *whirling blade*, *false life*; 3—*displacement*, *heroism*, *slow*, *vampiric touch*; 4—*orb of electricity*, *improved invisibility*, *shout*, *phantasmal killer*; 5— *overland flight*, *passwall*,

Dominate Person, *Feeble Mind*; 6—*disintegrate*, *Mislead*

Spells in Effect: *shield*, *mage armor*, *extended bear's endurance*, *false life* (17), **heroism**, *extended invisibility*, *cat's grace*, *keen edges*, *bull's strength*, *resist energy (fire)*, *resist energy (Cold)*

ENCOUNTER 6: PAYMENT IN FULL

TIGER LEADER (TIGER FORM)

CR 15

Male Human Rogue 11

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +21

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 185 (17 HD); DR 10/Silver

Fort +15, **Ref** +23, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +22 (1d8+12)

Full Attack: 3 Claws +22 (1d8+12) and Bite + 19 (2d6+6)

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

Base Atk +12; **Grp** +28

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +7d6, Cleave, Great Cleave

Combat Gear *anklet of translocation*, *scroll of teleport*, *wand of improved invisibility* (CL 10 - 6 Charges Left) , *wand of haste* (CL 15 - 10 Charges), *rogue's vest*

Abilities Str 34, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +9, jump +50, Listen +21, Move Silently +23, Search +14, Spot +23, Swim +14, Tumble +29, Use magic Device +19

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +23, damage 1d8+6

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER LEADER (HYBRID FORM) CR 15

Male Human Rogue 11

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +21

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 185 (17 HD); DR 10/Silver

Fort +15, **Ref** +23, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +22 (1d8+12)

Full Attack: 3 Claws +22 (1d8+12) and Bite + 19 (2d6+6)

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

Base Atk +12; **Grp** +28

Atk Options Full Attack

Special Actions Sneak Attack +7d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport, wand of improved invisibility* (CL 10 - 6 Charges Left), *wand of haste* (CL 15 - 10 Charges), *rogue's vest*

Abilities Str 34, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +9, jump +50, Listen +21, Move Silently +23, Search +14, Spot +23, Swim +14, Tumble +29, Use magic Device +19

Possessions combat gear plus *scroll of teleport, wand of improved invisibility* (X Charges Left), *wand of haste* (X Charges Left)

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (TIGER FORM) CR 13

Male Human Rogue 9

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 152 (15 HD); DR 10/Silver

Fort +14, **Ref** +20, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +19 (1d8+11)

Full Attack: 3 Claws +19 (1d8+11) and Bite + 16 (2d6+5)

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

Base Atk +10; **Grp** +25

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +5d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport*

Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +11, Concentration +6, Hide +7, jump +47, Listen +21, Move Silently +11, Search +14, Spot +21, Swim +13, Tumble +27, Use magic Device +17

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +20, damage 1d8+5

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (HYBRID FORM) CR 13

Male Human Rogue 9

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

Miss Chance

hp 152 (15 HD); DR 10/Silver

Fort +14, **Ref** +20, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +19 (1d8+11)

Full Attack: 3 Claws +19 (1d8+11) and Bite + 16 (2d6+5)

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

Base Atk +10; **Grp** +25

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack
+5d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport*

Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha
8

SQ Damage Reduction 10/ silver, Evasion, Scent,
Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave,
Improved Natural Attack (Claw), Improved Natural
Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +11,
Concentration +6, Hide +7, jump +47, Listen +21,
Move Silently +11, Search +14, Spot +21, Swim
+13, Tumble +27, Use magic Device +17

Possessions combat gear

Alternate Form (Su): Standard Action, change into
Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant,
within one size category of the Lycanthrope, must
succeed on a DC 15 Fort save or contract
lycanthropy.

Spells in Effect: *barkskin, bear's endurance,
bull's strength, cat's grace, greater mage armor,
haste, improved invisibility*

5: CONFRONTATION

LUCAS REEDE

CR 16

Male Suel Fighter 1, Sorcerer 6, Eldritch Knight 9

Chaotic Good Medium Human

Init +6; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 20, touch 10, flat-footed 18

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

Miss Chance 50%

hp 201 (12 HD)

Resist: Fire Resistance 30, Cold Resistance 30,

Electricity Resistance 30

Fort +19, **Ref** +11, **Will** +12

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Bastard Sword +26 (1d10+8) or Touch +16 (As Spell)

Ranged Spell ray +15 (As Spell)

Full Attack: Bastard Sword +26/+21 (1d10+8)

