

ONW3-01

THE PROPHET

A ONE-ROUND D&D LIVING GREYHAWK®
ONNVAL REGIONAL ADVENTURE

Version 1

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A village in peril. Women and children are missing, the captives of the Brotherhood. Who can save them from the forces of oppression?

An Onnwal regional module for APLs 1-10

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

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

PREPARATION

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per RUP-2 guidelines. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

ADVENTURE SYNOPSIS AND BACKGROUND

WHAT HAPPENS IN THIS MODULE?

The module opens in the Cantred of Gearnwal on the Storm Coast. The player characters begin play in the company of a Wrecker band assaulting the Scarlet Brotherhood-held village of Jeresan, near Tessak's Cove. The PCs have to seize a ridge held fiercely by the Brotherhood defenders.

Having successfully stormed the village, the Wreckers will set about looting the newly liberated villagers. If the PCs object - they will be "discouraged" from interfering with the soldiers getting their "pay." They will fight the PCs if needs be. It will also be apparent that all the women and children in the village are missing. The cowed and frightened men-folk will say that the Brotherhood led them off just prior to the attack. If he still lives Gavran, the Wrecker boss, will encourage the PCs to look for the womenfolk, rather than bothering his men. If he and his men have been confronted the PCs shall have to follow the trail of their own accord.

The women's trail leads west into the crags of the Volanots. While it seems that they have been kidnapped, Devara, a Suel Priestess of Lydia and a pair of Brotherhood Tilva Suel soldiers are in fact escorting them away from the fighting and the rapacious Wrecker band. When Devara realises that her band is being followed, she will dispatch the two soldiers to attempt to ambush and delay the PCs. The PCs should be easily overcome the soldiers and catch up with the women. Devara will attempt to defend the women - and is prepared to sacrifice herself to do so.

Before the PCs can kill her however, another group intervenes. The PCs will find themselves surrounded by a large number of archers clad in white and grey. Their leader, a man of pure Suel descent will order that both Devara and the PCs lay down their weapons. He will address the women, telling them that they are under the protection of the Hermit of the Gulls and that they should accompany them to safety and shelter. The leader Kavrhos will also insist that the PCs come along too - though blindfolded and bound.

Kavrhos' men will lead the PCs and the women to a cave complex on the coast. There they will discover that the archers are part of a larger community dwelling in the casvs, all of whom are worshipers of Phaulkon, the Suel god of air, clouds, birds and archery. Most of the community is of Suel descent and all claim to be disciples of Tarnedas, Hermit of the Gulls. Amongst other things, the PCs will learn that the three chief disciples of Tarnedas are former Scarlet Brotherhood agents - sent to kill Tarnedas, but converted by his message.

If the PCs wish an audience with Tarnedas himself - this can be arranged - but they have to make a terrifying leap from a cliff ledge to the sea stack where Tarnedas dwells. In a natural cave set into the side of the stack, Tarnedas sits in contemplation amid a multitude of birds that sing and call to him. The PCs can learn something of Tarnedas' quest in life and the goals of his disciples.

Returning to the caves - the women of Jeresan will decide that they wish to remain in the caves (as does Devara). They ask of the PCs can bring word to their men-folk.

If the PCs slew or drove off the Wreckers then their task is simple - persuade the men of the truth of their words. If they have not - then they will almost certainly face a reckoning with the Wrecker Boss and his men!

ENCOUNTER SUMMARY

Introduction

The PCs are part of a Free State push to drive the Brotherhood out of the Volanots and the Storm Coast. They have teamed up with a band of Wrecker guerrillas who are about to launch an attack on the Brotherhood held village of Jeresan.

Encounter One: The Scarlet and the Gold

The PCs must make an attack on a hill overlooking Jeresan and flanking the Wreckers line of advance to take it from a force of hochebi, while the main Wrecker force, its flank now secure, presses on into the village itself.

Encounter Two: Wages of War

The PCs arrive in Jeresan to find the Wrecker liberators are also liberating the villager's belongings. This may lead to conflict with the Wreckers. The PCs will also discover that all the women and children of the town have been taken westwards by a group of Brotherhood.

Encounter Three: The Pursuit

The PCs follow the trail of the missing women and children west into the Volanots. On the way a pair of Brotherhood soldiers, intent on throwing off the pursuit or at least fighting a desperate delaying action, will ambush them.

Encounter Four: The Weeping of Women

The PCs catch up with the women and children, only to find them being guarded by Devara, a Suel priestess of Lydia, who is intent on protecting them from, as she sees it the rapacious barbarians of Free Onnwal. She will fight first and ask questions later. Before the PCs can kill her though, they will be surrounded by a band of mysterious archers who will take the PCs, Devara and the villagers towards shelter and safety.

Encounter Five: The Prophet

The PCs arrive at the concealed hideaway of Tarnedas and his followers.

A: The Disciples

The disciples of Tarnedas, who are converted members of the Scarlet Brotherhood, question the PCs. They may also meet and mingle with some of the ordinary followers.

B: The Hermit of the Gulls

If the PCs are willing to make a leap of faith across a 150 ft. sheer drop to a sea stack, they can have an audience with Tarnedas of the Gulls and hear of his mission in Onnwal.

C: The Followers

The PCs can meet with some of the ordinary followers and speak with the women and children of Jeresan. The women folk will appeal to the PCs to get word to their men folk and if possible persuade them to come here to join the rest of the Followers.

Encounter Six: Hawks and Doves

The PCs return to Jeresan, to bring the menfolk of the village to safety with Tarnedas. Depending on whether they have fought the Wreckers or not, the village may be occupied by Gavran and his men. The PCs must get the menfolk back to Tarnedas' hideout without it being discovered by the occupiers of the village.

Conclusion

The PCs return the menfolk to Tarnedas' people and meet with the Hermit of the Gulls.

DEEDS PAST

ONW 3-01 The Prophet interconnects with previous Onnwal regional scenarios. The obvious connections are listed here for the convenience of DMs.

In *ONW 1-02 To Catch a Traitor* the PCs may have seen some initial action in the Volanots. This module continues the guerrilla war against the Scarlet Brotherhood forces within that hostile terrain.

Players of *ONW 2-06 Blazing Banner* may note that the Leap of Faith they are asked to make is similar, as is the old man, Tarnedas of the Gulls.

PLAYER'S INTRODUCTION

The PCs have joined the Army of Rebellion offensive into the Volanots of the Storm Coast. Regular Army Altads of the Storm Coast Braetad under Halwyr, supported by the noble contingents of Duchess Saielma

Relaster, Baroness Velyae Baryaern and Baron Kiernal Maldrenn and cells of the Wreckers have pushed out from Sornhill. They have begun to drive the scattered Scarlet Brotherhood resistance led by Kekerav Madi, former Kesh of Sornhill, out of the Cantreds of Gearnwal and Stormwal.

The PCs have recently been given orders from Baron Maldrenn to support the retaking of the Brotherhood-held village of Jeresan in the Cantred of Gearnwal. A guerrilla band of Wreckers, led by Boss Gavran is leading the attack. Gavran is now laying plans for a dawn assault on the village.

Read aloud or paraphrase the following:

"We'll move with the Handmaiden's light, once her mistress has retired."

Gavran, Wrecker Boss, sits with his back to the gnarled stump of a Storm Pine. About him sit the band of Wrecker fighters with whom you have travelled this past three days. They are a mixed bag of warriors and less reputable types. Several bear the mark of Pomarji half-orc blood. All are armed and grim-faced, the veterans of many years of war. Only one among the camp sleeps - Niala, the Wrecker's mage - resting before the battle ahead.

Gavran's eyes glitter in the silver light of Luna, now sinking in the west. "Lagrell says the Straws have sent a band of hochebi up onto yonder ridge overlooking the valley. Most like they're hoping we won't notice them and come down on our flank when we advance on the village."

The Wrecker Boss turns towards you.

"Reckon we'll be needing youse lot to sort that problem out. Yez up for it?"

If the PCs refuse at this point, Gavran will curse them as cowards and tell them in no uncertain terms where they can go. He will refuse to have anything else to do with them.

If the PCs do accept they can speak to Lagrell (a half-orc) who says he saw about half a dozen to a dozen or so Hochebi creeping up the ridge a few hours ago. He reckons they're spread out on top of the ridge to the south and west of the Wrecker camp.

ENCOUNTER ONE: THE SCARLET AND THE GOLD

Read aloud or paraphrase the following:

Luna has set on your right hand before you set off. Celene the Handmaiden now lights your way with her cold blue glow. The night is cool. There is not a

breath of air. You make your way quietly through the still winter countryside. Ahead the dark mass of the ridge looms above you. It is clothed in scrub and the odd huddle of Storm Pines. Somewhere above you, your foes await the dawn that is now colouring the sky to the east.

Lay of the Land

The ridge that the PCs have to assault overlooks the village of Jeresan to the north. The PCs will have to attack from the eastern side of the ridge, where the hochebi are encamped. The eastern slope is quite steep. Characters moving up the slope have half movement rates per round. A Climb check [DC 5] will allow full movement rate per round as a move-equivalent action. Moving down slope gives one and a half times movement rates. Like the rest of the ridge, the slope is clothed in fragrant maquis-type scrub and stunted, gnarled Storm Pine trees. This vegetation will provide some measure of concealment for the PCs, but also for the hochebi (+2 to Hide checks; 10% miss chance for missile fire).

Dispositions

The hochebi are deployed in a crescent skirmishing line about 50 feet long and 20 feet deep, just below the crest of the ridge, overlooking the valley that leads into Jeresan. About 10 feet behind them, their sorcerer, Jakulamek is concealed in some scrub. A pair of hochebi guards him.

Surprise

The hochebi are expecting an attack this morning and are on guard and spoiling for a fight. They are hoping that the Free Onnwal forces have not discovered their presence, so that they can sweep down onto the flank and rear of the force attacking the village. If the PCs are patient and wait for the attack on Jeresan to begin, they may be able to catch the hochebi by surprise as they move down the hill. This will be an easier fight than trying to attack the hochebi's prepared position.

A: PC attack prepared position.

Surprise in this encounter depends upon which party spots the other first. If the party approach within 160 ft. of the hochebi without taking any precautions, make a Spot check [DC 13] for the hochebi to notice them.

If the characters are hiding and moving cautiously [at the most half movement] the hochebi must make an opposed Spot/Listen check vs. the lowest PC Hide/Move Silently check to notice their approach when the PCs get to within 60 ft. Characters moving in this fashion suffer a -2 circumstance modifier to their own Spot checks.

Roll 6d6 x 10 ft. to determine the distance at which the PCs may attempt a Spot check [DC 25] to notice the hidden hochebi. A second successful Spot Check [DC 15] is required to spot the entire hochebi line.

Tactics

If the PCs do not notice the hochebi and the hochebi see the PCs first, the hochebi will open fire. In subsequent rounds, if possible, the two hochebi guarding the sorcerer will ready their actions to disrupt any spellcasters in their line of sight. The skirmishing line will trade bow fire with the PCs while they are at range and then move in to envelop and flank the PCs, if they attack any part of the line hand-to-hand.

The hochebi will fight until they have suffered 75% losses, they will then attempt an orderly retreat back along the ridge, with half the survivors providing a rear guard action/covering fire for the other half while they withdraw for a distance of 100 ft and then vice versa.

B: PC's lie in ambush for the hochebi

The hochebi will make their move as soon as they hear the horns and the sounds of battle in the valley below. They will then begin moving cautiously down the hill holding their crescent formation.

Surprise in this encounter depends upon which party spots the other first. The hochebi are moving cautiously down the slope. A Spot roll DC 15 will pick them out. The hochebi must make an opposed Spot check vs. the lowest PC Hide check to notice the PCs lying in wait when they get to within 60 ft of the PC's position, though the PCs may open fire before this, of course.

Tactics

The hochebi will attempt to charge the PC line (one and a half times movement rate down hill), and overrun it. The sorcerer and his guards will hang back and provide supporting fire, with his guards targeting obvious spellcasters with readied actions to disrupt spells.

The hochebi will fight until they have suffered 75% losses, they will then attempt an ordered retreat back up the slope, with half the survivors providing a rear guard action/covering fire for the other half while they withdraw for a distance of 100 ft. and then vice versa.

APL 2 (EL 5)

☠ **Hochebi Ftr1 (5):** hp 11; see Appendix 1

☠ **Hochebi Sor1 (1):** hp 7; see Appendix 1

APL 4 (EL 7)

☠ **Hochebi Ftr1 (8):** hp 11; see Appendix 1

☠ **Hochebi Sor1 (1):** hp 7; see Appendix 1

APL 6 (EL 10)

🔪 **Hochebi Ftr3 (11):** hp 31; see Appendix 1

🔪 **Hochebi Sor3 (1):** hp 19; see Appendix 1

APL 8 (EL 11)

🔪 **Hochebi Ftr4 (11):** hp 37; see Appendix 1

🔪 **Hochebi Sor4 (1):** hp 24; see Appendix 1

APL 10 (EL 16)

🔪 **Hochebi Ftr7 (11):** hp 56; see Appendix 1

🔪 **Hochebi Sor7 (1):** hp 43; see Appendix 1

Treasure

APL 2: *Loot:* 176.25 gp; *Coin:* 3.6 gp; *Magic:* *potion of blur* (37.5 gp); *potion of invisibility* (37.5 gp); 2 x *scroll of magic missile* (2 x 3 gp); 2 x *scroll of shield* (2 x 3 gp); 2 x *scroll of sleep* (2 x 3 gp).

APL 4: *Loot:* 266 gp; *Coin:* 4.6 gp; *Magic:* *potion of blur* (37.5 gp); *potion of invisibility* (37.5 gp); 2 x *scroll of magic missile* (2 x 3 gp); 2 x *scroll of shield* (2 x 3 gp); 2 x *scroll of sleep* (2 x 3 gp).

APL 6: *Loot:* 356.3 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

APL 8: *Loot:* 356.3 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

APL 10: *Loot:* 358 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

ENCOUNTER TWO: THE WAGES OF WAR

Read aloud or paraphrase the following:

The sun is rising over the ridges as you descend into the valley and the village. Jeresan lies in shadow still. The noise of battle is stilled and an eerie silence hangs over valley. As you approach, you see a group of bodies, human, hochebi and savage littering the ground, sprawled and slumped in the untidiness that only death brings. They bear the cross of the Scarlet Brotherhood.

Gavran steps from out of the shadows. He is wiping blood from his short sword with a piece of scarlet cloth.

"Yez are late for this party, my friends. We're done here and so are the Straws. How did your fight on the hill fare?"

The Wreckers have lost two men in the fighting. The bodies are now being unceremoniously stripped of anything of value. Gavran congratulates the PCs for their efforts. He will then tell his men to start searching the village.

Boss Gavran: See Appendix 1

Appearance: Gavran is a slight and slim man of 30 years. He wears a three-day old beard and is prone to grinning broadly to reveal three golden teeth. He bears a fine short sword at this right hip.

Character: Gavran is a pragmatist. He does not care for the Brotherhood and genuinely wants them expelled. However, he sees no reason why he should not get rich out of the war.

Jeresan

Jeresan is a tiny village of about a dozen houses and three score souls. Before the Occupation it survived mainly on goat and sheep herding on the hills around, supplemented by vegetable and herb gardens and the odd vine. Its population is entirely of Suel descent and most are blonde or fair of hair and pale/freckled of complexion - more so than average Onnwalons. The houses are unremarkable, stone and slate roofed single room peasant dwellings. Once whitewashed, they are now showing the signs of seven years of neglect.

