

COR5-05



A MARKED MAN

A One-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1.0

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Sometimes you make the wrong enemy, and you don't know where to turn. The man in front of you seems to have that look in his eye. Are you willing to stick your nose into something dangerous? An adventure for APLs 2-12.

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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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PCS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this

sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

5.

Time Units and Upkeep

This is a standard one-round core adventure, set in the City of Greyhawk. All Characters pay two Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

ADVENTURE BACKGROUND

The Greyhawk Thieves' Guild and the Dyvers Alliance (Dyvers's version of a thieves' guild) have always been rivals. Recently, an informant within the Dyvers Alliance sent a message to a merchant in Greyhawk who is a member of the Greyhawk Thieves' Guild. The merchant

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

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

runs a shipping business, and also smuggles goods. The message informed the merchant that a bookkeeper he employed was actually a spy for the Alliance. The message also provided evidence to prove this, and after the merchant did some investigating to corroborate the information, he proceeded to have the bookkeeper beaten and thrown in a cellar for questioning. However, before the merchant could begin the interrogation, the bookkeeper escaped.

ADVENTURE SUMMARY

Introduction: The PCs are in Greyhawk City, enjoying a drink at the White Dragon Inn, when a cloaked elf in manacles stumbles into the inn, begging for assistance.

Encounter 1: A Desperate Man: The elf introduces himself as Lucian. He insists his life is in danger, and that he needs help escaping the city. If asked why he believes his life is in danger, Lucian reveals his battered and bruised body under his cloak. Lucian insists that he has only barely escaped with his life from a band of thugs, and they are chasing him. If necessary, the PCs can utilize the skills of a nearby locksmith to unlock the manacles.

Encounter 2: Thug Attack: Thugs ambush the PCs as they walk through the Thieves' Quarter. The thugs are actually from Dyvers. They are members of the Dyvers Alliance given instructions to bring the elven spy back to Dyvers.

Encounter 3: Turn Him Over to the Watch: If the PCs decide to turn the matter over to the watch, they can travel to a watch house. There, a benevolent watchman writes down all the information Lucian tells him, and recommends that Lucian would be safer outside of Greyhawk.

Encounter 4: The Merchant House: If the PC decide to go to the merchant house first, they can speak to the merchant, who attempts to convince the PCs to turn Lucian over to him. Otherwise, the merchants have his thugs attack the PCs, while he tries to snatch Lucian. However, if the PCs went to the watch house prior to the merchant house, the merchant have received word of their meddling, and abandon the merchant house and set it ablaze to destroy any evidence of his smuggling.

Encounter 5: Leaving the City: The PCs leave the City of Greyhawk, spying various people seeming to follow them, but encountering no more direct troubles. Once out of the city, Lucian looks for a safe place to talk.

Encounter 6: Questioning the Elf: Lucian confides in the PCs, and tells them he is a squire for the Knights of Luna. He has been a spy in both Dyvers and Greyhawk, and feels he is not safe in either city any more. He asks the PCs to help him reach his cousin in Safeton.

Encounter 7: Friends in Safeton: Lucian leads the PCs to Safeton, and to his cousin's house. If the PCs did not fight the merchant at his merchant house in Greyhawk, then the merchant and his thugs, who have managed to teleport ahead of the PCs, ambush the PCs.

Encounter 8: Animal Attack: As the PCs travel through the woods toward Celene, animals attack them.

Encounter 9: Across the Border: As the PCs cross the border into Celene, several Celene border guards stop the PCs. Lucian introduces himself and speaks with their captain, and after a short private conversation, Lucian is admitted into Celene. Lucian thanks the PCs, rewards them, and wishes them well.

APPLICABLE INFLUENCE FROM OTHER ADVENTURES

Prior to starting the adventure, see which characters have “Wrath of the Greyhawk Assassin’s Guild” from COR3-13 *Traitor’s Road*. This is important later in the adventure.

INTRODUCTION

It is a busy day in the city of Greyhawk, and the streets are more congested than usual. Thankfully, the White Dragon Inn is not very crowded, and you easily find a comfortable space to relax in.

Suddenly, the doors burst open. A frail figure in a full-length tattered gray robe stumbles sideways into the tavern, the sleeves of the robe flapping limply. “Help me!” he begs from underneath his hood. “Someone help me, they’re going to kill me!”

ENCOUNTER 1: A DESPERATE MAN

Most of the crowd in the White Dragon Inn are jaded and used to trouble—the inn is located in the Thieves’ Quarter, after all. If none of the PCs immediately step forward, the robed figure stumbles from table to table, begging patrons for help. They all turn him away without asking any questions.

☞ **Lucian:** Gray elf Rog3/Wiz3; hp 11 (currently 6); see Appendix 1.

Any of the PCs can attempt a DC 10 Spot check to notice that he has arms, but is trying to hide them from view by not putting them in the arms of the robe, and instead seems to be clasping his hands tightly against his stomach underneath the robe.

If the PCs ask the figure what he is fleeing from, read or paraphrase the following:

Shaking his head, the hood falls back, revealing an elven face that looks to have been recently battered and bruised. There is an open cut on one cheek.

“They beat me nearly to death, and now they’re looking to finish the job! I must flee the city if I am to live!”

The PCs can make a DC 20 Knowledge (local—core) check to know that the gash on his cheek is a mark from the Greyhawk Thieves’ Guild identifying him as an informant.

If asked the elf introduces himself as Lucian. As he talks the PCs he glances worriedly toward the doorway. If the PCs try to convince Lucian to show them his hands, he grudgingly shows that his wrists are currently manacled.

If the PCs question him as to the source of the manacles, he will insist that thieves put the manacles on him. He substantiates this by pointing out there is no mark of the city watch on the manacles.

Lucian does not go into great detail on his circumstances, insisting that there is ample time to discuss the matter once they are out of the city. He says that he is a local bookkeeper who was taken prisoner against his will by his employer. He is convinced that he must flee the city to live.

If the PCs absolutely insist on discussing the situation, or use magic to try and gather information on Lucian, please refer to Encounter 6: Questioning the Elf.

If the PCs attempt to heal Lucian, Lucian’s hit points can be restored, and most of his wounds heal, but the scar on his cheek cannot be entirely removed by magical healing. Instead, a white scar in an odd shape remains on his cheek.

If the PCs decide to try and *teleport* out of the city, Lucian shows hesitation at the use of magic, and recommends they travel by foot. If the PCs still desire to use *teleportation*, go immediately to Encounter 2: Thug Attack, and have the thugs ambush the party wherever they are before they gather together to *teleport* away. Once the thugs are defeated, assuming that the PCs still *teleport* out of the city, go to Encounter 6: Questioning the Elf.

Once the PCs have agreed to help Lucian escape the city, Lucian recommends they remove the manacles from him. The manacles are masterwork with a good lock

☛ **Masterwork manacles with a good lock:** DC 35 Escape Artist, Strength check DC 28 to break, hardness 10, hp 10, Open Lock DC 30.

If the PCs are unable to remove the manacles themselves, there’s a locksmith who happens to be working on a job nearby named Theldrat Meldorp. Theldrat charges the party 50 x APL gp for his immediate services. The PCs may negotiate (Diplomacy DC 15 + APL) with Theldrat to lower the cost down to 20 x APL gp.

☛ **Theldrat Meldorp:** Male human Exp4, Craft (locksmithing) +13, Open Lock +11.

Once the PCs decide to travel away from the White Dragon Inn, continue to Encounter 2: Thug Attack.

ENCOUNTER 2: THUG ATTACK

As you make your way through the busy streets of Greyhawk, suddenly a man steps out of the crowd smiling, and addresses Lucian. “Lucian! Is that you? I’ve been looking for you!”

Lucian's eyes grow wide, and he takes a step back from the man. Lucian turns to you, speaking in a hushed and frightened tone. "Please, help me!"

Allow the PCs to make Spot checks, opposed by Tarn and Kres' Hide checks, to notice them sneaking up behind them. Tarn and Kres gain a +5 circumstance bonus due to the crowded streets.

The thugs are actually from The Free and Independent City of Dyvers, and are members of the Dyvers Alliance (Dyvers's version of a Thieves' Guild.) The thugs were given instructions to bring the elf back to Dyvers. The thugs were deliberately given very little information, and only know to capture Lucian alive, and bring him back to a safe house in Dyvers. If questioned, Tarn and Kres think that Lucian owes a debt to a Merchant in Dyvers, and they were hired to bring him back for that reason. If the PCs question Fael, he bluffs that he too thinks that Lucian owes a debt to a merchant. In fact, Fael believes there is something more important about Lucian, although he isn't sure what it is. He only knows that it is rare that someone is brought back alive.

APL 2 (EL 5)

- **Fael:** Male half-elf Brd4; hp 26; see Appendix 1.
- **Tarn:** Male human Rog1; hp 9; see Appendix 1.
- **Kres:** Male human Rog1; hp 6; see Appendix 1.

APL 4 (EL 7)

- **Fael:** Male half-elf Brd6; hp 38; see Appendix 1.
- **Tarn:** Male human Rog3; hp 26; see Appendix 1.
- **Kres:** Male human Rog3; hp 20; see Appendix 1.

APL 6 (EL 9)

- **Fael:** Male half-elf Brd8; hp 50; see Appendix 1.
- **Tarn:** Male human Rog5; hp 40; see Appendix 1.
- **Kres:** Male human Rog5; hp 32; see Appendix 1.

APL 8 (EL 11)

- **Fael:** Male half-elf Brd10; hp 62; see Appendix 1.
- **Tarn:** Male human Rog6; hp 53; see Appendix 1.
- **Kres:** Male human Rog6; hp 38; see Appendix 1.

APL 10 (EL 13)

- **Fael:** Male half-elf Brd12; hp 74; see Appendix 1.
- **Tarn:** Male human Rog8; hp 69; see Appendix 1.
- **Kres:** Male human Rog8; hp 50; see Appendix 1.

APL 12 (EL 15)

- **Fael:** Male half-elf Brd14; hp 86; see Appendix 1.
- **Tarn:** Male human Rog10; hp 92; see Appendix 1.
- **Kres:** Male human Rog10; hp 62; see Appendix 1.

Tactics: Fael starts combat by standing in front of party attempting to use his spells to draw their attention. Tarn and Kres are hiding in the crowd behind the PCs,

and move out of the crowd in an attempt to snatch Lucian. If Tarn and Kres must fight, they are careful to always flank with each other in an attempt to sneak attack. They concentrate on spellcasters first. If they discover they can't get sneak attack on someone with flanking they change targets, looking for someone more vulnerable.

Development: If the thugs manage to knock the party unconscious, they subdue Lucian and hurry away with him, not taking the time to loot the PCs. However, unfortunately for the kidnappers, the watch catches them. If the PCs search and/or ask around, they hear an eyewitness describe the watch capturing the thugs. The PCs may then go to the nearest watch house to continue helping Lucian. (Go to Encounter 3: Turn Him Over to the Watch.)

If the PCs manage to defeat the thugs, Lucian insists on leaving the bodies behind and hurrying out of the city as soon as possible.

If the PCs wish to gather information about Lucian, they can try to find a safe place to hide him while they ask around town. The PCs can make a DC 20 Gather Information check to learn that the cut on his cheek is a mark from the Greyhawk Thieves' Guild, identifying him as an informant. As a result, there is no safe haven for him within the domain of Greyhawk.

If the PCs decide to travel to the nearest watchhouse, go to Encounter 3: Turn Him Over to the Watch. If the PCs decide to leave the city, go to Encounter 5: Leaving the City. If the PCs decide to check out the Merchant House Lucian works at, go to Encounter 4: The Merchant House.

Treasure:

APL 2: L: 105 gp; C: 0 gp; M: 0 gp

APL 4: L: 130 gp; C: 0 gp; M: 0 gp

APL 6: L: 84 gp; C: 0 gp; M: +1 *sap* (192 gp per character), +1 *chain shirt* (104 gp per character)

APL 8: L: 84 gp; C: 0 gp; M: +1 *sap* (192 gp per character), +1 *chain shirt* (104 gp per character), *cloak of Charisma +2* (333 gp per character)

APL 10: L: 17 gp; C: 0 gp; M: 2 +1 *sap* (192 gp each per character), 3 +1 *chain shirts* (104 gp each per character), *cloak of Charisma +2* (333 gp per character), *gauntlets of ogre power* (333 gp per character), *gloves of Dexterity +2* (333 gp per character)

APL 12: L: 17 gp; C: 0 gp; M: 2 +1 *sap* (192 gp each per character), 2 +1 *chain shirts* (104 gp each per character), *cloak of Charisma +2* (333 gp per character), *gauntlets of ogre power* (333 gp per character), *gloves of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), +1 *mithral breastplate* (438 gp per character).

