

BIS2-02



TOTEM

A Two-Round D&D[®] LIVING GREYHAWK[®]
Bissel Regional Adventure

Version 1

by Christopher Ravlin
and Jed Harrington

RPGA HQ reviewer: Stephen Radney-MacFarland

A festival is being held in the capital city of Pellak to celebrate the ethnic diversity found in Bissel. To commemorate the festivities, a totem was created in three pieces, one piece by each major ethnic group. But not everyone is pleased at the prospect of such a festival. What dangers may lurk in the shadows of the festival? An adventure for characters levels 1-8.

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in Bissel. All characters pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

Baron Darius Besselar has decided to sponsor a festival in Pellak, the capital of Bissel, to celebrate the diverse ethnic backgrounds that exist in Bissel. He hopes that by focusing on the good aspects of each culture and the commonality between the different cultures he will be able to ease some of the ethnic tensions in Bissel that have been growing since the war with Ket. To this end, the baron has commissioned the construction of a monumental totem. The totem is constructed in three pieces, each one representing one of the primary ethnic groups in Bissel (Baklunish, Oeridian, Suel). The totem will be displayed in Pellak during the festival and left on display there for a year. It will then be moved, piece-by-piece, to a permanent display location in Calpius' Craft, the capital of the barony of Besselar.

Unfortunately for the baron, divisive elements in Bissel, with the help of outside forces, have stolen the

pieces of the totem. The party will be hired by representatives of the baron to find these totem pieces before the end of the festival so that the unveiling of the totem can proceed on the already announced schedule. As the party attempts to recover the totem pieces, they will encounter numerous small groups each working to their own ends in relation to the totem and the future of Bissel.

The investigation will lead the party into the heart of the Baklunish community where they will face suspicion and danger. They will hear rumors of a Baklunish extremist group, the Riders of Just Vengeance, who are opposed to the current unfair tax structure against the Baklunish citizens of Bissel. The Riders were hired by Ikraam, a representative of the Mouqollad Consortium, an immense Baklunish trade organization (see page 160 in the LGG), to steal a piece of the totem. The Consortium wants the baron to be embarrassed publicly as he is a strong ally of the church of Zilchus, the church of Mouqol's major economic competitor in Bissel. In return, the Riders get to cause another public incident and gain funds for their opposition efforts. Other agents of Ikraam stole the other two pieces.

The characters will also have to deal with a rival adventuring party, the Blue Falcons, who are working for Lady Deidra Talmorin of Paercium, a strong supporter of the Knights of the Watch and a monk of Heironeous. Deidra hopes to embarrass the baron, a major opponent of the activities of the Knights in Bissel, and, at the same time, get the Knights public credit for saving the totem. Deidra will attempt to hire the characters to work for her instead of the baron.

If the party moves swiftly and intelligently, they can track down the pieces of the totem and save Baron Besselar from public embarrassment. In the process they will gain the favor or disfavor of a number of political powers in the region. At the premiere of this scenario, and only at the premiere, there will be an interactive between round one and two of this scenario.

INTRODUCTION

Out in the wilderness of Bissel, you hear rumors of it. Along the roads, where merchants carry wares and news, you hear stories about it. But in the cities of Bissel, Thornward and Pellak, you can see it, feel it, smell it. Ethnic tension. The Baklunish claim that the government has placed severe and unfair taxes upon them for no other reason than ethnic differences. The Oeridians and the Suloise pay little attention to their complaints; after all, wasn't it the Baklunish who invaded Bissel only a few years ago? Violence was at a minimum in the beginning, until the Margrave surprised everyone and forced the issue. Conscription has forced ALL people together by forcing military duty upon all citizens. Now all three ethnic groups are forced to face each other daily, and it has resulted in increased tensions and some incidents of violence.

But as tensions and the threat of violence increase, Darius Besselar, Baron of Besselar has decided on a bold plan. He will sponsor a great festival in the capital city of Pellak, celebrating

the ethnic diversity that makes Bissel such a wonderful and interesting place to be. He has promised that on moonrise of the final day of the three day festival, he will reveal an item of historic significance; a totem that can be used to bring the divergent cultures of Bissel together.