Most of the villagers were classified as subcitizens and so did not suffer as badly as others did during the Occupation. The Brotherhood Kesh of this area treated them and the other subcitizens relatively well. They greatly fear the coming of Free State forces, and particularly the Wreckers, for they have heard rumours of their rapacious behaviour and the mistreatment of suspected Suel collaborators.

Only the menfolk remain, barricaded from the inside into a large house at the far end of the village.

The Wreckers will start fanning out though the houses, making sure they are free of Brotherhood troops, and also ransacking them of any valuables. They will make no effort whatsoever to hide this activity. If challenged Gavran will merely give the PCs a big smile, shrug his shoulders and say, "They are taking naught but a soldier's pay." As long as he gets a tithe, he doesn't care.

The only house that is locked is the larger dwelling at the end of the village. Here twenty-five of the men of Jeresan have barricaded themselves into the house, out of fear of the Free Onnwalons. If the PCs do not find it first, one of Gavran's men will call the Boss' attention to it and begin breaking down the door.

Read aloud or paraphrase the following:

The door splinters under the blows of the Wreckers. Inside, about a score of men in peasant garb huddle, their eyes wide with terror.

"You there, out into the street!" orders one of the Wreckers. "And none of your tricks, you Strawhair scum."

Several Wreckers spit on the men as they emerge.

"People of Jeresan," says Gavran with an air of self-importance. "I am Gavran - your liberator. The burden of the oppression of the Scarlet Sign has been lifted from you. You are free once more. "

The villagers do not look terribly thrilled at this.

Gavran continues: "As an expression of gratitude for your liberation, my men will be requisitioning supplies that they might be able to continue the fight. I'm sure you will cooperate with them fully."

As soon as he is finished, his men start taking the men one by one into one of the houses. If the PCs inquire, they will be told that the men are being questioned to make sure they are not collaborators or spies. Questioning involves the victim being threatened and in most cases beaten by four Wreckers. Those of particularly Suel appearance are singled out for the worst treatment.

If the PCs try to intervene, the Wreckers will tell them to mind their own business and if trouble is brewing, the guerrillas will subtly call for backup from their comrades in arms using Thieves' Cant. PCs succeeding at an Innuendo check (DC 15) will notice this. See Coming to Blows below.

Of the womenfolk and children of the village there is no sign. The men will not speak of it to the Wreckers and the PCs will have to win their trust and respect before they will divulge anything to them (Diplomacy check [DC25] - feel free to apply modifiers to this depending on how the PCs act towards the men of Jeresan).

If successful, the men will confide that the Brotherhood took their women and children away to the west. They will not say why. It is plain to see the men are terrified - though of the Wreckers or due to the fate awaiting their families, it is hard to say.

TRACKING THE WOMEN

If the PCs search the area surrounding the village, a Wilderness Lore or Tracking check will reveal the following:

DC 12: A large number of humanoid tracks heading south and west.

DC 15: The tracks are less than six hours old.

DC 17: There were about thirty people in the group, many of them with short strides - probably children.

DC 20: There are two heavy booted prints among the rest.

Gavran will suggest that the PCs might pursue the trail of the women and children, especially if they are causing trouble with his men. He and his band will remain behind and secure the village.

COMING TO BLOWS

The Wreckers will not start a fight, but will stand ready to finish one if the PCs kick off.

APL 2 (EL 5)

- ✦ **Half-orc Ftr1** (2): hp 14; see Appendix 1
- ✦ **Human Rog1** (2): hp 7; see Appendix 1
- ✦ **Gavran, human male Rog1:** hp 7; see Appendix 1
- ✦ **Niala, human female Wiz1:** hp 8; see Appendix 1

APL 4 (EL 7)

- ✦ **Half-orc Ftr2** (4): hp 20; see Appendix 1
- ✦ **Human Rog2** (3): hp 11; see Appendix 1
- ✦ **Gavran, human male Rog2:** hp 11; see Appendix 1
- ✦ **Niala, human female Wiz2:** hp 11; see Appendix 1

APL 6 (EL 10)

- ✦ **Half-orc Ftr3** (5): hp 27; see Appendix 1
- ✦ **Human Rog3** (5): hp 16; see Appendix 1
- ✦ **Gavran, human male Rog3:** hp 16; see Appendix 1
- ✦ **Niala, human female Wiz3:** hp 15; see Appendix 1

APL 8 (EL 11)

- ✦ **Half-orc Ftr4** (5): hp 34; see Appendix 1
- ✦ **Human Rog4** (5): hp 20; see Appendix 1
- ✦ **Gavran, human male Rog4:** hp 20; see Appendix 1
- ✦ **Niala, human female Wiz4:** hp 18; see Appendix 1

APL 10 (EL 15)

- ✦ **Half-orc Ftr8** (5): hp 64; see Appendix 1
- ✦ **Human Rog8** (5): hp 49; see Appendix 1
- ✦ **Gavran, human male Rog8:** hp 49; see Appendix 1
- ✦ **Niala, human female Wiz8:** hp 34; see Appendix 1

Tactics

Gavran will send his fighters into close quarters combat with the PCs, while he and his rogues hang back and try to get sneak attacks from cover (doorways, around corners etc.). They will try to keep on the move in order to maintain the element of surprise with their attack. If pursued they will try to lead PCs into ambushes among the houses, giving the PCs a taste of the hit and run tactics they more usually employ on the Brotherhood. Gavran's mage (and sometime lover) Niala will provide spell support from the cover of a doorway (gaining the

benefits of half cover). Gavran will use his poison on crossbow bolts against the stronger warriors. If the battle is going badly, Gavran and Niala will activate their *potions/ring of invisibility* and attempt to slip away, swearing vengeance on the PCs (Wrath of Boss Gavran).

Wrath of Boss Gavran: The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

Treasure

APL 2: *Loot:* 174.75 gp; *Coir:* 23.3 gp; *Magic:* 3 x *potion of cure light wounds* (3 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp).

APL 4: *Loot:* 246 gp; *Coir:* 28.3 gp; *Magic:* 5 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 4 x *potion of cure moderate wounds* (4 x 37.5 gp); *short sword +1* (38.12 gp).

APL 6: *Loot:* 347.4 gp; *Coir:* 29.16 gp; *Magic:* 6 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 6 x *potion of cure moderate wounds* (6 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp).

APL 8: *Loot:* 597.4 gp; *Coir:* 29.16 gp; *Magic:* *potion of cure light wounds* (6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp); 10 x *potion of cure moderate wounds* (10 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500gp); *potion of haste* (93.75 gp); *scroll of fly* (46.87 gp).

APL 10: *Loot:* 597.4 gp; *Coir:* 29.1 gp; *Magic:* 2 x *potion of cure light wounds* (2 x 6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 11 x *potion of cure moderate wounds* (11 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500 gp); *potion of haste* (93.75 gp); *scroll of fly* (46.8 gp).

Development

If the PCs surrender to the Wreckers - they will be stripped of all their possessions and then set free. The only way the PCs will be able to get their possessions back is by defeating the Wreckers.

ENCOUNTER THREE: THE PURSUIT

Assuming the PCs take up the task of finding the lost women of Jeresan, ask what marching order they will be adopting before setting out.

Read aloud or paraphrase the following:

You set out from Jeresan, the sun climbing high in to the sky behind you as you go. The trail winds south and then turns sharply west into the crags of the western Volanots. The long scrub-clothed ridges rise up on either side of you, as the trail of the lost women and children of Jeresan winds west along the narrow valleys.

Ahead on the slopes on either side of the trail, Brotherhood soldiers have taken up ambush positions. One has positioned himself behind an unstable outcropping of boulders and will dislodge them using a crude lever made from a tree branch. If successful, it will trigger a landslide that may kill or bury the PCs.

A Spot check (DC 12) will allow PCs to spot the soldier as he levers the rocks towards them. A Reflex save (DC 15) will allow them to escape the falling rocks otherwise they suffer damage and are pinned beneath the falling debris.

All others are in the bury zone and must make a Reflex Save [DC15] or be struck by the falling rocks for damage (Save for half damage) and be pinned beneath the rocks. Pinned characters suffer 1d6 points of subdual damage per round they are pinned. If they fall unconscious, they must make a Constitution check (DC15) each round or suffer 1d6 points of real damage until freed. A Strength Check (DC12) is required to free each pinned PC.

APL2-4

↗ **Falling Boulders:** no reset; always hits (2d6+ pin); Reflex save (15) for half damage.

APL6

↗ **Falling Boulders:** no reset; always hits (4d6+ pin); Reflex save (15) for half damage.

APL8

➤ **Falling Boulders:** no reset; always hits (6d6 + pin); Reflex save (15) for half damage.

APL10

➤ **Falling Boulders:** no reset; always hits (8d6 + pin); Reflex save (15) for half damage.

As the dust clears in the round after the rock-fall, the Brotherhood agent(s) on the opposite slope of the gully will open fire on the PCs, targeting anyone who has escaped the rock fall or those trying to free pinned PCs.

APL 2 (EL 1)

➤ **Scarlet Brotherhood Soldier (2):** male human War1; hp 8; see Appendix 1.

APL 4 (EL 2)

➤ **Scarlet Brotherhood Soldier (1):** male human Ftr1; hp 12 see Appendix 1.

➤ **Scarlet Brotherhood Scout (1):** male human Rog1; hp 9 see Appendix 1.

APL 6 (EL 2)

➤ **Scarlet Brotherhood Soldier (1):** male human Ftr1; hp 12; see Appendix 1.

➤ **Scarlet Brotherhood Scout (1):** male human Rog1; hp 9; see Appendix 1.

APL 8 (EL 4)

➤ **Scarlet Brotherhood Soldier (1):** male human Ftr4; hp 34; see Appendix 1.

➤ **Scarlet Brotherhood Scout (1):** male human Rog4; hp 20; see Appendix 1.

APL 10 (EL 4)

➤ **Scarlet Brotherhood Soldier (2):** male human Ftr4; hp 34; see Appendix 1.

➤ **Scarlet Brotherhood Scout (2):** male human Rog4; hp 20; see Appendix 1.

Tactics

The Brotherhood agents are positioned 50 feet away from the trail on the slopes overlooking the trail. Their orders are to fight a rearguard delaying action and so will try to cause as much delay and damage as possible to the PCs. They will try to avoid hand to hand combat if possible, preferring to pepper the PCs from a distance as they try to struggle up the steep slope (half movement rates) towards them. They will make maximum use of the natural cover, which provides them with one half cover

(+4 AC bonus; +2 cover Reflex save bonus). They will fight until killed or disabled.

Treasure

APL 2: *Loot:* 43.5 gp; *Coir:* 0.6 gp.

APL 4: *Loot:* 52.6 gp; *Coir:* 2 gp; *Magic:* *potion of hiding* (18.75 gp).

APL 6: *Loot:* 52.6 gp; *Coir:* 2 gp; *Magic:* *potion of cure light wounds* (6.25gp); *potion of hiding* (18.75 gp).

APL 8: *Loot:* 77.6 gp; *Coir:* 2 gp; *Magic:* *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *potion of cure moderate wounds* (37.5 gp).

APL 10: *Loot:* 77.6 gp; *Coir:* 2 gp; *Magic:* *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *potion of cure moderate wounds* (37.5 gp).

ENCOUNTER FOUR: THE WEEPING OF WOMEN

Read aloud or paraphrase the following:

You press on undeterred by the ambush, if perhaps a little more cautiously. The trail leads ever more westerly. As you go the tracks become more and more fresh. It is clear that you are catching up with the women and their captors.

The sun has passed its zenith in the sky when you round a corner to see a group of about a score and ten women and children, dressed in simple, dust-stained peasant garb. They are standing at the bottom of a steep bare scree strewn ridge. As the group spots you, they cry out and many of the women and children burst into tears.

Devara is hiding in the scrub to the left of the woman and children (PCs succeeding at a Spot Check [DC 17] will notice her). She will attack first and ask questions later starting by lobbing a stone upon which *silence* has been cast into the midst of the PCs. Roll an attack roll, AC 10, for her to land the stone in the midst of the PCs. If she misses, find out where the stone lands by rolling on the grenade like weapons attack chart (*Player's Handbook* p 138).

Devara will then do her best to kill or disable the PCs to cover the women's flight, screaming at the women and children to run for their lives. This they do, scattering up the slope behind them.

APL 2 (EL 1)

➤ **Devara, female human Clr 1:** hp 13; see Appendix 1.

APL 4 (EL 1)

➤ **Devara, female human Clr 1:** hp 13; see Appendix 1.

APL 6 (EL 1)

☞ **Devara, female human** Clr 2: hp 16; see Appendix 1.

APL 8 (EL 1)

☞ **Devara, female human** Clr 4: hp 29; see Appendix 1.

APL 10 (EL 1)

☞ **Devara, female human** Clr 4: hp 29; see Appendix 1.

Tactics

Devara has pre-cast as many protective or enhancing spells as she can before she makes her move. She will seek to delay the PCs for as long as possible, trying to stay at a distance and not engage in hand-to-hand combat as much as possible. She does not expect to survive, but is giving up her life to protect the women and children.

NOTE: Before the PCs can finish Devara off (i.e. when she's down to less than 10 hit points), read aloud or paraphrase the following:

Suddenly you hear a cry of dismay and surprise from the ridge above. The women and children desperately scrambling up the ridge are pointing upwards. Atop the ridge a score of white clad bowmen now stand silhouetted against the sky, their longbows trained upon you. Most are of Suloise descent - their blonde hair gleaming in the winter sun.

A golden haired man steps up atop the ridge, "Cease your strife immediately and throw down your weapons. We will not ask again," he says with an air of authority.

The white archers are Followers of Tarnedas, a prophet of Phaulkon. Their leader bears a medallion in the shape of a winged man carrying a bow and arrows. Followers of Phaulkon can automatically recognise this as the symbol of the god. Others can make a Religion check (DC12) to recognise it. Phaulkon is the Suel god of Air, Clouds, Birds and Archery. He is not widely revered in Onnwal, though on the Storm Coast there was some devotion to him. Archers among the forces of the Scarlet Brotherhood also worship him.

They will insist that both the PCs and Devara (if she is still standing) throw down their weapons. Devara will immediately comply. If the PCs do not comply after the first request, the archers will then open fire with volleys of bow fire aimed at any PC who is still not discarded his weapons or is casting a spell. They will continue firing until either the PCs are dead, have complied, or the archers themselves begin taking damage (see below).

APL 2

☞ **Follower of the Wing (20)**: male human, Ftr5/Order of the Bow Initiate 1; hp 54; see Appendix 1.

APL 4

☞ **Follower of the Wing (20)**: male human, Ftr5/Order of the Bow Initiate 1; hp 54; see Appendix 1.

APL 6

☞ **Follower of the Wing (20)**: male human, Ftr5/Order of the Bow Initiate 1; hp 54; see Appendix 1.

APL 8

☞ **Follower of the Wing (20)**: male human, Ftr5/Order of the Bow Initiate 6; hp 87; see Appendix 1.

APL 10

☞ **Follower of the Wing (20)**: male human, Ftr5/Order of the Bow Initiate 6; hp 87; see Appendix 1.

The archers will accept the PCs surrender at any point.