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

Base Atk +13; **Grp** +17

Atk Options Spells, Arcane Strike

Special Actions Spells

Combat Gear Bastard Sword, Spell Component Pouch, ring of counterspell (greater dispel magic), Cloak of charisma +2

Sorcerer Spells Known (CL 16th):

7th (2/day)— *spell turning*

6th (1/day)— *mass bull's strength, greater heroism*

5th (7/day)— *wall of force, overland flight*

4th (3/day)— *wall of ice, dimension door*

3rd (0/day)— *fireball, dispel magic, keen edges*

2nd (0/day)— *bear's endurance, false life, scorching ray, cat's grace, whirling blade*

1st (7/day)— *magic missile, shield, mage armor, blade of flame, shocking grasp*

0 (6/day)— *light, mending, detect poison, detect magic, read magic*

Abilities Str 18, Dex 14, Con 20, Int 10, Wis 10, Cha 20

Feats Improved Initiative, Weapon Focus (Bastard Sword), Extend Spell, Arcane Strike, Exotic Weapon Proficiency (Bastard Sword), Practiced Spellcaster, Improved Toughness

Skills Concentration +28, Diplomacy +16, Gather Information +5, Spellcraft +23

Possessions combat gear plus Traveler's Outfit

Spells in Effect: extended *bear's endurance*, Empowered *false life* (25), *mage armor*, *greater magic weapon*, *shield*, *keen edges*, *cat's grace*, displacement, *bull's strength*, *greater heroism* (16), resist energy (fire), resist energy (Cold) resist energy (Electricity), *spell turning*

Notes: Has cast extended *shield*, extended *bear's endurance* 3 times, *cat's grace* 3, Empowered *false life*, resist energy 9 times, *keen edges* 2 times, *mass bull's strength*, *greater heroism* 3 times, *spell turning*

SELLENA HYRAL

CR 16

Female Half-Elf Wizard 16

Chaotic Good Medium Humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Elven

AC 23, touch 15, flat-footed 18

(+5 Dex, +4 armor, +4 shield,)

Miss Chance 50%

hp 186 (16 HD)

Fire Resistance 30, Cold Resistance 30, Electricity Resistance 30

Fort +9, **Ref** +9, **Will** +9

Speed 30 ft. in No Armor (6 squares), base movement 30 ft.

Melee Touch +8 (As Spell)

Ranged Spell ray +12 (As Spell)

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

Base Atk +7; **Grp** +6

Atk Options Double Wand Wielder

Special Actions Double Wand Wielder, Spells

Combat Gear *wand of energy substituted (fire) ice storm* (CL 7 – 15 Charges Left), *wand of energy substituted (acid) ice storm* (CL 7 – 15 Charges Left), *belt of battle*, *ring of counterspell* (greater dispel magic), *headband of intellect* +2

Wizard Spells Prepared (CL 16th):

8th— ~~*moment of prescience*~~, quicken still empowered magic missiles

7th— *limited wish*, ~~*greater dispelling screen*~~, ~~*spell turning*~~

6th— quicken stilled magic missile X2, still cone of cold

5th— *teleport*, *cloud kill*, cone of cold X2, ~~*wall of stone*~~

4th— *dimension door* X2, still *fireball*, still *haste*

3rd— still *scorching ray* X2, ~~*greater magic weapon*~~ X2, ~~*arcane sight*~~

2nd— ~~*false life*~~, *mirror image*, ~~*see invisibility*~~ X2, still magic missile

1st— ~~*mage armor*~~, *shield*, magic missile X2, ray of enfeeblement X2

0— *detect magic*, *read magic*, *detect poison*, ray of frost

Abilities Str 8, Dex 20, Con 20, Int 20, Wis 10, Cha 8

Feats Two-Weapon Fighting, Still Spell, Craft wand, Double Wand Wielder, Sudden Extend Spell, Sudden Still Spell, Quicken Spell

Skills Concentration +28, Knowledge Arcane +28, Knowledge History +28, Knowledge the Plans +28, Spellcraft +28

Possessions combat gear plus Traveler's Outfit

Spellbook 0—All level; 1—*mage armor*, *shield*, magic missile, *Tenser's floating disk*, ray of enfeeblement; 2—*scorching ray*, *see invisibility*, *mirror image*, *false life*, *glitterdust*; 3—*fireball*, *haste*, *arcane sight*, *greater magic weapon*; 4—*dimension door*, *ice storm*, *dispelling screen*; 5— *teleport*, *wall of stone*, cone of

cold, cloud kill; 6—wall of iron, true seeing, anti-magic field, chain lightning; 7— limited wish, greater dispelling screen, force cage, spell turning; 8— polar ray, temporal stasis, moment of prescience, sunburst

Spells in Effect: *shield, mage armor, extended bear's endurance, Empowered false life (25), see invisibility, displacement, arcane sight, cat's grace, bull's strength, resist energy (fire), resist energy (cold), resist energy (electricity), spell turning, greater heroism (16), moment of prescience*

Note: Sellenia Cast *greater dispelling screen* (Sudden extended), and *wall of stone* on the map.

