LGR-21

CAMPAIGNS

The Truth of Hearts

A One-Round D&D Legacy of the Green Regent Adventure for 12th-Level Characters

by Greg Marks

The dream that was Loudwater is threatened when it comes to light that a Zhentarim spy collecting information on the defenses of the city has escaped capture. Heroes must recover this spy before he can carry his valuable information to those would make themselves enemies of the City of Grottos. Part One of the Tides of War.

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

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INTRODUCTION

This adventure is optimized for 12th-level characters. This means that it is primarily designed and balanced for a group of four or five 12th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. It is also recommended that you have the FORGOTTEN REALMS Campaign Setting book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the Monster Manual or FORGOTTEN REALMS Campaign Setting.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on Decmber 31, 2005

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

<Sidebar>

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the Harbinger™ set:

2 Displacer Beasts (41/80) to represent the Displacer Beasts

From the Archfiends™ set:

Sage (24/60) to represent Baern Karneme
Bone Devil (29/60) to represent the Bone Devil
Erinyes (33/60) to represent the Erinyes
Human Cleric of Bane (35/60) to represent Shavress
2 Zhentarim Fighters (40/60) to represent the Zhentarim Soldiers

From the Giants of Legend™ set:

Warmage (7/72) to represent Tymungin
Bladeling Fighter (28/72) to represent the Barbed Devil
Minotaur Skeleton (55/72) to represent the Ice Devil
Fiendish Tyrannosaurus (68/72) to represent the Displacer Beast Pack Lord

From the Aberrations™ set:

Adventuring Wizard (12/60) to represent Paronthen Rensha
Sharn Cutthroat (20/60) to represent Raillen
Destrachan (29/60) to represent the Hellcat (the don't look much alike, but both are four legged and large)

</Sidebar>

ADVENTURE BACKGROUND

The Oath of Orlbar was signed to prevent interference by the Zhentarim west of Orlbar and the River Loagrann

and prevent Loudwater from meddling in the affairs of the Zhentarim. While this treaty has officially never been broken, unofficial visits by agents from both sides of the valley have performed their clandestine duties from time to time. Given the events of the previous two years, it is no surprise, that the Zhentarim has broken it again.

Baern Karneme, a spy for the Zhentarim, has been living in Loudwater for two years, quietly collecting information; particularly how Loudwater and its citizens have reacted to the various crises recently put upon them. His goal was to collate the information gathered so the Zhentarim could succeed in a lightning attack and claim the Delimbiyr Vale. As Baern spent his time amongst the free people of Loudwater, he quickly began to realize how they worked together for a common goal rather than just surviving under the shadow of tyranny. The way in which heroes constantly flock to the banner of the High Lord, the Green Regent, or the Red Fellowship has begun to show Baern another way. Perhaps Mielikki's Dream can continue, but if so the knowledge he possesses can never fall into the hands of his former masters. As the time to return to Llorkh draws near, Baern must make a difficult decision, unwilling to take his own life, and to afraid of what may become of him if he revealed his treachery to the High Lord, Baern has fled into the wild.

ADVENTURE SUMMARY

Unfortunately for Baern, his disappearance drew the attention of his nosey gnomish neighbor who reported his absence to the Fist in charge of the guard in his neighborhood. A quick investigation suggested there is more to Baern that what he appeared to his neighbors. Skilled heroes are needed to find and capture Baern alive.

Adventure Start: A High Lord's Request: The PCs are brought before High Lord Kalahar Twohands and asked to aid Loudwater once again, by locating and capturing Baern Karneme. Fist (Sergeant) Korath Hospler is on hand to explain his investigation so far to the PCs.

Where the Heart Is: The PCs investigate Baern's home and speak with his neighbor, an elderly gnomish woman named Alishnap Spriklemaspenut. Investigation puts the party onto Baern's trail.

Gunten and Sons: The trail leads the party to Gunten and sons near the east gate, and from there, out of town.

Leaving Town: As the PCs head out of town, they cross paths with a group of halflings making for Loudwater. If the PCs offer their aid to the troubled group, they offer information to the PCs about their quarry.

Bandit Attack!: The PCs are attacked by a group of inept bandits who also attempted to rob both Baern and one of the Zhentarim bands. If the PCs manage to speak with them, they can learn valuable information including that some of the Zhents are actually fiends.

Ambush: The PCs are ambushed by one of the groups of Zhentarim soldiers looking to capture Baern and bring him back to Llorkh.

Hunter or the Prey: Traveling is a dangerous business. People frequently go missing and caravans are destroyed. The PCs encounter one such incident, too late to save the travelers, but soon enough to face the danger themselves.

Visions and Interventions: The PCs receive a vision sent by Mielikki and those who have previously had her blessing or the blessing from the Circle of the Stag receive her aid once again.

Shining Falls: The PCs catch up with Baern in Shining Falls. Unfortunately, so has the Zhentarim. The PCs must defeat the Zhents to capture Baern, and if they do so, the party has the chance to learn that the Rensha family once again has designes upon the Delimbyr vale.

Explanations: Baern explains his reasons for running, and what he knows of the Zhentarim's plans for the Vale.

Conclusion: The PCs return with Baern, hopefully alive, and report to the High Lord.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter." As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 11th-level, the gp limit to purchase items is 33,000 gp, while the 12th-level gp limit is 44,000, the 13th-level gp limit is 56,000 gp, and the 14th-level gp limit is 75,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells worth differently in DUNGEONS & DRAGONS CAMPAIGNS If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death,

Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table LGR**21**-1, below) of the PC the *raise dead* was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking Sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and override the rules found in the *Player's Handbook.* When a character is brought back from the dead, it is not recorded as a character death (don't mark yes); just record the gold debt and experience drain.

LGR21—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
11th	5,500 XP
12th	6,000 XP
13th	6,500 XP
14th	7,000 XP

ADVENTURE HOOK

By this time in the campaign, the PCs are well known heroes. Realizing that the capture of the Zhentish spy requires the attention of such famed trouble-shooters as the PCs, High Lord Kalahar Towhands calls for them. As such, each of the PCs is visited in their home or inn by a squad of six guardsmen who request that they immediately accompany them to High Lord's Hall to meet with the High Lord himself. Should any of the PCs refuse to attend the meeting, the guards will tell them that they are likely to be rewarded if they accept the High Lord's offer. If that is not enough incentive for them, they aren't the type of heroes the High Lord is looking for.

ADVENTURE START: A HIGH LORD'S REQUEST

The throne room of the High Lord's Hall is well lit, with the midday sun streaming through opened windows. High Lord Kalahar Twohands rests his head in his hand as the guards usher you in. A grizzled guardsmen with the rank insignia of a Fist stands near him looking uncomfortable. His eyes stern, the High Lord looks up as you enter.

"I am glad you accepted my invitation. I'm afraid that Loudwater requires your talents once again. Tell them Korath."

"Well, I responded to a disappearance complaint at a home near the Grotto of Broken Hearts. Neighbors reported not having seen a common fixture of the neighborhood for a few days. I inspected the exterior home and found no sign of the missing man but the door was unlocked. Upon entering, it appeared that he had left in a hurry. I was able to find a handful of personal papers behind a bureau that appeared to be left behind by accident. The papers detailed troop strengths and armament for the city. That was when I contacted the High Lord."

Looking grim, the High Lord continues, "The man in question, one Baern Karneme, has lived in Loudwater for two years. During that time, he has become a deep part of Loudwater, joining many social organizations and taking a job as a scribe for the guard. No one has seen him for two days, and I worry that he may have been more than just a simple scribe. Although our evidence is very limited, it is possible that Baern was a spy of some sort. I would like you to locate Baern Karneme and determine his reason for leaving Loudwater, as well as if he had ulterior motives for living in Loudwater. If you do this, I promise you will have not only the gratitude of the people of Loudwater, but I will reward you handsomely."

The High Lord wants the PCs to take up this mission as soon as possible, and he is willing to offer them 200 gp each if necessary. Any questions the PCs have about the investigation he directs to Fist Korath Hospler. Korath knows the following:

- Korath can give the PCs the location of Baern's home near the Grotto of Broken Hearts. There are two guardsmen watching the home now, in case Baern should return.
- Korath gives the party the name of Baern's neighbor, Alishnap Spriklemaspenut, an elderly gnomish woman who first notified the guard of Baern's absence.
- He has turned the papers over to Gauntlet Harazos Thelbrimm but can explain that they appear to be part of a larger work examining the troop strengths and deployments of Loudwater, as well as possible weakness. It also references another section of the work not found in the home that apparently details powerful individuals in Loudwater that would need to be corrupted or subdued if an attack were to be launched. The PCs are mentioned as likely targets.
- The organized nature of the fragment that was found suggests that it is only a small part of a much larger work.
- Korath fears that Baern is a spy for the Zhentarim. The details of the work that are present are typical of their operations.