If the PCs still do not surrender and inflict injuries on any of the bowmen, then the archers will withdraw under the cover of a *fog cloud*, carrying any dead with them and vanish without a trace among the crags. Attempts to track or pursue will be ineffective. Familiars, animal companions or PCs in animal form will be harassed by large flocks of sea birds, if they are used to try and track the bowmen and will lose the trail.

If any of the bowmen are killed and their bodies left behind, a search will reveal little other than a crude symbol of Phaulkon, a well-made bow and a quiver of white fletched arrows.

If any of the white bowmen are captured, they will refuse to speak or respond to any form of questioning or torture. They will sit utterly expressionless as though in a trance.

There is no further possibility of contact with the Followers of Tarnedas and they now consider the forces of Free Onnwal to be enemies. The women and children of Jeresan have scattered and made good their escape. They will have to return to Jeresan to report the failure of their mission. Unless they choose to pick a fight with Gavran and his men (see Encounter 6), the module is effectively over for them.

If the PCs comply with the white archers, they shall be bound and blindfolded and their weapons and any magic items confiscated. Obvious magic users will be bound and gagged. Anyone in need of urgent healing (i.e. at 0 Hit Points or below) will be given it. Having been blindfolded the PCs will be spun around several times (apply a -4 penalty to any Intuit Direction checks for the duration of the journey). Their "captors" will not answer

any questions or speak to the PCs at this point. The white archers will not lead the PCs to their leader until they comply with these arrangements. The white archers will bind and heal Devara and then bind and blindfold her similarly. They will then be led back to the hideaway of the Followers of Tarnedas, using a circuitous route in order to mislead the PCs as to how distant it is.

ENCOUNTER FIVE: THE PROPHET

Read aloud or paraphrase the following:

You are uncertain how long you travel for. In the blackness behind the blindfold, it seems to be an eternity of stumbling up rough slopes and down into valleys. All sense of time and direction is lost. Your escorts (or are they captors?) speak little during the trek, whispering softly among themselves when they do.

After some time, you begin to hear what you fancy is the sound of waves breaking against cliffs and the cry of birds. The tang of brine fills the air. Suddenly the air grows cool around you and the sound of the sea becomes muffled and fades, while about you the sounds of your footfalls and those of your escort grow loud and echo about you. Beneath your feet are stone steps and there are the sounds of dripping water. You climb down about three score (60) of steps before coming once more to a level floor. There you are ordered to halt.

Your blindfolds are removed suddenly and you find yourself standing in a high ceilinged cavern surrounded by a large group of people clad in the same simple grey-white robes as your escorts.

A woman with short-cropped platinum blonde hair and striking blue eyes steps forward.

"The Followers of Tarnedas welcome you," she says.

The PCs are in the refuge of the Followers of Tarnedas, a small network of natural caves set into a cliff overlooking the Gearnat Sea. There are about 200 people living here. Most of them are refugees of Suel descent, who have been given shelter here from the fighting and the abuses of the Scarlet Brotherhood and the Free State forces alike. They eke out a simple living here, with fish, shellfish and seaweed making up the bulk of their diet, as well as whatever their foraging parties can glean from the surrounding countryside. The eating or killing of birds, however, is strictly taboo.

A: THE DISCIPLES

While the Jeresan women and Devara will be led away to other caves, at the direction of the blonde woman, the PCs will be given food (fresh fish and shellfish with olives, wheat-meal and wild herbs) and water. Their weapons will not be returned to them yet and they are kept under the watchful eye of a score of archers at all times. Neither the guards, the woman nor the people bringing them the food will speak to the PCs, or respond to their questions.

When they have eaten their fill, the PCs will be ordered to pass through to another cave.

Read aloud or paraphrase the following:

You are led down a winding cave into a tall cavern. The walls here are rough and slick with moisture, the smell of brine heavy in the air. The floor of the cavern shaped like a bowl. Upon the upper edges of the bowl sit about two score people, all clad in the same white robes. They sit facing you as you stand now in the base of the bowl, their eyes glittering in the steady mage-light that suffuses the chamber. Though it might be your imagination, they seem to have an air of expectation about them.

Three followers, to whom the rest of the people appear to show a degree of deference, will question the PCs. One is the leader of the archers, to whom others will refer to as Kavrhos, who sits with his bow across his knees. The second is the woman who directed that the PCs be fed. She is called Kantara. The third is a man called Jekastro. Though they will not introduce themselves as such, they are the Three Disciples of Tarnedas. Role-playing notes for each are given in Appendix 3.

Each of the Disciples will ask the PCs one question in turn, waiting for the PCs to finish answering before asking the next:

Kavrhos: Who are you?

Kantara: Why are you here?

Jekastro: What do you want?

They are not concerned overly with the exact answers so much as the manner in which they are answered. Moreover, they are standing in a *zone of truth* (Will save [DC 20] to negate). If the PCs try to lie, they will find themselves unable to utter the lie. Only if they speak the truth will they be able to speak.

These questions having been answered, Kavrhos will ask the PCs the following questions:

- Why were they pursuing the women of Jeresan?
- What was their role was in the taking of the village?

- Why does the Free State allow pillaging and abuses to be carried out by its soldiery?

If the PCs are truthful and haven't abused the people of Jeresan, Kavrhos will be satisfied.

This is the first direct contact that the Disciples have had with people representing the Free State (since their conversion) and the PCs actions and attitude will determine the attitude of the Disciples toward the Free State. For example, if the PCs act as buffoons, then the Disciples will treat them as such and dismiss them and their cause.

The Disciples will not answer any questions or say anything else to the PCs until these questions are answered.

Listed below are the Disciples' answers to the most likely PC questions. Please refer also to the Role-playing notes for the Disciples in Appendix 3 and the Notes on the Paths of Tarnedas in Appendix 2.

Who are you?

Kantara: *"We are the Disciples of Tarnedas, the Keepers of his Paths."*

Who is Tarendas?

Jekasto: *He is our master and our guide in this world for he listens to the wisdom of The Far Reacher.*

Who is the Far Reacher?

Kavrhos: *You know him as Phaulkon.*

What are the Paths of Tarnedas?

Kantara: *They are the ways by which we can make ourselves ready for the coming darkness. Paths of perfection of body, mind and bow.*

What coming darkness?

Jekasto: *Its nature is unrevealed, yet we must make ready - to ward against the night.*

Who are all these people?

Kavrhos: *Some are Followers of Tarnedas; others are here because they have nowhere else to go - trampled beneath the feet of warriors and tyrants. They are under our protection.*

Whose side are you on?

Kantara: *We are on no side but that of our master.*

Where is your master?

Kavrhos: *He is not far. He listens now to the wisdom of the Far Reacher.*

May we see him?

Jekasto: *If you are worthy.*

How can we prove our worthiness?

Kavrhos: *You will be tested.*

What has happened to the people of Jeresan?

Kavrhos: *They are being fed and cared for elsewhere. They are unharmed.*

What has happened to the Scarlet Brotherhood priestess?

Kantara: *She has been questioned. In time we hope she will see the error of her ways, as we did.*

Are you agents of the Scarlet Sign?

Jekasto: *Once, but no longer. We have heeded the words of Tarnedas and the Far Reacher.*

How can we trust you?

Kavrhos: *It is a matter of complete indifference whether you trust us or not. Tarnedas and the Far Reacher know our hearts and that is all that matters.*

If the PCs wish to see Tarnedas go to section B below.

When the PCs have no further questions and do not ask to see Tarendas, the three Disciples will leave the PCs in the care of the other Followers. Go to section C below.

B: THE HERMIT OF THE GULLS

If the PCs wish to meet with Tarnedas, Kantara will lead them up a winding stair.

Read aloud or paraphrase the following:

As you climb, a breeze laden with the smell of brine blows in your faces. Then comes the sound of crashing waves and the cries of gulls. Turning a corner the stair suddenly ends in a ledge high up on a cliff overlooking the broad blue-green waters of the Gearnat. The wind whips at your clothes, as huge white gulls spin past riding the updrafts, only feet away. Across from you, separated by a gulf of nearly a dozen feet, the rugged face of a sea stack glowers over you. Below, the untiring breakers run themselves onto the jagged black rocks in white-foamed ruin.

"My Master lies there," Kantara says pointing across to the stack.

If any PCs played *ONW 2-06 Blazing Banner*, Kantara also dryly comments, "This is not the first time your faith has been tested in this manner."

To reach the stack and Tarnedas, the PCs will be expected to jump across the gap. Use of any form of

magic (including items) or mundane equipment such as ropes is forbidden (remember they will not have any of their possessions or magic items at this point). If the PCs do use magic they will find nothing on the other side except barren rock. Tarnedas and the Parliament of Birds will hide themselves from their sight (even if other PCs who have made the Leap of Faith can).

Jumping involves making a Jump check (DC 12 + APL). Failure means falling 150 ft. into the sea. Thankfully there is some scrub and branches to help break up the fall (especially at lower APLs) but damage still ensues from failing this jump.

APL	Damage
2	4d6
4	6d6
6	8d6
8	10d6
10	15d6

PCs will then have to make a Swim check (DC 15) to remain afloat and make it to a rocky shelf where they can be retrieved by some of Tarnedas' followers.

On the far side of the gap, there is a small ledge and the mouth of a passage leading upwards into the stack via a rough-hewn stone stair.

Read aloud or paraphrase the following: -

The rough-hewn stair winds up through the core rock of the stack for about one and half turns. The stairs are slick and wet and you must take care not to slip. Suddenly the passage opens out onto a broad ledge looking out over the sea. On your left, the jagged finger of the stack rears up a further 50 feet, like an accusing finger pointing at the pale blue sky. Dramatic though this all is, it is not what immediately seizes your attention. The entire cliff face and every flat space on the ledge is covered with birds of all types - gulls and seabirds, but also hawks, crows, cranes and even strange birds with brightly coloured feathers that you have heard tell make their home in the jungles of the sweltering south. The entire avian multitude sits with an unnatural stillness, silently regarding you with hundreds of small, hard, implacable eyes.

It is only then that you realize there is a man sitting cross-legged in the midst of the vast flock. He is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intensely blue eyes that touches you to the heart of your being.

☞ Tarnedas, Hermit of the Gulls

Appearance: Tarnedas is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intense blue eyes that touches any that look upon him to the heart of their being.

Character: Tarnedas believes himself to be the messenger of Phaulkon on the Oerth and divines his Master's will from the calls of the birds around him - whom he calls the Parliament of Birds. He is otherworldly, utterly serene, calm, unhurried, wise and detached. He speaks cryptically and rarely gives a direct answer, preferring often to answer it by posing another question in return.

Every PC who is able to see Tarnedas must make a Will save (DC 20) or be affected by an awe and reverence of Tarnedas. The effects are similar to that of a *charm person* spell.

Tarnedas introduces himself to the PCs as follows: -

"I am the Hermit of the Gulls, and you are a leaf in the wind. I bid you welcome.

"The time of trial is approaching. A Great Darkness stirs once more from beyond memory. The stones of this land echo with the voices of many peoples who have lived here down the ages, some of those voices are best forgotten. Those Who Are Called must take up the burden of defending the light, protecting the good of the future from the evils of the past.

"You have journeyed far, and your very breath whispers that you have questions. Ask them, and I shall answer what the Far Reacher wills."

Tarnedas will not speak of the nature of the evil, saying only it has not yet been revealed.

As for taking a part in the war, Tarnedas will merely say that the time for action is nigh. However, the needs of the Far Reacher must take precedence over all else, for the Darkness is a greater threat than the war - just as a forest fire is greater than a candle. Of his disciples Tarnedas will say only this:

"Phaulkon has sent to me three disciples to aid me. They came to slay me, but through the words of the Far Reacher I have turned them from the misguided path that they walked, though they listen imperfectly."

Tarnedas will answer what questions the PCs have in his enigmatic way until eventually he falls into a trance and seems no longer aware the PCs are there. This is their cue to leave.

All those who have seen and spoken with Tarnedas leave feeling relaxed and uplifted by the experience (+2 circumstance bonus to ranged combat for the remainder of this module only).

Provided they have not displeased Tarnedas or been disrespectful, a flock of gulls will hover in the space between the stack and cliff and form a flying bridge to allow the PCs to cross back safely. Go to section C below.

C: THE FOLLOWERS

The PCs are shown through to the large cavern they first entered. Here a number of followers are doling out food to the women and children from Jeresan. Among them sits the Scarlet Brotherhood priestess Devara, under the watchful gaze of three archers. The PCs are free to take food and/or speak with the others.

The Jeresan women will initially be fearful of the PCs, believing them to be plundering raiders. Devara, because she genuinely believes this to be the case as well, will support them in this thought. However, the PCs can through persuasion, convince both the Jeresan women and Devara of their honesty. If they manage this, the Jeresan women will ask that they get word to their men folk and if possible, lead them to safety. The PCs also have an opportunity for speak with one of the followers.

This is a free flowing encounter - roleplaying notes for the spokeswoman of the villagers, Devara and one of the Followers are provided below. The rest is up to the DUNGEON MASTER to fill in.

☞ Sarev - Woman of Jeresan

Appearance: Sarev is a mother of four in her early forties. She is a heavy set, peasant woman; her face freckled from many years under the Onnwalon sun. Her red-blonde hair is now fading to white.

Character: Sarev is a strong-willed matronly woman. She has no patience for nonsense and speaks her mind - in a loud country accent. Though she has no particular love of the Scarlet Brotherhood, Devara and others of the Scarlet Sign have treated them better than she has heard others were treated and certainly better than those who have been liberated by members of the Wreckers. Sarev and the others fear will be branded collaborators by the Free State forces. She and the others believe that many in Free Onnwal are no better than brigands and that the szek is a puppet for the bandits.

☞ Devara - Priestess of Lydia, member of the Scarlet Brotherhood

Appearance: Devara is a young woman in her late twenties. She wears her blonde hair tied into a ponytail reaching to the middle of her back. Devara is clad in a

red-brown robe with the symbol of beams of light issuing forth from an open hand embroidered in copper thread.

Character: Devara is a devout priestess of Lydia and a firm believer in the doctrine of superiority of the Suel people as promulgated by the Scarlet Brotherhood. She believes in the education and protection of people of Suel descent - like the people of Jeresan. Her primary concern is for the welfare of the people under her care - it is more important than the doctrines of the Brotherhood. To her the Free Onnwalons are ignorant barbarians - rampaging and pillaging their way through the Storm Coast. Devara is however, open to a well-reasoned argument and can be persuaded that the PCs at least are well meaning - or to her mind - enlightened savages.

☞ Kaeros - Follower of Tarnedas

Appearance: A rugged peasant man in his middle age. He has balding, muddy blonde hair and a slight paunch. Kaeros is clad in a grimy white robe.

Character: Kaeros is a jovial and good-natured man. He is happy to be here with Tarnedas. Though he as seen little of the Hermit of the Gulls, he says he is a kind, good and great man. Kaeros trusts the Disciples and their cause. Like many of the Suel-blooded folk of the Storm Coast, he did not suffer badly under the Brotherhood, but he is glad that they are gone. He is apprehensive about the Free State - but remembers that the Destrons, Relasters and the other nobles were good and just and would not allow them to be treated badly. He hopes that Tarnedas will join with them to fight the Brotherhood.

Devara will remain with the followers, as will the women and children of Jeresan. If the PCs have won the women's trust, the women will implore them to bring their men folk to them. If they accept, Kavrhos will tell them to bring the men folk to the same point they first met and that his men will lead them the rest of the way. He will emphasise that the Wreckers (if they are still alive) must not know of the existence of the followers or the location of their hideout.