ENCOUNTER 3: TURN HIM OVER TO THE WATCH

If the PCs decide to turn the matter over to the watch, they can travel to a watchhouse. There, a benevolent watchman takes Lucian to an interrogation room, and asks the PCs to wait while he speaks to Lucian. The watchman spends only an hour asking Lucian about the merchant house he works for, and writing down everything Lucian says. Afterward, he escorts Lucian back to the PCs and recommends that the elf might be safest if he can get out of Greyhawk. He believes that the Merchant House Lucian worked for was a front for a smuggling operation, and the Thieves' Guild wants to kill Lucian to keep him quiet.

ENCOUNTER 4: THE MERCHANT HOUSE

If the PCs went to the watch house prior to the merchant house, then the merchant Skaelin has received word of the PCs' involvement, and has abandoned his house and set it ablaze, destroying all the evidence. Read or paraphrase the following:

As you near your destination you spy a large amount of smoke rising ahead. Rounding a corner, you see a building at the end of a dead-end street is a blazing inferno. People are rushing out of nearby houses, desperately attempting to fight the blaze in order to stop the fire from spreading to additional buildings.

If the PCs decide to go to the merchant house before the watch house, read or paraphrase the following:

This nondescript building sits at the end of a dead end street. It has a sign out front that reads "Skaelin's Imports." Stepping inside, you are in a large bare room with a shop counter in front of two doorways on the far wall. One of the doors opens, and a portly man steps out, his eyes turning quickly toward Lucian. He quickly strides around the counter, exclaiming "Lucian, you thief! Where are my books?"

The PCs may make a Sense Motive check opposed by Skaelin's Bluff to know that Skaelin's accusation is balderdash. Skaelin invites the PCs back into his office, where they can speak to him.

Note: Skaelin is under the protection of a *mind blank* spell and a *death pact* spell (see Appendix 2 for details of this *Complete Divine* spell), both cast by a 17th-level caster. Please be aware of the protections both these spells afford him. Once the *death pact* is activated, Skaelin is in a place where the PCs cannot locate or reach him, even with magical means.

Skaelin attempts to convince the PCs to turn Lucian over to him. Skaelin is actually just waiting until his

thugs can gather outside the building, or in the front room. Skaelin accuses Lucian of having stolen some of his business ledgers in an attempt to sell information on suppliers to Skaelin's competitors.

Regardless of whether or not the PCs allow Skaelin to keep Lucian, and once the PCs become too difficult to handle, Skaelin triggers a mechanical alarm in his office. The alarm requires little more than applying pressure to the correct floorboard, shaking a string leading under the floorboard to a bell outside. Once the bell rings outside, the thugs outside the building proceed to come in through the front door and attack the PCs

The thugs arrive through the front door, and initiate combat. At higher APLs, Locke and Skoalis are in a back room, and come in through a door at the back of Skaelin's office once the trouble starts. Skaelin acts alarmed at the intrusion with the hope that the PCs will not immediately know which side he is on.

APL 2 (EL 4)

➤ **Skaelin:** Male human Rog3; hp 17; see Appendix 1.

➤ **Thugs (2):** Male human War1; hp 14; see Appendix 1.

APL 4 (EL 6)

➤ **Skaelin:** Male human Rog4; hp 26; see Appendix 1.

➤ **Locke:** Male human Clr3; hp 25; see Appendix 1.

➤ **Thugs (2):** Male human War2; hp 22; see Appendix 1.

APL 6 (EL 8)

➤ **Skaelin:** Male human Rog6; hp 38; see Appendix 1.

➤ **Locke:** Male human Clr3; hp 25; see Appendix 1.

➤ **Skoalis:** Male human Ftr2/Rog1; hp 29; see Appendix 1.

➤ **Thugs (2):** Male human Ftr2; hp 25; see Appendix 1.

APL 8 (EL 10)

➤ **Skaelin:** Male human Rog8; hp 50; see Appendix 1.

➤ **Locke:** Male human Clr5; hp 46; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn2; hp 61; see Appendix 1.

➤ **Thugs (2):** Male human Ftr5; hp 57; see Appendix 1.

APL 10 (EL 12)

➤ **Skaelin:** Male human Rog9; hp 56; see Appendix 1.

➤ **Locke:** Male human Clr7; hp 69; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn4; hp 75; see Appendix 1.

➤ **Thugs (2):** Male human Ftr6; hp 67; see Appendix 1.

APL 12 (EL 14)

➤ **Skaelin:** Male human Rog10; hp 62; see Appendix 1.

➤ **Locke:** Male human Clr9; hp 87; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn5; hp 82; see Appendix 1.

➤ **Thugs (2):** Male human Ftr9; hp 108; see Appendix 1.

Tactics: Skaelin starts the battle pretending to be alarmed, but eventually attempts Use Magic Device checks to activate scrolls in battle. If all else fails, he resorts to using the Bluff skill to feint and sneak attack enemies. Remember that Skaelin is protected by both a *mind blank* spell and a *death pact* spell. His thugs fight beside each other in order to gain their Phalanx Fighting (see Appendix 2) bonuses. Skoalis is a member of the Greyhawk Assassins' Guild, and recognizes any PCs that have the wrath of the Greyhawk Assassins' Guild, and focus his attacks on them. Skoalis should start the battle invisible if possible, in hopes of using his death attack. If this isn't feasible, then Skoalis either flanks an opponent or start using flick of the wrist to make enemies flat-footed, and if all else fails uses feints in an attempt to make opponents flat-footed. Locke worships Kurrell, the god of vengeance, and takes pleasure in cursing enemies and causing them pain.

Development: If Skaelin is killed and his *death pact* is invoked, his body immediately vanishes as soon as the killing blow is struck. Skaelin then commits a contract on the PCs with the Greyhawk Thieves' Guild.

Treasure:

APL 2: L: 345 gp; C: 0 gp; M: +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), +1 studded leather armor (98 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure light wounds (4 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character).

APL 4: L: 587 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character).

APL 6: L: 587 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll

of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (63 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of displacement (63 gp per character).

APL 8: L: 652 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), divine scroll of entropic shield (3 gp per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (63 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of displacement (63 gp per character).

APL 10: L: 652 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), divine scroll of entropic shield (3 gp per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), scroll of blink (31 gp per character), 2 scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (31 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of displacement (63 gp per character), 2 arcane scrolls of lightning bolt (31 gp each per character), arcane scroll of suggestion (31 gp per character), arcane scroll of ray of exhaustion (31 gp per character).

APL 12: L: 268 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), divine scroll of entropic shield (2 gp each per character), +1 full plate armor (442 gp per character), 2 potions of cure light wounds (4 gp each per character), +1 mithral chain shirt (175 gp per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), +1 mithral chain shirt (175 gp per character),

ring of protection +1 (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), 2 arcane scrolls of *glitterdust* (13 gp each per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (31 gp per character), 4 arcane scrolls of *fireball* (31 gp each per character), 2 arcane scrolls of *scorching ray* (13 gp each per character), 2 arcane scrolls of *false life* (13 gp each per character), 2 arcane scrolls of *slow* (31 gp each per character), potion of *displacement* (63 gp per character), 2 arcane scrolls of *lightning bolt* (31 gp each per character), arcane scroll of *suggestion* (31 gp per character), arcane scroll of ray of *exhaustion* (31 gp per character), arcane scroll of *magic circle against good* (31 gp per character), arcane scroll of *see invisibility*, (13 gp per character) 4 arcane scrolls of *fly* (31 gp each per character).

ENCOUNTER 5: LEAVING THE CITY

As the PCs leave the City of Greyhawk, Lucian becomes increasingly worried. Unless the PCs have done a good job of disguising or hiding Lucian, they can make a spot check.

- DC 10: The PCs notice various people watching them.
- DC 20: The PCs spy various people follow them brief distances, and then turn away once spotted.

If the PCs stop any of these people, they discover they're mostly commoners. If questioned they will point at Lucian's face and say "He's got the mark". If pressed, and with a successful DC 12 Intimidate check, they'll then explain that the mark on Lucian's face means that there is a bounty on him with the Thieves' Guild. This will, of course, increase Lucian's paranoia another notch. However, no one else attacks the party as they leave the city.

As soon as the party has helped escort Lucian out of the city, he finds a nearby place to talk, and explain his situation, if he hasn't already.

ENCOUNTER 6: QUESTIONING THE ELF

The gray elf looks each of you over, and then nods his head decisively. Taking a deep breath, he explains, "I was born and raised in the Faerie Kingdom of Celene, the blessed homeland of my people. However, as I grew, I found the neutrality of my homeland to be a painful burden. It was then my cousin Taliesiana joined the ranks of the Knights of Luna. The Knights of Luna are those elves that believe in the greater good, and seek to support it. I asked my cousin to take me as one of her

squires, so I could join the ranks of the Knights of Luna. So it was that I became a squire, and was introduced to Melf, Prince Brightflame of Celene, and leader of the Knights of Luna. I spoke to Melf, and after interviewing me, he told me he had a special task that he felt me capable of."

Prince Brightflame told me, "You will become a spy for the Knights of Luna, gathering information from nearby cities outside of our borders. This information will provide crucial assistance to us."

I was surprised to say the least, but Prince Brightflame saw to my training, and when it was complete, I was given instructions to travel to the Free and Independent City of Dyvers. I was to petition to join their Dweomercrafters' Guild, and while there I was to attempt to infiltrate the Dyvers Alliance.

If you don't know, the Dyvers Alliance is the name of the agreement between the criminal organizations in Dyvers. Long ago, the various criminal guilds gathered together and committed to working together in an effort to become stronger as a whole.

At any rate, I was able to join the Dyvers Alliance as a low-level initiate. However, to my surprise, they discovered me...in a way.

They discovered my innate talents as a spy, but not my true allegiance, you see. They decided I should become a spy for them, and keep an eye on their closest rival, the Greyhawk Thieves' Guild. So it was, that in order to maintain my cover identity in Dyvers, I found myself being trained once again as a spy, but this time I was sent to Greyhawk. Once in Greyhawk, I managed to get work with Skaelin, a smuggler and fence with connections to the Thieves' Guild. And that is where I have been for two years now.

So it was until yesterday, when Skaelin called me into his office, and as I entered the doorway, I was struck from behind and knocked unconscious. I later awoke in a cellar tied to a chair. I was beaten, cut, and questioned. I managed not to tell them anything, and they left me alone in the dark. Thankfully, I was able to use what magic I had to help me escape from the cellar. It was then that I made for the nearest place I could hope to find adventurers to help me. So, I beg you, will you help me, a squire to the Knights of Luna, to escape the certain death that follows me from the city of Greyhawk?"

Allow the PCs to make Sense Motive checks, (this story sounds a bit far-fetched) but Lucian doesn't seem to be lying. Lucian waits for a response from the PCs. As long as they agree, he continues. If the PCs refuse to help him, he will attempt to travel to Safeton alone.

"My cousin Taliesiana keeps a house in Safeton. With any luck Tally or some of her squires will be there. It is about a week's travel south of Greyhawk by road. From there, I should be able to get an escort through the Welkwood Forest to Celene."

If asked about how he was discovered as a spy, Lucian shares with the party that he is not sure how it happened. However, due to the questions his boss Skaelin was asking, and the fact that the street thugs were using saps, he believes it was someone in Dyvers that betrayed him, leading Skaelin to believe that he was a spy for the Dyvers Alliance, not for the Knights of Luna. However, he considers both of these covers to be blown at this point, and seeks to return to Prince Brightflame for further instructions.

The PCs may now travel to Safeton. You should have PCs decide how they want to set up watches at night. Feel free to have them roll Spot and/or Listen checks during their travel, but nothing attacks them. However, you will want to use the watch information in Encounter 8: Animal Attack.

ENCOUNTER 7: FRIENDS IN SAFETON

You arrive in Safeton, and Lucian is anxious to go directly to his cousin's house. Lucian seems to know where he is going, and deftly weaves through the crowded streets. Near a small market, he stops in front of a small building. "We're finally here." He says. "It will be good to see my cousin Tally again.

If the PCs have already battled the merchant Skaelin at the Merchant House, then they find the door is locked. A DC 30 Open Lock check is required to unlock the door. PCs entering discover the house abandoned. If the PCs search it thoroughly, signified by a DC 30 Search check they find a small hidden compartment in one room upstairs with some sort of message written on it. If the PCs allow Lucian to search the house with them, he immediately finds the compartment (he already knows about it.) The message is written in a code, which can be deciphered through magical means or by a DC 20 Decipher Script check. Alternately, Lucian knows the code this message is written in, and can immediately translate it. Hand the PCs Player's Handout 1 once they decipher the message. It says:

There is trouble to the south. Orc raiding parties are increased in the Welkwood. We have gone to help reinforce the border guards. I can only hope you receive this message in good health. If your need is dire, you should travel to the homeland. -T

If the PCs have not yet faced the merchant Skaelin, then Skaelin will have managed to get his forces teleported to Safeton, and has set up an ambush inside Tally's home. They are all hiding in the house, and as soon as half the party is inside the house, they spring the ambush, hoping to use the confined space to prevent all the party from taking part in the combat. Once the PCs have defeated Skaelin, they find the house in the same state as described above, abandoned and with the message hidden in the secret compartment upstairs.