Assuming the PCs accept the mission, Kalahar suggests they investigate his Baern's home and attempt to pick up his trail as soon as possible. If Baern is indeed a spy for the Zhentarim, there is little time.

<Sidebar>

Baern's Necklace

In an effort to protect their spy, the Zhentarim provided Baern with a magical necklace that now prevents them, as well as the PCs, from quickly locating him with magic. As long as he continues to wear his necklace, he is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern his alignment. In addition, Baern is consider to be under the effects of a *mind blank* spell when targeted with divinations that attempt to locate him such as *locate creature* or *scry*.

</Sidebar>

Where the Heart Is

Baern's home is a simple one-story affair located in an upscale neighborhood in High Town. It is easily found by following the directions given to the PCs by Fist Korath Hospler.

The home of Baern Karneme is a small cottage typical of many homes in Loudwater. Hedges surround the building, separating it from the street, while ivy grows upon its walls. Two guardsmen stand in front of the door, watching your approach.

The two guards, Mithard and Telnor, hail the PCs and ask their business. Once identified as the adventurers they've been expecting, they quickly allow the PCs access to the home.

Inside the home shows signs of being hastily abandoned. Drawers and cabinets stand open and clothes are missing. The desk in the bedroom has been emptied; only a bottle of ink and a few quills remain. A DC 30 Search reveals a loose floorboard in the kitchen. When pried up, a forgotten, dusty, moth-eaten cloak lies within. The yellow Z on black symbol of the Zhentarim is embroidered on the breast. There is nothing else of interest to be found in the home.

Should the PCs choose, they may go next door and interview Alishnap Spriklemaspenut. If they do not, it is likely that the nosey neighbor will make herself known on her own.

The house next door is covered in blooming flowers, and in between vibrant blossoms, dozens of cats hunt butterflies and ladybugs. The wreath of petals that crowns the short door is quickly obscured as the door opens to reveal an aged gnomish woman stroking a huge cat while several others intertwine through her legs. "Who might you be, youngsters?"

Alishnap tends to speak quickly like the PCs' energetic grandmother, asking more questions than giving answers. The guardsmen, Mithard and Telnor, have thus far attempted to avoid any contact with the annoying gnome and thus she takes an interest in these new investigators. While nosey, she does have some information for the PCs once she is certain they are who they claim to be.

- Alishnap has not seen Baern for three days. This is particularly odd, as she normally saw him daily as he would take a constitutional after lunch. She also notes that there have been no lights in his house for those three days.
- She can confirm that Baern worked as a scribe for the guard, but he told her that he was also working on a book. He hoped to write the definitive work on Loudwater, detailing its culture, history, and society. That's why he was always studying the city in such detail. As Alishnap has lived in Loudwater for nearly 200 years, he used to ask her many questions, about Loudwater's history, particularly the salacious details about its underbelly or violent history. She assumes he asked such things as they are the type of details that interest a young man.
- Alishnap notes that Baern had rented a horse from Gunten and Sons many times in the past. If he went on a trip, she assumes he would do the same again, although it's odd that he didn't ask her to look after his house while he was gone. Alishnap or the guards can direct the party toward the Gunten and Sons Stable near the eastern gate. A DC 10 Knowledge (local: Loudwater) allows a PC to know the location themselves.

Once the PCs have examined Baern's home and met Alishnap, the only clue leads them to Gunten and Sons. Proceed to the next encounter **Leaving Town**.

Gunten and Sons

When the PCs investigate Gunten and Sons, proceed with the following read aloud text.

In view of the eastern gate, a bustling stable displays a shingle portraying a horse over the words "Gunten and Sons." Several horses mill about a nearby corral while three young boys wash them with soapy water. A broad shouldered human man unhitches two horses from a nearby buggy, taking note of your arrival. "Can I help you good folk with something?" he offers with a busy smile.

Herim Gunten runs the stable with the help of his seven boys. He is a friendly sort, but his success has started to get the better of him. He has more work than he can complete. While he is happy to speak with the PCs he never stops working while he talks, moving from buggy to stall and back again.

It takes Gunten a few moments to recall Baern, but after prompting he does remember Baern coming in three days ago around dawn. He was very nervous and claimed that he was in a hurry. Instead of renting a horse, he asked if he could buy one. When Gunten asked whether Baern wouldn't just rather rent one, as usual, Baern claimed he was going on a long trip and would feel better if Gunten had the full value of the horse now, just in case something were to happen. Baern was packed for

a long journey from what Gunten could tell. Gunten was of course a bit nervous for Baern who had always been a decent customer, but he sold him one of his better horses anyway. Baern rode out of the east gate in a hurry at dawn, three days ago. As far as Gunten knows, Baern stuck to the road. He has nothing more to tell the PCs.

Development: If the PCs need to, they can rent a horse from Gunten from for 1 gp a day plus a 20 gp deposit. Upon the successful completion of their mission, the High Lord will cover such costs.

All other leads that the PCs might consider, such as the clubs joined by Baern or his job, quickly prove fruitless. The PCs now have little choice but to attempt to follow Baern's trail east. When the PCs decide to leave town, proceed to **Leaving Town**.

Leaving Town

Leaving the eastern gate, you pass through the low walls that offer minimal protection to Loudwater. The gate is busy, with dozens of wagons coming and going. Not more than the toss of a dagger from you a group of halflings struggle with a broken down wagon. One of their wheels appears to have broken and the small men fight to pull their wagon out of the road, while their donkey refuses to cooperate.

If the PCs wish, they can continue on their way, but those who stop to assist the halflings can gain valuable information about the road ahead.

The halflings were attempting to deliver early summer crops gathered from Shining Falls before their wagon broke down within sight of Loudwater. Bauble, Dass, and Filon are currently trying to move their wagon out of others' way, much to the disagreement of Buttercup, their obstinate donkey who has decided now is the time to rest.

If the PCs aid the PCs in pulling the wagon to the side of the road and changing the wagon wheel, the three halfling farmers are more than willing to talk with the PCs. They can offer the following:

- A few days ago, about halfway between Loudwater and Shining Falls, they passed a man that matches Baern's description on the road. He seemed nervous and looked over his shoulder many times as he passed.
- Baern wasn't the only person they passed on the road however. About half a day after passed Baern they passed a group of dangerous looking men, that by their dress were likely out of likely out of Llorkh. It looked like they had been in a fight recently. They also asked about Baern.

The halflings suggest that Baern might be almost to Shining Falls by now, but once he makes it to that town, who knows where he might go. They thank the PCs for their help and wish them well.

Bandit Attack!

This encounter should encounter sometime after the PCs have left Loudwater, but prior to the Zhentarim ambush. The exact timing of these encounters is left to the DM, as the party may travel quickly via magical means, or walk the nearly four days to Shining Falls.

The gates of Loudwater left behind you, the sun shines brightly on your path. Birds whistle sweetly in under the blue sky and a faint breeze makes the day comfortable. A bowshot ahead, a thin man steps from the bushes at the side of the road. His clothes are torn, and one of his eyes is badly bruised. He gestures toward you with his spear. "You are surrounded! Throw your money pouches on the ground and no one will get hurt." Arrows poke out of nearby trees.

Bandits (8): hp 21 (each has 1d8 nonlethal damage); see *Appendix One*.

Two days ago, this group of inexperienced bandits attempted to rob the Zhentarim patrol sent after Baern. They were soundly beaten for their efforts, and as such, they break and run, completely disorganized, at the first sign of resistance by the PCs.

From a nearby tree someone screams, "They're fighting back, he's done for! Flee for your lives!" The bandits who only moments ago threatened you with arrows are now falling from their perches and running in a disorganized mob through the bushes.

If cornered, the bandits quickly surrender. They remember what happened when they fought the Zhentarim soldiers and they know resisting will only make matters worse. As such it is likely that the PCs will easily capture one or more of the bandits. Assuming the PCs do not just slaughter all of the bandits, they can interrogate them and learn valuable information. The bandits freely answer questions in exchange for their lives.

- The bandits robbed a nervous man a few days ago matching Baern's description. He was so good-natured about it that the bandits let him keep his horse.
- Unfortunately the bandits attempted to rob another group of men about a day later. When they did so, the group resisted, violently. The leader of the bandits was slain, as were ten more of their number. The remaining bandits were badly beaten and left for dead. The group matches the description of the men from Llorkh given by Bauble, Dass, and Filon.
- The bandits can tell the PCs that not all the men from Llorkh are actually men. One of them was some sort of terrible fiend. None of them that lived got a very good look at it.

Development: The final disposition of the bandits is up to the PCs. The bandits are not especially bloodthirsty,

but they are thieves. The party is too pressed for time to deliver them to proper authorities, so they will have to make a tough decision.