If they refuse or have not gained the women's trust, Kavrhos will offer to lead them blindfold back to where they first met, at which point they will be free to go.

ENCOUNTER SIX: HAWKS AND DOVES

Whether the PCs are returning to Jeresan to bring the men to safety or simply returning there, the followers will insist on blindfolding them again and will not release them until they comply. Their weapons and equipment will be returned to them once they have left the refuge. Their hands will not be bound this time.

As soon as they are ready to go - read aloud or paraphrase the following: -

You are once more blindfolded and the long, black, fumbling march begins. Emerging up out of the cool quiet of the caves and under the open sky once more, you feel the fresh sea breeze on your face once more. The journey back seems much swifter - and you are somewhat surprised when Kavrhos calls a halt and your blindfolds are removed. Even as you are still blinking in the light Kavrhos and his men are vanishing up the slopes, leaving you standing alone with a pile of your weapons, armour and equipment about your feet.

The journey back to Jeresan is uneventful. However, what they find there depends on their earlier actions.

A: IF THE PCS FOUGHT THE WRECKERS

If they have fought and driven off the Wreckers, the PCs merely have to convince the men folk that their wives and children are safe and that they can trust the PCs to lead them to that place of safety. This will take a little convincing, as the men are still suspicious of strangers. Treat this as a roleplaying encounter, if there is time.

B: IF THE PCS HAVE NOT FOUGHT THE WRECKERS

If have not fought the Wreckers - Gavran and his men are still in control of the village. Gavran has posted 5 sentries at equal distances around the village, while the remainder of the Wreckers are billeted in three of the houses (1-3), with Gavran and Niala sharing a fourth house (4, see map). The men of the village are locked in house in the centre of the village (M). A Wrecker guard is posted at the door.

If the PCs Make No Attempt to Conceal Themselves

One of the sentries will spot and challenge them loudly, asking where they have been, how they have fared with the hunt for the women etc., before directing them towards Gavran's house in the village.

The rest of the Wreckers will be now aware of the PCs return and will be watching them from the doorways of the houses. Gavran will emerge from his house, buckling his belt and ask the PCs how they have fared. If the PCs lie, give him an opposed Sense Motive check against the relevant PC's Bluff score (modify this as you see fit based on how the exchange is role-played). If the PCs say they want to take the men away to the women, Gavran will want to know where the women are and will

insist that they be brought here, as it is after all, where they belong.

If he grows suspicious, he will subtly signal to his men in Thieves Cant (Innuendo check [DC 15] to spot) to stand ready. The Wreckers will arm themselves and begin to take up positions for a fight behind the PCs. Gavran will attempt to find out the truth, before eventually calling the PCs liars and traitors to Free Onnwal (when all his men are deployed). He will not act first, and if the PCs do not start a fight - he will order them in no uncertain terms to get the hell out of "his" village. At this point, the Wreckers will draw weapons and have their crossbows trained on the PCs, holding their actions. The PCs can now either fight or comply with Gavran's wishes. If they leave, Gavran will deploy his men throughout the village, ready for any PC attack.

APL 2 (EL 5)

- ☛ **Half-orc Ftr1 (2):** hp 14; see Appendix 1
- ☛ **Human Rog1 (2):** hp 7; see Appendix 1
- ☛ **Gavran, human male Rog1:** hp 7; see Appendix 1
- ☛ **Niala, human female Wiz1:** hp 8; see Appendix 1

APL 4 (EL 7)

- ☛ **Half-orc Ftr2 (4):** hp 20; see Appendix 1
- ☛ **Human Rog2 (3):** hp 11; see Appendix 1
- ☛ **Gavran, human male Rog2:** hp 11; see Appendix 1
- ☛ **Niala, human female Wiz2:** hp 11; see Appendix 1

APL 6 (EL 10)

- ☛ **Half-orc Ftr3 (5):** hp 27; see Appendix 1
- ☛ **Human Rog3 (5):** hp 16; see Appendix 1
- ☛ **Gavran, human male Rog3:** hp 16; see Appendix 1
- ☛ **Niala, human female Wiz3:** hp 15; see Appendix 1

APL 8 (EL 11)

- ☛ **Half-orc Ftr4 (5):** hp 34; see Appendix 1
- ☛ **Human Rog4 (5):** hp 20; see Appendix 1
- ☛ **Gavran, human male Rog4:** hp 20; see Appendix 1
- ☛ **Niala, human female Wiz4:** hp 18; see Appendix 1

APL 10 (EL 15)

- ☛ **Half-orc Ftr8 (5):** hp 64; see Appendix 1
- ☛ **Human Rog8 (5):** hp 49; see Appendix 1
- ☛ **Gavran, human male Rog8:** hp 49; see Appendix 1
- ☛ **Niala, human female Wiz8:** hp 34; see Appendix 1

Tactics

Gavran will send his fighters into close quarters combat with the PCs, while he and his rogues hang back and try to get sneak attacks from cover (doorways, around corners etc.). They will try to keep on the move in order to maintain the element of surprise with their attack. If

pursued they will try to lead PCs into ambushes among the houses, giving the PCs a taste of the hit and run tactics they more usually employ on the Brotherhood. His mage (and sometime lover) Niala will provide spell support from the cover of a doorway. Gavran will use his poison on crossbow bolts against the stronger warriors. If the battle is going badly, Gavran will activate his *ring of invisibility* and slip away, swearing vengeance on the PCs (Wrath of Boss Gavran).

Wrath of Boss Gavran: The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

Treasure

APL 2: *Loot:* 174.75 gp; *Coir:* 23.3 gp; *Magic:* 3 x *potion of cure light wounds* (3 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp).

APL 4: *Loot:* 246 gp; *Coir:* 28.3 gp; *Magic:* 5 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 4 x *potion of cure moderate wounds* (4 x 37.5 gp); *short sword +1* (38.12 gp).

APL 6: *Loot:* 347.4 gp; *Coir:* 29.16 gp; *Magic:* 6 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 6 x *potion of cure moderate wounds* (6 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp).

APL 8: *Loot:* 597.4 gp; *Coir:* 29.16 gp; *Magic:* *potion of cure light wounds* (6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp); 10 x *potion of cure moderate wounds* (10 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500gp); *potion of haste* (93.75 gp); *scroll of fly* (46.87 gp).

APL 10: *Loot:* 597.4 gp; *Coir:* 29.1 gp; *Magic:* 2 x *potion of cure light wounds* (2 x 6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 11 x *potion of cure moderate wounds* (11 x 37.5 gp); *short*

sword +1 (38.12 gp); *wand of burning hands* (93.75 gp), *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500 gp), *potion of haste* (93.75 gp), *scroll of fly* (46.8 gp).

If the PCs Attempt to Approach the Village Covertly

Make an opposed Spot/Sneak check for the sentries and PCs if the PCs attempt to get within 100 feet of the village during daylight. If they wait until after dark, substitute opposed Listen/Move Silently checks if the PCs are within 50 ft of a sentry.

If the PCs search for the men of the village, they will find them huddled in one of the houses near the centre of the village. This house has a small window on the wall opposite the street, through which it is possible for crawl. The men have been afraid to do so, fearing discovery by the Wreckers. Opening it without the sentry hearing will require an opposed Move Silently (-2 Circumstance penalty)/Listen check. If the sentry hears he will open the door in the next round and shine a lantern inside. If he finds anything amiss he will call for assistance.

If the PCs are not heard and explain the situation to the men, they will eagerly accept and go with them. Roll an opposed Move Silently (no modifier)/Listen check for each of the 25 men folk to climb out the window and make their way past the sentries unheard. If the PCs attempt this during daylight, roll additional opposed Hide (unmodified)/Spot checks for each of the men. Any villager that is spotted will be shot by the sentries, who will then raise the alarm.

If the alarm is raised at any point, the response of the Wreckers will depend on whether they are prepared for a PC incursion or not. If they are prepared they will immediately move to engage the PCs. If they are not, only the sentries will move immediately, with Gavran and the main body emerging from the houses to join them 5 rounds later.

APL 2 (EL 5)

- ☛ **Half-orc Ftr1 (2):** hp 14; see Appendix 1
- ☛ **Human Rog1 (2):** hp 7; see Appendix 1
- ☛ **Gavran, human male Rog1:** hp 7; see Appendix 1
- ☛ **Niala, human female Wiz1:** hp 8; see Appendix 1

APL 4 (EL 7)

- ☛ **Half-orc Ftr2 (4):** hp 20; see Appendix 1
- ☛ **Human Rog2 (3):** hp 11; see Appendix 1
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APL 6 (EL 10)

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- **Gavran, human male Rog3:** hp 16; see Appendix 1
- **Niala, human female Wiz3:** hp 15; see Appendix 1

APL 8 (EL 11)

- **Half-orc Ftr4 (5):** hp 34; see Appendix 1
- **Human Rog4 (5):** hp 20; see Appendix 1
- **Gavran, human male Rog4:** hp 20; see Appendix 1
- **Niala, human female Wiz4:** hp 18; see Appendix 1

APL 10 (EL 15)

- **Half-orc Ftr8 (5):** hp 64; see Appendix 1
- **Human Rog8 (5):** hp 49; see Appendix 1
- **Gavran, human male Rog8:** hp 49; see Appendix 1
- **Niala, human female Wiz8:** hp 34; see Appendix 1

Tactics

Gavran will send his fighters into close quarters combat with the PCs, while he and his rogues hang back and try to get sneak attacks from cover (doorways, around corners etc. They will try to keep on the move in order to maintain the element of surprise with their attack. If pursued they will try to lead PCs into ambushes among the houses, giving the PCs a taste of the hit and run tactics they more usually employ on the Brotherhood. His mage (and sometime lover) Niala will provide spell support from the cover of a doorway. Gavran will use his poison on crossbow bolts against the stronger warriors. If the battle is going badly, Gavran and Niala will use their *potions/ring of invisibility* and slip away, swearing vengeance on the PCs (Wrath of Boss Gavran).

Wrath of Boss Gavran: The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

Treasure

APL 2: *Loot* (per PC assuming 6 PCs): 174.75 gp; *Coin:* 23.3 gp; *Magic:* 3 x *potion of cure light wounds* (3 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp).

APL 4: *Loot* (per PC assuming 6 PCs): 246 gp; *Coin:* 28.3 gp; *Magic:* 5 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 4 x *potion of cure moderate wounds* (4 x 37.5 gp); *short sword +1* (38.12 gp).

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gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 6 x *potion of cure moderate wounds* (6 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 597.4 gp; *Coin:* 29.16 gp; *Magic:* *potion of cure light wounds* (6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp); 10 x *potion of cure moderate wounds* (10 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500gp); *potion of haste* (93.75 gp); *scroll of fly* (46.87 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 597.4 gp; *Coin:* 29.1 gp; *Magic:* 2 x *potion of cure light wounds* (2 x 6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 11 x *potion of cure moderate wounds* (11 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500 gp); *potion of haste* (93.75 gp); *scroll of fly* (46.8 gp).

Development

If the PCs surrender to the Wreckers - they will be stripped of all their possessions and then set free. The only way the PCs will be able to get their possessions back is by defeating the Wreckers.

CONCLUSION

If the PCs are successful in rescuing the men of Jeresan, they can lead them back to the rendezvous site. After a short wait, an *obscuring mist* rises and Kavrhos and his archers will emerge from the crags and undergrowth and taking charge of the men folk and begin leading them back to the caves. To the men's surprise Tarnedas himself emerges from the mists, thanking the PCs for their efforts and kindness to the men of Jeresan.

To those PCs who made the Leap of Faith and spoke with Tarnedas previously, the Hermit of the Gulls will offer a fine bow (shortbow or longbow - PC's choice), made of a pale white wood: the White Bow of Tarnedas.

Read aloud or paraphrase the following:

Tarnedas turns his piercing blue eyes to the eastern horizon.

"You have shown in the trueness of your deeds that war has not driven good from the hearts of the people of Onnwal. I think perhaps that the people of this Free State will serve as doughty allies in the coming darkness."

The Hermit of the Gulls cocks his head to one side, as if listening to something only he can hear.

"Yes, soon perhaps, very soon," he says and then turns and walks away lost in thought.

The PCs are at liberty to leave, in fact following the men back is impossible as they disappear into the mist. The PCs may return to Baron Kiernal Maldrenn's camp if they so wish.

Treasure

The White Bow of Tarnedas

For undertaking the Leap of Faith you have been given a White Bow of Tarnedas. When first bestowed, choose whether to receive the shortbow or longbow version of this item.

The White Bows are finely crafted from supple white wood. The staves are carved with images of birds in flight and the winged bowman symbol of Phaulkon. They acts as a normal bow of the type chosen, but in the hands of one who has not taken the Leap of Faith they cannot be fired – the bow string always snaps in the clumsy hands of the uninitiated.

Only experienced followers of the Path of the Talon know the secret of making these bows. It may be enchanted at a later date to receive the magical enhancements of the improved version of the bow. These enchantments require expensive offerings made to the Far Reacher.

The White Bow of Tarnedas acts as an upgradeable weapon. The player may expend gold in the form of offerings to the Far Reacher after any regional module in which they encounter the followers of Tarnedas.

RESOLUTION

If the PCs return to Baron Maldrenn's camp, he shall seek them out for a personal interview. Although this encounter may or may not gain the PCs tangible rewards it is an opportunity for them to meet one of the "movers and shakers" on the Storm Coast.

This is a very free-flowing encounter and so the DM should tailor it to suit the outcome of the module. Brief roleplaying notes appear below for Baron Kiernal Maldrenn.

If Gavran or any of the Wreckers are captured, the PCs can bring them back to the camp just east of Tessak's Cove and the justice of the Baron of Gearnwal, Kiernal

Maldrenn. They earn one Regional Influence Point with him if they do.

☞ Baron Kiernal Maldrenn

Appearance: Kiernal Maldrenn is a powerfully built man in his late 40's. His looks are classically Oeridian - olive skinned, dark of hair and eye. The Baron is dressed in a well-used and lovingly maintained suit of plate.

Character: Baron Maldrenn is a stern and non-nonsense military man. He has spent the last seven years trying to liberate his lands from the grip of the Brotherhood. Maldrenn has absolutely no love for the Wreckers, but realises that he must use them to gain victory over the Scarlet Sign. Nonetheless, he will act to protect "his" people against the depredations of the Wreckers.

Maldrenn will take great pleasure in bringing any captured Wreckers before a Pholtine judge and then stringing them up on a gibbet in the centre of the port-village and letting them hang there as a warning to other would-be bandits. This will earn the PCs one Regional Influence Point cert with Baron Kiernal Maldrenn, but also, however, the Disfavour of the Wreckers Cert.

Treasure

Regional Influence Point with Baron Maldrenn: For bringing to justice those Free Onnwalon soldiers who threatened Jeresan, you receive one Regional Influence Point with the Baron.