Excitement spread as the news was carried forth into the countryside around the capital city and beyond. And like the thousands of citizens that have already arrived, you have traveled into Pellak to take part in the festival and see what wonders the Baron shall unveil. But even with expectation of merriment thick in the air, the tension that threatens to rip apart the country beats on like a metronome. Hopefully the start of the festival tomorrow will ease tensions further.

Let the characters take some time here to select spells, equip themselves, and introduce themselves to one another.

ENCOUNTER 1: THE BLACK GOOSE

The party enters Pellak and must find a place to stay. The city has swelled with people waiting for the festival to begin and the party has to find a place to stay.

Finding rooms in the city has been difficult. Almost three hours and a dozen inquiries were required before you found the Black Goose. Near the western wall of the city, across from the gardens, this small stone inn was the last stop before you were to resign yourself to risking arrest for sleeping in the park. Fortunately, there was a room available. The price was no doubt inflated for the festival (1 gp is outrageous), and the distance from the inn to the festival grounds near the market place is farther then you would like. Still, it is clean, the food simple, but good, and the master of the inn, a stocky Oeridian by the name of Mervus Heldig, is very friendly.

The characters have an opportunity here to gain some knowledge of happenings in the city and the mood of the people. The following NPCs are in the tavern (as well as numerous others who will not be detailed below):

Mervus Heldig: The plump and friendly owner of the tavern. He is a boisterous and energetic Oeridian and is well liked by the patrons of the tavern. His clothes are fine-cut and of good quality. He can share the following information:

- If nothing else, the festival has been good for business.
- Baron Besselar owns some property here in the city.
- Ethnic tensions in the city are high and could blow at any moment.
- The tax against the Baklunish, or any other tax against one group of individuals, is wrong.
- Conscription may be good for the March in the short run, but a country full of trained soldiers will eventually have consequences.

Krishta Heldig: The equally plump and friendly wife of Mervus. She is the head cook of the Black Goose. She makes sure everything runs properly at the tavern since Mervus sometimes loses track of things when he's chatting with the patrons. She can share the following information:

- The festival should be a grand time, but she wonders if there are sufficient patrols to handle any problems that might occur.
- Some people have taken to sleeping in the streets so they can stay in town.

Sarona Lopurt: The Heldigs's oldest daughter. She lives in the inn with her husband Tomas. She is beginning to show the family's predisposition to roundness. She is less trusting of strangers and adventurers than her parents. She can share the following information:

- She's heard there have been many fights in the city, and some people were killed.
- She thought she saw her father sharpening his old sword yesterday. She overheard him tell his wife it was in case one of the guests tried something.

Gilada Heldig: The friendly, curious, and cute youngest daughter of the Heldigs. She is quick to smile and very talkative; she practically never closes her mouth. If the characters let her know they are adventurers, she will pepper them with questions. She can share the following information:

- The Suloise steal babies in the night and offer them up to strange gods.
- People from Ket all have tusks.
- When a Baklunish man twists his beard or mustache, it means he's ready for a fight.

Tomas Lopurt: Sarona's husband and the stable keep and maintenance man for the Black Goose. Tomas has a limp from a serious accident he had years ago. He can share the following information:

- Fights have broken out all over the city.
- Something bad is bound to happen with this many strangers in the city.
- A merchant caravan from Ket arrived in the city today.
- He signed up for the army, but was rejected due to his injury.

Scrapper: The Heldig family's large dog with roam around the tavern seeking scraps of food. He is well loved by the tavern patrons.

Torvial Ramon Korte: An eccentric old Baklunish gentleman who is a permanent resident of the inn. He is a retired sorcerer with many ties to the Baklunish community. Mervus saved Torvial's life a number of years back when Torvial was attacked by moneylenders

he had not repaid. He is fiercely loyal to the Heldigs. He can share the following information:

- The festival, though well intentioned, will prove disastrous.
- The Baklunish people will not long stand these continued discriminatory taxes.
- The streets and alleys of Pellak can be as dangerous as the darkest corners of Greyhawk for the unwary.
- The army is a grand idea if we want to ward off future Ketite invasions.
- It is rumored that a powerful shapeshifting wizard frequents this tavern.