DM's Note: Skaelin is under the protection of a *mind blank* spell and a *death pact* spell, both cast by a 17th-level caster. Please be aware of the protections both these spells afford him. Once the *death pact* is activated, Skaelin is in a place where the PCs cannot locate or reach him.

Skaelin attempts to convince the PCs to turn Lucian over to him, claiming him to be a thief. Skaelin is actually just trying to confuse the PCs. Skaelin accuses Lucian of having stolen some of the business' ledgers in an attempt to sell information on suppliers to Skaelin's competitors.

Regardless of whether or not the PCs allow Skaelin to keep Lucian, Skaelin will eventually get greedy and order his thugs to attack the PCs once the PCs become too difficult to handle.

At APLs, 8-12 Skoalis is invisible if at all possible, and studies anyone with the wrath of the Greyhawk Assassins' Guild. Otherwise, he studies the frailest party member from the top of the stairs in preparation of using his death attack.

APL 2 (EL 4)

➤ **Skaelin:** hmn Rog3; hp 17; see Appendix 1.

➤ **Thugs (2):** Male human War1; hp 14; see Appendix 1.

APL 4 (EL 6)

➤ **Skaelin:** Male human Rog4; hp 26; see Appendix 1.

➤ **Locke:** Male human Clr3; hp 25; see Appendix 1.

➤ **Thugs (2):** Male human War2; hp 22; see Appendix 1.

APL 6 (EL 8)

➤ **Skaelin:** Male human Rog6; hp 38; see Appendix 1.

➤ **Locke:** Male human Clr3; hp 25; see Appendix 1.

➤ **Skoalis:** Male human Ftr2/Rog1; hp 29; see Appendix 1.

➤ **Thugs (2):** Male human Ftr2; hp 25; see Appendix 1.

APL 8 (EL 10)

➤ **Skaelin:** Male human Rog8; hp 50; see Appendix 1.

➤ **Locke:** Male human Clr5; hp 46; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn2; hp 61; see Appendix 1.

➤ **Thugs (2):** Male human Ftr5; hp 57; see Appendix 1.

APL 10 (EL 12)

➤ **Skaelin:** Male human Rog9; hp 56; see Appendix 1.

➤ **Locke:** Male human Clr7; hp 69; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn4; hp 75; see Appendix 1.

➤ **Thugs (2):** Male human Ftr6; hp 67; see Appendix 1.

APL 12 (EL 14)

➤ **Skaelin:** Male human Rog10; hp 62; see Appendix 1.

➤ **Locke:** Male human Clr9; hp 87; see Appendix 1.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn5; hp 82; see Appendix 1.

➤ **Thugs (2):** Male human Ftr9; hp 108; see Appendix 1.

Tactics: Skaelin starts the battle by attempting Use Magic Device checks to activate scrolls in battle. If all else fails, he will resort to using the Bluff skill to feint and sneak attack enemies. Remember that Skaelin is protected by both a *mind blank* spell and a *death pact* spell. His thugs fight beside each other in order to gain their Phalanx Fighting bonuses. Skoalis is a member of the Greyhawk Assassins' Guild, and recognizes any of the PCs with the wrath AR entry from *COR3-14 Traitor's Road*. Skoalis should start the battle invisible if capable, and then start flanking or using flick of the wrist to make enemies flat-footed, and if all else fails uses feints to make opponents flat-footed against him. Locke worships Kurrell, the god of vengeance, and takes pleasure in cursing enemies and causing them pain.

Development: If Skaelin is killed and his *death pact* is invoked, his body immediately vanishes as soon as the killing blow is struck (see Appendix 2 for more information on *death pact*). Skaelin then commits a contract on the PCs with the Greyhawk Thieves' guild.

Once the PCs have found the note, Lucian asks them to help him reach the Jewel River on the border of Celene in the Welkwood Forest to the west. He knows where the most dangerous sections of the forest are, and he promises he can convince the border guards not to attack the PCs for approaching the border. If the PCs suggest using teleportation magic, Lucian cautions them against it, insisting that there are numerous magical defenses around Celene, and he is not sure what teleportation might result in. (If the PCs try anyway, the spell fails.)

Treasure:

APL 2: L: 345 gp; C: 0 gp; M: +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), +1 studded leather armor (98 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure light wounds (4 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character).

APL 4: L: 587 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge

person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character).

APL 6: L: 587 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (63 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of displacement (63 gp per character).

APL 8: L: 652 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), divine scroll of entropic shield (3 gp per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), arcane scroll of blink (31 gp per character), 2 arcane scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), arcane scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (63 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of displacement (63 gp per character).

APL 10: L: 652 gp; C: 0 gp; M: 2 divine scrolls of invisibility (12.5 gp each per character), divine scroll of entropic shield (3 gp per character), +1 rapier (193 gp per character), +1 shortbow (194 gp per character), +1 buckler (97 gp per character), ring of protection +1 (167 gp per character), gauntlets of dexterity +2 (333 gp per character), amulet of health +2 (333 gp per character), cloak of charisma +2 (333 gp per character), scroll of blink (31 gp per character), 2 scrolls of enlarge person (2 gp each per character), 5 potions of cure moderate wounds (25 gp each per character), potion of haste (63 gp per character), scroll of glitterdust (13 gp per character), potion of fly (63 gp per character), arcane scroll of flaming sphere (13 gp per character), arcane scroll of haste (31 gp per character), arcane scroll of fireball (31 gp per character), arcane scroll of scorching ray (13 gp per character), arcane scroll of false life (13 gp per character), arcane scroll of slow (31 gp per character), potion of

displacement (63 gp per character), 2 arcane scrolls of *lightning bolt* (31 gp each per character), arcane scroll of *suggestion* (31 gp per character), arcane scroll of ray of *exhaustion* (31 gp per character).

APL 12: L: 268 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), divine scroll of *entropic shield* (2 gp each per character), +1 *full plate armor* (442 gp per character), 2 potions of *cure light wounds* (4 gp each per character), +1 *mithral chain shirt* (175 gp per character), +1 *rapier* (193 gp per character), +1 *shortbow* (194 gp per character), +1 *buckler* (97 gp per character), +1 *mithral chain shirt* (175 gp per character), *ring of protection* +1 (167 gp per character), *gauntlets of dexterity* +2 (333 gp per character), *amulet of health* +2 (333 gp per character), *cloak of charisma* +2 (333 gp per character), 2 arcane scrolls of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), 2 arcane scrolls of *glitterdust* (13 gp each per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (31 gp per character), 4 arcane scrolls of *fireball* (31 gp each per character), 2 arcane scrolls of *scorching ray* (13 gp each per character), 2 arcane scrolls of *false life* (13 gp each per character), 2 arcane scrolls of *slow* (31 gp each per character), potion of *displacement* (63 gp per character), 2 arcane scrolls of *lightning bolt* (31 gp each per character), arcane scroll of *suggestion* (31 gp per character), arcane scroll of ray of *exhaustion* (31 gp per character), arcane scroll of *magic circle against good* (31 gp per character), arcane scroll of *see invisibility*, (13 gp per character) 4 arcane scrolls of *fly* (31 gp each per character).

ENCOUNTER 8: ANIMAL ATTACK

You have left Safeton, and Lucian has led you into the wild. You travel west into the Welkwood forest, passing refugee camps from the Wild Coast. Lucian directs you westward, in hopes of crossing the Celene border, where he hopes to be safe. The trees in the Welkwood forest grow to unusual size, with the ipt trees growing to be over a hundred feet tall, and the roanwood trees grow even taller! The high trees make the woodland seem imposing.

Lucian does not taking a direct path toward Celene, insisting that there are magical protections all along the border, and various areas of the Welkwood are not safe to travel. While this is partly true, his true hope is to find his cousin Tally.

At APLs 10 and 12, allow the PCs to make DC 20 Spot checks to notice several birds watching the PCs. Anyone who makes the Spot check can then make a DC 15 Knowledge (nature) check to notice that an owl watching seems more intelligent than a normal animal. If the owl is spotted, it attempts to flee the party and reach its master (see tactics, below.) If the owl is not spotted, it attempts to identify using Spellcraft any spells

the party casts, and later inform its master of what it learns.

On the night of the first day after entering the Welkwood, before setting up camp, the party wanders to close to the territory of some dangerous spiders, and are later attacked from above during the night. If the party comes up with a way of getting to the Jewel River before nightfall, set up the ambush during the day instead.

As stated before, the trees here grow to tremendous heights. For the purposes of this combat, consider the trees to be up to 150 feet high in some places, but averaging about 100 feet high overall. The spiders make use of their climbing abilities to web the PCs as often as possible.

APL 2 (EL 4)

➤ **Small Monstrous Spiders (5):** hp 4, 4, 4, 4, 4; see *Monster Manual* page 288.

APL 4 (EL 6)

➤ **Medium Monstrous Spiders (5):** hp 11, 11, 11, 11, 11; see *Monster Manual* page 288.

APL 6 (EL 8)

➤ **Large Monstrous Spiders (7):** hp 22, 22, 22, 22, 22, 22, 22; see *Monster Manual* page 289

APL 8 (EL 10)

➤ **Huge Monstrous Spiders (5):** hp 52, 52, 52, 52, 52; see *Monster Manual* page 289.

APL 10 (EL 12)

➤ **Aranea Sor7:** hp 73; see Appendix 1.

➤ **Huge Phase Spider, Advanced 14 HD:** hp 172; see Appendix 1.

APL 12 (EL 14)

➤ **Aranea Sor7 (2):** hp 73, 73; see Appendix 1.

➤ **Huge Phase Spiders, Advanced 14 HD (2):** hp 172, 172; see Appendix 1.

Tactics: At APL 10 and 12, the araneas' familiars (owls) have spotted the PCs as they traveled. If the owls managed to identify what spells the PCs cast, the aranea will time the ambush to occur when the PCs have the fewest protective spells up. The aranea should also have time to prepare for the ambush by casting preparatory spells, telling the phase spiders to go ethereal, and then flying over the canopy to a tree above the party. The aranea are mostly cowards, and try to spread themselves apart and stay in the trees 100 feet from the ground and cast spells at the party (unless the party has no lights at night, in which case the Aranea must get within 60 feet for their darkvision.)

First the aranea attempt to *feblemind* anyone who is on watch. After that the aranea create *wind walls* to deflect arrow attacks, and cast *feblemind* to prevent prey from becoming too organized. To do damage they

heavily rely on *magic missile*, often empowering or maximizing them by taking a full-round action to spontaneously cast them with the metamagic feats. If a spellcaster is proving exceptionally troublesome, they commonly cast maximized *magic missile* on the spellcaster, or prepare to counterspell his spells with a readied *dispel magic* spell. Once the aranea have weakened their prey they descend to about 50 feet from them to cast ray spells to finish them off, only engaging in melee if they have no other choice. The aranea have learned that gray elves can be sold to the border guards of Celene, so try to only subdue any gray elves they attack, if possible (they have also given the phase spiders instructions to subdue gray elves instead of slay them.)

ENCOUNTER 9: ACROSS THE BORDER

From up ahead, you hear the sound of moving water. As you approach the sound, you see a vast river up ahead, winding through the Welkwood. The rays of the sun dart through the trees, and you can see occasional glints from underneath the current. "This is the Jewel River. Its waters mark the guarded border of my homeland." Suddenly a high-pitched note cries from up the river, and you see a group of armed elves emerge from a grove. Lucian's eyes light up, and he shouts "Hail, Taliesiana! It has been too long!" And rushes forward to greet the elves.

By now the PCs likely have a fair amount of paranoia, so this will likely alarm them. However, this truly is Lucian's cousin. If the party reacts violently to the elves, Lucian does his best to intercede and parley peace between them so he can speak to Taliesiana. If the party insists on fighting the elves, then Lucian joins his cousin and fights the party to the death. In this case the adventure is over, and the PCs do *not* get the favor of the Knights of Luna.

As the elves approach, the crest of a green tree on a blue background is clearly visible (DC 10 Knowledge (nobility and royalty) check identifies the crest as that of the Faerie Kingdom of Celene). *One female gray elf steps ahead of the group and ignores you, intensely staring at Lucian as she approaches him. The stranger seems angered as she barks out "Tillios, what are you doing here?" Lucian hurriedly replies, "We should talk." The stranger nods, and the two of them step away, into the woods.*

☞ **Taliesiana:** Female gray elf Ftr12; hp 115; see Appendix 1.

☞ **Border Guards (8):** Male elf Ftr4; hp 35; 35; 35; 35; 35; 35; 35; see Appendix 1.

The elven border guards do not speak to anyone who is not a gray elf or high elf. If a gray elf or high elf does speak to them, they attempt to keep their answers as

short as possible, not wishing to say anything until their commander returns. They are not familiar with Taliesiana, having only been assigned to work under her recently. They have never met Lucian before, and are worried about orc raiders infringing on the Celene border.