DELITA HYRAL

CR 16

Male Half-Elf Rogue 3, Wizard 5, Arcane Trickster 8
Chaotic Neutral Medium Humanoid

Init +11; **Senses** Listen +24, Spot +24

Languages Common, Elven

Specialty School: Illusion

Banned School: Abjuration, Divination

AC 23, touch 15, flat-footed 18

(+5 Dex, +4 armor, +4 shield)

hp 182 (16 HD)

Fire Resistance 30, Cold Resistance 30, Electricity Resistance 30

Fort +13, **Ref** +19, **Will** +15

Speed 30 ft. in No Armor (30 squares), base movement 30 ft.; Fly 40 ft. (Average)

Melee Scimitar +21 (1d6+5) or Touch +17 (As Spell)

Ranged Spell ray +17 (As Spell)

Full Attack: Short Sword +21/+16 (1d6+5)

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

Base Atk +8 **Grp** +9

Atk Options Spells, Arcane Strike

Special Actions Spells, Sneak Attack +4d6, Arcane Strike, Impromptu Sneak Attack 2/day

Combat Gear Scimitar, Spell Component Pouch, *ring of counterspell (greater dispel magic)*, *belt of battle*, *headband of intellect* +2

Wizard Spells Prepared (CL 16th):

7th— *limited wish, extended mislead*

6th— *disintegrate X2, extended improved invisibility*

5th— *extended improved invisibility X3, ~~overland flight~~*

4th— *~~extended invisibility~~, orb of electricity X5*

3rd— *sculpted whirling blade X4, ~~displacement X2~~*

2nd— *false life, whirling blade X4*

1st— *~~mage armor, shield, shocking grasp, blade of fire~~ X3*

0— *detect magic, read magic, detect poison, ray of frost*

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

SQ Evasion,

Feats Improved Initiative, Weapon Finesse, Practiced Spell Caster, Extend Spell, Arcane Strike, Sculpt Spell, Improved Toughness

Skills Concentration +28, Disable Device +17, Escape Artist +17, Hide +15, Listen +24, Move Silently +15, Open Lock +16, Search +16, Spot +24, Sleight of Hand +18, Spellcraft +22, Tumble +28

Possessions combat gear plus Traveler's Outfit, Lock Picks

Spellbook 0—All level; 1—*mage armor, shield, magic missile, blade of fire, shocking grasp*; 2—*scorching ray, invisibility, whirling blade, false life*; 3—*displacement, heroism, slow, vampiric touch*; 4—*orb of electricity, improved invisibility, shout, phantasmal killer*; 5—*overland flight, passwall, dominate person, feeble mind*; 6—*disintegrate, mislead, greater dispel magic, anti-magic field*; 7—*limited wish, force cage*

Spells in Effect: *shield, mage armor, extended bear's endurance, false life (17), greater heroism (16), extended invisibility, cat's grace, keen edges, bull's strength, resist energy (fire), resist energy (cold), resist energy (electricity), overland flight*

6: PAYMENT IN FULL

TIGER LEADER (TIGER FORM)

CR 17

Male Human Rogue 13

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +23, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 203 (19 HD); DR 10/Silver

Fort +16, **Ref** +24, **Will** +9

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +22 (1d8+12)

Full Attack: 2 Claws +23 (1d8+12) and Bite + 20 (2d6+6)

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

Base Atk +13; **Grp** +29

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +8d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport, wand of improved invisibility* (CL 10 - 10 Charges Left), *wand of haste* (CL 15 - 10 Charges), *rogue's vest*

Abilities Str 34, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness, Improved Critical (Claw)

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +9, jump +50, Listen +23, Move Silently +25, Search +16, Spot +25, Swim +14, Tumble +31, Use magic Device +21

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +23, damage 1d8+6

Spells in Effect: barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility

TIGER LEADER (HYBRID FORM) CR 17

Male Human Rogue 13

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +23, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 203 (19 HD); DR 10/Silver

Fort +16, **Ref** +24, **Will** +9

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +22 (1d8+12)

Full Attack: 2 Claws +23 (1d8+12) and Bite + 20 (2d6+6)

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

Base Atk +13; **Grp** +29

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack +8d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport, wand of improved invisibility* (CL 10 - 10 Charges Left), *wand of haste* (CL 15 - 10 Charges), *rogue's vest*