The characters can discover the following rumors by making either a Gather Information check (DC 12 + the APL) or a Listen check (DC 18 + the APL). The characters gain one rumor if they make the check plus one additional rumor for each point above the DC by which they make their check. If they fail their check by more than 5, they are caught being nosy or eavesdropping and will have to deal with the negative reaction that causes. The rumors are:

- Baron Besselar is holding the festival to further his political agenda. (true)
- Baklunish terrorists intend to assassinate someone important. (false)
- The Scarlet Brotherhood is in the city somewhere, waiting to strike. (false)
- The Baron is planning some big surprise at the closing ceremony, three days hence. (true)
- The festival is a front for finding and arresting subversive elements in the city. (false)
- They are going to institute a new Adventurer's Tax after the festival. (false)
- Lady Deidra Talmorin of Paercium is back in the city for the festival. She is major supporter of the Knights of the Watch and a strong opponent of Baron Besselar. (true)
- Evil druids from the Barrier Peaks have infiltrated the city, disguised as potted plants. (false)
- Baron Besselar will be announcing the Margrave's decision to sell Thornward to Ket at the end of the festival. (false)
- Many adventurers are attending the festival to catch a glimpse of the Baron's beautiful and unmarried daughter. (true)

ENCOUNTER 2: MORNING AUDIENCE

After a good night's sleep, you find yourselves in the dining room of the tavern, eating breakfast well before the sun is up. The festival starts at sunrise and the grounds are some distance away, so you've chosen to get an early start. Outside, the sounds of honking indicate the black geese for which this tavern is named have awakened.

Just as you prepare to exit the tavern, a young man wearing some kind of uniform runs past you. He hands Mervus a scroll and rushes back out the door. Mervus unrolls the parchment, reads it, and hands it to you. "I think this is for you," he quietly whispers to you. "It seems you've attracted the attention of the Baron and his staff."

Give the characters Players' Handout 1. It contains a message and directions to Baron Besselar's estate in Pellak. If the characters head to the baron's estate, proceed with this encounter. Otherwise, skip to encounter three.

The characters arrive at the baron's luxurious estate, a walled compound of numerous buildings. They will be escorted in to see the baron's chamberlain if they show the guards at the door their letter.

Upon showing the guards at the gate your letter, you are escorted in to one of the smaller buildings. You are brought inside a large office where a large man with salt and pepper colored hair awaits you. He rises at your entrance and speaks, "Ahhhh. Greetings, and thank you for answering our summons. I am Horan Leviticus, the Chamberlain to the Baron. Please be seated."

"I will come directly to the point. As you probably know, the Baron is sponsoring this wonderful festival to promote unity amongst all people of this wonderful nation. To that end, he commissioned a landmark piece of art that he plans to unveil at the closing ceremony. It is a massive totem in three parts. He commissioned artisans from each of the three major ethnic populations of the March to construct each of the three pieces, one piece per ethnic group. It took a lot of persuading, both verbal and financial, to get this project to work."

"The pieces were finally completed last night and brought to the festival grounds for assembly. However, late last night or very early this morning, someone stole all three parts of the totem. How or why this was done and the perpetrators of the crime are unknown. But I do know that whomever is responsible for this theft has lit a fire in a very combustible atmosphere. Each group will blame the others for this theft, and tensions were already running high."

"The Baron has charged me with hiring a small group of independent adventurers to find the pieces of the totem and identify the individual, or individuals, responsible. This is a sensitive matter, and we need a great deal of discretion in this investigation. Rumors of a problem with the Baron's grand surprise have already been leaked in the city, mere hours after the crime. Time is of the essence. Will you help?"