Ambush (EL 15)

Once the PCs are close to Shining Falls, this encounter occurs. Unless the PCs arrived using magic, they are still at least one day from Shining Falls. Should the PCs have used *teleport* or similar magic to move directly to Shining Falls, they bypass this encounter and have it on their way back.

Nearly to Shining Falls you chance across an odd site: a halfling struggling to push a goat out of the road. As much as the small man pushes or pulls, the goat refuses to move. Exasperated, he plops down in the dusty road directly in your path.

This is an ambush. The Zhentarim has sent several patrols out looking for Baern, and they have also been ordered to eliminate groups of likely adventurers who might also be looking for Baern. They spotted the PCs coming using Tymungin's spyglass. If the PCs are effectively all invisible, the DM will have to alter the combat as follows: the Zhents are hiding, but without *invisibility*, and they do not have round per level spells precast.

Tymungin has covered the devil in an illusion of a goat and created the comedic illusion of a halfling to draw the PCs in. When they are near the devil, the Zhents drop their *invisibility* and attack. These Zhents match the description of the rough men of Llorkh that was given to the PCs by the halflings and the bandits.

Barbed Devil: hp 126; see *Monster Manual* page 51.
Tymungin: Male Human Sor11; hp 45; see *Appendix One*.
Zhentarim Soldiers (2): Male Human Ftr11; hp 92; see *Appendix One*.

Tactics: The *major image* of the halfling and goat do their best to draw the PCs. Once they are close, the Zhents attack, the soldiers having used their *potions of invisibility*. The soldiers charge/leap down the ridge they are hiding on, while Tymungin takes to the air and unleashes his most devastating spells. He is not afraid to use his fireballs liberally, as the devil and his minions are largely immune.

Development: Should the PCs succeed in capturing any of the Zhents, they maintain that they are simply bandits, and they are definitely not working for the Zhentarim. Only magical coercion can break their cover story.

Scaling the Encounter

11th-level characters (EL 14): Use the EL 14 statistics for Tymungin and the soldiers in *Appendix One*. Replace the Barbed Devil with a Bone Devil, *Monster Manual* page 52.

13th-level characters (EL 16): Use the EL 16 statistics for Tymungin and the soldiers in *Appendix One*. In addition to the Barbed Devil, add one Bone Devil, *Monster Manual* page 52.

14th-level characters (EL 17): Use the EL 17 statistics for Tymungin and the soldiers in *Appendix One*. Replace the Barbed Devil with an Ice Devil, *Monster Manual* page 56.

Hunter or the Prey (EL 12)

The same day the PCs have the **Ambush** encounter, but before they bed down and receive the blessings of Mielikki, the party encounters a small caravan that has been attacked by a group of displacer beasts.

The sound of low growls reach you just before turn a bend in the road. Two wagons are stopped in the road, and blood is spattered everywhere. Gore drips from nearby trees, and bits of flesh slid from the wagon cover. Limbs are strewn across the road. A group of large blurry cats start at your approach and growl. Tentacles whip up as they prepare to charge.

Nothing salvageable remains of this meat caravan, as the displacer beasts have consumed all of the product, as well as most of the horses that pulled the wagons and the men that drove them.

Displacer Beast (2): hp 51; see *Monster Manual* page 66.
Displacer Beast Pack Lord: hp 203; see *Monster Manual* page 66.

Tactics: The beats are hungry and while somewhat intelligent chase after new prey. If severely injured, they attempt to flee.

Scaling the Encounter

11th-level characters (EL 12): Remove the two normal displacer beasts.

13th-level characters (EL 13): Add four normal displacer beasts.

14th-level characters (EL 14): Add one displacer beast pack lord.

Visions and Interventions

This encounter should happen sometime after **Ambush**, preferably as the PCs prepare to sleep for the day, however, should the PCs have access to *teleport* or similar magic, the DM may have to accelerate the series of events. In that case, the DM should adjust the follow read aloud text where appropriate.

The embers are low when a cool breeze picks up, blowing but a few sparks up into the sky. The wind stirs nearby bushes making it easy to sleep, but the sudden chill wakes those that were sleeping. The leaves part and in the moonlight, silent as a cloud drifting by, a

snowy white mane can be see. Lifting its head, a unicorn with deep blue eyes regards your camp. It stands stock still for several moments as its majesty washes over you. And then it turns and is gone, and with it the cool wind.

The party has been blessed by Mielikki and those who possess the story object *"Blessing of Mielikki, Curse of Guev'Ressunvee"* or the story object *"Blessing of the Circle of the Stag"* have been previously touched by her and receive further aid from nature goddess. For the duration of this event, PCs who possess one or both of the named story objects are under the effect of a *longstrider* spell as cast by a druid of their character level. This effect can be dispelled.

Those that succeed in a DC 20 Knowledge (religion) check realize that this was more than just a chance meeting and may have involved the spark of the divine. Worshipers of Mielikki gain a +5 competence bonus to this roll.

Shining Falls (EL 15)

The PCs arrive in Shining Falls the day after the ambush. Once there, they will have to locate Baern. Fortunately that is not difficult; he is being surrounded by a group of Zhentarim soldiers as the PCs arrive.

The town of Shining Falls is picturesque, as only a halfling town can be. Small homes are covered with fresh thatch, and their outsides decorated in fresh flowers. A small garden grows in front of each, and animals mill about from a chicken watching you from a nearby post, to a cow contentedly munching on some grass. This charming scene is thus disturbed by several rough men, weapons drawn, encircling a thin man who matches the description of Baern Karneme. "You're late, time to go home Baern," growls one of the men.

"I was just headed there, honest," Baern replies, nervously looking for an out. There are none. The men rush forward.

If the PCs do nothing, the men of Llorkh quickly subdue Baern much to the dismay of Baern and several halfling onlookers. They then put his limp body on a horse and ride south for their home and masters.

Assuming the PCs choose to intervene, proceed with combat.

Baern Karneme: Male Human Rog6; hp 26; see *Appendix One*.
Shavress: Female Human Clr11; hp 69; see *Appendix One*.
Paronthen Rensha: Male Human Wiz7/LrMstr4; hp 56; see *Appendix One*.
Raillen: Male Human Rog9; hp 47; see *Appendix One*.
Barbed Devil: hp 126; see *Monster Manual* page 51. (wears a *hat of disguise*)
Bone Devil: hp 95; see *Monster Manual* page 52. (wears a *hat of disguise*)

Tactics: The Zhents were in the process of capturing Baern, so they have their power-up suites active. The PCs begin closest to the devils, who are using their *hats of disguise* to appear as normal men. The devils engage the PCs in melee and attempt to keep them there, using their spell-like abilities as necessary. Raillen will move about as appropriate, attempting to sneak attack where possible. Paronthen and Shavress provide spell support, with Shavress likely entering melee as soon as possible. Baern does what he can to be helpful, but stays out of the way for most of the combat, fighting fully on the defensive. Unless killed by the PCs, Baern does not die in this combat.

Development: The devils disappear if slain. Raillen will admit to being a member of the Zhentarim if captured but has no details of their mission beyond capturing Baern, while Shavress will admit to serving Bane, but denied working for the Zhentarim. She claims to be working on her own. Paronthen denies any connection the Zhentarim, but a DC 15 Bardic Lore or Knowledge (nobility and royalty or local) recognizes that his robes bare the heraldry of the Rensha family that once ruled Loudwater nearly 200 hundred years ago. If captured, Paronthen refuses to admit any connection.

Should magical coercion be used on Parenthen or Shavress, they are both aware that a faction of the Rensha family that remains in Calimishan have allied themselves with the Zhentarim of Llorkh and Orlbar in their plans to take the Delimbyr Vale by force. Baern was to be gathering useful intelligence so the assault could begin within the next few weeks.

Scaling the Encounter

11th-level characters (EL 14): Use the EL 14 statistics for Paronthen, Raillen, and Shavress in *Appendix One*. Replace the barbed devil with an erinyes and a hellcat, *Monster Manual* page 54. The hellcat does not have a *hat of disguise*, relying on its natural invisibility.

13th-level characters (EL 16): Use the EL 16 statistics for Paronthen, Raillen, and Shavress in *Appendix One*. Add one bone devil, *Monster Manual* page 52, and one hellcat, *Monster Manual* page 54. The hellcat does not have a *hat of disguise*, relying on its natural invisibility.

14th-level characters (EL 17): Use the EL 17 statistics for Paronthen, Raillen, and Shavress in *Appendix One*. Replace the bone devil with an ice devil, *Monster Manual* page 56.

Explanations

Once the PCs have apprehended Baern, it is likely they will want to know why the Zhentarim is after him, and why he ran from Loudwater if he is not allied with the Zhentarim. This encounter covers his explanation.