Disfavour of the Wreckers Cert: The bearer has earned the disfavour of the Wreckers, Onnwal's Thieves' Guild. The bearer now has Disfavoured status with the Wreckers for the purposes of Regional Influence Point costs.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

Encounter One: The Scarlet and the Gold

Defeat the hochebi force on the ridge

APL2:	150 XP
APL4:	210 XP
APL6:	300 XP
APL8:	330 XP
APL10:	480 XP

Encounter Two: Wages of War

Defeat the Wreckers

APL2:	150 XP
APL4:	210 XP
APL6:	300 XP
APL8:	330 XP
APL10:	450 XP

Encounter Three: The Pursuit

Defeat the Scarlet Brotherhood soldiers

APL2:	30 XP
APL4:	60 XP
APL6:	90 XP
APL8:	120 XP
APL10:	120 XP

Encounter Four: The Weeping of Women

Make peaceful contact with the Followers of Tarnedas

APL2:	30 XP
APL4:	30 XP
APL6:	30 XP
APL8:	30 XP
APL10:	30 XP

Discretionary Roleplaying Award

APL2:	90 XP
APL4:	135 XP
APL6:	180 XP
APL8:	225 XP
APL10:	270 XP

Total Possible Experience

APL2:	450 XP
APL4:	675 XP
APL6:	800 XP
APL8:	1,125 XP
APL10:	1,350 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

TREASURE KEY

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

MAXIMUM TREASURE TOTALS

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp

TREASURE KEY

Encounter One

APL 2: *Loot:* 176.25 gp; *Coin:* 3.6 gp; *Magic:* *potion of blur* (37.5 gp); *potion of invisibility* (37.5 gp); 2 x *scroll of magic missile* (2 x 3 gp); 2 x *scroll of shield* (2 x 3 gp); 2 x *scroll of sleep* (2 x 3 gp).

APL 4: *Loot:* 266 gp; *Coin:* 4.6 gp; *Magic:* *potion of blur* (37.5 gp); *potion of invisibility* (37.5 gp); 2 x *scroll of magic missile* (2 x 3 gp); 2 x *scroll of shield* (2 x 3 gp); 2 x *scroll of sleep* (2 x 3 gp).

APL 6: *Loot:* 356.3 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

APL 8: *Loot:* 356.3 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

APL 10: *Loot:* 358 gp; *Coin:* 5.6 gp; *Magic:* *potion of aid* (37.5 gp); *potion of cure moderate wounds* (37.5 gp); *bracers of armour*+1 (125 gp).

Encounter Two or Encounter Six

APL 2: *Loot:* 174.75 gp; *Coin:* 23.3 gp; *Magic:* 3 x *potion of cure light wounds* (3 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp).

APL 4: *Loot:* 246 gp; *Coin:* 28.3 gp; *Magic:* 5 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 4 x *potion of cure moderate wounds* (4 x 37.5 gp); *short sword +1* (38.12 gp).

APL 6: *Loot:* 347.4 gp; *Coin:* 29.16 gp; *Magic:* 6 x *potion of cure light wounds* (6 x 6.25 gp); *potion of cat's grace* (37.5 gp); 2 x *potion of invisibility* (2 x 37.5 gp); *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp);

scroll of dispel magic (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 6 x *potion of cure moderate wounds* (6 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp).

APL 8: *Loot:* 597.4 gp; *Coin:* 29.16 gp; *Magic:* *potion of cure light wounds* (6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); *scroll of web* (18.75 gp); 10 x *potion of cure moderate wounds* (10 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500gp); *potion of haste* (93.75 gp); *scroll of fly* (46.87 gp).

APL 10: *Loot:* 597.4 gp; *Coin:* 29.1 gp; *Magic:* 2 x *potion of cure light wounds* (2 x 6.25 gp); *potion of cat's grace* (37.5 gp); *potion of invisibility* (37.5 gp); 6 x *potion of hiding* (6 x 18.75 gp); 6 x *potion of sneaking* (6 x 18.75 gp); *scroll of dispel magic* (46.9 gp); 2 x *scroll of summon monster I* (2 x 3.12 gp); 2 x *scroll of web* (18.75 gp); 11 x *potion of cure moderate wounds* (11 x 37.5 gp); *short sword +1* (38.12 gp); *wand of burning hands* (93.75 gp); *potion of spider climb* (5.9 gp); *ring of invisibility* (2,500 gp); *potion of haste* (93.75 gp); *scroll of fly* (46.8 gp).

Encounter Three

APL 2: *Loot:* 43.5 gp; *Coin:* 0.6 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 52.6 gp; *Coin:* 2 gp; *Magic:* *potion of hiding* (18.75 gp).

APL 6: *Loot:* 52.6 gp; *Coin:* 2 gp; *Magic:* *potion of cure light wounds* (6.25gp); *potion of hiding* (18.75 gp).

APL 8: *Loot:* 77.6 gp; *Coin:* 2 gp; *Magic:* *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *potion of cure moderate wounds* (37.5 gp).

APL 10: *Loot:* 77.6 gp; *Coin:* 2 gp; *Magic:* *potion of hiding* (18.75 gp); *potion of sneaking* (18.75 gp); *potion of cure moderate wounds* (37.5 gp).

Conclusion

The White Bow of Tarnedas

For undertaking the Leap of Faith you have been given a White Bow of Tarnedas. When first bestowed, choose whether to receive the shortbow or longbow version of this item.

The White Bows are finely crafted from supple white wood. The staves are carved with images of birds in flight and the winged bowman symbol of Phaulkon. They acts as a normal bow of the type chosen, but in the hands of one who has not taken the Leap of Faith they cannot be fired – the bow string always snaps in the clumsy hands of the uninitiated.

Only experienced followers of the Path of the Talon know the secret of making these bows. It may be enchanted at a later date to receive the magical

enhancements of the improved version of the bow. These enchantments require expensive offerings made to the Far Reacher.

The White Bow of Tarnedas acts as an upgradeable weapon. To do this the player may expend gold in the form of offerings to the Far Reacher after any regional module in which they encounter the followers of Tarnedas.

If the Wreckers are defeated and Gavran survives:

Wrath of Boss Gavran. The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

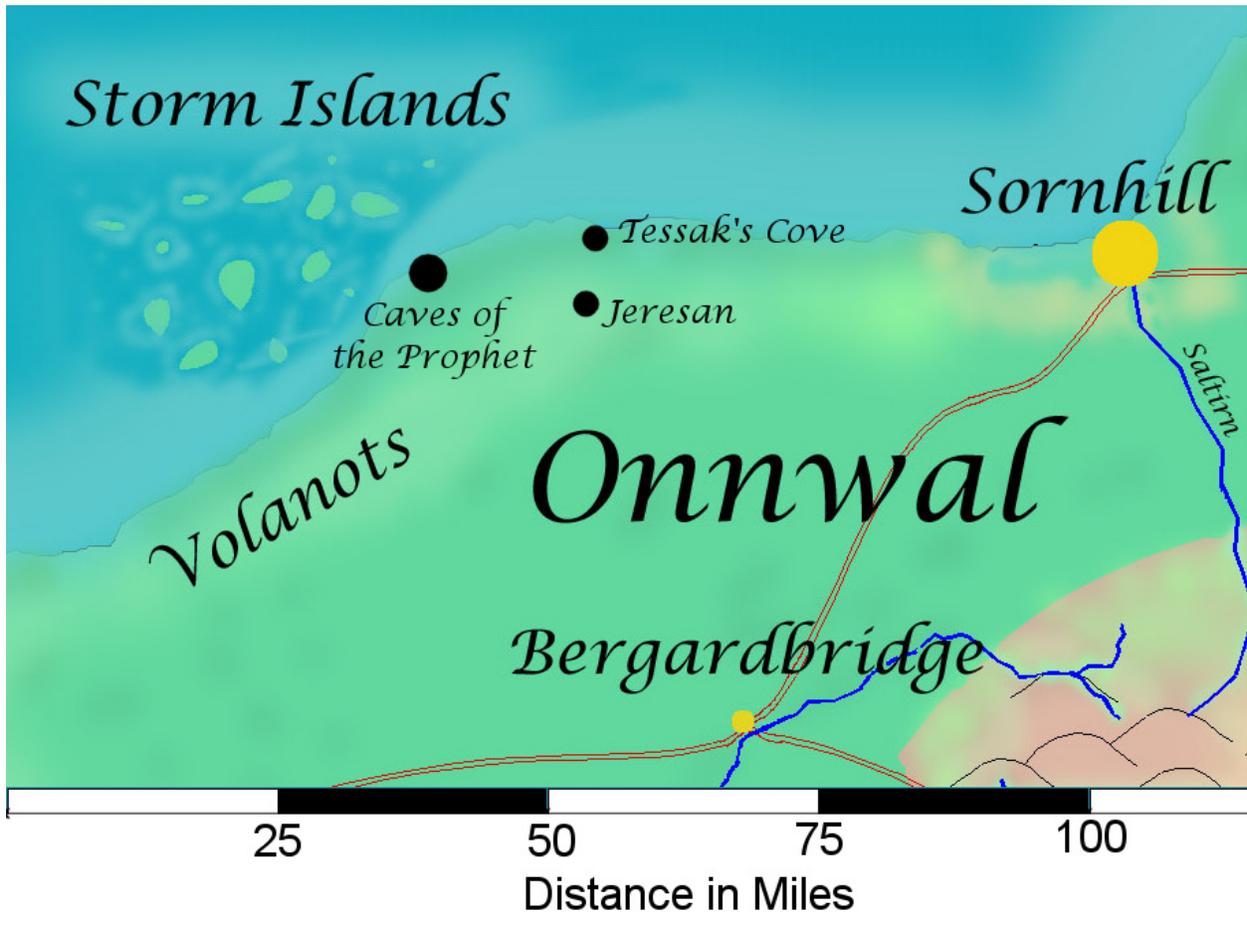
If any of the Wreckers are hung by the Baron:

One Regional Influence Point with Baron Maldrenn. For bringing to justice those Free Onnwalon soldiers who threatened Jeresan, you receive One Regional Influence Point with the Baron.

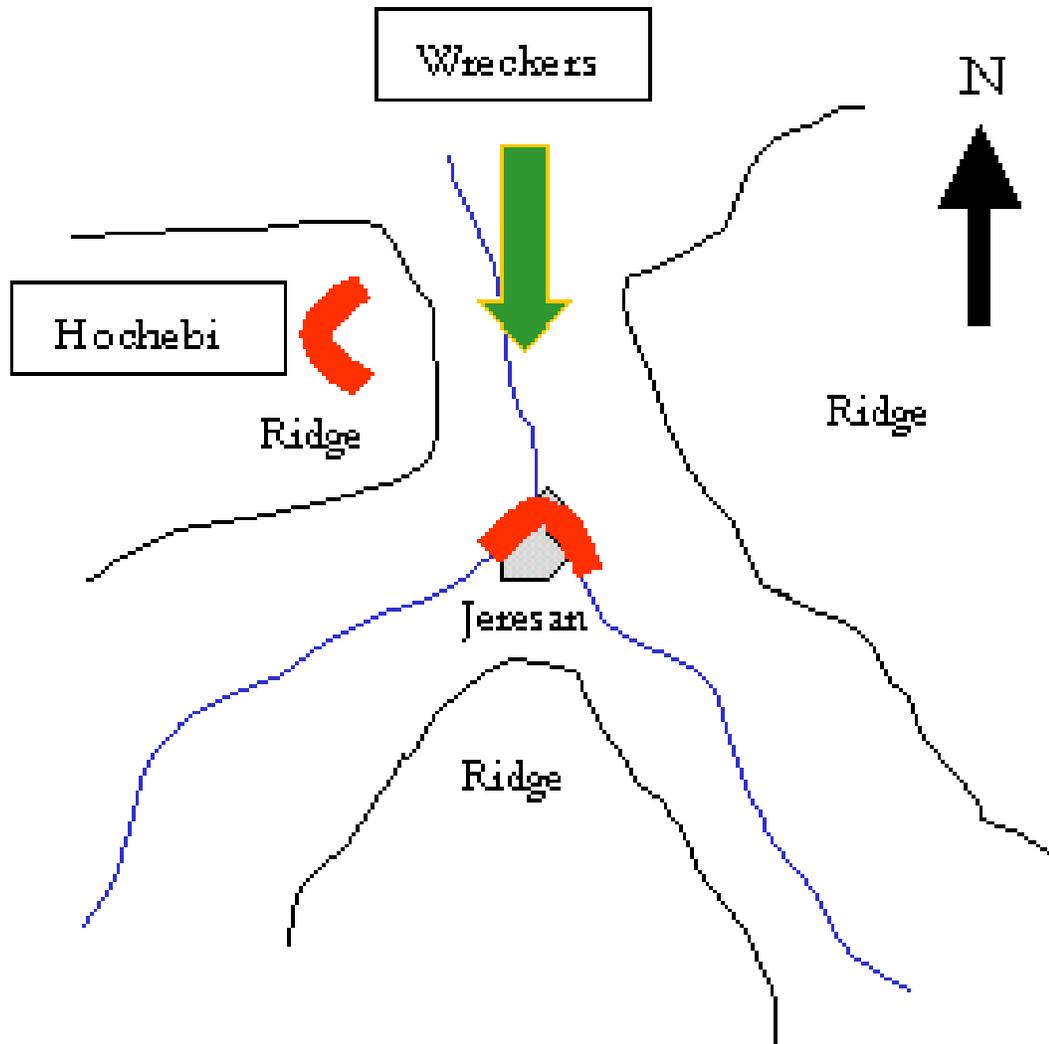
Disfavour of the Wreckers. The bearer has earned the disfavour of the Wreckers, Onnwal's Thieves' Guild. The bearer now has Disfavoured status with the Wreckers for the purposes of Regional Influence Point costs.