If any of the PCs attempt to eavesdrop on Lucian and Taliesiana's conversation, Lucian speaks to Taliesiana, using primarily Bluff checks to deliver secret messages that he has been identified as a spy and seeks asylum. Taliesiana will agree to escort him into Celene, and they return to the party at that point.

After a brief time, Lucian and the gray elven commander walk back toward you. Lucian appears to be in high spirits again. "My cousin Taliesiana has agreed to escort me across the river. I thank you for all you have done for me. In return, I can only offer my thanks right now. In time, it might be safe enough for me to travel again, and I hope I can return the favor." Taliesiana steps forward. "For now, go, and know that the blessings of the Knights of Luna go with you. Should you ever be in need, seek those of our order out, and we will assist you in reward of the help you have shown Lucian." Taliesiana draws her sword in salute to you. "May you walk the path of the white, may your future be bright, and may you find a peaceful moon at night."

Any PC receiving this salutation gains the benefit of the below reward.

☛ **Friend to the Knights of Luna:** You have assisted Lucian in reaching Celene, and the Knights of Luna are grateful to you, and consider you not only a friend, but also a force of good in the Flanaess. While the Kingdom of Celene maintains an extremely neutral stance, the Knights of Luna are more proactive in their desire for good. You may contact the Knights of Luna after any event by spending one extra TU tracking down contacts and setting up the meeting. At the meeting, the Knights of Luna will assist you with access to any of the following:
Wondrous Items: *cloak of elvenkind, boots of elvenkind, quiver of Ehlonna, goggles of night*
Weapons: *oathbow, merciful* weapon enhancement, *spell storing* weapon enhancement, masterwork elven thinblade, masterwork elven lightblade
Armor: elven chain
Shield: darkwood buckler, darkwood shield.
Rings: *ring of protection +2, ring of climbing, ring of improved climbing, ring of chameleon power*
Scrolls: arcane scroll of *mass cat's grace* (11th-level caster), arcane scroll of *overland flight*, arcane scroll of *sending*.

The PC must still pay full normal purchase price for any of the items listed above.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Thug Attack

Defeat the thugs.

- APL 2 - 120 XP
- APL 4 - 180 XP
- APL 6 - 240 XP
- APL 8 - 300 XP
- APL 10 - 360 XP

Encounter 4: A Merchant House OR

Encounter 7: Friends in Safeton

Defeat the merchant and his henchmen.

- APL 2 - 120 XP
- APL 4 - 180 XP
- APL 6 - 240 XP
- APL 8 - 300 XP
- APL 10 - 360 XP

Encounter 7: Animal Attack

Defeat the spiders.

- APL 2 - 120 XP
- APL 4 - 180 XP
- APL 6 - 240 XP
- APL 8 - 300 XP
- APL 10 - 360 XP

Encounter 9: Across the Border

Help Lucian across the border into Celene.

- APL 2 - 30 XP
- APL 4 - 45 XP
- APL 6 - 60 XP
- APL 8 - 75 XP
- APL 10 - 90 XP

Discretionary roleplaying award

- APL 2 - 60 XP
- APL 4 - 90 XP
- APL 6 - 120 XP
- APL 8 - 150 XP
- APL 10 - 180 XP

Total possible experience:

- APL 2 - 450 XP
- APL 4 - 675 XP
- APL 6 - 900 XP
- APL 8 - 1,125 XP
- APL 10 - 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 Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2: Thug Attack

APL 2: L: 105 gp; C: 0 gp; M: 0 gp

APL 4: L: 130 gp; C: 0 gp; M: 0 gp

APL 6: L: 84 gp; C: 0 gp; M: +1 *sap* (192 gp per character), +1 *chain shirt* (104 gp per character).

APL 8: L: 84 gp; C: 0 gp; M: +1 *sap* (192 gp per character), +1 *chain shirt* (104 gp per character), *cloak of charisma* +2 (333 gp per character).

APL 10: L: 17 gp; C: 0 gp; M: 2 *+1 sap* (192 gp each per character), 3 *+1 chain shirts* (104 gp each per character), *cloak of charisma +2* (333 gp per character), *gauntlets of ogre power* (333 gp per character), *gloves of dexterity +2* (333 gp per character)

APL 12: L: 17 gp; C: 0 gp; M: 2 *+1 aap* (192 gp each per character), 2 *+1 chain shirts* (104 gp each per character), *cloak of charisma +2* (333 gp per character), *gauntlets of ogre power* (333 gp per character), *gloves of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *+1 mithral breastplate* (438 gp per character)

Encounter Four: A Merchant House

OR

Encounter Eight: The Merchant's Ambush

APL 2: L: 345 gp; C: 0 gp; M: *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *+1 studded leather armor* (98 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure light wounds* (4 gp each per character), potion of *haste* (63 gp per character), arcane scroll of *glitterdust* (13 gp per character), potion of *fly* (63 gp per character).

APL 4: L: 587 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), arcane scroll of *glitterdust* (13 gp per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character).

APL 6: L: 587 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), arcane scroll of *glitterdust* (13 gp per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (63 gp per character), arcane scroll of *fireball* (31 gp per character), arcane scroll of *scorching ray* (13 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *slow* (31 gp per character), potion of *displacement* (63 gp per character).

APL 8: L: 652 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), divine scroll of *entropic shield* (3 gp per character), *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), arcane scroll of *glitterdust* (13 gp per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (63 gp per character), arcane scroll of *fireball* (31 gp per character), arcane scroll of *scorching ray* (13 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *slow* (31 gp per character), potion of *displacement* (63 gp per character).

APL 10: L: 652 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), divine scroll of *entropic shield* (3 gp per character), *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), scroll of *blink* (31 gp per character), 2 scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), scroll of *glitterdust* (13 gp per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (31 gp per character), arcane scroll of *fireball* (31 gp per character), arcane scroll of *scorching ray* (13 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *slow* (31 gp per character), potion of *displacement* (63 gp per character), 2 arcane scrolls of *lightning bolt* (31 gp each per character), arcane scroll of *suggestion* (31 gp per character), arcane scroll of ray of *exhaustion* (31 gp per character).

APL 12: L: 268 gp; C: 0 gp; M: 2 divine scrolls of *invisibility* (12.5 gp each per character), divine scroll of *entropic shield* (2 gp each per character), *+1 full plate armor* (442 gp per character), 2 potions of *cure light wounds* (4 gp each per character), *+1 mithral chain shirt* (175 gp per character), *+1 rapier* (193 gp per character), *+1 shortbow* (194 gp per character), *+1 buckler* (97 gp per character), *+1 mithral chain shirt* (175 gp per character), *ring of protection +1* (167 gp per character), *gauntlets of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), arcane scroll of *blink* (31 gp per character), 2 arcane scrolls of *enlarge person* (2 gp each per character), 5 potions of *cure moderate wounds* (25 gp each per character), potion of *haste* (63 gp per character), 2 arcane scrolls of *glitterdust* (13 gp each per character), potion of *fly* (63 gp per character), arcane scroll of *flaming sphere* (13 gp per character), arcane scroll of *haste* (31 gp per character), 4 arcane scrolls of *fireball* (31 gp each per

character), 2 arcane scrolls of *scorching ray* (13 gp each per character), 2 arcane scrolls of *false life* (13 gp each per character), 2 arcane scrolls of *slow* (31 gp each per character), potion of *displacement* (63 gp per character), 2 arcane scrolls of *lightning bolt* (31 gp each per character), arcane scroll of *suggestion* (31 gp per character), arcane scroll of ray of *exhaustion* (31 gp per character), arcane scroll of *magic circle against good* (31 gp per character), arcane scroll of *see invisibility*, (13 gp per character) 4 arcane scrolls of *fly* (31 gp each per character).

Total Possible Treasure

APL 2: L: 450 gp; C: 0 gp; M: gp-Total 450 gp
APL 4: L: 625 gp; C: 0 gp; M: 25 gp-Total 650 gp
APL 6: L: 579 gp; C: 0 gp; M: 321 gp-Total 900 gp
APL 8: L: 644 gp; C: 0 gp; M: 656 gp-Total 1,300 gp
APL 10: L: 577 gp; C: 0 gp; M: 1723 gp-Total 2,300 gp
APL 12: L: 285 gp; C: 0 gp; M: 3015 gp-Total: 3,300 gp

Special

☛ **Friend to the Knights of Luna:** You have assisted Lucian in reaching Celene, and the Knights of Luna are grateful to you, and consider you not only a friend, but also a force of good in the Flaeness. While the Kingdom of Celene maintains an extremely neutral stance, the Knights of Luna are more proactive in their desire for good. You may contact the Knights of Luna after any event by spending one extra TU tracking down contacts and setting up the meeting. At the meeting, the Knights of Luna will assist you with access to any of the following:
Wondrous Items: *cloak of elvenkind*, *boots of elvenkind*, *quiver of Ehlonna*, *goggles of night*
Weapons: *oathbow*, *merciful* weapon enhancement, *spell storing* weapon enhancement masterwork elven thinblade, masterwork elven lightblade
Armor: elven chain
Shield: darkwood buckler, darkwood shield.
Rings: *ring of protection +2*, *ring of climbing*, *ring of improved climbing*, *ring of chameleon power*
Scrolls: arcane scroll of *mass cat's grace* (11th-level caster), arcane scroll of *overland flight*, arcane scroll of *sending*.

☛ **Disfavor of Skaelin, Greyhawk Smuggler with the Greyhawk Thieves' Guild:** Skaelin remembers you with a vengeful hate, and seeks to bring about your ruin. He has committed a bounty on you among the members of the Greyhawk Thieves' Guild. If you are ever accosted by members of the Greyhawk Thieves' Guild, they are allowed a DC 10 Wisdom check to recognize you. If recognized, the thieves have motivation to concentrate their attacks on you. One day, Skaelin may catch up to you.

Items for the Adventure Record

Items Found in the Adventure

APL 2

Scroll of cat's grace (Any, see above; CL 11th; DMG; 1650 gp)
Scroll of sending (Any, see above; CL 9th; DMG; 1,125 gp)

Scroll of overland flight (Any, see above; CL 9th; DMG; 1,125 gp)
Cloak of elvenkind (Any, see above; CL 3rd; DMG)
Boots of elvenkind (Any, see above; CL 5th; DMG)
Quiver of Ehlonna (Any, see above; CL 9th; DMG)
Goggles of night (Any, see above; CL 3rd; DMG)
Oathbow (Any, see above; CL 15th; DMG)
Merciful weapon enhancement (Any, see above; CL 5th; DMG)
Spell storing weapon enhancement (Any, see above; CL 12th; DMG)
Masterwork elven thinblade (Any, see above; CW)
Masterwork elven lightblade (Any, see above; CW)
Elven chain (Any, see above; DMG)
Darkwood buckler (Any, see above; DMG)
Darkwood shield. (Any, see above; DMG)
Ring of protection +2 (Any, see above; CL 5th; DMG)
Ring of climbing (Any, see above; CL 5th; DMG)
Ring of improved climbing (Any, see above; CL 5th; DMG)
Ring of chameleon power (Any, see above; CL 3rd; DMG 12,700 gp)
APL 4 (all of APL 2 plus the following)
Mithral chain shirt (Adventure, DMG)
Divine scroll of *invisibility* (Adventure, CL 3rd, PHB)

APL 6 (all of APL 2-4 plus the following)
None

APL 8 (all of APL 2-6 plus the following)
None

APL 10 (all of APL 2-8 plus the following)
None

APL 12 (all of APL 2-10 plus the following)
+1 Mithral chain shirt (Adventure, CL 5th; DMG)
+1 Mithral breastplate (Adventure, CL 5th; DMG)

APPENDIX 1: NPC STATS

Possessions: Sap, shortbow, masterwork chain shirt, 20 arrows, masterwork buckler.

Encounter 1: A Desperate Man

☛ **Lucian:** Male gray elf Rog3/Wiz3; CR 6; Medium humanoid (elf); HD 3d6+3d4-12; hp 11; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grap +1; Atk/Full Atk +1 melee (1d3-2 nonlethal, unarmed strike); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL N; SV Fort +0; Ref +4; Will +5; Str 6, Dex 10, Con 6, Int 16, Wis 12, Cha 18.

Skills and Feats: Bluff +18, Concentration -1, Craft (alchemy) +4, Craft (calligraphy) +4, Decipher Script +4, Diplomacy +8, Disguise +13, Escape Artist +9, Forgery +7, Gather Information +10, Hide +4, Intimidate +8, Knowledge (arcana) +4, Knowledge (geography) +4, Knowledge (local-core) +10, Knowledge (local-Sheldomar Valley metaregion) +4, Knowledge (local-Velverdyva metaregion) +4, Knowledge (nobility and royalty) +4, Move Silently +4, Profession (bookkeeper) +2, Profession (scribe) +3, Sense Motive +7, Sleight of Hand +2, Spellcraft +4, Use Rope +5; Eschew Materials, Persuasive, Scribe Scroll, Skill Focus (bluff).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*message* (2), *read magic*; 1st—None; 2nd—None.

Possessions: None.