If the characters agree to help, Horan will ask them to head to the Festival Grounds immediately. He informs them of a building there that houses the representatives of each of the teams of artisans who constructed the totem pieces. If asked, he provides the following information:

Characters ask about the representatives:

"The names of the representatives are Francisco Jalarito, a Baklunish priest from the temple of Istus, Elisea Mourning, an Oeridian priestess of Heironeous, and Shar Neheli, a Suloise representative from the temple of Zilchus."

Characters ask about the totem pieces:

"The totem was to stand 21 feet high, with each section 7 feet tall. Each piece was carved from stone and inlaid with precious metals and gems. Each piece was incredibly heavy and difficult to move. Each piece was devoted to the specific culture that constructed it. It was being stored in a large building in the center of the fairgrounds."

ENCOUNTER 3: ROAD TO THE FESTIVAL

The characters probably head to the fairgrounds where the festival is being held, even if they decided to ignore the Chamberlain's summons.

The city streets are filled with hundreds, possibly thousands, of people making their way to the fairgrounds. For the moment, it seems as the tension you've felt from the people of Bissel these last few months has been temporarily lifted, as everyone talks excitedly about the festival and the surprises the Baron might have in store. You hear repeated rumors that the Margrave himself may be in attendance at the festival. Street merchants line the roads leading to the fairgrounds, hawking their wares. Everyone seems in high spirits this morning.

Ikraam, the man responsible for the theft of the totem, had received word from sources close to the Chamberlain that Baron Besselar has hired adventurers to search for the missing pieces of the totem. Agents of Ikraam are therefore keeping an eye on any group of adventurers who attend the festival. At some point on the trip to the fairgrounds, have the characters make a Spot check (DC 12 + the APL). If successful, the characters spot one of Ikraam's agents, Viktyr Neroxima, watching them from a distance.

ALL APLS:

❖ **Viktyr Neroxima:** Male human (Baklunish) Rog1.

Viktyr will not approach them. He will speak with the characters if approached, but he will not volunteer any information about his current task. He will call for help from the city guards if attacked or threatened repeatedly. If the characters have some method of reading Viktyr's thoughts, they will only learn the name of his employer and his task (to watch for adventuring parties asking questions about the totem and report these parties to Ikraam through other agents). The characters cannot track Ikraam down by following Viktyr.

If the characters speak to Viktyr, he will say things like the following:

Nice day! Going to the festival? Should be a great time!

Ket? Sure I've been there. I've even done business there, but that doesn't mean anything!

I arrived in Pellak a few days ago with a caravan from Ket. My name? Viktyr Neroxima, Baklunish caravan guard, at your service.

Watching you? No, not really. I'm just wasting some time, watching everyone headed down to the festival. And admiring some of your equipment.

ENCOUNTER 4: THE THREE “WISE MEN”

Unless the characters take an inordinate amount of time traveling to the festival, they arrive in time for the opening ceremonies. The first day of the festival celebrates the Baklunish, and the opening ceremonies reflect this. After an amazing display of horsemanship by Baklunish riders, the festival begins. Characters can wander the fairgrounds for as long as they like. Judges are encouraged to make up events and contests for the characters to watch or participate in. Since day one focuses on the Baklunish, many of the events and contests should reflect that. Prizes for competitions should be ribbons or other tokens (with no gp value). Some specific events and locations are detailed later in this encounter and encounter five.

If the characters attempt to Gather Information while wandering the fairgrounds, they may gain the following information (if they ask about the subject listed):

Viktyr Neroxima:

DC 10 + the APL: Viktyr has been to Ket recently and was looking for work in the city until this morning.

DC 15 + the APL: Viktyr came to Pellak with a Ketite merchant caravan a few days ago, but he joined them in Thornward.

DC 20 + the APL: Viktyr is now working for someone in the merchant caravan by the name of Ikraam.

Ikraam Norlaila or the merchant caravan:

DC 10 + the APL: The Ketite merchant caravan arrived in Pellak a few days ago. It arrived in Ket via Thornward.

DC 15 + the APL: The caravan was led by Ikraam Norlaila, a Ketite merchant who visits Bissel on a regular basis. He was supposedly seeking adventurers a day after he arrived in Pellak.