As the last of your enemies fall, Baern nervously looks about, as though once again considering his chances of running, before dropping his weapon to the ground and raising his hands. "I assume you've come to kill me. I would have done it already if I weren't such a coward. Get it over with, don't make me wait."

Baern expects the agents of the High Lord to silence him. It's how things would be handled in the Zhentarim, and despite how much he has grown to love Loudwater, he still doesn't expect any mercy for one such as himself. Assuming he is not slain outright, he assumes the PCs are taking him back to be publicly hung. If the PCs are the slightest bit nice to him, or simply question him, he can answer questions using the following answers:

Q: *"Who are you and who do you work for?"*
A: ***"My name is Baern Karneme, and I used to work for the Zhentarim, but I do so no longer."***

Q: *"What were you doing in Loudwater?"*
A: ***"My previous masters sent me to Loudwater to gather information for their eventual invasion. They wanted to me to learn anything possible about the city so that they could better their plan. They have allied themselves with some small Calishite family that has traffic with infernal forces. Both desire the fertile Delimbyr Vale, but require detailed information and maps to succeed."***

Q: *"When will they attack?"*
A: ***"I don't know the exact date. Soon, before the summer ends."***

Q: *"What do you mean that you used to work for the Zhentarim?"*
A: ***"After living in Loudwater for two years, I began to understand the dream. I have never experienced such variety of ideas, such freedoms. All my life, I have seen nothing but the rigid tyranny of the Zhentarim, where there is only one way to live. In Loudwater I was free to do as I wished, and with that freedom came the freedom to help others, and not be penalized for it. I realized that I could not help the Zhentarim destroy such a wonderful and beautiful place. The time had come for me to file my report and I knew that if I didn't return, they would come for me. I was afraid to turn myself in, for fear of being executed as a spy. I had hoped to lose myself in the wild, but it seems everyone was looking for me."***

Q: *"Will you return peacefully to Loudwater?"*
A: ***"I am at your mercy. I will do as you wish."***

Q: *"Will you help Loudwater against the Zhentarim? Perhaps inform the High Lord of what you know of their war preparations."*
A: ***"Of course. I don't know how you could ever trust me, given my past, but I am willing to be of any assistance I can."***

Baern is as helpful as possible, and if the PCs are willing to convey him safely to the High Lord, the Green Regent, the Fellowship, or any other organization or person of power and responsibility in Loudwater, he is more than willing to help.

Development: If the PCs missed the **Ambush** encounterby using magic to arrive in Shining Falls, it occurs on their way back to Loudwater.

Conclusion

The conclusion assumes that the PCs return Baern alive to the High Lord. If this is not the case, the DM will have to adjust the final read aloud text.

You stand before the High Lord in his grand hall. Baern has just laid out his story, and Prior Athosar of the Houses of Morning has confirmed the honesty of his claim. The Zhentarim is raising an army and plans to attack Loudwater. War is coming.

The End

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. **How did the PCs deal with the halfling farmers?**
   a. They stopped to aid the little men, and gained valuable information.
   b. They ignored them, proceeding on their way.

2. **What became of the inept bandits?**
   a. The party taught them a lesson and slaughtered them all immediately.

b. No match for the PCs power, they bandits were rounded up and interrogated.
c. Paralyzed with laughter, the PCs were overwhelmed by the bandits.
d. They bypassed them entirely.

3. **Did the PCs overcome the ambush?**
    a. A halfling and a goat? Skilled adventurers, the PCs smelled an obvious trap, and attacked; wiping out the Zhents easily.
    b. While the trap surprised the PCs, they eventually overpowered their enemies.
    c. The PCs were stymied by the devilish goat and were either forced to flee, or died in the road.
    d. They went another way and never had the chance to see the comedy.

4. **Did the PCs defeat the displacer beasts?**
    a. They destroyed them like they were little kittens.
    b. The party drove the vicious cats away.
    c. The beasts frightened the PCs with their growls, and the party ran away.
    d. The party never saw them and went right on by.

5. **Did the PCs defeat the men of Llorkh in Shining Falls?**
    a. The PCs saved the day, crushed their enemies, and restored order to the tiny halfling village.
    b. The PCs slew some of their enemies, but some of the Zhents escaped to spread news of Baern's survival to their masters.
    c. The PCs failed, completely crushed by their enemies.
    d. They never made it that far.

6. **What became of Baern?**
    a. Baern agreed to help Loudwater prepare.
    b. The PCs killed Baern to silence him.
    c. The Zhents spirited the spy away.

APPENDIX 1: NPC Statistics

Bandit Attack!

Bandit: Male human War3; CR 2; Medium humanoid (human); HD 3d8+3; hp 21; Init +4; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 armor]; BA/G +3/+4; Atk +4 melee (1d8+1/x3, spear) or +3 ranged (1d8/x3, shortbow); Full Att +4 melee (1d8+1/x3, spear) or +3 ranged (1d8/x3, shortbow); AL CN; SV Fort ++4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +7, Intimidate +5, Listen +2, Spot +2; Alertness, Improved Initiative, Point Blank Shot.

Languages: Common.

Possessions: Spear, shortbow, 10 arrows, studded leather armor.

Physical Description: A ragged human with several days growth on his chin, as much dirt on his clothes.

Ambush

Tymungin (EL 14 version): Male Human Sor10; CR 10; Medium humanoid (human); HD 10d4+10; hp 41; Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +5/+4; Atk +5 melee (1d4-1, masterwork dagger); Full Att +5 melee (1d4-1, masterwork dagger); AL LE; SV Fort +4, Ref +4, Will +8; Str 8, Dex 12, Con 12, Int 11, Wis 13, Cha 19 [21].

Skills and Feats: Bluff +13, Concentration +14, Knowledge (arcana) +5, Spellcraft +13; Arcane Mastery, Silent Spell, Spell Focus (evocation), Spell Focus (illusion), Still Spell.

Languages: Common.

Possessions: Cloak of charisma +2, masterwork dagger, spyglass, *bracers of armor +4*, *ring of protection +2, scroll: dispel magic*.

Physical Description: A well-groomed man with deep-set eyes and a black goatee.

Spells Known (6/8/7/7/6/4; base DC = 15 + spell level; 16 + spell level for evocation and illusion): 0th – *acid splash, detect magic, detect poison, ghost sound, ray of frost, read magic, prestidigitation, resistance, touch of fatigue*; 1st – *grease, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *false life, resist energy, scorching ray, see invisibility;* 3rd – *fireball, fly, major image;* 4th – *greater invisibility, ice storm;* 5th – *cone of cold.*

Power-Up Suite (*false life, fly, greater invisibility, protection from good, resist energy (fire) 20 points, see invisibility, shield*) – hp 57; Spd 30 ft. and fly 60 (perfect); AC 21 (touch 13, flat-footed 20); Fort +6, Ref +6, Will +10 (vs. good).

Tymungin (EL 15 version): Male Human Sor11; CR 11; Medium humanoid (human); HD 11d4+11; hp 45; Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +5/+4; Atk +5 melee (1d4-1, masterwork dagger); Full Att +5 melee (1d4-1, masterwork dagger); AL LE; SV Fort +4, Ref +4, Will +8; Str 8, Dex 12, Con 12, Int 11, Wis 13, Cha 19 [21].

Skills and Feats: Bluff +14, Concentration +15, Knowledge (arcana) +5, Spellcraft +14; Arcane Mastery, Silent Spell, Spell Focus (evocation), Spell Focus (illusion), Still Spell.

Languages: Common.

Possessions: Cloak of charisma +2, masterwork dagger, spyglass, *bracers of armor +4*, *ring of protection +2, scroll: dispel magic*.

Physical Description: A well-groomed man with deep-set eyes and a black goatee.

Spells Known (6/8/7/7/7/5; base DC = 15 + spell level; 16 + spell level for evocation and illusion): 0th – *acid splash, detect magic, detect poison, ghost sound, ray of frost, read magic, prestidigitation, resistance, touch of fatigue*; 1st – *grease, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *false life, resist energy, scorching ray, see invisibility, web;* 3rd – *fireball, fly, heroism, major image;* 4th – *enervation, greater invisibility, ice storm;* 5th – *cone of cold, waves of fatigue.*

Power-Up Suite (*false life, fly, greater invisibility, heroism, protection from good, resist energy (fire) 30 points, see invisibility, shield*) – hp 61; Spd 30 ft. and fly 60 (perfect); AC 21 (touch 13, flat-footed 20); Grp +6; Atk +7 melee (1d4-1, masterwork dagger); Full Att +7 melee (1d4-1, masterwork dagger); Fort +6, Ref +6, Will +10; Fort +8, Ref +8, Will +12 (vs. good); +2 to all skill checks.