Abilities Str 34, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness, Improved Critical (Claw)

Skills Balance +13, Bluff +13, Climb +12, Concentration +7, Hide +9, jump +50, Listen +23, Move Silently +25, Search +16, Spot +25, Swim +14, Tumble +31, Use Magic Device +21

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (TIGER FORM) CR 15

Male Human Rogue 12

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 168 (17 HD); DR 10/Silver

Fort +14, **Ref** +21, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +21 (1d8+12)

Full Attack: 3 Claws +21 (1d8+11) and Bite + 18 (2d6+5)

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

Base Atk +12; **Grp** +27

Atk Options Full Attack

Special Actions Pounce, Improved Grab, Rake, Curse of Lycanthropy, Sneak Attack +7d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport, rogue's vest*

Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +11, Concentration +6, Hide +9, jump +47, Listen +21, Move Silently +17, Search +16, Spot +25, Swim +13, Tumble +31, Use magic Device +21

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Improved Grab (Ex): If claw or bite attacks hit, start a grapple as a free action that does not provoke an attack of opportunity. Target must one size category smaller.

Pounce (Ex): When Making a charge attack, make a full attack including two rake attacks.

Rake (Ex): Attack Bonus +22, damage 1d8+5

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

TIGER ASSASSIN (HYBRID FORM) CR 15

Male Human Rogue 12

LE Large Humanoid (Shapechanger)

Init +7; **Senses** Listen +21, Spot +25

Languages Common

AC 30 touch 18, flat-footed 20

(-1 size, +7 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +7 natural, +1 Dodge)

hp 168 (17 HD); DR 10/Silver

Fort +14, **Ref** +21, **Will** +8

Speed 40 ft. in (8 squares), base movement 40 ft.

Melee Claw +21 (1d8+12)

Full Attack: 3 Claws +21 (1d8+11) and Bite + 18 (2d6+5)

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

Base Atk +12; **Grp** +27

Atk Options Full Attack

Special Actions Curse of Lycanthropy, Sneak Attack +7d6, Cleave, Great Cleave

Combat Gear *anklet of translocation, scroll of teleport, rogue's vest*

Abilities Str 32, Dex 24, Con 25, Int 10, Wis 12, Cha 8

SQ Damage Reduction 10/ silver, Evasion, Scent, Uncanny Dodge

Feats Alertness, Iron Will, Power Attack, Cleave, Great Cleave, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Multi-Attack, Improved Toughness

Skills Balance +13, Bluff +13, Climb +11, Concentration +6, Hide +9, jump +47, Listen +21, Move Silently +17, Search +16, Spot +25, Swim +13, Tumble +31, Use magic Device +21

Possessions combat gear

Alternate Form (Su): Standard Action, change into Human or Hybrid Form.

Curse of Lycanthrope (Su): Any humanoid or giant, within one size category of the Lycanthrope, must succeed on a DC 15 Fort save or contract lycanthropy.

Spells in Effect: *barkskin, bear's endurance, bull's strength, cat's grace, greater mage armor, haste, improved invisibility*

APPENDIX 2: NEW RULES ITEMS

FEATS

ARCANE STRIKE

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you can a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th level spells. On his turn, he chooses to sacrifice one of his 4th – level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains a extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon for his choice (his rapier).

Source: *Complete Warrior* 96

DOUBLE WAND WIELDER

Prerequisites: Craft Wand, Two-Weapon Fighting

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

Source: *Complete Arcane* 77

ENERGY SUBSTITUTION [METAMAGIC]

Prerequisites: Knowledge (Arcana) 5 ranks, any metamagic feat.

Benefit: Chose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's description changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Source: *Complete Arcane* 79

IMPROVED TOUGHNESS [GENERAL]

Prerequisite: Base Fortitude save bonus +2

Benefit: You can 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.

Source: *Monster Manual* 3 207

PRACTICED SPELLCASTER

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level higher than your Hit Dice. However, eve if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

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

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

This feat does not affect your spells per day or spells known. In increasing your caster level only, which would help you penetrate spell resistance and increase duration and other effects of your spells.

Source: *Complete Arcane* 82

SCULPT SPELL [METAMAGIC]

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The Sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

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

Source: *Complete Arcane* 83

SUDDEN EXTEND [METAMAGIC]

Benefit: Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

Source: *Complete Arcane* 83

SUDDEN STILL [METAMAGIC]

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

Source: *Complete Arcane* 83

MAGIC ITEMS

ANKLET OF TRANSLOCATION

Price: 1,400 gp

Body Slot: feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: -

An *Anklet of Translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move to space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighting up to your maximum load, but you can't bring another creature with you.