DC 20 + the APL: Ikraam Norlaila is rumored to be a member of the Mouqollad Consortium.

Lady Deidra Talmorin:

DC 10 + the APL: Lady Deidra, a monk of Heironeous and a supporter of the Knights of the Watch, recently returned to the city for the festival.

DC 15 + the APL: Lady Deidra is a frequent opponent of Baron Besselar, and it is rumored she would resort to almost anything to embarrass him.

DC 20 + the APL: Lady Deidra has been attempting to hire adventurers today for some secret mission.

At some point the characters will approach the building in the center of the fairgrounds. If the characters did not meet with the Chamberlain, allow them to make a Listen check (DC 16 + the APL) to overhear an argument

between the members of the totem creation team about the totem and its theft. The building is guarded, but they will be allowed entry if they mention they are here about the totem, if they state they are here as the Baron's representatives, or if they construct some other good excuse (Bluff, Diplomacy, or Intimidate checks at DC 12 + the APL, depending on the reason for admission to the building the characters give).

Inside the building are the three representatives of the artisans: Francisco Jalarto, a Baklunish priest from the temple of Istus, Elisea Mourning, an Oeridian priestess of Heironeous, and Shar Neheli, a Suloise representative from the temple of Zilchus. They are arguing about who is responsible for the loss of the totem; each representative insinuates that the other two are responsible and/or that the ethnic group they represent is responsible, but won't directly accuse them of this. You are encouraged to make the characters work hard to get a word in edgewise in the arguments between these three individuals. Eventually the characters can learn the following from speaking with the representatives and the guards on duty outside this building:

- There are many groups or individuals who would be happy to have the totem disappear. They include any enemy of Bissel or Baron Besselar.
- The totem was exceptionally heavy; it was constructed of rare stone and precious gems and metals. Whoever stole it probably had to disassemble the totem into its respective parts and then move it by wagon or magic.
- There were many wagons near the building throughout the past day. Besselar's chamberlain has ordered all wagons leaving the fairgrounds searched since he learned of the theft, but nothing has been found yet.
- The guards on duty were very vigilant throughout the night, according to the representatives. If asked directly, the guards who were on duty last night admit to a minor distraction last night when a group of female Baklunish dancers came by the building. They spent quite a while flirting with the guards. The group that relieved them found the totem missing.
- Jamal Shiraz, a craftsman responsible for the Baklunish piece of the totem, was the only individual seen entering and leaving the building last night. He left around the same time as the dancers arrived, according to the guards.
- There are rumors of other adventuring parties, other than the characters, who are investigating the disappearance of the totem.

If the characters search the building for physical clues, they discover a large number of drag marks leading to a locked gate at the back of the building. The guards were posted at the main doors only, since they were the only

ones unlocked for entry. If the characters examine the lock on the gate, it shows definite signs of having been forced open and then relocked. There is a very pungent smell in the area of the gate; it smells of sewage or rotting material. Characters with the Track feat may make a Wilderness Lore check (DC 14 + the APL) to discover three sets of wagon tracks leading away from the gate. The tracks also indicate that the wagons were heavily loaded. Two of the wagon tracks head into the city and then disappear. The third leads to a nearby sewer, just outside the fairgrounds. If the characters head to the sewer, proceed to encounter five. If they decide to investigate the Baklunish dancers or Jamal Shiraz, proceed to encounter six.

If the characters attempt to find Ikraam or Lady Deidra, no one they speak to is aware of their current location at this time. If the characters report back to the chamberlain at any time, proceed to encounter eight.

ENCOUNTER 5: THE SEWERS

You have followed one set of wagon tracks from the fairgrounds to a sewer entrance at the end of a dark alley. There are drag marks along the ground, leading into the sewer.

The sewer is protected by a locked gate (Open Lock DC 20, Break DC 28). Behind the gate is a 10-foot square tunnel leading into complete darkness. There is a horrible smell of decaying matter in the tunnel. For every hour the characters spend in the sewer, they must make a Fortitude save (DC 9 + the number of hours they've been in the sewer). Any character failing a save is nauseated (see DMG page 85) until they've spent an entire hour outside of the sewer. If the characters are creative and find a way to avoid most of the smell within the sewer, the judge can provide them with a bonus to their Fortitude saves (up to a maximum of +4).