Tymungin (EL 16 version): Male Human Sor12; CR 12; Medium humanoid (human); HD 12d4+12; hp 49; Init +5; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +6/+5; Atk +5 melee (1d4-1, masterwork dagger); Full Att +5/+0 melee (1d4-1, masterwork dagger); AL LE; SV Fort +5, Ref +5, Will +9; Str 8, Dex 12, Con 12, Int 11, Wis 13, Cha 20 [22].

Skills and Feats: Bluff +16, Concentration +16, Knowledge (arcana) +5, Spellcraft +15; Arcane Mastery, Improved Initiative, Silent Spell, Spell Focus (evocation), Spell Focus (illusion), Still Spell.

Languages: Common.

Possessions: Cloak of charisma +2, masterwork dagger, spyglass, *bracers of armor +4*, *ring of protection +2, scroll: dispel magic*.

Physical Description: A well-groomed man with deep-set eyes and a black goatee.

Spells Known (6/8/8/7/7/6/4; base DC = 16 + spell level; 17 + spell level for evocation and illusion): 0th – *acid splash, detect magic, detect poison, ghost sound, ray of frost, read magic, prestidigitation, resistance, touch of fatigue*; 1st – *grease, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *false life, resist energy, scorching ray, see invisibility, web;* 3rd – *fireball, fly, heroism, major image;* 4th – *enervation, greater invisibility, ice storm;* 5th – *cone of cold, waves of fatigue;* 6th – *disintegrate.*

Power-Up Suite (*false life, fly, greater invisibility, heroism, protection from good, resist energy (fire) 30 points, see invisibility, shield*) – hp 65; Spd 30 ft. and fly 60 (perfect); AC 21 (touch 13, flat-footed 20); Grp +7; Atk +8 melee (1d4-1, masterwork dagger); Full Att +8 melee (1d4-1, masterwork dagger); Fort +7, Ref +7, Will +11; Fort +9, Ref +9, Will +13 (vs. good); +2 to all skill checks.

Tymungin (EL 17 version): Male Human Sor13; CR 13; Medium humanoid (human); HD 13d4+13; hp 53; Init +5; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +6/+5; Atk +5 melee (1d4-1, masterwork dagger); Full Att +5/+0 melee (1d4-1, masterwork dagger); AL LE; SV Fort +5, Ref +5, Will +9; Str 8, Dex 12, Con 12, Int 11, Wis 13, Cha 20 [22].

Skills and Feats: Bluff +17, Concentration +17, Knowledge (arcana) +5, Spellcraft +16; Arcane Mastery, Improved Initiative, Silent Spell, Spell Focus (evocation), Spell Focus (illusion), Still Spell.

Languages: Common.

Possessions: Cloak of charisma +2, masterwork dagger, spyglass, *bracers of armor +4*, *ring of protection +2, scroll: dispel magic*.

Physical Description: A well-groomed man with deep-set eyes and a black goatee.

Spells Known (6/8/8/7/7/7/5; base DC = 16 + spell level; 17 + spell level for evocation and illusion): 0th – *acid splash, detect magic, detect poison, ghost sound, ray of frost, read magic, prestidigitation, resistance, touch of fatigue*; 1st – *grease, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *false life, resist energy, scorching ray, see invisibility, web;* 3rd – *fireball, fly, heroism, major image;* 4th – *enervation, greater invisibility, ice storm, phantasmal killer;* 5th – *cone of cold, shadow evocation, waves of fatigue;* 6th – *chain lightning, disintegrate*.

Power-Up Suite (*false life, fly, greater invisibility, heroism, protection from good, resist energy (fire) 30 points, see invisibility, shield*) – hp 69; Spd 30 ft. and fly 60 (perfect); AC 21 (touch 13, flat-footed 20); Grp +7; Atk +8 melee (1d4-1, masterwork dagger); Full Att +8 melee (1d4-1, masterwork dagger); Fort +7, Ref +7, Will +11; Fort +9, Ref +9, Will +13 (vs. good); +2 to all skill checks.

Zhentarim Soldier (EL 14 version): Male human Ftr10; CR 10; Medium humanoid (human); HD 10d10+20; hp 84; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+3 shield, +1 Dex, +1 deflection, +9 armor]; BA/G +10/+14; Atk +18 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +12 ranged (1d8+4/x3, mighty composite longbow); Full Att +18/+13 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +12/+7 ranged (1d8+4/x3, mighty composite longbow); AL LE; SV Fort +9, Ref +4, Will +4; Str 19, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +17, Intimidate +12, Jump +17; Blind-fight, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Leap Attack, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common.

Possessions: +1 shocking bastard sword, *+1 animated large metal shield*, *+1 full plate*, *ring of protection +1*, masterwork bastard sword, masterwork mighty composite longbow [+4], 20 arrows, *potion of invisibility*.

Physical Description: These two dark haired soldiers are rough looking, but well equipped, and precise in their actions.

Power-Up Suite (*heroism, invisibility, resist energy (fire) 20 points*) – Grp +16; Atk +20 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +14 ranged (1d8+4/x3, mighty composite longbow); Full Att +20/+15 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +14/+9 ranged (1d8+4/x3, mighty composite longbow); Fort +11, Ref +6, Will +6; +2 to all skill checks.

Zhentarim Soldier (EL 15 version): Male human Ftr11; CR 11; Medium humanoid (human); HD 11d10+22; hp 92; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+3 shield, +1 Dex, +1 deflection, +9 armor]; BA/G +11/+15; Atk +19 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +13 ranged (1d8+4/x3, mighty composite longbow); Full Att +19/+14/+9 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +13/+8/+3 ranged (1d8+4/x3, mighty composite longbow); AL LE; SV Fort +9, Ref +4, Will +4; Str 19, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +18, Intimidate +13, Jump +18; Blind-fight, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Leap Attack, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common.

Possessions: +1 shocking bastard sword, *+1 animated large metal shield*, *+1 full plate*, *ring of protection +1*, masterwork bastard sword, masterwork mighty composite longbow [+4], 20 arrows, *potion of invisibility*.

Physical Description: These two dark haired soldiers are rough looking, but well equipped, and precise in their actions.

Power-Up Suite (*heroism, invisibility, resist energy (fire) 30 points*) – Grp +17; Atk +21 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +15 ranged (1d8+4/x3, mighty composite longbow); Full Att +21/+16/+11 melee (1d10+9+1d6 electrical/19-20, *+1 shocking bastard sword*) or +15/+10/+5 ranged (1d8+4/x3, mighty composite longbow); Fort +11, Ref +6, Will +6; +2 to all skill checks.

Zhentarim Soldier (EL 16 version): Male human Ftr12; CR 12; Medium humanoid (human); HD 12d10+24; hp 100; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+3 shield, +1 Dex, +1 deflection, +9 armor]; BA/G +12/+17; Atk +21 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +14 ranged (1d8+4/x3, mighty composite longbow); Full Att +21/+16/+11 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +14/+9/+4 ranged (1d8+4/x3, mighty composite longbow); AL LE; SV Fort +10, Ref +5, Will +7; Str 20, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +20, Intimidate +14, Jump +20; Blind-fight, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Iron Will, Leap Attack, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common.

Possessions: +1 shocking bastard sword, +1 animated large metal shield, +1 full plate, ring of protection +1, masterwork bastard sword, masterwork mighty composite longbow [+4], 20 arrows, *potion of invisibility*.

Physical Description: These two dark haired soldiers are rough looking, but well equipped, and precise in their actions.

Power-Up Suite (*heroism, invisibility, resist energy (fire) 30 points*) – Grp +19; Atk +23 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +16 ranged (1d8+4/x3, mighty composite longbow); Full Att +23/+18/+13 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +16/+11/+6 ranged (1d8+4/x3, mighty composite longbow); Fort +12, Ref +7, Will +9; +2 to all skill checks.

Zhentarim Soldier (EL 17 version): Male human Ftr13; CR 13; Medium humanoid (human); HD 13d10+26; hp 108; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+3 shield, +1 Dex, +1 deflection, +9 armor]; BA/G +13/+18; Atk +22 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +15 ranged (1d8+4/x3, mighty composite longbow); Full Att +22/+17/+12 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +15/+10/+5 ranged (1d8+4/x3, mighty composite longbow); AL LE; SV Fort +10, Ref +5, Will +7; Str 20, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +21, Intimidate +15, Jump +21; Blind-fight, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Iron Will, Leap Attack, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common.

Possessions: +1 shocking bastard sword, +1 animated large metal shield, +1 full plate, ring of protection +1, masterwork bastard sword, masterwork mighty composite longbow [+4], 20 arrows, *potion of invisibility*.

Physical Description: These two dark haired soldiers are rough looking, but well equipped, and precise in their actions.