The End

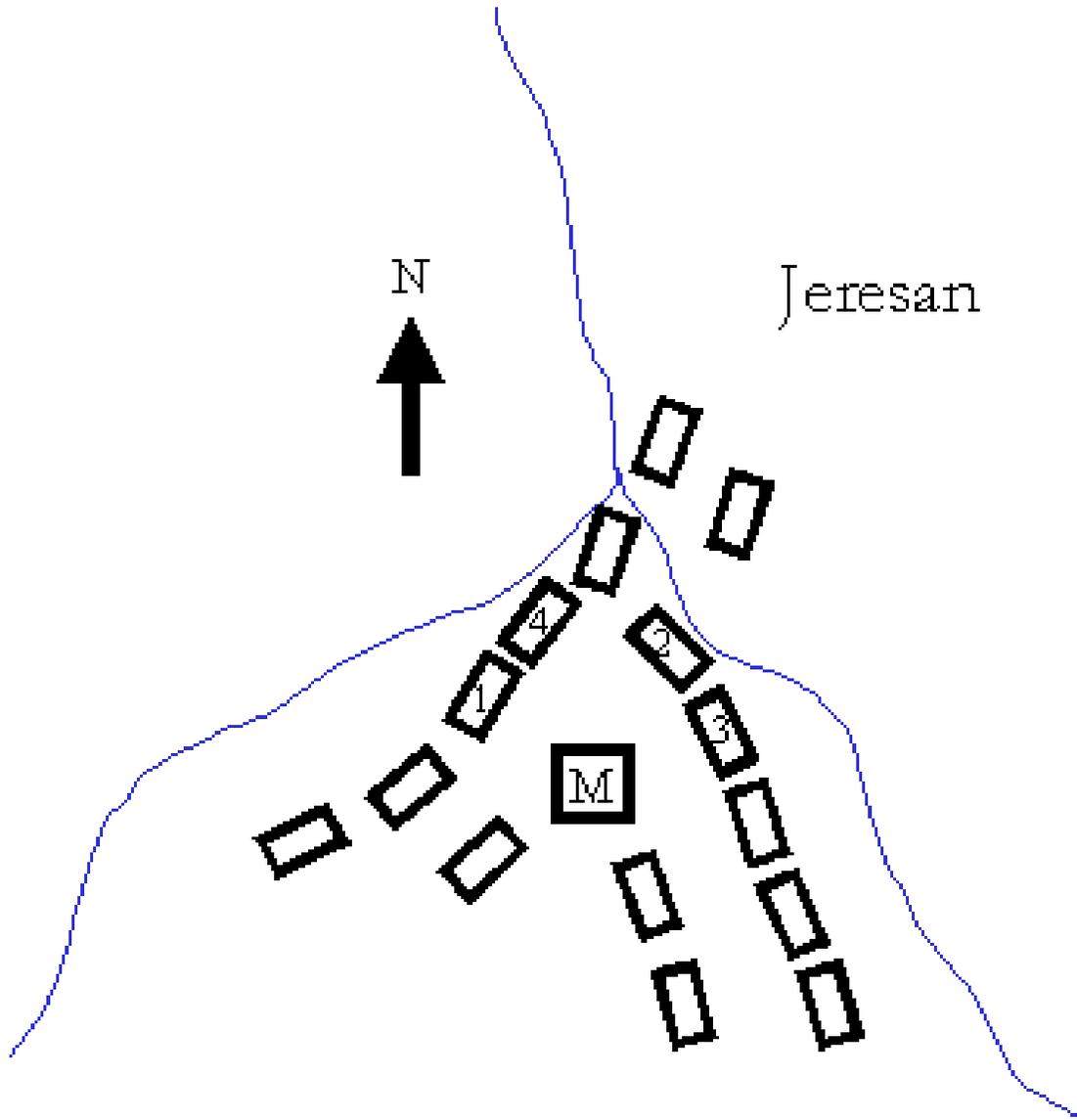
MAP ONE: AREA MAP OF THE PROPHET



MAP TWO: THE ATTACK ON JERESAN



MAP THREE: THE MAP OF JERESAN

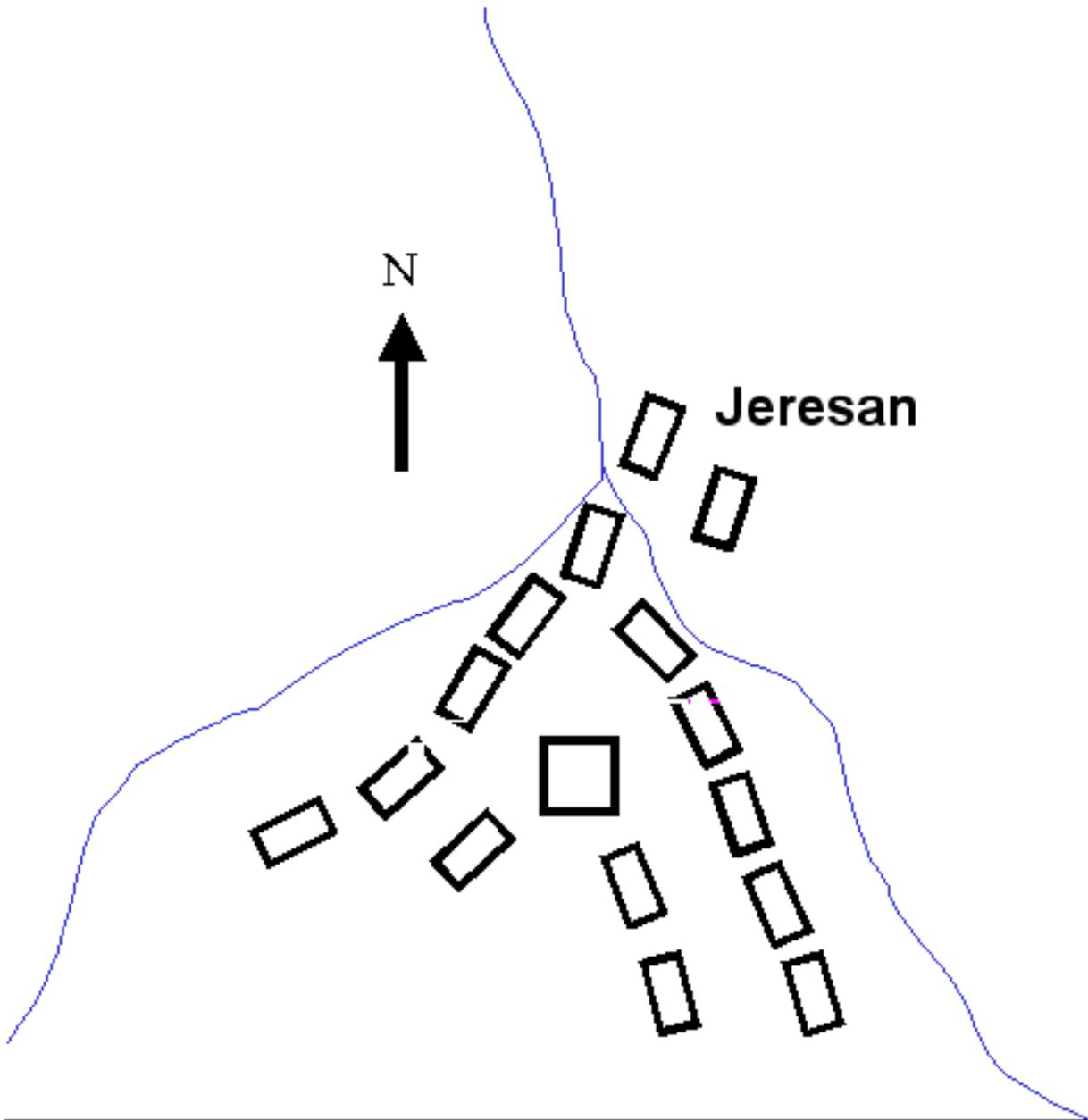


Key to Map: What does this mean?

1-4: Wrecker Occupied Houses

M- Gavran's House

MAP FOUR: PLAYERS' MAP OF JERESAN



APL 2

ENCOUNTER ONE

Hochebi Ftr1: CR 1, Medium-sized humanoid (6 ft. tall); HD 1d10+1; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [flat-footed 18, touch 11]; Atks +3 melee (1d8+2 [19-20/x2], longsword) or +2 ranged (1d8 [x3], longbow); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -4, Listen +4, Move Silently -1, Spot +4; Alertness, Improved Initiative.

Possessions: Banded mail, large steel shield, longsword, longbow + 20 arrows, 2gp.

Hochebi Sor1: CR 1; Medium-sized humanoid; HD 1d4+3; hp 7; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [flat-footed 10, touch 12]; Atks: +1 melee (1d6, light mace); SA Spell casting, summon familiar; AL LE; SV Fort +3, Ref +2, Will +4; Str 10, Dex 15, Con 17, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Hide +2, Knowledge (arcane) +2, Listen +2, Move Silently +4, Spellcraft +5, Spot +2; Improved Initiative.

Possessions: Traveller's clothes, masterwork light mace, *potion of blur*, *potion of invisibility*; 2 x *arcane scroll of magic missile*, 2 x *arcane scroll of shield*, 2 x *arcane scroll of sleep*, 12 gp.

Spells Known: (5/4; base DC = 12 + spell level); *o-dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost*, *resistance*, 1st - *colour spray*, *shield*, *magic missile*, *mage armour*.

Encounter Two or Encounter Six

Half-Euroz Ftr1: CR 1; Medium-sized humanoid; HD 1d10+4; hp 14; Init +1; Spd 30 ft.; AC 15 (flat-footed 14, touch 11); Atks +5 melee (1d10+3 [19-20/x2], bastard sword) or +2 ranged (1d8 [x3], composite longbow); AL CN; SV Fort +4; Ref +1; Will +1; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Spot +2, Listen +2; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: Chain shirt, bastard sword, mighty [Str14] composite longbow + 20 arrows, 10 gp.

Human Rog1: CR 1; Medium-sized humanoid; HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +1 melee (1d6+1 [19-20/x2], short sword) or +2 ranged (1d8, [19-20/x2], light crossbow); SA Sneak attack + 1d6; AL N; SV Fort +1; Ref +4; Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +5, Listen +6, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, short sword, light crossbow + 20 arrows, 10 gp.

Gavran, male human Rog1: CR 1; Medium-sized humanoid; HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +1 melee (1d6+1 [19-20/x2], short sword) or +2 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack + 1d6; AL N; SV Fort +1; Ref +4; Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +5, Listen +6, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, masterwork short sword, light crossbow + 20 arrows; 2 *potion cure light wounds*, *potion of hiding*, *potion of sneaking*, *potion of invisibility*, pearls (4) (25 gp each), vial of large scorpion venom (Fort save [DC 18]; 1d6 Str/1d6 Str) (2).

Niara, Human Wiz1: CR 1; Medium-sized humanoid; HD 1d4+1; hp 8; Init +2; Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atks +0 melee (1d6, quarterstaff) or +2 ranged (1d8, [19-20/x2], light crossbow); AL N; SV Fort +1; Ref +2; Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration: +5, Spellcraft +6; Toughness, Combat Casting.

Possessions: Quarterstaff, dagger, light crossbow + 20 arrows, tanglefoot bags (2), *potion of cure light wounds*, *potion of cat's grace*; *potion of invisibility*, *scroll of dispel magic*, *scroll of summon monster I* (2), *scroll of web*.

Spells Prepared: (3/2; base DC = 12 + spell level): *o-daze*, *flare*, *mage hand*, 1st - *mage armour*, *shield*.

Encounter Three

Human Warr1: CR 1/2; Medium-sized humanoid (6 ft. tall); HD 1d8+1; hp 8; Init +5; Spd 30 ft.; AC 18 [flat-footed 17, touch 11]; Atks +3 melee (1d8+2 [19-20/x2], longsword) +2 ranged (1d8, longbow); AL LE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -1, Move Silently -2, Spot +3; Alertness, Improved Initiative.

Possessions: Chainmail, large steel shield, longsword, longbow + 20 arrows, 2 gp each.

Encounter Four

Devara, Human Cleric (Lydia): CR 1; medium-sized humanoid; HD 1d8+2; hp 13; Init -1; Spd 30 ft.; AC 11 (flat-footed 11, touch 9); Atks +3 melee (1d8+1 [x3], shortspear) or -1 ranged (1d8+1 [x3], shortspear); AL LE; SV Fort +4; Ref -1; Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +4; Brew Potion, Scribe Scroll.

Possessions: Leather armour; masterwork shortspear, *scroll of protection from elements*, *potion of blur*, 10 gp.

Spells prepared: (3/2+1; base DC = 13 + spell level): 0: *cure minor wounds*, *guidance*, *resistance*; 1st: *entropic shield*, *expeditious retreat**, *shield of faith*.

* Domain Spell *Domains:* Knowledge (All Divination spells at +1 level); Travel (*freedom of movement* 4 rnd./day).

Human Fighter/Order of Bow Initiate: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atks +8/+2 melee (1d8+1 [x2/19-20] short sword), +11/+6 (or +9/+4/+9) ranged (1d8 [x3], longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow),

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

APL 4

ENCOUNTER ONE

Hochebi Ftr1: CR 1, Medium-sized humanoid (6 ft. tall); HD 1d10+1; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [flat-footed 18, touch 11]; Atks +3 melee (1d8+2 [19-20/x2], longsword) or +2 ranged (1d8 [x3], longbow); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -4, Listen +4, Move Silently -1, Spot +4; Alertness, Improved Initiative.

Possessions: Banded mail, large steel shield, longsword, longbow + 20 arrows, 2gp.

Hochebi Sorr: CR 1; Medium-sized humanoid; HD 1d4+3; hp 7; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [flat-footed 10, touch 12]; Atks: +1 melee (1d6, light mace); SA Spell casting, summon familiar; AL LE; SV Fort +3, Ref +2, Will +4; Str 10, Dex 15, Con 17, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Hide +2, Knowledge (arcane) +2, Listen +2, Move Silently +4, Spellcraft +5, Spot +2; Improved Initiative.

Possessions: Traveller's clothes, masterwork light mace, *potion of blur*, *potion of invisibility*; 2 x *arcane scroll of magic missile*, 2 x *arcane scroll of shield*, 2 x *arcane scroll of sleep*, 12 gp.

Spells Known: (5/4; base DC = 12 + spell level); *o-dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost*, *resistance*, 1st- *colour spray*, *shield*, *magic missile*, *mage armour*.

Encounter Two or Encounter Six

Half-Euroz Ftr2: CR 2; Medium-sized humanoid; HD 2d10+4; hp 20; Init +5; Spd 30 ft.; AC 16 (flat-footed 15, touch 11); Atks +6 melee (1d10+3 [19-20/x2], bastard sword) or +3 ranged (1d8 [x3], composite longbow); AL CN; SV Fort +5; Ref +1; Will +3; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +3, Spot +3; Exotic Weapon Proficiency (bastard sword); Improved Initiative; Iron Will, Weapon Focus (bastard sword).

Possessions: Chain mail, bastard sword, mighty [Str14] composite longbow + 20 arrows, *potion of cure moderate wounds*, 10 gp.

Human Rog2: CR 2; Medium-sized humanoid; HD 2d6+1; hp 11; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +2 melee (1d6+1 [19-20/x2], short sword) or +3 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL N; SV Fort +1; Ref +5; Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Disable Device +10, Hide +7, Listen +6, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, short sword, light crossbow + 20 arrows, *potion of cure light wounds*, 10 gp.

Gavran, male human Rog2: CR 2; Medium-sized humanoid; HD 2d6+2; hp 11; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +2 melee (1d6+1 [19-20/x2], short sword) or +3 ranged (1d6+1 [x3], composite shortbow (mighty)); SA Sneak attack + 1d6; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +8, Disable Device +10, Hide +7, Listen +6, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, +1 *short sword*, light crossbow + 20 arrows; 2 *potion of cure light wounds*, *potion of hiding*, *potion of sneaking*, *potion of invisibility*, pearls (4) (25 gp each), vial of large scorpion venom (Fort save [DC 18]; 1d6 Str/1d6 Str) (2).

Niara, Human Wizz: CR 2; Medium-sized humanoid; HD 2d4+1; hp 11; Init +2; Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atks +1 melee (1d6, quarterstaff) or +3 ranged (1d8 [19-20/x2], light crossbow); AL N; SV Fort +1; Ref +4; Will +5; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration: +6, Spellcraft +7; Combat Casting, Toughness.

Possessions: Quarterstaff, dagger, light crossbow, 20 bolts, tanglefoot bags (2), *potion of cure light wounds*, *potion of cat's grace*, *potion of invisibility*, *scroll of dispel magic*, *scroll of summon monster I (2)*, *scroll of web*.

Spells Prepared: (4/3; base DC = 12 + spell level): *o-daze*, *flare*, *mage hand*, *read magic*, 1st- *expeditious retreat*, *mage armour*, *shield*.

Encounter Three

Human Ftr1: CR 1; Medium-sized humanoid (6 ft. tall); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 18 [touch 13, flat-footed 15]; Atks +5 melee (1d8+2 [19-20/x2], longsword) or +2 ranged (1d8+2 [x3], mighty composite longbow); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide -3, Listen +4, Move Silently -4; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, mighty composite longbow, 20 arrows, 2 gp.