The tunnel proceeds 100 feet and then splits to the left, right, and straight ahead. Characters with the Track feat may make a Wilderness Lore check (DC 12 + the APL) to discover signs of recent travel to the left. If the characters head right or straight ahead, they can explore and search in each direction for 1 hour before coming to a narrowing of the sewer that indicates the totem did not pass this way. If they head left, they travel 400 feet before the tunnel expands into an underground chamber, 60 foot square and 30 feet tall (the height of the passage plus 20 feet below the height of the passage). The tunnel continues on past this chamber for 1 hour before narrowing as the other passageways did.

The chamber is full of rotting sewage to a depth of 10 feet, and, at higher APLs, it is the home to a foul creature(s). Buried underneath the sewage is the Oeridian piece of the totem, hidden by agents of Ikraam (Search DC 18 + the APL). It is a beautiful sculpture of various valuable gems, metals, and stones, at least once the sewage is cleaned off of it. It should take the characters 30 minutes to dig it out. It requires characters with a total Strength among them of at least 28 to lift the

totem piece out of the room and push it down the tunnel to the sewer entrance.

If the characters fail to locate this piece of the totem before the end of the first day of the festival, a group of Pellak sewer cleaners stumble across the Oeridian piece overnight and report it to the Baron's men for recovery. It will be recovered before dawn of the second day of the festival.

Creatures: At APL 4 and above, the chamber is the home of one or more otyughs. If the characters spend more than 2 rounds in the chamber, they are attacked by the chamber's resident(s).

APL 2 (EL –)

No encounter.

APL 4 (EL 4)

🐉 **Otyugh (1):** hp 33; see *Monster Manual*.

APL 6 (EL 6)

🐉 **Advanced Otyugh (1):** hp 93; see Appendix I.

APL 8 (EL 8)

🐉 **Advanced Otyughs (2):** hp 93, 93; see Appendix I.

ENCOUNTER 6: FOLLOWING THE CLUES

The characters will have little trouble locating Jamal Shiraz, wandering around the fairgrounds. He will be cautious towards any non-Baklunish characters and friendly towards Baklunish characters until he realizes he is a suspect in the disappearance of the totem. He will then be uncooperative unless spoken to respectfully. Jamal will tell the characters he went back to the building housing the totem the previous evening to make a last minute check over the Baklunish piece of the totem of which he was a major designer. He wanted to check on the star sapphire setting in the totem piece as well as do some last minute polishing. He saw no one else in the building that evening. He noticed the Baklunish dancers speaking with the guards on his way out. He also saw a Ketite caravan merchant (Ikraam) arguing with Shar Neheli, the Suloise representative, about some matter involving the price of horses and wagons. Jamal is telling the truth. If questioned about the argument, Shar Neheli admits to his discussions with Ikraam about the price of some horses and wagons he sold to Ikraam. Ikraam felt the price was too high.

ALL APLS:

👤 **Jamal Shiraz:** Male human (Baklunish) Exp8.

The characters can track down the Baklunish dancers in two locations. The schedule for the festival indicates they

will be performing in the early afternoon. The characters can meet them at the performance. The characters can also ask around the festival grounds for the location of the dormitories for the entertainers and performers of the festival. The characters can meet the dancers at the dormitories. In either case, the characters will get a chance to speak with the dancers. The dancers will admit, if questioned properly, that they were flirting with the guards and that they did so on the prompting of one of their number, Kali Abnaluh (Bluff, Diplomacy, or Intimidate checks at DC 12 + the APL, depending on the tactics the characters take). The dancers have not seen Kali all day; she failed to show up for the performance.