Background: Lucian (his real name is Tillios Nailo) was born in the elven kingdom of Celene. He grew up a quiet, yet agreeable child, and eventually joined with a political group that showed distress over the circumstances taking place elsewhere in the Flaeness. He eventually volunteered to assist the kingdom by becoming a spy and keeping an eye on neighboring regions. After intensive training, he was dispatched to Dyvers to join their Dweomercrafter's Guild and gather information. He soon managed to get himself in the Dyvers version of a thieves' guild, the alliance. The alliance found his wizardly pursuits an excellent cover for an agent in the city of Greyhawk. They therefore sent him to Greyhawk to spy on the Greyhawk Thieves' Guild.

Encounter 2: Thug Attack

APL 2

☛ **Fael:** Male half-elf Brd4; CR 4; Medium humanoid (elf); HD 4d6+8; hp 26; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +3; Grap +3; Atk/Full Atk +3 melee (1d6 nonlethal, sap) or +4 ranged (1d6, shortbow); SQ bardic knowledge +5, countersong 4/day, elven blood, *fascinate* 4/day, half-elf traits, inspire competence 4/day, inspire courage +1 4/day; AL NE; SV Fort +3, Ref +5, Will +4; Str 10, Dex 13, Con 14, Int 13, Wis 10, Cha 16.

Skills and Feats: Balance +2, Bluff +10, Concentration +9, Diplomacy +14, Escape Artist +7, Gather Information +14, Jump +1, Perform +10, Search +4, Tumble +7; Combat Expertise, Investigator.

Bard Spells Known (3/3/1 save DC 13 + spell level): 0—*dancing lights*, *daze*, *ghost sound*, *lullaby*, *message*, *summon instrument*, 1st—*grease*, *hypnotism*, *Tasha's hideous laughter*, 2nd—*hold person*, *mirror image*.

☛ **Tarn:** Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+3; hp 9; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +0; Grap +7; Atk/Full Atk +4 melee (1d6+3 nonlethal, masterwork sap) or +3 ranged (1d3+3 nonlethal, bolas); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +5, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +5, Hide +5, Intimidate +3, Jump +4, Listen +4, Move Silently +5, Sense Motive +3, Spot +4, Tumble +5, Use Rope +6; Improved Grapple, Improved Unarmed Strike.

Possessions: Masterwork sap, bolas, masterwork chain shirt

☛ **Kres:** Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 6; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +0; Grap +1; Atk/Full Atk +1 melee (1d6+1 nonlethal, sap) or +3 ranged (1d3+1 nonlethal, bolas); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +2; Ref +6, Will -1; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +8, Climb +4, Escape Artist +6, Hide +6, Jump +6, Move Silently +6, Open Locks +7, Sleight of Hand +7, Tumble +8, Use Rope +7; Dodge, Improved Initiative.

Possessions: Sap, bolas, masterwork chain shirt.

APL 4

☛ **Fael:** Male half-elf Brd6; CR 6; Medium humanoid (elf); HD 6d6+12; hp 38; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +4; Grap +4; Atk/Full Atk +4 melee (1d6 nonlethal, sap) or +5 ranged (1d6/x3, shortbow); SQ bardic knowledge +7, countersong 6/day, elven blood, *fascinate* 6/day, half-elf traits, inspire competence 6/day, inspire courage 6/day, *suggestion*; AL NE; SV Fort +4, Ref +6, Will +5; Str 10, Dex 13, Con 14, Int 13, Wis 10, Cha 16.

Skills and Feats: Balance +2, Bluff +12, Concentration +11, Diplomacy +16, Escape Artist +9, Gather Information +16, Jump +1, Perform +11, Search +4, Tumble +9; Combat Expertise, Improved Feint, Investigator.

Bard Spells Known (3/4/3 save DC 13 + spell level): 0—*dancing lights*, *daze*, *ghost sound*, *lullaby*, *message*, *summon instrument*, 1st—*charm person*, *grease*, *hypnotism*, *Tasha's hideous laughter*, 2nd—*glitterdust*, *hold person*, *mirror image*.

Possessions: Sap, shortbow, masterwork chain shirt, masterwork buckler, 20 arrows.

☛ **Tarn:** Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+12; hp 26; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +2; Grap +9; Atk/Full Atk +6 melee (1d6+3 nonlethal, masterwork sap) or +4

ranged (1d3+3 nonlethal, bolas); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +4, Ref +5, Will +0; Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +7, Hide +7, Intimidate +5, Jump +4, Listen +5, Move Silently +7, Sense Motive +5, Spot +5, Tumble +7, Use Rope +8; Improved Grapple, Improved Unarmed Strike, Toughness.

Possessions: Masterwork sap, bolas, masterwork chain shirt.

➤ **Kres:** Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+6; hp 20; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +2; Grap +3; Atk/Full Atk +4 melee (1d6+1 nonlethal, masterwork sap) or +5 ranged (1d3+1 nonlethal, bolas); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +3; Ref +6, Will +0; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +10, Climb +6, Escape Artist +8, Hide +8, Jump +8, Move Silently +8, Open Locks +9, Sleight of Hand +8, Tumble +10, Use Rope +9; Dodge, Improved Initiative, Quick Draw.

Possessions: Masterwork sap, bolas, masterwork chain shirt.

APL 6

➤ **Fael:** Male half-elf Brd8; CR 8; Medium humanoid (elf); HD 8d6+16; hp 50; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +6; Grap +6; Atk +6 melee (1d6 nonlethal, sap) or +8 ranged (1d6, shortbow); Full Atk +6/+1 melee (1d6 nonlethal, sap) or +8/+2 ranged (1d6/x3, shortbow); SQ bardic knowledge +9, countersong 8/day, elven blood, *fascinate* 8/day, half-elf traits, inspire competence 8/day, inspire courage 8/day, *suggestion*; AL NE; SV Fort +4, Ref +8, Will +6; Str 10, Dex 14, Con 14, Int 13, Wis 10, Cha 16.

Skills and Feats: Balance +3, Bluff +14, Concentration +13, Diplomacy +18, Escape Artist +12, Gather Information +18, Jump +1, Perform +13, Search +4, Tumble +12; Combat Expertise, Improved Feint, Investigator.

Bard Spells Known (3/4/4/2 save DC 13 + spell level): 0—*dancing lights, daze, ghost sound, lullaby, message, summon instrument*; 1st—*charm person, grease, hypnotism, Tasha's hideous laughter*; 2nd—*glitterdust, hold person, invisibility, mirror image*; 3rd—*charm monster, fear, haste*.

Possessions: Sap, shortbow, masterwork chain shirt, masterwork buckler, 20 arrows.

➤ **Tarn:** Male human Rog5; CR 5; Medium humanoid (human); HD 5d6+18; hp 40; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grap +10; Atk/Full Atk +7 melee (1d6+4 nonlethal, +1 sap) or +5 ranged (1d3+3 nonlethal, bolas); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +6, Will +0; Str 17, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +9, Hide +9, Intimidate +7, Jump +4, Listen +7, Move Silently +9, Sense Motive +7, Spot +7, Tumble +9, Use Rope +10; Improved Grapple, Improved Unarmed Strike, Toughness.

Possessions: +1 sap, bolas, masterwork chain shirt.

➤ **Kres:** Male human Rog5; CR 5; Medium humanoid (human); HD 5d6+10; hp 32; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Base Atk +3; Grap +4; Atk/Full Atk +5 melee (1d6+1 nonlethal, masterwork sap) or +7 ranged (1d3+1 nonlethal, bolas); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +3; Ref +8, Will +0; Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +13, Climb +8, Escape Artist +11, Hide +11, Jump +10, Move Silently +11, Open Locks +12, Sleight of Hand +11, Tumble +13, Use Rope +12; Dodge, Improved Initiative, Quick Draw.

Possessions: Masterwork sap, bolas, +1 chain shirt.

APL 8

➤ **Fael:** Male half-elf Brd10; CR 10; Medium humanoid (elf); HD 10d6+20; hp 62; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +7; Grap +7; Atk +7 melee (1d6 nonlethal, sap); +9 ranged (1d6/x3, shortbow); Full Atk +7/+2 melee (1d6 nonlethal, sap) or +9/+4 ranged (1d6, shortbow); SQ bardic knowledge +11, countersong 10/day, elven blood, *fascinate* 10/day, half-elf traits, inspire competence 10/day, inspire courage 10/day, inspire greatness 10/day, *suggestion*; AL NE; SV Fort +5, Ref +9, Will +7; Str 10, Dex 14, Con 14, Int 13, Wis 10, Cha 18.

Skills and Feats: Balance +3, Bluff +17, Concentration +15, Diplomacy +21, Escape Artist +14, Gather Information +21, Jump +1, Perform +16, Search +4, Tumble +14; Combat Expertise, Improved Feint, Investigator, Spell Focus (enchantment).

Bard Spells Known (3/4/4/3/1 save DC 14 + spell level): 0—*dancing lights, daze, ghost sound, lullaby, message, summon instrument*; 1st—*charm person, grease, hypnotism, Tasha's hideous laughter*; 2nd—*glitterdust, hold person, invisibility, mirror image*; 3rd—*charm monster, fear, haste, slow*; 4th—*dimension door, greater invisibility*.

Possessions: Sap, shortbow, masterwork chain shirt, masterwork buckler, 20 arrows, *cloak of charisma* +2.

➤ **Tarn:** Male human Rog6; CR 6; Medium humanoid (human); HD 6d6+27; hp 53; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +4; Grap +11; Atk/Full Atk +8 melee (1d6+4 nonlethal, +1 sap) or +6 ranged (1d3+3 nonlethal, bolas); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +7, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +10, Hide +10, Intimidate +8, Jump +4, Listen +8, Move Silently +10, Sense Motive +8, Spot +8, Tumble

+10, Use Rope +11; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Toughness.

Possessions: +1 *sap*, bolas, masterwork chain shirt.

☛**Kres:** Male human Rog6; CR 6; Medium humanoid (human); HD 6d6+12; hp 38; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Base Atk +4; Grap +5; Atk/Full Atk +6 melee (1d6+1 nonlethal, masterwork sap) or +8 ranged (1d3+1 nonlethal, bolas); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4; Ref +9, Will +1; Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +14, Climb +9, Escape Artist +12, Hide +12, Jump +11, Move Silently +12, Open Locks +13, Sleight of Hand +12, Tumble +14, Use Rope +13; Dodge, Flick of the Wrist, Improved Initiative, Quick Draw.

Possessions: Masterwork sap, bolas, +1 *chain shirt*.

APL 10

☛**Fael:** Male half-elf Brd12; CR 12; Medium humanoid (elf); HD 12d6+24; hp 74; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +9; Grap +9; Atk +9 melee (1d6 nonlethal, sap) or +11 ranged (1d6/x3, shortbow); Full Atk +9/+4 melee (1d6 nonlethal, sap); +11/+6 ranged (1d6, shortbow); SQ bardic knowledge +14, countersong 12/day, elven blood, *fascinate* 12/day, half-elf traits, inspire competence 12/day, inspire courage 12/day, inspire greatness 12/day, song of freedom 12/day, *suggestion*; AL NE; SV Fort +6, Ref +10, Will +8; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +3, Bluff +19, Concentration +17, Diplomacy +23, Escape Artist +16, Gather Information +23, Jump +1, Perform +18, Search +5, Tumble +16; Combat Expertise, Greater Spell Focus (enchantment), Improved Feint, Investigator, Spell Focus (enchantment).

Bard Spells Known (3/4/4/4/3 save DC 14 + spell level): 0—*dancing lights, daze, ghost sound, lullaby, message, summon instrument*; 1st—*charm person, grease, hypnotism, Tasha's hideous laughter*; 2nd—*glitterdust, hold person, invisibility, mirror image*; 3rd—*charm monster, fear, haste, slow*; 4th—*dimension door, dominate person, greater invisibility*.

Possessions: Sap, shortbow, +1 *chain shirt*, masterwork buckler, 20 arrows, *cloak of charisma* +2.

☛**Tarn:** Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+35; hp 69; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +6; Grap +15; Atk +12 melee (1d6+6 nonlethal, +1 *sap*) or +8 ranged (1d3+3 nonlethal, bolas); Full Atk +12/+7 melee (1d6+6 nonlethal, +1 *sap*) or +8 ranged (1d3+3 nonlethal, bolas); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +7, Will +1; Str 20, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +12, Hide +12, Intimidate +10, Jump +4, Listen +10, Move Silently +12, Sense Motive +10, Spot +10, Tumble

+12, Use Rope +13; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Toughness.

Possessions: +1 *sap*, bolas, +1 *chain shirt*, *gauntlets of ogre power*.