An *Anklet of Translocation* functions two times per day.

Prerequisites: Crafter Wondrous Item: *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 71

BELT OF BATTLE

Price: 12,000 GP

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: - and swift (mental)

Weight: -

A *Belt of Battle* helps you avoid being caught off guard in combat and allows occasional burst of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a *Belt of Battle* has 3 chargers which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. These pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, much must be taken immediately (before you take any other action).

1 charge: 1 move action

2 charges: 1 standard action.

3 charges: 1 full-round action

Prerequisites: Craft Wondrous Item; *haste*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Source: *Magic Item Compendium* 73

ROGUE'S VEST

Price: 18,000 gp

Body Slot: Torso

Caster Level: 13th

Aura: Strong; (DC 21) divination

Activation: -

Weight: 1 lb.

While wearing this vest, you gain a +2 competence bonus on Hide and Move Silently checks, and a +2 competence bonus on Reflex saves. In addition, if you have the skirmish, sneak attack, or sudden strike ability, you deal an extra 1d6 point of damage when making such an attack.

Prerequisites: Crafter Wondrous Item, *cat's grace*, *invisibility*, *true strike*.

Cost to Create: 9,000 gp, 720 XP, 18 days.

Source: *Magic Item Compendium* 130

SPELLS

DISPELLING SCREEN

Abjuration

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Energy wall whose area is up to one 10-ft. square / level, or a sphere or hemisphere with a radius up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: none

Spell Resistance: None

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A disintegrate or successful *dispel magic* removes the *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Source: *Spell Compendium* 67

DISPELLING SCREEN, GREATER

Abjuration

Level: Drow 6, Sorcerer/Wizard 7

This spell functions like *dispelling screen*, except that the maximum caster level bonus on the dispel check is +20.

Source: *Spell Compendium* 67

ORB OF ACID

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude Partial; see text
Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

ORB OF ELECTRICITY

Conjuration (Creation) [Electricity]
Level: Sorcerer/Wizard 4
Effect: One orb of electricity

This spell functions like *orb of acid*, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

Source: *Spell Compendium* 151

WHIRLING BLADE

Transmutation
Level: Bard 2, Sorcerer / Wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Effect: 60-ft. Line
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that you hurl.

Source: *Spell Compendium* 238

PLAYER HANDOUT 1

House Verle

Representative: Seoman Verle

House Description: House Verle is renowned for its lumber trade. It is based out of Nellix and has very good relations with the elves of the Celadon. Because of these relations, it has a virtual monopoly on lumber traffic along the Nesser. In years past, rival Houses have claimed that House Verle was cutting timber from the Celadon forest; all of these allegations have been proven false.

House Verle has the weakest claim to the Honorable Chamber seat, primarily because it was extremely late in completing the paperwork required for the representative. Seoman was able to speak to the bureaucrats in charge of the appointment, and managed to get the paperwork in, only one week ago.

Foreign Policies: A careful eye should be kept on Turrosh Mak, but any direct involvement should be avoided. By keeping away from his eye, the wealth of the Duchy of Urnst should remain safe.

Internal Policies: An alliance should be made with the elves as soon as possible. In recent years, they have opened up their trade with the Duchy, and combined organizations such as the Stalwart Pines ranger school have proven to be extremely successful.