Human Rogr: CR 1; Medium-sized humanoid; HD 1d6+3; hp 9; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +1 melee (1d6+1 [19-20/x2], short sword) or +2 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack +1d6; AL LE; SV Fort +1; Ref +4; Will +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +5, Listen +6, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, short sword, light crossbow, 20 bolts, *potion of hiding*, 10 gp.

Encounter Four

Devara, Human Clr1 (Lydia): CR 1; Medium-sized humanoid; HD 1d8+2; hp 13; Init -1; Spd 30 ft.; AC 11 (flat-footed 11, touch 9); Atks +3 melee (1d8+1 [x3], shortspear) or -1 ranged (1d8+1 [x3], shortspear); AL LE; SV Fort +4; Ref -1; Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +4; Brew Potion, Scribe Scroll.

Possessions: Leather armour; masterwork shortspear, *scroll of protection from elements*, *potion of blur*, 10 gp.

Spells prepared: (3/2+1; base DC = 13 + spell level):
0- *cure minor wounds*, *guidance*, *resistance*; 1st-
entropic shield, *expeditious retreat**, *shield of faith*.

* Domain Spell; *Domains:* Knowledge (All Divination spells at +1 level); Travel (*freedom of movement* 4 rnd./day).

Human Ftr5/Order of Bow Initiate: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atks +8/+2 melee (1d8+1 [x2/19-20] short sword), +11/+6 (or +9/+4/+9) ranged (1d8 [x3], longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow),

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

APL 6

Encounter One

Hochebi Ftr3: CR 3; Medium-sized humanoid (6 ft. tall); HD 3d10+3; hp 31; Init +2 (+2 Dex); Spd 20 ft.; AC 19 [touch 12, flat-footed 17]; Atks +4 melee (1d8 [19-20/x2], longsword) or +6/+1 ranged (1d8 [x3], longbow); AL LE; SV Fort +6, Ref +3, Will +1; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -4, Jump +2, Listen +4, Move Silently -2, Spot +4; Alertness, Point Blank Shot, Rapid Shot.

Possessions: Banded mail, large steel shield, longsword, longbow, 20 arrows, 2 gp.

Hochebi Sor3: CR 3; Medium humanoid; HD 3d4+12; hp 19; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 [touch 13, flat-footed 11]; Atks: +2 melee (1d6, light mace); SA Spell casting, summon familiar; AL LE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 15, Con 17, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +8, Hide +3, Knowledge (arcane) +2, Listen +3, Move Silently +4; Spellcraft +5; Improved Initiative, Lightning Reflexes.

Possessions: +1 bracers of armour, traveller's clothes, masterwork light mace, *potion of aid*, *potion of cure moderate wounds*, 12gp.

Spells Known: (6/6; base DC = 13 + spell level); 0- *dancing lights*, *daze*, *detect magic*, *light*, *mage hand*, *ray of frost*, 1st- *colour spray*, *mage armour*, *shield*.

Encounter Two or Encounter Six

Half-Euroz, Ftr3: CR 3; Medium-sized humanoid (6 ft. tall); HD 3d10; hp 27; Init +5 (+1 Dex; Improved Initiative); Spd 30 ft.; AC 18 [touch 11, flat-footed 17]; Atks +8 melee (1d10+3 [19-20/x2], bastard sword) or +4 ranged (1d10 [x3], heavy crossbow); AL CN; SV Fort +5, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump -4; Listen +2; Spot +2; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: Splint mail, large steel shield, masterwork bastard sword, heavy crossbow, 20 bolts, *potion of cure moderate wounds*, 5 gp each.

Human Rog3: CR 3; Medium-sized humanoid; HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (flat-footed 14; touch 12); Atks +2 melee (1d6+1 [19-20/x2], short sword) or +4 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +2; Ref +5; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +8, Disable Device +10, Hide +7, Listen +8, Move Silently +7, Open Locks +6, Search +4, Spot +4, Tumble +2; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour, buckler, short sword, light crossbow, 20 bolts; *potion of cure light wounds*, 10 gp.

Gavran, Human Rog3: CR 3; Medium-sized humanoid; HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +4 melee (1d6+1 [19-20/x2], short sword) or +4 ranged (1d8, [19-20/x2], light crossbow); SA Sneak Attack + 2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +2; Ref +5; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +8, Disable Device +10, Hide +7, Listen +8, Move Silently +7, Open Locks +6, Search +4, Spot +4, Tumble +2; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, +1 short sword, light crossbow, 20 bolts, *potion of cure light wounds* (2), *potion of hiding*, *potion of sneaking*, *potion of invisibility*, pearls (4) (25 gp each), vial of large scorpion venom (2) (Fort save [DC 18]; 1d6 Str/1d6 Str).

Niara, Human Wiz3: CR 3; Medium-sized humanoid; HD 3d4+1; hp 15; Init +2; Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atks +1 melee (1d6, quarterstaff) or +3 ranged (1d8, [19-20/x2], light crossbow); AL LE; SV Fort +1; Ref +3; Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Spellcraft +8; Combat Casting, Scribe Scroll, Still Spell, Toughness.

Possessions: Quarterstaff; dagger, light crossbow, 20 bolts, tanglefoot bags (2), *potion of cat's grace*, *potion of invisibility*, *potion of cure moderate wounds*, *scroll of dispel magic*, *scroll of summon monster I* (2), *scroll of web*, *wand of burning hands*.

Spells Prepared: (4/3/2; base DC = 12 + spell level): 0- *daze*, *flare*, *mage hand*, *read magic* 1st- *expeditious retreat*, *mage armour*, *obscuring mist*, *shield*; 2nd- *blindness*, *mirror image*.

Encounter Three

Human Ftr1: CR 1; Medium-sized humanoid (6 ft. tall); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 18 [touch 13, flat-footed 15]; Atks +5 melee (1d8+2 [19-20/x2], longsword) or +2 ranged (1d8+2 [x3], mighty composite longbow); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide -3, Listen +4, Move Silently -4; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, mighty composite longbow, 20 arrows, 2 gp.

Human Rog1: CR 1; Medium-sized humanoid; HD 1d6+3; hp 9; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Atks +2 melee (1d6+1 [19-20/x2], short sword) or +2 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack +1d6; AL LE; SV Fort +1; Ref +7; Will +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +5, Listen +4, Move Silently +5, Open Locks +4, Search +4, Spot +4, Tumble +3; Alertness, Improved Initiative.

Possessions: Studded leather armour, short sword, light crossbow, 20 bolts, *potion of hiding*, 10 gp.

Encounter Four

Devara, Human Clr2 (Lydia): CR 2; Medium-sized humanoid; HD 2d8+2; hp 16; Init -1; Spd 30 ft.; AC 11 (flat-footed 11, touch 9); Atks +4 melee (1d8+1 [x3], shortspear) or +0 ranged (1d8+1 [x3], shortspear); AL LE; SV Fort +7; Ref +1; Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Spellcraft +4; Brew Potion, Scribe Scroll.

Possessions: Leather armour; masterwork shortspear, *scroll of protection from elements*, *potion of blur*, 10 gp.

Spells Prepared: (4/4; base DC = 13 + spell level) *ocure minor wounds*, *guidance*, *resistance*, *virtue*; 1st-entropic shield, *expeditious retreat**; *shield of faith*, *summon monster I*.

*Domain spell. *Domains:* Knowledge (All Divination spells at +1 level); Travel (*freedom of movement* 4 rnd./day).

Human Ftr5/Order of Bow Initiate1: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atks +8/+2 melee (1d8+1 [x2/19-20] short sword), +11/+6 (or +9/+4/+9) ranged (1d8 [x3], longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow),

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

APL 8

Encounter One

Hochebi Ftr4: CR 4; Medium-sized humanoid (6 ft. tall); 4d10+3; hp 37; Init +6 (+2 Dex + 4 Improved Init.); Spd 20 ft.; AC 19 [touch 12, flat-footed 17]; Atks +6 melee (1d8 [19-20/x2], longsword) or +6/+1 ranged (1d8 [x3], longbow); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -3, Listen +4, Move Silently +1, Alertness, Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: Banded mail, large steel shield, longsword, longbow, 20 arrows, 2 gp.

Hochebi Sor4: CR 4; Medium humanoid; HD 4d4+12; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 [touch 13, flat-footed 12]; Atks: +3 melee (1d6, light mace); SA Spell casting, summon familiar; AL LE; SV Fort +4, Ref +5, Will +6; Str 10, Dex 15, Con 17, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +10, Hide +3, Knowledge (arcane) +2, Listen +3, Move Silently +4, Spellcraft +6; Improved Initiative, Lightning Reflexes.

Possessions: +1 bracers of armour, traveller's clothes, masterwork light mace, *potion of aid*, *potion of cure moderate wounds*, 12 gp.

Spells Known: (6/7/4; base DC = 13 + spell level); *o-dancing lights*, *daze*, *detect magic*, *light*, *mage hand*, *ray of frost*, 1st- *colour spray*, *mage armour*, *shield*, 2nd- *invisibility*.

Encounter Two or Encounter Six

Half-Euroz, Ftr4: CR 4; Medium-sized humanoid (6 ft. tall); HD 4d10+2; hp 34 Init +5 (+1 Dex; Improved Initiative); Spd 30 ft.; AC 17 [touch 11, flat-footed 16]; Atks +8 melee (1d10+5 [19-20/x2], bastard sword), +5 ranged (1d10 [x3], heavy crossbow); AL CN; SV Fort +6, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump -4, Listen +2, Intimidate +2, Spot +2; Exotic Weapon Proficiency (bastard sword); Improved Initiative, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword).

Possessions: Splint mail, large steel shield, masterwork bastard sword, masterwork heavy crossbow, 20 bolts, *potion of cure moderate wounds*, 5 gp each.

Human Rog4: CR 4; Medium-sized humanoid; HD 4d6+3; hp 20; Init +6; Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +4 melee (1d6+1 [19-20/x2], short sword) +5 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL

LE; SV Fort +2; Ref +6; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +9, Disable Device +11, Hide +10, Listen +8, Move Silently +10, Open Locks +6, Search +4, Spot +4, Tumble +2; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, masterwork short sword, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of hiding*, *potion of sneaking*, 10 gp.

Gavran, Human Rog4: CR 4; Medium-sized humanoid; HD 4d6+3; hp 20; Init +6; Spd 30 ft.; AC 16 (flat-footed 14; touch 12); Atks +4 melee (1d6+1 [19-20/x2], short sword) or +5 ranged (1d8, [19-20/x2], light crossbow); SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +2; Ref +6; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +9, Disable Device +11, Hide +10, Listen +8, Move Silently +10, Open Locks +6, Search +4, Spot +4, Tumble +2; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour, buckler, +1 short sword, light crossbow, 20 bolts, *potion of cure light wounds* (2), *potion of hiding*, *potion of sneaking*, *potion of spider climb*, *potion of haste*, *ring of invisibility*, pearls (4) (25 gp each), vial of large scorpion venom (2) (Fort save [DC 18]; 1d6 Str/1d6 Str).

Niara, Human Wiz4: CR 4; Medium-sized humanoid; HD 4d4+1; hp 18; Init +2; Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atks +2 melee (1d6, quarterstaff) or +4 ranged (1d8, [19-20/x2], light crossbow); AL LE; SV Fort +1; Ref +3; Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration: +8, Spellcraft +9; Combat Casting, Scribe Scroll, Still Spell, Toughness.

Possessions: Quarterstaff; dagger, light crossbow, 20 bolts, tanglefoot bags (2), *potion of cat's grace*; *potion of invisibility*; *potion of cure moderate wounds*; *scroll of dispel magic*; *scroll of fly*; *scroll of summon monster I* (2), *scroll of web*, *wand of burning hands*.

Spells Prepared: (4/4/3; base DC = 13 + spell level) *o-daze*, *flare*, *mage hand*, *read magic*; 1st- *expeditious retreat*, *mage armour*, *magic missile*, *obscuring mist*, *shield*; 2nd- *blindness*, *mirror image*, *web*.

Encounter Three

Half-Euroz, Ftr4: CR 4; Medium-sized humanoid (6 ft. tall); HD 4d10+2; hp 34 Init +5 (+1 Dex); Spd 30 ft.; AC 17 [touch 11, flat-footed 16]; Atks +9 melee (1d10+5 [19-20/x2] bastard sword) or +5 ranged (1d8+2 [x3],

mighty composite longbow); AL CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +4, Jump +2, Listen +2, Move Silently +2, Spot +2, Swim +2; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chainmail, large steel shield, longsword, mighty composite longbow, 20 arrows, 2 gp.

Human Rog4: CR 4; Medium-sized humanoid; HD 4d6+3; hp 20; Init +6; Spd 30 ft.; AC 16 (flat-footed 14; touch 12); Atks +3 melee (1d6+1 [19-20/x2], short sword) or +5 ranged (1d8, [19-20/x2], light crossbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +8; Will +2; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +9, Disable Device +11, Hide +10, Listen +7, Move Silently +10, Open Locks +12, Search +9, Spot +7, Tumble +10, Use Magic Device +6; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, masterwork short sword, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of hiding*, *potion of sneaking*, 10 gp.

Encounter Four

Devara, Human Clr4 (Lydia): CR 4; Medium-sized humanoid; HD 4d8+2; hp 29; Init -1; Spd 30 ft.; AC 11 (flat-footed 11, touch 9); Atks +5 melee (1d8+1 [x3], shortspear) or +2 ranged (1d8+1 [x3], shortspear); AL LE; SV Fort +8; Ref +1; Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Spellcraft +7; Brew Potion, Scribe Scroll.

Possessions: Leather armour; masterwork shortspear, *scroll of protection from elements*, *potion of blur*, 10 gp.

Spells Prepared: (5/4+1/3+1; base DC = 13 + spell level) 0-, *cure minor wounds*, *guidance*, *light*, *resistance*, *virtue*; 1st- *doom*, *entropic shield*, *expeditious retreat**, *shield of faith*, *summon monster I*; 2nd- *bull's strength*, *detect thoughts**, *enthral*, *silence*.

* Domain spell. *Domains:* Knowledge (All Divination spells at +1 level); Travel (*freedom of movement* 4 rnd./day).

Human Ftr5/Order of Bow Initiate6: CR 11; Medium-sized humanoid; HD 11d10+2; hp 87; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atks +13/+8/+2 melee (1d8+1 [19-20/x2], short sword) or

+17/+12/+7 (or +15/+10/+5/+15) ranged (1d8 [x3], longbow); SQ Ranged sneak attack +3d6, Close Combat Shot; Superior Weapon Focus; Free Attack; Zen Archery; AL LN; SV Fort +9; Ref +10; Will +10; Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Hide +8, Knowledge (religion) +6, Move Silently 10; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Sharp Shooting, Weapon Focus (longbow), Weapon Specialisation (longbow),

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

APL 10

Encounter One

Hochebi Ftr7: CR 7; Medium-sized humanoid (6 ft. tall); HD 7d10+3; hp 56; Init +6 (+2 Dex; +4 Improved Initiative); Spd 20 ft.; AC 20 [flat-footed 18, touch 12]; Atks +10/+5 melee (1d8 [19-20/x2], longsword) or +9/+4 ranged (1d8 [x3], longbow); AL LE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide -2, Jump -4 Listen +5, Move Silently +2; Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, longsword, longbow, 20 arrows, 2 gp.