Power-Up Suite (*heroism, invisibility, resist energy (fire) 30 points*) – Grp +20; Atk +24 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +17 ranged (1d8+4/x3, mighty composite longbow); Full Att +24/+19/+14 melee (1d10+12+1d6 electrical/19-20, *+1 shocking bastard sword*) or +17/+12/+7 ranged (1d8+4/x3, mighty composite longbow); Fort +12, Ref +7, Will +9; +2 to all skill checks.

Shining Falls

Baern Karneme: Male human Rog6; CR 6; Medium humanoid (human); HD 6d6; hp 26; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [+2 armor]; BA/G +4/+4; Atk +5 melee (1d6/18-20, masterwork rapier) or +5 ranged (1d6/x3, shortbow); Full Att +5 melee (1d6/18-20, masterwork rapier) or +5 ranged (1d6/x3, shortbow); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL N; SV Fort +3, Ref +6, Will +4; Str 10, Dex 11, Con 10, Int 16, Wis 13, Cha 18.

Skills and Feats: Bluff +15, Decipher Script +12, Diplomacy +19, Disguise +15 (+17 acting), Forgery +14, Gather Information +15, Intimidate +6, Knowledge (local: Loudwater) +12, Listen +10, Open Lock +9, Search +12, Sense Motive +12, Spot +10; Deceitful, Negotiator, Persuasive, Point Blank Shot, Precise Shot.

Possessions: Leather armor, masterwork rapier, shortbow, 20 masterwork arrows, notes on Loudwater, *cloak of resistance +1, Baern's necklace.*

Physical Description: Baern is a thin bookish man with a pleasant smile under small glasses.

Paronthen Rensha (EL 14 version): Male Human Wiz7/LrMstr3; CR 10; Medium humanoid (human); HD 10d4+20; hp 51; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +1 Dex, +1 AC]; BA/G +4/+3; Atk +5 melee (1d4-1, masterwork dagger) or +6 ranged (1d8/19-20, light crossbow); Full Att +5 melee (1d4-1, masterwork dagger) or +6 ranged (1d8/19-20, light crossbow); SQ Lore (+7), Secret: +2 Fortitude, Secret: +1 AC; AL NE; SV Fort +9, Ref +6, Will +10; Str 8, Dex 12, Con 12 [14], Int 19 [21], Wis 10, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +18, Knowledge (arcana) +18, Knowledge (the planes) +21, Knowledge (religion) +18, Spellcraft +18, Use Magic Device +6 (+8 scrolls); Alertness, Empower Spell, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge (the planes)), Spell Focus (evocation).

Languages: Common, Draconic, Ignan, Infernal.

Possessions: Masterwork dagger, light crossbow, 20 masterwork bolt, *headband of intellect +2*, *bracers of armor +6*, *cloak of resistance +2, scroll: greater dispel magic, silent meta-magic rod, periapt of health +2, scroll: cure serious wounds*, robes with Rensha family crest.

Physical Description: Paronthen is a Calishite man with his hair in a long braid, wearing dark red and black.

Spells Prepared (4/6/5/4/4/3; base DC = 15 + spell level, 16 + spell level for evocation): 0th – *acid splash, detect magic, detect poison, read magic*; 1st – *distract assailant, grease, magic missile, ray of enfeeblement, shield, silent image;* 2nd – *false life, glitterdust, mirror image, resist energy, see invisibility;* 3rd – *fireball, fly, lightning bolt,* empowered *magic missile;* 4th – *enervation, evard's black tentacles,* empowered *scorching ray, wrack;* 5th – *cone of cold,* empowered *fireball,* quickened *magic missile*.

Power-Up Suite (*false life, fly, mirror image (1d4+3 images), resist energy (fire) 20 points, see invisibility, shield*) – hp 67; Spd 30 ft. and fly 60 (perfect); AC 22 (touch 12, flat-footed 20).

Paronthen Rensha (EL 15 version): Male Human Wiz7/LrMstr4; CR 11; Medium humanoid (human); HD 11d4+22; hp 56; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +1 Dex, +1 AC]; BA/G +5/+4; Atk +6 melee (1d4-1, masterwork dagger) or +7 ranged (1d8/19-20, light crossbow); Full Att +6 melee (1d4-1, masterwork dagger) or +7 ranged (1d8/19-20, light crossbow); SQ Lore (+7), Secret: +2 Fortitude, Secret: +1 AC; AL NE; SV Fort +9, Ref +6, Will +11; Str 8, Dex 12, Con 12 [14], Int 19 [21], Wis 10, Cha 10.

Skills and Feats: Concentration +15, Decipher Script +19, Knowledge (arcana) +19, Knowledge (the planes) +22, Knowledge (religion) +19, Spellcraft +19, Use Magic Device +8 (+10 scrolls); Alertness, Empower Spell, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge (the planes)), Spell Focus (evocation).

Languages: Common, Draconic, Ignan, Infernal, Sylvan.

Possessions: Masterwork dagger, light crossbow, 20 masterwork bolt, *headband of intellect +2*, *bracers of armor +6*, *cloak of resistance +2, scroll: greater dispel magic, silent meta-magic rod, periapt of health +2, scroll: cure serious wounds*, robes with Rensha family crest.

Physical Description: Paronthen is a Calishite man with his hair in a long braid, wearing dark red and black.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level, 16 + spell level for evocation): 0th – *acid splash, detect magic, detect poison, read magic*; 1st – *distract assailant, grease, magic missile, ray of enfeeblement, shield, silent image;* 2nd – *false life, glitterdust, mirror image, resist energy, see invisibility;* 3rd – *fireball, fly, haste, lightning bolt,* empowered *magic missile;* 4th – *enervation, evard's black tentacles,* empowered *scorching ray, wrack;* 5th – *cone of cold,* empowered *fireball,* quickened *magic missile;* 6th – quickened *scorching ray*.

Power-Up Suite (*false life, fly, mirror image (1d4+3 images), resist energy (fire) 30 points, see invisibility, shield*) – hp 72; Spd 30 ft. and fly 60 (perfect); AC 22 (touch 12, flat-footed 20); *contingency: teleport* out of a grapple.

Paronthen Rensha (EL 16 version): Male Human Wiz7/LrMstr5; CR 12; Medium humanoid (human); HD 12d4+24; hp 61; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +1 Dex, +1 AC]; BA/G +5/+4; Atk +6 melee (1d4-1, masterwork dagger) or +7 ranged (1d8/19-20, light crossbow); Full Att +6 melee (1d4-1, masterwork dagger) or +7 ranged (1d8/19-20, light crossbow); SQ Lore (+7), Secret: +2 Fortitude, Secret: +1 AC, Secret: bonus 2nd level spell; AL NE; SV Fort +9, Ref +6, Will +11; Str 8, Dex 12, Con 12 [14], Int 20 [22], Wis 10, Cha 10.

Skills and Feats: Concentration +16, Decipher Script +21, Knowledge (arcana) +21, Knowledge (the planes) +24, Knowledge (religion) +21, Spellcraft +21, Use Magic Device +10 (+12 scrolls); Alertness, Empower Spell, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge (the planes)), Spell Focus (evocation).

Languages: Common, Draconic, Ignan, Infernal, Sylvan.

Possessions: Masterwork dagger, light crossbow, 20 masterwork bolt, *headband of intellect +2*, *bracers of armor +6*, *cloak of resistance +2, scroll: greater dispel magic, silent meta-magic rod, periapt of health +2, scroll: cure serious wounds*, robes with Rensha family crest.

Physical Description: Paronthen is a Calishite man with his hair in a long braid, wearing dark red and black.

Spells Prepared (4/6/7/5/4/4/3; base DC = 16 + spell level, 17 + spell level for evocation): 0th – *acid splash, detect magic, detect poison, read magic*; 1st – *distract assailant, grease, magic missile, ray of enfeeblement, shield, silent image;* 2nd – *false life, glitterdust (x2), mirror image, resist energy (x2), see invisibility;* 3rd – *fireball, fly, haste, lightning bolt,* empowered *magic missile;* 4th – *enervation, evard's black tentacles,* empowered *scorching ray, wrack;* 5th – *cone of cold,* empowered *fireball,* quickened *magic missile,* quickened *truestrike;* 6th – *disintegrate,* empowered *enervation,* quickened *scorching ray*.

Power-Up Suite (*false life, fly, mirror image (1d4+4 images), resist energy (electrical and fire) 30 points, see invisibility, shield*) – hp 77; Spd 30 ft. and fly 60 (perfect); AC 22 (touch 12, flat-footed 20); *contingency: teleport* out of a grapple.

Paronthen Rensha (EL 17 version): Male Human Wiz7/LrMstr6; CR 13; Medium humanoid (human); HD 13d4+26; hp 66; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +1 Dex, +1 AC]; BA/G +6/+5; Atk +7 melee (1d4-1, masterwork dagger) or +8

ranged (1d8/19-20, light crossbow); Full Att +7/+5 melee (1d4-1, masterwork dagger) or +8/+3 ranged (1d8/19-20, light crossbow); SQ Lore (+7), Secret: +2 Fortitude, Secret: +1 AC, Secret: bonus 2nd level spell; AL NE; SV Fort +10, Ref +7, Will +12; Str 8, Dex 12, Con 12 [14], Int 20 [22], Wis 10, Cha 10.