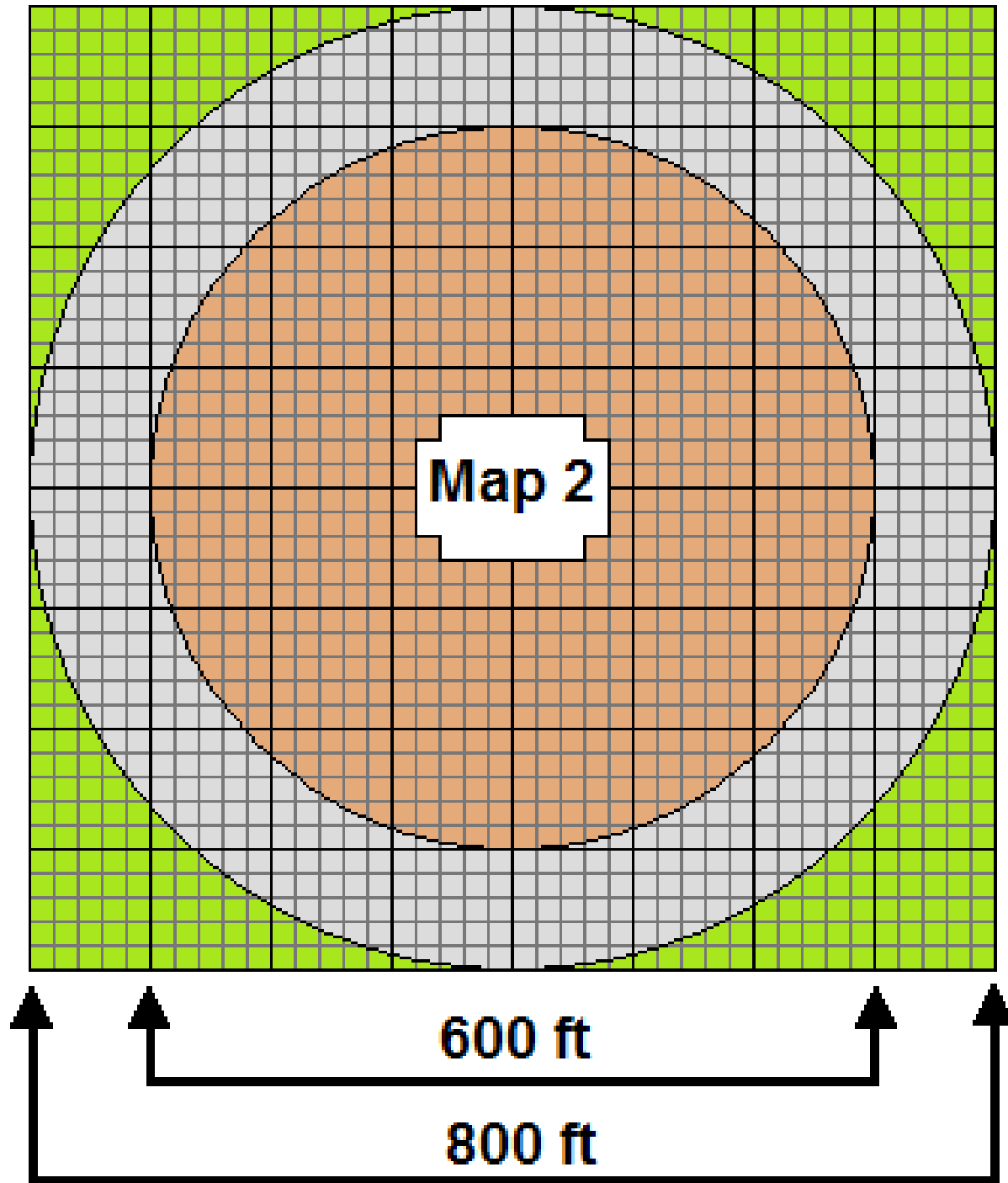
The Cairn Hills should be left alone, until we see what Greyhawk does with them. With our three strong corundum gem mines still in operation, we do not need the added land at this point.

Trade: More support should be sent to Nyronnd to help rebuild their infrastructure and reduce their need to harm the Celadon Forest. House Burlondin has been successful on its own merit, and it should be watched. If the gnomes fail to seamlessly fit in with the Duchy mercantilism, the charter should be removed. This is a good test to see if other races have the ability to follow the standard set forth by the Suel.

Military: Our borders should be protected entirely for defensive purposes. If Nyronnd takes any action against the Celadon Forest, immediate military support should be sent to the elves. The Bar Rampant and other cavalry forces should be increased, but forces at Knife's Edge Pass should be stabilized, until more information on the exact size of Rary's army is determined.