Hochebi Sor7: CR 7; Medium-sized humanoid; HD 7d4+12; hp 43; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 [flat-footed 11, touch 12]; Atks: +4 melee (1d6 light mace); SA Spell casting, summon familiar; AL LE; SV Fort +5, Ref +6, Will +7; Str 10, Dex 15, Con 17, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +12, Hide +4, Knowledge (arcane) +4, Listen +4, Move Silently +6, Spellcraft +7; Combat Casting, Improved Initiative, Lightning Reflexes.

Possessions: +1 bracers of armour, traveller's clothes, light mace, *potion of aid*, *potion of cure moderate wounds*, flask of alchemist's fire, 12 gp.

Spells Known: (6/7/7/5; base DC = 13 + spell level); *o-dancing lights*, *daze*, *detect magic*, *light*, *ghost sound*, *mage hand*, *ray of frost*, 1st- *colour spray*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd- *bull strength*, *invisibility*, *web*; 3rd- *fireball*, *haste*.

Encounter Two or Encounter Six

Half-Euroz, Ftr8: CR 8; Medium-sized humanoid (6 ft. tall); HD 8d10; hp 64 Init +5 (+1 Dex; Improved Initiative); Spd 20 ft.; AC 18 [flat-footed 16, touch 11]; Atks +13/+8 melee (1d10+5 [19-20/x2], bastard sword) or +9/+4 ranged (1d10 [x3], heavy crossbow); AL CN; SV Fort +8, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Innuendo: +2, Intimidate -1, Jump -3; Listen +2, Ride +2, Spot +2; Cleave, Exotic Weapon Focus (bastard sword), Great Cleave, Improved Initiative, Power Attack, Weapon Proficiency (bastard sword), Weapon Specialisation (bastard sword),

Possessions: Splint mail, large steel shield, masterwork bastard sword, masterwork heavy crossbow, 20 bolts, *potion of cure moderate wounds*, 5 gp each.

Human Rog8: CR 8; Medium-sized humanoid; HD 8d6+3; hp 49; Init +7 (+3 Dex, +4 Improved Init.); Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Atks +7/+2 melee (1d6+1 19-20/x2, short sword) or +9/+4 ranged (1d8, [19-20/x2], light crossbow); SA Sneak attack +4d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +9; Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +13, Disable Device +15, Hide +12, Listen +15, Move Silently +15, Open Locks +19, Search +15, Spot +15, Tumble +15, Use Magic Device +2; Alertness, Combat Reflexes, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, masterwork short sword, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of hiding*, *potion of sneaking*, 10 gp.

Gavran, Human Rog8: CR 8; Medium-sized humanoid; HD 8d6+3; hp 49; Init +7 (+3 Dex, +4 Improved Init.); Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Atks +7/+2 melee (1d6+1 19-20/x2, short sword) or +9/+4 ranged (1d8, [19-20/x2], light crossbow); SA Sneak attack +4d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +9; Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +13, Disable Device +15, Hide +12, Listen +15, Move Silently +15, Open Locks +19, Search +15, Spot +15, Tumble +15, Use Magic Device +2; Alertness, Combat Reflexes, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, +1 short sword, light crossbow, 20 bolts, *potion cure light wounds*, *potion of hiding*, *potion of sneaking*, *potion of spider climb*, *potion of haste*, *ring of invisibility*, pearls (4) (25 gp each), vial of large scorpion venom (Fort save [DC 18]; 1d6 Str/1d6 Str) (2).

Niara, Human Wiz8: CR 8; Medium-sized humanoid; HD 8d4+1; hp 34; Init +6 9+2 Dex, +4 Improved Init.); Spd 30 ft.; AC 12 (flat-footed 10, touch 12); Atks +4 melee (1d6, quarterstaff) or +6 ranged (1d8 [19-20/x2], light crossbow); AL LE; SV Fort +3; Ref +4; Will +7; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +12; Innuendo +3, Spellcraft +14, Spot +3; Combat Casting, Improved Initiative, Scribe Scroll, Toughness.

Possessions: Quarterstaff, dagger, light crossbow, 20 bolts, tanglefoot bags (2), *potion of cat's grace*, *potion of invisibility*, *potion of cure moderate wounds*, *scroll of dispel magic*, *scroll of fly*, *scroll of summon monster I* (2), *scroll of web*, *wand of burning hands*.

Spells Prepared: (4/5/4/4/2; base DC = 13 + spell level) 0-, *daze, flare, mage hand, read magic*; 1st-*expeditious retreat, mage armour, magic missile, obscuring mist, shield*; 2nd-*blindness, mirror image, protection from arrows web*; 3rd-*fireball, lightning bolt, haste, wind wall*; 4th-*ice storm, improved invisibility*.

Encounter Three

Half-Euroz, Ftr4: CR 4; Medium-sized humanoid (6 ft. tall); HD 4d10+2; hp 34 Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 [flat-footed 16, touch 11]; Atks +8 melee (1d10+5 [19-20/x2], bastard sword) or +5 ranged (1d8+2 [x3], mighty composite longbow); AL CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump -4, Listen +2, Move Silently +2, Spot +2; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chainmail, large steel shield, longsword, mighty composite longbow, 20 arrows, 2 gp.

Human Rog4: CR 4; Medium-sized humanoid; HD 4d6+3; hp 20; Init +6; Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +4 melee (1d6+1 [19-20/x2], short sword) or +5 ranged (1d8 [19-20/x2], light crossbow); SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +2; Ref +6; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +9, Disable Device +11, Hide +10, Listen +8, Move Silently +10, Open Locks +6, Search +4, Spot +4, Tumble +2; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Studded leather armour; buckler, masterwork short sword, light crossbow, 20 bolts, *potion of cure moderate wounds, potion of hiding, potion of sneaking*, 10 gp.

Encounter Four

Devara, Human Clr4 (Lydia): CR 4; Medium-sized humanoid; HD 4d8+2; hp 29; Init -1; Spd 30 ft.; AC 11 (flat-footed 11, touch 9); Atks +5 melee (1d8+1 [x3], shortspear) or +2 ranged (1d8+1 [x3], shortspear); AL LE; SV Fort +8; Ref +1; Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Spellcraft +7; Brew Potion Scribe Scroll.

Possessions: Leather armour; masterwork shortspear, *scroll of protection from elements, potion of blur*, 10 gp.

Spells Prepared: (5/5/4; base DC = 13 + spell level) 0- *cure minor wounds, guidance, resistance, virtue*; 1st-

*doom, entropic shield, expeditious retreat**; *shield of faith, summon monster I*; 2nd- *bull's strength, detect thoughts**; *enthrall, silence*.

*Domain spell. *Domains:* Knowledge (All Divination spells at +1 level); Travel (*freedom of movement* 4 rnd./day).

Human Ftr5/Order of Bow Initiate6: CR 11; Medium-sized humanoid; HD 11d10+2; hp 87; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Atks +13/+8/+2 melee (1d8+1 [19-20/x2], short sword) or +17/+12/+7 (or +15/+10/+5/+15) ranged (1d8 [x3], longbow); SQ Ranged sneak attack +3d6, close combat shot, superior weapon focus, free attack, zen archery; AL LN; SV Fort +9; Ref +10; Will +10; Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Hide +8, Knowledge (religion) +6, Move Silently +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Sharp Shooting Weapon Focus (longbow), Weapon Specialisation (longbow).

Possessions: Masterwork studded-leather armour, masterwork longbow, 20 arrows.

APPENDIX 2: NEW RULES

THE PATH OF THE WING (ORDER OF THE BOW INITIATE)

Tarnedas' Creed:

So speaks the Far Reacher, Master of Birds, Phaulkon:

The time of Great Trial is approaching; a Great Darkness is stirring once more from beyond memory. The stones of this land echo with the voices of many peoples who have lived here down the ages. Some of those voices are best forgotten. Those Who Are Called must to take up the burden of defending the light, protecting the good of the future from the evils of the past.

Path of the Wing:

Led by Kavrhos, previously a rogue in the service of the Brotherhood, the path of the Wing aims at excellence in the art of archery. They fuse both mental discipline with physical strength and agility to produce outstanding marksmen capable of extraordinary feats.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

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

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

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Characters who take a level of initiate gain no special proficiency with armor, shields, or weapons.

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

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

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

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

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

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

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

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	Ranged Sneak Attack +1d6
2	+2	+0	+3	+3	Close Combat Shot
3	+3	+1	+3	+3	Ranged Sneak Attack +2d6
4	+4	+1	+4	+4	Superior Weapon Focus
5	+5	+1	+4	+4	Ranged Sneak Attack +3d6
6	+6	+2	+5	+5	Free Attack, Zen Archery
7	+7	+2	+5	+5	Superior Weapon Specialization
8	+8	+2	+6	+6	Ranged Sneak Attack +4d6
9	+9	+3	+6	+6	Banked Shot
10	+10	+3	+7	+7	Ranged Sneak Attack +5d6

APPENDIX 3: THE THREE DISCIPLES OF TARNEDAS

The three Disciples of Tarnedas were originally members of the Scarlet Brotherhood. When Sister Kuranyie became aware that there was a so-called Hermit of Phaulkon in the Storm Coast, she had a rogue named Kavrhos dispatched to learn more and dispose of him if he was a threat. When Kavrhos failed to return, she sent Jekasto, a monk to investigate and eliminate Tarnedas. Again her agent failed to return. Finally she sent one of her best assassins, Kantara to deal with the Hermit once and for all. Like the rest, she failed to return. Though now livid at the loss of her best agents, Kuranyie was unable to pursue the matter further due to the small matter of the Brewfest Rebellion.

Jekasto

Appearance: Jekasto is pure-blooded Suel - with almost albino blonde curly hair and piercing grey eyes. In his early thirties, he has very fine and handsome features. He is lean, but it is not hard to see that his slight frame belies considerable strength. He speaks with a very cultured accent - that of a Suel of the Scarlet Brotherhood.

Character: Jekasto is a product of the selective breeding and education programme of the Brotherhood of the Scarlet Sign. He is very intelligent and informed. Chosen for his strength of will, he was trained as a monk and was groomed to be one of the ruling class of the Brotherhood. When he was dispatched to "deal" with Tarnedas, the Hermit of the Gulls convinced Jekasto that his previous path to perfection was flawed. He is now obsessed with the idea of personal purity. Jekasto is therefore distant and haughty, being generally disdainful and dismissive of others, particularly fools.

Kantara

Appearance: Kantara is a pure-blooded Suel woman in her mid-thirties. Her platinum blonde hair is crudely cropped quite close to her scalp. Delicately featured, there is an air of serenity about her. She is tall for a woman and like Jekasto, speaks with an educated Tilva Suel accent.

Character: Kantara was a successful assassin for the Scarlet Brotherhood. Sent to kill Tarnedas, she was made to see her own abhorrent existence. She repented and now is determined to devote herself to her redemption, though devotion to Tarnedas and his cause. Kantara comes across as kindly, but detached, serene and perhaps even somewhat cold. However, her guilt for her past life still festers behind the facade.

Kavrhos

Appearance: Also a pure-blood Suel, Kavrhos wears his blonde hair long and tied behind in a pony-tail. A short, wiry man in his twenties, he exudes an air of calm. Yet, he is quick to anger and his passions burn in his deep blue eyes. His accent is less refined than the other two, and he uses more Onnwalon phrases in his speech.

Character: Kavrhos' calm exterior hides a passionate man. Tarnedas convinced him that his previous passions - those taught to him by the Brotherhood - were imperfect. Therefore, he has sought to perfect himself through study of Phaulkon's bow. Kavrhos still retains his devotion to the Suel people - though no longer the methods and goals of the Brotherhood. He is greatly angered by the treatment of the Suel people of the Storm Coast by the Onnwalon liberators.

APPENDIX 4: THE PATHS OF TARNEDAS AND THE TEACHINGS OF PHAULKON

Tarnedas' Creed

So speaks the Far Reacher, Master of Birds, Phaulkon:

The time of Great Trial approaching, a Great Darkness stirring once more from beyond memory. The stones of this land echo with the voices of many peoples who have lived here down the ages. Some of those voices are best forgotten. Those Who Are Called must to take up the burden of defending the light, protecting the good of the future from the evils of the past.

The three disciples of Tarnedas have each developed a Path that they say will lead its Followers to an understanding of the teachings of the Hermit of the Gulls and ready them for the coming darkness.

Path of the Talon

Founded by Jekasto, formerly a monk of the Scarlet Sign, its emphasis is perfection and purification of the body and mind. Followers of this path specialise in both unarmed and armed combat, using the purity of the will to guide the strength of the body. Followers of this Path spend their time attaining physical perfection in the cause of the Hermit of the Gulls.

Path of the Wing

Led by Kavrhos, previously a rogue in the service of the Brotherhood, the path of the Wing aims at excellence in the art of archery. They fuse both mental discipline with physical strength and agility to produce outstanding marksmen capable of extraordinary feats.

Path of the Song

The Path of the Song are devoted to listening to the teachings of Phaulkon and Tarnedas through meditation, contemplation and listening to the voice of the master in the calls of the birds of the Storm Coast. Also called the Listeners, they are closest in creed and outlook to Tarnedas. Kantara leads them, in her previous life an assassin of the Brotherhood.

Phaulkon (from the Living Greyhawk Gazetteer)
CG Lesser God of Air, Wind, Clouds, Birds and Archery

Domains: *Air, Animal, Chaos, Good, War.*

Phaulkon is an active deity, promoting the cause of good and chasing down evil. He concerns himself with all things that happen under the open sky, and is a scholar of

artefacts (and how to negate their powers). Father of Kord and second only to him in fighting ability, he is friendly with Aerdrie Faenya (the Olve goddess of air and weather), Jascar and other gods with spheres of influence similar to his own. Depicted as a powerful clean-shaven, bare-chested wingless man, his holy symbol is a winged human silhouette.

Victory in battle depends on archery. The sky is the dome over creation, and the creatures of the sky are blessed for freeing themselves of the soil. Take the flight to the enemy; do not wait for the encroach of evil. The ancient devices of war are best left alone, as their use involves great danger.

Phaulkon's clerics study the sky and clouds for portents and work to protect the nesting places of flying animals. They teach archery and hunting to common people so they may feed themselves, teach farmers the difference between birds that eat seeds and those that kill seed-eaters and train soldiers in the more difficult aspects of ranged combat. When rumours of ancient evil magic surface, they seek out the source and make sure that the item gets destroyed or at least stays buried. His clerics tend to be wanderers, enjoying living under the open sky and fighting evil where they discover it.

Phaulkon (from the Onnwal Gazetteer)
Master of Birds, The Feathered One, Far Reacher

Phaulkon is the Suel god of Air, Birds and Archery. Though there was no formal church of Phaulkon before the occupation, many archers of the marines bear tattoos or talisman of Phaulkon. Somewhere along the cliffs of the Storm Coast dwells a remarkable man - Tarnedas, Hermit of the Gulls. Twenty years ago – he was a merchant in Scant. No-one knows why he left it all to become a hermit, nonetheless twenty years ago he did. Since then he has lived an ascetic life in a complex of cliff caves on the Storm Coast, with the gulls and seabirds who until recently were his only companions. He has constructed a shrine to Phaulkon with his own hands in a cleft overlooking the tempestuous waters of the Gearnat Sea. Here he worships his master and is said to commune with the Parliament of Birds which gathers there reputedly delivering in their chaotic chorus of cries and song the wisdom of Phaulkon.



THE SYMBOL OF THE FAR REACHER, PHAULKON