Skills and Feats: Concentration +17, Decipher Script +22, Knowledge (arcana) +22, Knowledge (the planes) +25, Knowledge (religion) +22, Spellcraft +22, Use Magic Device +12 (+14 scrolls); Alertness, Empower Spell, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge (the planes)), Spell Focus (evocation).

Languages: Common, Draconic, Ignan, Infernal, Sylvan.

Possessions: Masterwork dagger, light crossbow, 20 masterwork bolt, *headband of intellect +2*, *bracers of armor +6*, *cloak of resistance +2, scroll: greater dispel magic, silent meta-magic rod, periapt of health +2, scroll: cure serious wounds*, robes with Rensha family crest.

Physical Description: Paronthen is a Calishite man with his hair in a long braid, wearing dark red and black.

Spells Prepared (4/6/7/5/5/4/3/1; base DC = 16 + spell level, 17 + spell level for evocation): 0th – *acid splash, detect magic, detect poison, read magic*; 1st – *distract assailant, grease, magic missile, ray of enfeeblement, shield, silent image;* 2nd – *false life, glitterdust (x2), mirror image, resist energy (x2), see invisibility;* 3rd – *bands of steel, fireball, fly, lightning bolt,* empowered *magic missile;* 4th – *enervation, evard's black tentacles,* empowered *scorching ray, stoneskin, wrack;* 5th – *cone of cold,* empowered *fireball,* quickened *magic missile,* quickened *truestrike;* 6th – *disintegrate,* empowered *enervation,* quickened *scorching ray;* 7th – quickened *haste*.

Power-Up Suite (*false life, fly, mirror image (1d4+4 images), resist energy (electrical and fire) 30 points, see invisibility, shield*) – hp 82; Spd 30 ft. and fly 60 (perfect); AC 22 (touch 12, flat-footed 20); *contingency: teleport* out of a grapple.

Raillen (EL 14 version): Male Human Rog8; CR 8; Medium humanoid (human); HD 8d6+8; hp 42; Init +3; Spd 30 ft.; AC 25 (touch 14, flat-footed 22) [+7 armor, +1 deflection, +1 natural, +3 Dex, +3 shield]; BA/G +6/+9; Atk +10 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +10 ranged (1d6/x3, shortbow); Full Att +10/+5 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +10/+5 ranged (1d6/x3, shortbow); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +5, Ref +11, Will +4; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +14, Bluff +10, Climb +14, Jump +14, Listen +11, Search +11, Sense Motive +11, Spot +11, Tumble +14; Dodge, Exotic Weapon Proficiency (spiked chain), Mobility.

Languages: Common.

Possessions: +1 frost spiked chain, *+2 mithral breastplate*, *+1 animated heavy shield,* shortbow, 20 adamantine masterwork arrows, *cloak of resistance +2, necklace of natural armor +1, ring of protection +1*, masterwork spiked chain.

Physical Description: A small gaunt oily man with knobby joints and a large adam's apple.

Raillen (EL 15 version): Male Human Rog9; CR 9; Medium humanoid (human); HD 9d6+9; hp 47; Init +3; Spd 30 ft.; AC 25 (touch 14, flat-footed 22) [+7 armor, +1 deflection, +1 natural, +3 Dex, +3 shield]; BA/G +6/+9; Atk +10 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +10 ranged (1d6/x3, shortbow); Full Att +10/+5 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +10/+5 ranged (1d6/x3, shortbow); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CE; SV Fort +6, Ref +11, Will +5; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +15, Bluff +11, Climb +15, Jump +15, Listen +12, Search +12, Sense Motive +12, Spot +12, Tumble +15; Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack.

Languages: Common.

Possessions: +1 frost spiked chain, *+2 mithral breastplate*, *+1 animated heavy shield,* shortbow, 20 adamantine masterwork arrows, *cloak of resistance +2, necklace of natural armor +1, ring of protection +1*, masterwork spiked chain.

Physical Description: A small gaunt oily man with knobby joints and a large adam's apple.

Raillen (EL 16 version): Male Human Rog10; CR 10; Medium humanoid (human); HD 10d6+10; hp 52; Init +3; Spd 30 ft.; AC 25 (touch 14, flat-footed 22) [+7 armor, +1 deflection, +1 natural, +3 Dex, +3 shield]; BA/G +7/+10; Atk +11 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +11 ranged (1d6/x3, shortbow); Full Att +11/+6 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +11/+6 ranged (1d6/x3, shortbow); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, opportunist, trapfinding, trap sense +3, uncanny dodge; AL CE; SV Fort +6, Ref +12, Will +5; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +16, Bluff +12, Climb +16, Jump +16, Listen +13, Search +13, Sense Motive +13, Spot +13, Tumble +16; Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack.

Languages: Common.

Possessions: +1 frost spiked chain, *+2 mithral breastplate*, *+1 animated heavy shield,* shortbow, 20 adamantine masterwork arrows, *cloak of resistance +2, necklace of natural armor +1, ring of protection +1*, masterwork spiked chain.

Physical Description: A small gaunt oily man with knobby joints and a large adam's apple.

Raillen (EL 17 version): Male Human Ftr1/Rog10; CR 11; Medium humanoid (human); HD 1d10+10d6+11;

hp 59; Init +3; Spd 30 ft.; AC 25 (touch 14, flat-footed 22) [+7 armor, +1 deflection, +1 natural, +3 Dex, +3 shield]; BA/G +8/+11; Atk +12 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +12 ranged (1d6/x3, shortbow); Full Att +12/+7 melee (2d4+5+1d6 cold, *+1 frost spiked chain*) or +12/+7 ranged (1d6/x3, shortbow); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, opportunist, trapfinding, trap sense +3, uncanny dodge; AL CE; SV Fort +8, Ref +12, Will +5; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +16, Bluff +12, Climb +16, Jump +17, Listen +13, Search +13, Sense Motive +13, Spot +13, Tumble +17; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack.

Languages: Common.

Possessions: +1 frost spiked chain, +2 mithral breastplate, +1 animated heavy shield, shortbow, 20 adamantine masterwork arrows, *cloak of resistance +2, necklace of natural armor +1, ring of protection +1*, masterwork spiked chain.

Physical Description: A small gaunt oily man with knobby joints and a large adam's apple.

Shavress (EL 14 version): Female human Clr10 (Bane); CR 10; Medium humanoid (human); HD 10d8+10; hp 63; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +7/+9; Atk +10 melee (1d8+2, *+1 heavy mace*) or +8 ranged (1d6+2, masterwork javelin); Full Att +10/+5 melee (1d8+2, *+1 heavy mace*) or +8/+3 ranged (1d6+2, masterwork javelin); SQ Rebuke undead (10/day); AL LE; SV Fort +9, Ref +3, Will +12; Str 14, Dex 10, Con 12, Int 10, Wis 18 [20], Cha 8.

Skills and Feats: Concentration +14, Knowledge (religion) +13, Spellcraft +13; Divine Meta-magic (quicken), Extra Turning (x2), Quicken Spell

Languages: Common.

Possessions: +1 full plate, +1 heavy shield, +1 heavy mace, periapt of wisdom +2, 10 masterwork javelins, spell component pouch (x2), metal holy symbol (x2).

Physical Description: A squat brutish woman with close-cropped hair.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0th – *cure minor wounds, detect magic (x2), detect poison, light, mending*; 1st – *bless, doom*, divine favor, obscuring mist, protection from good, shield of faith;* 2nd – *delay poison, enthrall*, remove paralysis, resist energy, sound burst;* 3rd – *bestow curse*, cure serious wounds, dispel magic, invisibility purge, remove blindness/deafness;* 4th – *death ward, divine power, feat*, freedom of movement, spell immunity;* 5th – *flame strike, righteous might*, slay living, spell resistance.*

*Domain spell. *Domains:* Hatred (Su/free action, +2 profane attack, saving throws, and AC against one opponent for 1 minute); Tyranny (Compulsion spells +2 DC).

Power-Up Suite (*death ward, delay poison, divine favor, divine power, invisibility purge, protection from good, resist energy (fire) 20 points, righteous might, shield of faith, spell immunity (disintegrate, enervation), spell resistance (SR 22)*) – hp 93; AC 24 (touch 12, flat-footed 24); BA/G +10/+23; Atk +22 melee (1d8+12, *+1 heavy mace*) or +13 ranged (1d6+12, masterwork javelin); Full Att +22/+17/+12 melee (1d8+12, *+1 heavy mace*) or +13/+8/+3 ranged (1d6+12, masterwork javelin); SQ DR 3/good; Face/Reach 10'/10'; Fort +11; Fort +13, Ref +5, Will +14 (vs. good), Str 28, Con 16.