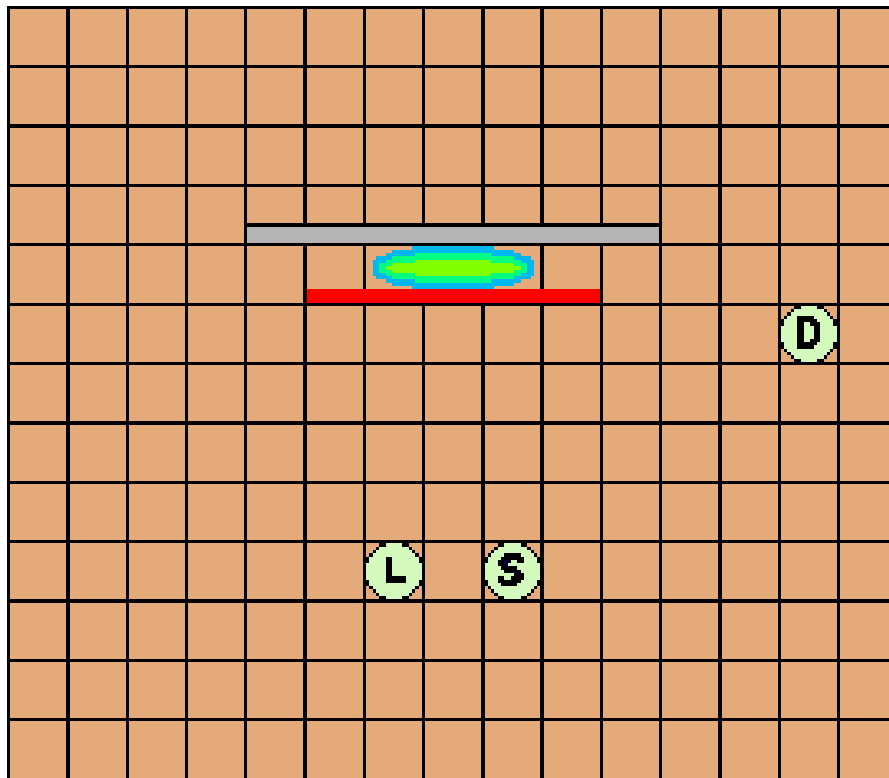
Religion: Without involving the government, religions will return to the Duchy on their own accord, at their own pace. There is no need to influence their actions at all.

20 ft Squares




DM AID: MAP 2 – HIPPODROME (ZOOMED IN)