☛**Kres:** Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+16; hp 50; Init +9; Spd 30 ft.; AC 20 (touch 15, flat-footed 15); Base Atk +6; Grap +7; Atk +8 melee (1d6+2 nonlethal, +1 *sap*) or +11 ranged (1d3+1 nonlethal, bolas); Full Atk +8/+3 melee (1d6+2 nonlethal, +1 *sap*) or +11 ranged (1d3+1 nonlethal, bolas); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4; Ref +11, Will +1; Str 12, Dex 20, Con 15, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +17, Climb +11, Escape Artist +15, Hide +15, Jump +13, Move Silently +15, Open Locks +16, Sleight of Hand +15, Tumble +17, Use Rope +16; Dodge, Flick of the Wrist, Improved Initiative, Quick Draw.

Possessions: +1 *sap*, bolas, +1 *chain shirt*, *gloves of dexterity* +2.

APL 12

☛**Fael:** Male half-elf Brd14; CR 14; Medium humanoid (elf); HD 14d6+28; hp 86; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +10; Grap +10; Atk +10 melee (1d6 nonlethal, sap) or +12 ranged (1d6/x3, shortbow); Full Atk +10/+5 melee (1d6 nonlethal, sap) or +12/+7 ranged (1d6, shortbow); SQ bardic knowledge +16, countersong 14/day, elven blood, *fascinate* 14/day, half-elf traits, inspire competence 14/day, inspire courage 14/day, inspire greatness 14/day, song of freedom 14/day, *suggestion*; AL NE; SV Fort +6, Ref +11, Will +9; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +21, Concentration +19, Diplomacy +25, Escape Artist +19, Gather Information +25, Jump +2, Perform +20, Search +7, Tumble +19; Combat Expertise, Greater Spell Focus (enchantment), Improved Feint, Investigator, Spell Focus (enchantment).

Bard Spells Known (4/4/4/4/4/1 save DC 14 + spell level): 0—*dancing lights, daze, ghost sound, lullaby, message, summon instrument*; 1st—*charm person, grease, hypnotism, Tasha's hideous laughter*; 2nd—*glitterdust, hold person, invisibility, mirror image*; 3rd—*charm monster, fear, haste, slow*; 4th—*dimension door, dominate person, freedom of movement, greater invisibility*; 5th—*greater dispel magic, mass cure light wounds, mislead*.

Possessions: Sap, shortbow, +1 *mithral breastplate*, 20 arrows, *cloak of charisma* +2.

☛**Tarn:** Male human Rog10; CR 10; Medium humanoid (human); HD 10d6+50; hp 92; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +7; Grap +16; Atk +13 melee (1d6+6 nonlethal, +1 *sap*) or +9 ranged (1d3+3 nonlethal, bolas); Full Atk +13/+8 melee (1d6+6 nonlethal, +1 *sap*) or +9 ranged (1d3+3 nonlethal, bolas); SA crippling strike, sneak attack +5d6; SQ evasion,

improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL NE; SV Fort +8, Ref +9, Will +2; Str 20, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Diplomacy +1, Escape Artist +14, Hide +14, Intimidate +12, Jump +4, Listen +12, Move Silently +14, Sense Motive +12, Spot +12, Tumble +14, Use Rope +15; Blind-fight, Improved Grapple, Improved Toughness, Improved Unarmed Strike, Toughness.

Crippling Strike (Ex): Tarn can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Possessions: +1 *sap*, bolas, +1 *chain shirt*, *amulet of health* +2, *gauntlets of ogre power*.

➤ **Kres:** Male human Rog10; CR 10; Medium humanoid (human); HD 10d6+20; hp 62; Init +9; Spd 30 ft.; AC 20 (touch 15, flat-footed 15); Base Atk +7; Grap +8; Atk +9 melee (1d6+2 nonlethal, +1 *sap*) or +12 ranged (1d3+1 nonlethal, bolas); Full Atk +9/+4 melee (1d6+2 nonlethal, +1 *sap*) or +12 ranged (1d3+1 nonlethal, bolas); SA opportunist, sneak attack +5d6; SQ evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL NE; SV Fort +5; Ref +12, Will +2; Str 12, Dex 20, Con 15, Int 13, Wis 8, Cha 8.

Skills and Feats: Balance +19, Climb +13, Escape Artist +17, Hide +17, Jump +15, Move Silently +17, Open Locks +18, Sleight of Hand +17, Tumble +19, Use Rope +18; Dodge, Flick of the Wrist, Improved Initiative, Quick Draw.

Opportunist (Ex): Once per round, Kres can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as Kres' attack of opportunity for that round. Kres cannot use this ability more than once per round.

Possessions: +1 *sap*, bolas, +1 *chain shirt*, *gloves of dexterity* +2.

Encounter 4: The Merchant House OR

Encounter 8: Friends in Safeton

APL 2 (EL 4)

➤ **Skaelin:** Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+3; hp 17; Init +2; Spd 30 ft.; AC 19 (13 touch, 17 flat-footed); Base Atk +2; Grap +2; Atk/Full Atk +3 melee (1d6+1/18-20, +1 *rapier*) or +5 ranged (1d6+1/x3, +1 *shortbow*); SA Sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL LE; SV Fort +2, Ref +5, Will +0; Str 11, Dex 15, Con 13, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +10, Diplomacy +14, Escape Artist +8, Gather Information +6, Intimidate +12, Jump +2, Knowledge (local-core) +7, Sense Motive +5, Sleight of Hand +10, Spellcraft +7, Tumble +8, Use

Magic Device +12; Combat Expertise, Diehard, Endurance.

Possessions: +1 *rapier*, +1 *shortbow*, +1 *buckler*, +1 *studded leather armor*, *ring of protection* +1, *gauntlets of dexterity* +2, *amulet of health* +2, *cloak of charisma* +2, 30 arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure light wounds*, potion of *haste*, arcane scroll of *glitterdust*, potion of *fly*.

➤ **Thugs:** Male human War1; CR ½; Medium humanoid (human); HD 1d8+6; hp 14; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +1; Grap +4; Atk/Full Atk +6 melee (2d4+4/18-20, masterwork falchion) or +1 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +5, Ref +0, Will -1; Str 17, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump +0, Swim -12; Toughness, Weapon Focus (falchion).

Possessions: Masterwork full plate armor, masterwork falchion, light crossbow, dagger, 10 bolts, throwing axe.

APL 4 (EL 6)

➤ **Skaelin:** Male human Rog4; CR 4; Medium humanoid (human); HD 4d6+8; hp 26; Init +2; Spd 30 ft.; AC 19 (13 touch, 17 flat-footed); Base Atk +3; Grap +3; Atk/Full Atk +4 melee (1d6+1/18-20, +1 *rapier*) or +6 ranged (1d6+1/x3, +1 *shortbow*); SA Sneak attack +2d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +3, Ref +6, Will +0; Str 11, Dex 15, Con 14, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +11, Diplomacy +15, Escape Artist +9, Gather Information +6, Intimidate +13, Jump +2, Knowledge (local-core) +8, Sense Motive +6, Sleight of Hand +11, Spellcraft +8, Tumble +9, Use Magic Device +13; Combat Expertise, Diehard, Endurance.

Possessions: +1 *rapier*, +1 *shortbow*, +1 *buckler*, mithral chain shirt, *ring of protection* +1, *gauntlets of dexterity* +2, *amulet of health* +2, *cloak of charisma* +2, 30 arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure moderate wounds*, potion of *haste*, arcane scroll of *glitterdust*, potion of *fly*, arcane scroll of *flaming sphere*.

➤ **Locke:** Male human Clr3; CR 3; Medium humanoid (human); HD 3d8+9; hp 30; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grap +2; Atk/Full Atk +3 (1d8, masterwork morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke undead 2/day; SQ spontaneously cast inflict spells; AL NE; SV Fort +5, Ref +2, Will +6; Str 10, Dex 13, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Bluff +2, Concentration +8, Hide +4, Spellcraft +6; Dodge, Mobility, Toughness.

Cleric Spells Prepared (4/4/3; save DC 13 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *light*, 1st—*bless*, *cure light wounds*, *disguise self*^{*}, *obscuring mist*, 2nd—*invisibility*^{*}, *sound burst*, *wave of grief*.

*Domain spell. *Deity*: Kurrell; *Domains*: Luck (reroll one roll per day before the roll is declared a success or victory), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork morningstar, silver holy symbol, masterwork thieves' tools, disguise kit, mithral chain shirt, 2 divine scrolls of *invisibility*, healer's kit, 2 tanglefoot bags, light crossbow, 20 bolts, thunderstone.

➤**Thugs**: Male human War2; CR 1; Medium humanoid; HD 2d8+9; hp 22; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +2; Grap +5; Atk/Full Atk +7 melee (2d4+4/18-20, masterwork falchion) or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +0, Will -1; Str 17, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +0, Intimidate +4, Jump +1, Swim -12; Toughness, Weapon Focus (falchion).

Possessions: Masterwork full plate armor, masterwork falchion, light crossbow, dagger, 10 bolts, throwing axe.

APL 6 (EL 8)

➤**Skaelin**: Male human Rog6; CR 6; Medium humanoid (human); HD 6d6+12; hp 38; Init +2; Spd 30 ft.; AC 19 (13 touch, 17 flat-footed); Base Atk +4; Grap +4; Atk/Full Atk +5 melee (1d6+1/18-20, +1 rapier) or +7 ranged (1d6+1/x3, +1 shortbow); SA Sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +1; Str 11, Dex 15, Con 14, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +13, Diplomacy +17, Escape Artist +11, Gather Information +6, Intimidate +15, Jump +2, Knowledge (local-core) +10, Sense Motive +8, Sleight of Hand +13, Spellcraft +10, Tumble +11, Use Magic Device +15; Combat Expertise, Diehard, Endurance, Improved Feint.

Possessions: +1 rapier, +1 shortbow, +1 buckler, mithral chain shirt, ring of protection +1, gauntlets of dexterity +2, amulet of health +2, cloak of charisma +2, 30 arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure moderate wounds*, potion of *haste*, arcane scroll of *glitterdust*, potion of *fly*, arcane scroll of *flaming sphere*, arcane scroll of *haste*, arcane scroll of *fireball*, arcane scroll of *scorching ray*, arcane scroll of *false life*, arcane scroll of *slow*, potion of *displacement*.

➤**Locke**: Male human Clr3; CR 3; Medium humanoid (human); HD 3d8+9; hp 30; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grap +2; Atk/Full Atk +3 (1d8, masterwork morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke undead 2/day; SQ spontaneously cast inflict spells; AL NE; SV Fort +5, Ref +2, Will +6; Str 10, Dex 13, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Bluff +2, Concentration +8, Hide +4, Spellcraft +6; Dodge, Mobility, Toughness.

Cleric Spells Prepared (4/4/3; save DC 13 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *light*,

1st—*bless*, *cure light wounds*, *disguise self*⁶, *obscuring mist*, 2nd—*invisibility*⁶, *sound burst*, *wave of grief*.

*Domain spell. *Deity*: Kurrell; *Domains*: Luck (reroll one roll per day before the roll is declared a success or victory), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork morningstar, silver holy symbol, masterwork thieves' tools, mithral chain shirt, 2 divine scrolls of *invisibility*, light crossbow, 20 bolts.

➤**Skoalis**: Male human Ftr2/Rog1; CR 3; Medium humanoid (human); HD 2d10+1d6+9; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +2; Grap +2; Atk/Full Atk +7 melee (1d4/18-20, masterwork kukri) or +6 melee (1d4/18-20, kukri) or +3 ranged (1d4/18-20, masterwork kukri) or +2 ranged (1d4/18-20, kukri); SA Sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +6; Ref +5; Will -1; Str 10, Dex 16, Con 16, Int 14, Wis 8, Cha 8.

Skills and Feats: Balance +5, Bluff +5, Diplomacy +1, Disguise +1, Escape Artist +4, Hide +5, Intimidate +1, Jump +7, Listen +0, Move Silently +5, Sleight of Hand +7, Spot +0, Tumble +11; Combat Expertise, Improved Feint, Weapon Finesse, Weapon Focus (kukri).

Possessions: Masterwork kukri, masterwork buckler, masterwork studded leather armor, 3 kukris.

➤**Thugs**: Male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+9; hp 25; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +2; Grap +5; Atk/Full Atk +7 melee (1d4+3/x4, masterwork light pick) or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +0, Will -1; Str 17, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb -3, Intimidate +4, Jump -2, Swim -16; Phalanx Fighting, Power Attack, Toughness, Weapon Focus (light pick).

Possessions: Full plate armor, heavy wooden shield, masterwork light pick, light crossbow, dagger, 20 bolts.

APL 8 (EL 10)

➤**Skaelin**: Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+16; hp 50; Init +3; Spd 30 ft.; AC 20 (14 touch, 17 flat-footed); Base Atk +6; Grap +6; Atk +7 melee (1d6+1/18-20, +1 rapier) or +10 ranged (1d6+1/x3, +1 shortbow); Full Atk +7/2 melee (1d6+1/18-20, +1 rapier) or +10/5 ranged (1d6+1/x3, +1 shortbow); SA Sneak attack +4d6; SQ evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +9, Will +1; Str 11, Dex 16, Con 14, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +15, Diplomacy +19, Escape Artist +14, Gather Information +6, Intimidate +17, Jump +2, Knowledge (local-core) +12, Sense Motive +10, Sleight of Hand +16, Spellcraft +12, Tumble +14, Use Magic Device +17; Combat Expertise, Diehard, Endurance, Improved Feint.