Shavress (EL 15 version): Female human Clr11 (Bane); CR 11; Medium humanoid (human); HD 11d8+11; hp 69; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +8/+10; Atk +11 melee (1d8+2, *+1 heavy mace*) or +9 ranged (1d6+2, masterwork javelin); Full Att +11/+6 melee (1d8+2, *+1 heavy mace*) or +9/+4 ranged (1d6+2, masterwork javelin); SQ Rebuke undead (10/day); AL LE; SV Fort +9, Ref +3, Will +12; Str 14, Dex 10, Con 12, Int 10, Wis 18 [20], Cha 8.

Skills and Feats: Concentration +15, Knowledge (religion) +14, Spellcraft +14; Divine Meta-magic (quicken), Extra Turning (x2), Quicken Spell

Languages: Common.

Possessions: +1 full plate, +1 heavy shield, +1 heavy mace, periapt of wisdom +2, 10 masterwork javelins, spell component pouch (x2), metal holy symbol (x2).

Physical Description: A squat brutish woman with close-cropped hair.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0th – *cure minor wounds, detect magic (x2), detect poison, light, mending*; 1st – *bless, cure light wounds, doom*, divine favor, obscuring mist, protection from good, shield of faith;* 2nd – *delay poison, enthrall*, remove paralysis, resist energy, sound burst;* 3rd – *bestow curse*, cure serious wounds, dispel magic, invisibility purge, remove blindness/deafness, searing light;* 4th – *death ward, divine power, feat*, freedom of movement, spell immunity;* 5th – *flame strike, righteous might*, slay living, spell resistance;* 6th – *forbiddance*, heal.*

*Domain spell. *Domains:* Hatred (Su/free action, +2 profane attack, saving throws, and AC against one opponent for 1 minute); Tyranny (Compulsion spells +2 DC).

Power-Up Suite (*death ward, delay poison, divine favor, divine power, invisibility purge, protection from good, resist energy (fire) 30 points, righteous might, shield of faith, spell immunity (disintegrate, enervation), spell resistance (SR 23)*) – hp 102; AC 24 (touch 12, flat-footed 24); BA/G +11/+24; Atk +23 melee (1d8+12, *+1 heavy mace*) or +14 ranged (1d6+12, masterwork javelin); Full Att +23/+18/+13 melee (1d8+12, *+1 heavy mace*) or +14/+9/+4 ranged (1d6+12, masterwork javelin); SQ DR 3/good; Face/Reach

10'/10'; Fort +11; Fort +13, Ref +5, Will +14 (vs. good), Str 28, Con 16.

Shavress (EL 16 version): Female human Clr12 (Bane); CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +9/+11; Atk +12 melee (1d8+2, *+1 heavy mace*) or +10 ranged (1d6, masterwork javelin); Full Att +12/+7 melee (1d8+2, *+1 heavy mace*) or +10/+5 ranged (1d6+2, masterwork javelin); SQ Rebuke undead (14/day); AL LE; SV Fort +10, Ref +4, Will +13; Str 14, Dex 10, Con 12, Int 10, Wis 19 [21], Cha 8.

Skills and Feats: Concentration +16, Knowledge (religion) +15, Spellcraft +15; Divine Meta-magic (quicken), Extra Turning (x3), Quicken Spell

Languages: Common.

Possessions: +1 full plate, +1 heavy shield, +1 heavy mace, periapt of wisdom +2, 10 masterwork javelins, spell component pouch (x2), metal holy symbol (x2).

Physical Description: A squat brutish woman with close-cropped hair.

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level): 0th – *cure minor wounds, detect magic (x2), detect poison, light, mending*; 1st – *bless, cure light wounds, doom*, divine favor, obscuring mist, protection from good, shield of faith;* 2nd – *delay poison, enthrall*, remove paralysis, resist energy, sound burst;* 3rd – *bestow curse*, cure serious wounds, dispel magic, invisibility purge, remove blindness/deafness, searing light;* 4th – *death ward, divine power, fear*, freedom of movement, spell immunity;* 5th – *flame strike (x2), righteous might*, slay living, spell resistance;* 6th – *forbiddance*, harm, heal.*

*Domain spell. *Domains:* Hatred (Su/free action, +2 profane attack, saving throws, and AC against one opponent for 1 minute); Tyranny (Compulsion spells +2 DC).

Power-Up Suite (*death ward, delay poison, divine favor, divine power, invisibility purge, protection from good, resist energy (fire) 30 points, righteous might, shield of faith, spell immunity (disintegrate, enervation, lightning bolt), spell resistance (SR 24)*) – hp 111; AC 25 (touch 13, flat-footed 25); BA/G +12/+24; Atk +25 melee (1d8+13, *+1 heavy mace*) or +16 ranged (1d6+13, masterwork javelin); Full Att +25/+20/+15 melee (1d8+13, *+1 heavy mace*) or +16/+11/+6 ranged (1d6+13, masterwork javelin); SQ DR 6/good; Face/Reach 10'/10'; Fort +12; Fort +14, Ref +6, Will +15 (vs. good), Str 28, Con 16.

Shavress (EL 17 version): Female human Clr13 (Bane); CR 13; Medium humanoid (human); HD 13d8+13; hp 81; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +9/+11; Atk +12 melee (1d8+2, *+1 heavy mace*) or +10 ranged (1d6, masterwork javelin); Full Att +12/+7 melee (1d8+2, *+1 heavy mace*) or +10/+5 ranged (1d6+2, masterwork javelin); SQ Rebuke undead (14/day); AL LE; SV Fort +10, Ref +4, Will +13; Str 14, Dex 10, Con 12, Int 10, Wis 19 [21], Cha 8.

Skills and Feats: Concentration +17, Knowledge (religion) +16, Spellcraft +16; Divine Meta-magic (quicken), Extra Turning (x3), Quicken Spell

Languages: Common.

Possessions: +1 full plate, +1 heavy shield, +1 heavy mace, periapt of wisdom +2, 10 masterwork javelins, spell component pouch (x2), metal holy symbol (x2).

Physical Description: A squat brutish woman with close-cropped hair.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 15 + spell level): 0th – *cure minor wounds, detect magic (x2), detect poison, light, mending*; 1st – *bless, cure light wounds, doom*, divine favor, obscuring mist, protection from good, shield of faith;* 2nd – *align weapon, delay poison, enthrall*, remove paralysis, resist energy, sound burst;* 3rd – *bestow curse*, cure serious wounds, dispel magic, invisibility purge, remove blindness/deafness, searing light;* 4th – *air walk, death ward, divine power, fear*, freedom of movement, spell immunity;* 5th – *flame strike (x2), righteous might*, slay living, spell resistance;* 6th – *forbiddance*, harm, heal;* 7th – *bigby's grasping hand*, mass cure serious wounds.*

*Domain spell. *Domains:* Hatred (Su/free action, +2 profane attack, saving throws, and AC against one opponent for 1 minute); Tyranny (Compulsion spells +2 DC).

Power-Up Suite (*death ward, delay poison, divine favor, divine power, invisibility purge, protection from good, resist energy (fire) 30 points, righteous might, shield of faith, spell immunity (disintegrate, enervation, lightning bolt), spell resistance (SR 25)*) – hp 120; AC 25 (touch 13, flat-footed 25); BA/G +13/+25; Atk +26 melee (1d8+13, *+1 heavy mace*) or +17 ranged (1d6+13, masterwork javelin); Full Att +26/+21/+16 melee (1d8+13, *+1 heavy mace*) or +17/+12/+7 ranged (1d6+13, masterwork javelin); SQ DR 6/good; Face/Reach 10'/10'; Fort +12; Fort +14, Ref +6, Will +15 (vs. good), Str 28, Con 16.

APPENDIX 2: New Rules

New Feats

Arcane Mastery

Reference: Complete Arcane, p. 73.
You are quick and certain in your efforts to defeat to defeat the arcane defences and spells of others.

Prerequisites: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check).

Divine Metamagic [Divine]

Reference: Complete Divine, page 80.
You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Leap Attack

Reference: Complete Adventurer, p. 110.
You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefits: You can combine a jump with a charge against an opponent. If you cover at least 10 feat of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

New Spells

Bands of Steel

Reference: Complete Arcane, page 98.
Conjuration (Creation)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bonds.

Material Component: Three small silver hoops, interlocked.

Distract Assailant

Reference: Complete Adventurer, page 146.
Enchantment (Compulsion)
Level: Assassin 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Wrack

Reference: Complete Divine, page 190.
Necromancy [Evil]
Level: Cleric 3, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Area: One humanoid
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind.

For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.