5 ft. Squares



Legend

 Lucas

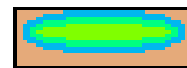
 Sellena

 Delita

Wall of Stone



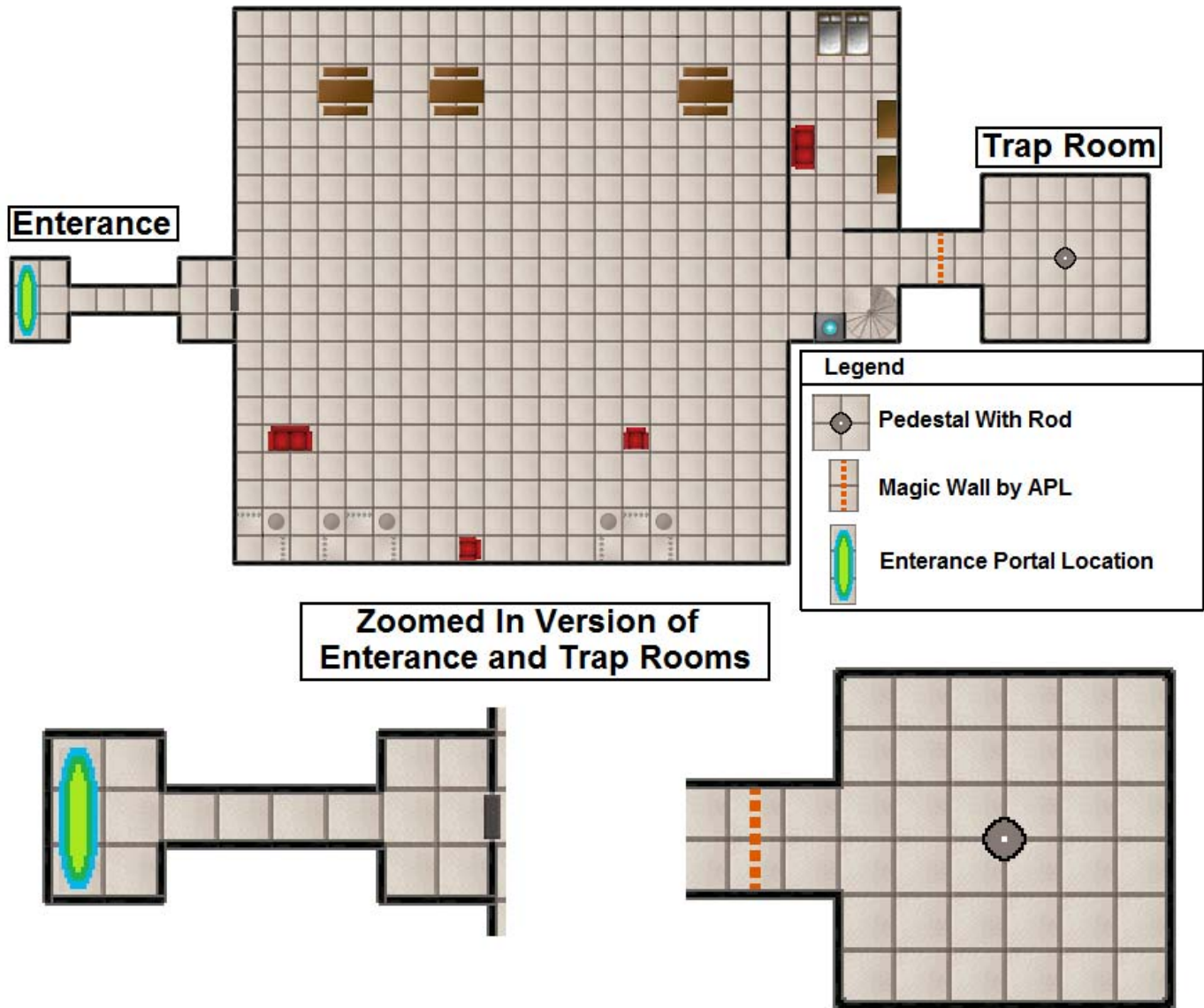
Exit from Estate



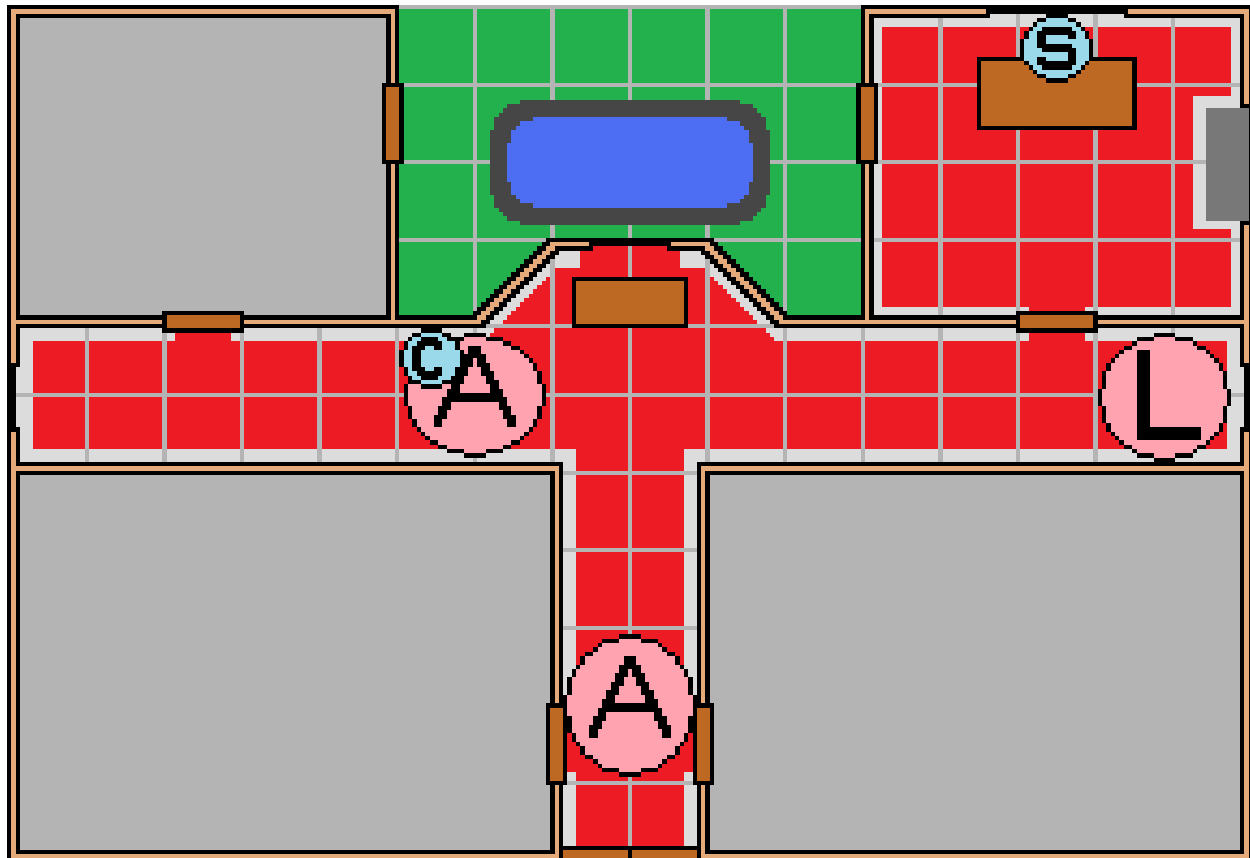
Dispelling Screen







DM AID: MAP 3 – EMERALD ESTATE



DM AID: MAP 4 – OFFICE OF SEOMAN VERLE



Legend	
 Seoman Verle	 Desk
 Cynthia Verle	 Fireplace
 Tiger Leader	 Door
 Tiger Assassin	