Possessions: +1 rapier, +1 shortbow, +1 buckler, mithral chain shirt, ring of protection +1, gauntlets of dexterity +2, amulet of health +2, cloak of charisma +2, 30

arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure moderate wounds*, potion of *haste*, arcane scroll of *glitterdust*, potion of *fly*, arcane scroll of *flaming sphere*, arcane scroll of *haste*, arcane scroll of *fireball*, arcane scroll of *scorching ray*, arcane scroll of *false life*, arcane scroll of *slow*, potion of *displacement*.

➤ **Locke:** Male human Clr5; CR 5; Medium humanoid (human); HD 5d8+18; hp 46; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +3; Grap +3; Atk/Full Atk +3 (1d8, morningstar) or +4 ranged (1d8/19-20x2, light crossbow); SA Rebuke undead 2/day; SQ spontaneous cast inflict spells; AL NE; SV Fort +7, Ref +2, Will +7; Str 10, Dex 13, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Bluff +3, Concentration +11, Hide +5, Spellcraft +8; Dodge, Mobility, Toughness.

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level): 0—*create water, detect magic, detect poison, guidance, light*, 1st—*bless, cure light wounds, disguise self⁶, obscuring mist, resurgence*, 2nd—*cure moderate wounds, invisibility^{*}, sound burst, wave of grief*, 3rd—*bestow curse, prayer, protection from energy^{*}*.

*Domain spell. *Deity:* Kurrell; *Domains:* Luck (reroll one roll per day before the roll is declared a success or victory), Trickery (Bluff, Disguise, and Hide are skills).

Possessions: Morningstar, silver holy symbol, masterwork thieves' tools, mithral chain shirt, 2 divine scrolls of *invisibility*, 2 tanglefoot bags, light crossbow, 20 bolts, divine scroll of *entropic shield*.

➤ **Skoalis:** Male human Ftr4/Rog1/Asn2; CR 7; Medium humanoid (human); HD 4d10+3d6+21; hp 61; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +5; Grap +5; Atk/Full Atk +10 melee (1d4+2/18-20, masterwork kukri) or +9 melee (1d4+2/18-20, kukri) or +6 ranged (1d4+2, masterwork kukri) or +5 ranged (1d4+2, kukri); SA Death attack, sneak attack +2d6, spells; SQ +1 save against poison, poison use, trapfinding, uncanny dodge; AL NE; SV Fort +7; Ref +9; Will +0; Str 10, Dex 17, Con 16, Int 14, Wis 8, Cha 8.

Skills and Feats: Balance +5, Bluff +9, Diplomacy +1, Disguise +3, Hide +11, Intimidate +1, Jump +7, Move Silently +11, Sleight of Hand +5, Tumble +15; Combat Expertise, Improved Feint, Quick Draw, Weapon Finesse, Weapon Focus (kukri), Weapon specialization (kukri).

Assassin spells known (2; save DC 13): 1st—*disguise self, obscuring mist, true strike*.

Possessions: Masterwork kukri, masterwork buckler, mithral chain shirt, 3 kukris, tanglefoot bag.

➤ **Thugs:** Male human Ftr5; CR 5; Medium humanoid (human); HD 5d10+23; hp 57; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +5; Grap +9; Atk/Full Atk +11 melee (1d4+6/x4, masterwork light pick) or +5 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +7, Ref +1, Will +0; Str 18, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +0, Intimidate +7, Jump +0, Swim -16; Improved Toughness, Phalanx Fighting, Power Attack, Toughness, Weapon Focus (light pick), Weapon Specialization (light pick).

Possessions: Full plate armor, heavy wooden shield, masterwork light pick, light crossbow, dagger, 20 bolts.

APL 10 (EL 12)

➤ **Skaelin:** Male human Rog9; CR 9; Medium humanoid (human); HD 9d6+18; hp 56; Init +3; Spd 30 ft.; AC 20 (14 touch, 17 flat-footed); Base Atk +6; Grap +6; Atk +7 melee (1d6+1/19-20, +1 rapier) or +10 ranged (1d6+1/x3, +1 shortbow); Full Atk +7/2 melee (1d6+1/19-20, +1 rapier) or +10/5 ranged (1d6+1/x3, +1 shortbow); SA Sneak attack +5d6; SQ evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL LE; SV Fort +5, Ref +9, Will +2; Str 11, Dex 16, Con 14, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +19, Diplomacy +20, Escape Artist +15, Gather Information +6, Intimidate +18, Jump +2, Knowledge (local-core) +13, Sense Motive +11, Sleight of Hand +17, Spellcraft +13, Tumble +15, Use Magic Device +18; Combat Expertise, Diehard, Endurance, Improved Feint, Skill Focus (Bluff).

Possessions: +1 rapier, +1 shortbow, +1 buckler, mithral chain shirt, ring of protection +1, gauntlets of dexterity +2, amulet of health +2, cloak of charisma +2, 30 arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure moderate wounds*, potion of *haste*, arcane scroll of *glitterdust*, potion of *fly*, arcane scroll of *flaming sphere*, arcane scroll of *haste*, arcane scroll of *fireball*, arcane scroll of *scorching ray*, arcane scroll of *false life*, arcane scroll of *slow*, potion of *displacement*, 2 arcane scrolls of *lightning bolt*, arcane scroll of *suggestion*, arcane scroll of ray of *exhaustion*.

➤ **Locke:** Male human Clr7; CR 7; Medium humanoid; HD 7d8+31; hp 69; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +5; Grap +5; Atk/Full Atk +5 (1d8, morningstar) or +6 ranged (1d8/19-20x2, light crossbow); SA Rebuke undead 2/day; SQ spontaneous cast inflict spells; AL NE; SV Fort +8, Ref +3, Will +8; Str 10, Dex 13, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Bluff +4, Concentration +13, Hide +6, Spellcraft +10; Dodge, Improved Toughness, Mobility, Toughness.

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level): 0—*create water, detect magic, detect poison, guidance, light, purify food and drink*, 1st—*bless, cure light wounds, deathwatch, disguise self⁶, obscuring mist, resurgence*, 2nd—*cure moderate wounds, death knell, invisibility^{*}, sound burst, wave of grief*, 3rd—*bestow curse, prayer, protection from energy^{*}, wrack*, 4th—*freedom of movement^{*}, poison*.

*Domain spell. *Deity:* Kurrell; *Domains:* Luck (reroll one roll per day before the roll is declared a success or victory), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Morningstar, silver holy symbol, masterwork thieves' tools, mithral chain shirt, 2 divine

scrolls of *invisibility*, 2 tanglefoot bags, light crossbow, 20 bolts, divine scroll of *entropic shield*.

➤ **Skoalis**: Male human Ftr4/Rog1/Asn4; CR 9; Medium humanoid (humanoid); HD 4d10+5d6+27; hp 75; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Base Atk +7; Grap +7; Atk +13 melee (1d4+2/18-20, masterwork kukri) or +12 melee (1d4+2/18-20, kukri) or +9 ranged (1d4+2/18-20, masterwork kukri) or +8 ranged (1d4+2/18-20, kukri); Full Atk +13/+8 melee (1d4+2/18-20, masterwork kukri) or +12/+7 melee (1d4+2/18-20, kukri) or +9 ranged (1d4+2/18-20, masterwork kukri) or +8/+3 ranged (1d4+2/18-20, kukri); SA Death attack, sneak attack +3d6, spells; SQ +2 save against poison, poison use, trapfinding, uncanny dodge; AL NE; SV Fort +8; Ref +11; Will +1; Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 8.

Skills and Feats: Balance +6, Bluff +11, Diplomacy +1, Disguise +3, Hide +12, Intimidate +1, Jump +7, Move Silently +12, Sense Motive +4, Sleight of Hand +11, Tumble +18; Combat Expertise, Flick of the Wrist, Improved Feint, Improved Initiative, Quick Draw, Weapon Focus (kukri), Weapon specialization (kukri).

Assassin spells known (4/2; save DC 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*cat's grace*, *invisibility*, *spider climb*.

Possessions: Masterwork kukri, masterwork buckler, mithral chain shirt, 3 kukris, tanglefoot bag.

➤ **Thugs** Male human Ftr6; CR 6; Medium humanoid (human); HD 6d10+27; hp 67; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +6; Grap +10; Atk +12 melee (1d4+6/x4, masterwork light pick) or +6 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d4+6/x4, masterwork light pick) or +6 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +8, Ref +2, Will +1; Str 18, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +0, Intimidate +8, Jump +1, Swim -16; Close-Quarters Fighting, Improved Toughness, Phalanx Fighting, Power Attack, Power Critical, Toughness, Weapon Focus (light pick), Weapon Specialization (light pick).

Possessions: Full plate armor, heavy wooden shield, masterwork light pick, light crossbow, dagger, 20 bolts.

APL 12 (EL 14)

➤ **Skaelin**: Male human Rog10; CR 10; Medium humanoid (human); HD 10d6+20; hp 62; Init +3; Spd 30 ft.; AC 21 (14 touch, 18 flat-footed); Base Atk +7; Grap +7; Atk +8 melee (1d6+1/18-20, +1 rapier) or +11 ranged (1d6+1/x3, +1 shortbow); Full Atk +8/3 melee (1d6+1/18-20, +1 rapier) or +11/6 ranged (1d6+1/x3, +1 shortbow); SA Sneak attack +5d6; SQ evasion, improved uncanny dodge, slippery mind, trap sense +3, trapfinding, uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +2; Str 11, Dex 16, Con 14, Int 13, Wis 8, Cha 18.

Skills and Feats: Balance +4, Bluff +20, Diplomacy +21, Escape Artist +16, Gather Information +6, Intimidate +19, Jump +2, Knowledge (local-core) +14, Sense Motive +12, Sleight of Hand +18, Spellcraft +14, Tumble +16, Use

Magic Device +19; Combat Expertise, Diehard, Endurance, Improved Feint, Skill Focus (Bluff).

Possessions: +1 rapier, +1 shortbow, +1 buckler, +1 mithral chain shirt, ring of protection +1, gauntlets of dexterity +2, amulet of health +2, cloak of charisma +2, 30 arrows, arcane scroll of *blink*, 2 arcane scrolls of *enlarge person*, 5 potions of *cure moderate wounds*, potion of *haste*, 2 arcane scrolls of *glitterdust*, potion of *fly*, arcane scroll of *flaming sphere*, arcane scroll of *haste*, 4 arcane scrolls of *fireball*, 2 arcane scrolls of *scorching ray*, 2 arcane scrolls of *false life*, 2 arcane scrolls of *slow*, potion of *displacement*, 2 arcane scrolls of *lightning bolt*, arcane scroll of *suggestion*, arcane scroll of ray of *exhaustion*, arcane scroll of *magic circle against good*, arcane scroll of *see invisibility*, 4 arcane scrolls of *fly*.

➤ **Locke**: Male human Clr9; CR 9; Medium humanoid (human); HD 9d8+39; hp 87; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +6; Grap +6; Atk +7 (1d8, masterwork morningstar) or +8 ranged (1d8/19-20, light crossbow); Full Atk +7/+2 (1d8, masterwork morningstar) or +8 ranged (1d8/19-20, light crossbow); SA Rebuke undead 2/day; SQ spontaneously cast inflict spells; AL NE; SV Fort +9, Ref +5, Will +9; Str 10, Dex 14, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Bluff +7, Concentration +15, Hide +10, Spellcraft +12; Dodge, Elusive Target, Improved Toughness, Mobility, Toughness.

Cleric Spells Prepared (6/6/6/5/3/2; save DC 13 + spell level): 0—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*; 1st—*bless*, *cure light wounds*, *deathwatch*, *disguise self*^{*}, *obscuring mist*, *resurgance*; 2nd—*cure moderate wounds*, *death knell*, *invisibility*^{*}, *remove paralysis*, *sound burst*, *wave of grief*; 3rd—*bestow curse*, *dispel magic*, *prayer*, *protection from energy*^{*}, *wrack*; 4th—*freedom of movement*^{*}, *poison*, *revenge*; 5th—*false vision*^{*}, *slay living*.

^{*}Domain spell. *Deity*: Kurrell; *Domains*: Luck (reroll one roll per day before the roll is declared a success or victory), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork morningstar, silver holy symbol, masterwork thieves' tools, mithral chain shirt, 2 divine scrolls of *invisibility*, 2 tanglefoot bags, light crossbow, 20 bolts, divine scroll of *entropic shield*, healer's kit, 2 *potions of cure light wounds*.

➤ **Skoalis**: Male human Ftr4/Rog1/Asn5; CR 10; Medium humanoid (human); HD 4d10+6d6+30; hp 82; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Base Atk +7; Grap +7; Atk +13 melee (1d4+2/18-20, masterwork kukri) or +12 melee (1d4+2/18-20, kukri) or +9 ranged (1d4+2/18-20, masterwork kukri) or +8 ranged (1d4+2/18-20, kukri); Full Atk +13/+8 melee (1d4+2/18-20, masterwork kukri) or +12/+7 melee (1d4+2/18-20, kukri) or +9 ranged (1d4+2/18-20, masterwork kukri) or +8/+3 ranged (1d4+2/18-20, kukri); SA Death attack, sneak attack +4d6, spells; SQ +2 save against poison, improved uncanny dodge, poison use, trapfinding,

uncanny dodge; AL NE; SV Fort +8; Ref +11; Will +1; Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 8.

Skills and Feats: Balance +6, Bluff +12, Diplomacy +1, Disguise +3, Hide +12, Intimidate +4, Jump +7, Move Silently +12, Sense Motive +4, Sleight of Hand +11, Tumble +19; Combat Expertise, Flick of the Wrist, Improved Feint, Improved Initiative, Quick Draw, Weapon Focus (kukri), Weapon specialization (kukri).

Assassin spells known (4/3; save DC 12 + spell level): 1st—*disguise self, feather fall, obscuring mist, true strike*; 2nd—*cat's grace, invisibility, spider climb*.

Possessions: Masterwork kukri, masterwork buckler, +1 mithral chain shirt, 3 kukris, tanglefoot bag, *dust of tracelessness*.

☛ **Thugs:** Male human Ftr9; CR 9; Medium humanoid (human); HD 9d10+48; hp 108; Init +0; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Base Atk +9; Grap +13; Atk +16 melee (1d4+6/19-20/x4, masterwork light pick) or +9 ranged (1d8/19-20, light crossbow); Full Atk +16/+11 melee (1d4+6/19-20/x4, masterwork light pick) or +9 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +10, Ref +3, Will +2; Str 18, Dex 10, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +11, Jump +2, Swim -16; Close-Quarters Fighting, Greater Weapon Focus (light pick), Improved Critical (light pick), Improved Toughness, Phalanx Fighting, Power Attack, Power Critical, Toughness, Weapon Focus (light pick), Weapon Specialization (light pick).

Possessions: +1 full plate armor, heavy wooden shield, masterwork light pick, light crossbow, dagger, 20 bolts.

Encounter 7: Animal Attack

APLs 10 & 12

☛ **Aranea Sor7:** CR 11; Medium magical beast (shapechanger); HD 3d10+7d4+30; hp 73; Init +2; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Base Atk +8; Grap +8; Atk +8 melee (1d6 plus poison, bite) or +10 ranged (web); Full Atk +8 melee (1d6 plus poison, bite) or +10 ranged (web); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., empathic link, low-light vision, tiny owl familiar, share spells; AL LE; SV Fort +9, Ref +8, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 18.

Skills and Feats: Climb +8, Concentration +16, Jump +2, Listen +2, Spellcraft +13, Spot +5; Empower Spell, Greater Spell Focus (enchantment), Maximize Spell, Spell Focus (enchantment).

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Sorcerer Spells Known (6/7/7/7/6/3; save DC 14 + spell level [16 + spell level for enchantments]): 0—*acid splash, daze, detect magic, disrupt undead, flare, ghost sound, message, prestidigitation, ray of frost*; 1st—*mage armor, magic missile, ray of enfeeblement, reduce person, shield*; 2nd—*false life, glitterdust, mirror image, see*

invisibility, 3rd-dispel magic, fly, wind walk, 4th-enervation, greater invisibility, 5th-feeblemind.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 14 Escape Artist check or burst the web with a DC 18 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

☛ **Phase Spider, advanced:** CR 9; Huge magical beast; HD 14d10+84; hp 172; Init +6; Spd 40 ft., climb 20 ft.; AC 16 (touch 10, flat-footed 14); Base Atk +14; Grap +29; Atk/Full Atk +20 melee (2d8+10/19-20 plus poison, bite); SA Poison; SQ Darkvision 60 ft., ethereal jaunt, low-light vision; AL N; SV Fort +15, Ref +11, Will +5; Str 25, Dex 15, Con 22, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +15, Move Silently +10, Spot +13; Ability Focus (poison), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite).

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th)

Poison (Ex): Injury, Fortitude DC 25, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter 9: Across the Border

◆ **Taliesiana:** Female gray elf Ftr12; CR 12; Medium humanoid (elf); HD 12d10+39; hp 115; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19); Base Atk +12; Grap +14; Atk +17 melee (1d8+5/19-20, +1 *longsword*) or +15 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)); SQ Elven traits; AL LG; SV Fort +10, Ref +6, Will +6; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 15.

Skills and Feats: Climb +14, Intimidate +17, Ride +17; Blind-Fight, Close-Quarters Fighting, Diehard, Endurance, Greater Weapon Focus (*longsword*), Improved Initiative, Improved Toughness, Iron Will, Toughness, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Possessions: Noble's outfit, +1 *breastplate*, +1 *longsword*, +1 *composite longbow* (+2 Str bonus), signet ring, +1 *heavy wooden shield*

◆ **Celene Border Guards:** Male elf Ftr4; CR 4; Medium humanoid (elf); HD 4d10+7; hp 35; Init +7; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +4; Grap +6; Atk +8 melee (1d8+5/19-20, +1 *longsword*) or +9 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)); SA -; SQ Elven traits; AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 12,

Skills and Feats: Climb +9, Ride +10; Improved Initiative, Toughness, Weapon Focus (*longbow*), Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Possessions: Masterwork breastplate, +1 *longsword*, +1 *composite longbow* (+2 Str bonus), masterwork heavy wooden shield.

APPENDIX 2: NEW RULES

New Feats

The following feats are from *Complete Warrior*:

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Flick of the Wrist [General]

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Phalanx Fighting [General]

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and a light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his Fighter bonus feats.

Power Critical [General]

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

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

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

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

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

New Spells

The following spells are from *Complete Divine*

Death Pact

Necromancy [Evil]

Level: Cleric 8, Pact 8

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: No

This spell allows the target to enter into a binding agreement with your deity that brings the target back to life if she is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points. In exchange for this, if she ever dies, several spells are brought into effect. First she is teleported to a safe location designated by you at the time of casting as if with a *word of recall* spell. Second, the target is brought back from the dead with a *raise dead* spell with the standard loss of a level. Finally,

the target is healed with a *heal* spell. She does not regain the 2 Constitution points when returned to life.

If a *raise dead* spell could not return the target to life (for example, if she was disintegrated or died of old age), the *death pact* cannot restore her to life. If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.

Material Component: A diamond worth at least 500 gp.
XP cost: 250 XP.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Revenance

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue the fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack

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 on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

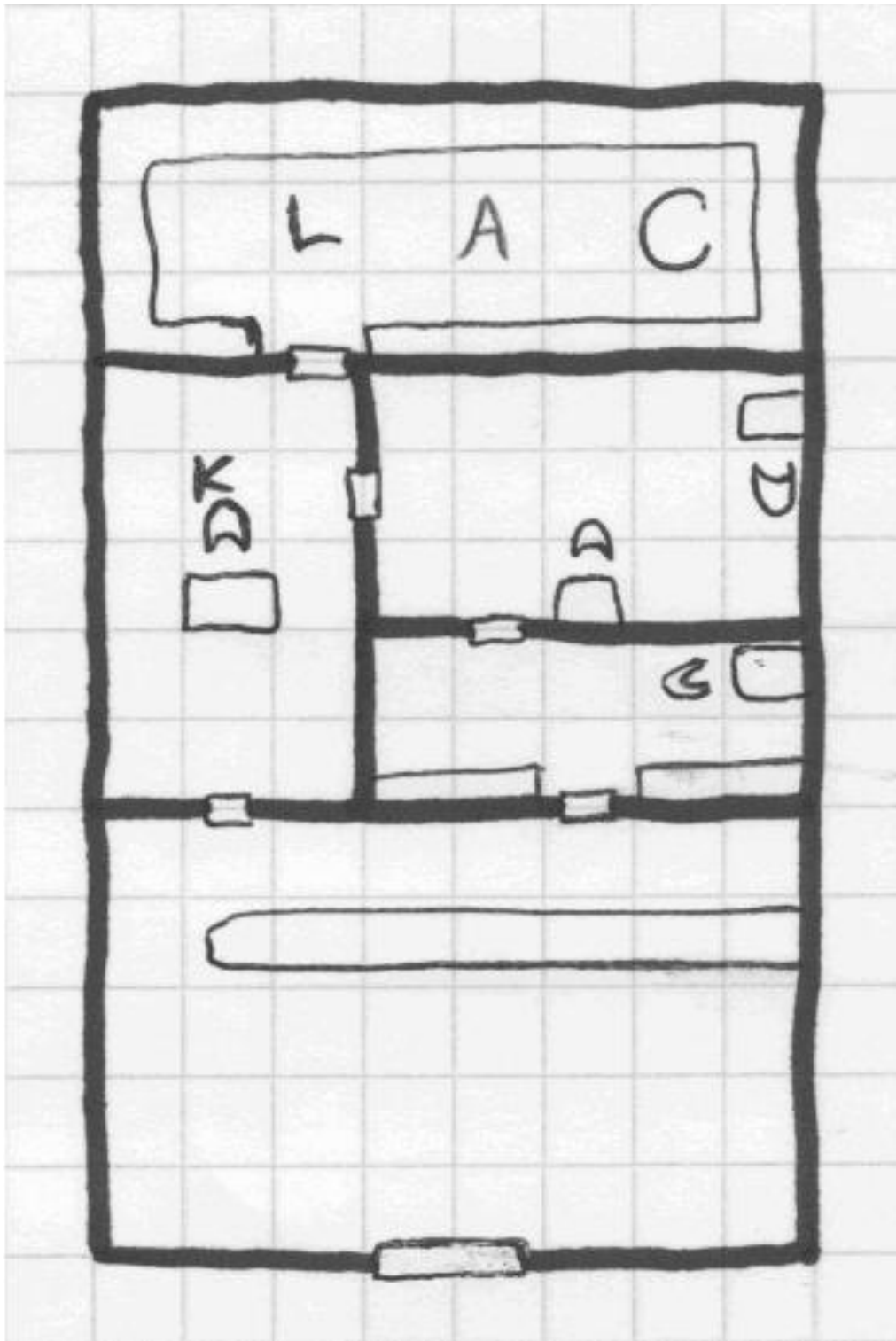
DM'S MAP 1: THE THIEVES' QUARTER



Map Excerpt from Living Greyhawk Journal Volume 1, Number 2
Map by Denis Tetreault

- T3 – Old City Watch Station
- T4 – Merchants' and Traders' Union
- T5 – The Dead House (an abandoned house, long thought haunted)
- T6 – White Dragon Inn
- T13 – Public Bathhouse
- T15 – Common Crypt

DM'S MAP 2: THE MERCHANT HOUSE



K - Skaelin

A - Skoalis

L - Locke

C - Cellar

DM'S MAP 3: THE HOUSE IN SAFETON

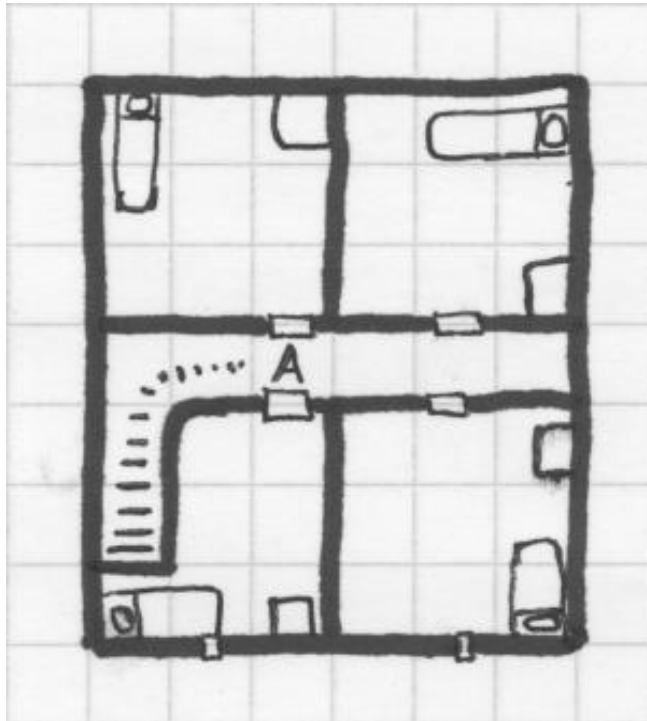
1st Floor



T - Thugs
A - Skaolis

K - Skaelin
L - Locke

2nd Floor



PLAYER HANDOUT 1: THE NOTE (DECODED)

This scrap of paper has been marked in a cryptic manner. However, you have managed to decode it, and it reads:

There is increasing trouble from the south. Orc raiding parties are increasing in the Welkwood. We have gone to help reinforce the border guards. I can only hope you receive this message in good health. If your need is dire, you should travel to the homeland carefully. - T