If the characters investigate Kali's room at the dormitory, they find her door unlocked. She is lying dead on the floor of multiple knife wounds. Her left foot is missing, removed by Ikraam as an object lesson. Kali and her lover, Damiz Tavarek, tried to blackmail Ikraam for more money for the job they performed for him, arranging for the theft of one of the three pieces of the totem and the distraction needed to pull off the complete job. Ikraam decided to kill her instead. Damiz is aware of Kali's murder, and he is currently in hiding with his fellow members of the Riders of Just Vengeance at an old curio shop he owns. If characters ask around the dormitory for information on Kali's murder, they will be informed of two individuals who visited Kali this morning. One was a Ketite merchant matching the description of Ikraam the characters probably have by now. No one knows where he is now. The other visitor was Damiz, identified as Kali's lover. A number of individuals can point the characters in the direction of Damiz's curio/import shop in the Old Pellak section of the city.

Creatures: On the way to the shop, the characters will be attacked by a band of cutthroats hired by Ikraam to deal with anyone investigating the theft of the totem. The cutthroats will not talk if captured and questioned. At APL 4 and above, the cutthroats have consumed a number of potions right before they attack the characters and this is reflected in their stat blocks (see Appendix 1 for details). The cutthroats will attempt to hide along a 15-foot wide, 60-foot long alley the characters must take to get to Damiz's shop and ambush the characters there.

APL 2 (EL 4)

➤ **Cutthroats, male human Rog1 (4):** hp 7, 7, 7, 7; see Appendix I.

APL 4 (EL 7)

➤ **Cutthroats, male human Ftr1/Rog1 (5):** hp 14, 14, 14, 14, 14; see Appendix I.

APL 6 (EL 9)

➤ **Cutthroats, male human Ftr2/Rog2 (5):** hp 28, 28, 28, 28, 28; see Appendix I.

APL 8 (EL 11)

➤ **Cutthroats, male human Ftr3/Rog3 (5):** hp 41, 41, 41, 41, 41; see Appendix I.

Treasure: The treasure in this encounter is the equipment and gold carried by the cutthroats.

APL 2 – L: 112 gp; C: 8 gp; M: 0.

APL 4 – L: 225 gp; C: 25 gp; M: 0.

APL 6 – L: 375 gp; C: 35 gp; M: 5 *potions of cure light wounds* (8 gp each).

APL 8 – L: 375 gp; C: 100 gp; M: 5 *potions of cure moderate wounds* (45 gp each).

ENCOUNTER 7: THE CURIO SHOP

Damiz is hiding from both the authorities and Ikraam in a small curio/import store he owns. It is located in the section of Pellak known as Old Pellak, and it is not in one of the more "desirable" neighborhoods of the city. Damiz is a member of the Riders of Just Vengeance, the group responsible for arranging the robbery of the totem pieces.

He and his fellow members have locked themselves into the shop with the Suloise piece of the totem. The shop is 40 feet by 60 feet and has one entrance, a locked strong wooden door (Open Lock DC 30, Break DC 25), and a single storefront window currently blocked by curtains. At APL 6 and 8, Damiz trapped the doorway with a *glyph of warding* the previous night; anyone passing through the doorway without saying the words "Riders of the Just Vengeance" sets off the glyph.

APL 6

➤ **Glyph of Warding (Blast):** spell; spell trigger; no reset; spell effect (glyph of warding [blast], 6th level cleric, Reflex save [DC 16] half damage, 3d8 sonic); multiple targets (all targets within 5 ft.); Search (DC 28), Disarm Device (DC 28).

APL 8

➤ **Glyph of Warding (Blast):** spell; spell trigger; no reset; spell effect (glyph of warding [blast], 8th level cleric, Reflex save [DC 17] half damage, 4d8 sonic); multiple targets (all targets within 5 ft.); Search (DC 28), Disarm Device (DC 28).

If the characters arrive at the shop on the first day of the festival, the Riders are on watch inside the shop so the characters will need to approach and enter with stealth to gain surprise over them. If they arrive after the first day of the festival, the Riders have all been slain by Lady Deidra's adventurers, the Blue Falcons. The bodies of the Riders remain, but the Blue Falcons are gone, taking the Suloise piece of the totem back to Lady Deidra.

While all of the Riders of Just Vengeance are chaotic Baklunish humans, only one of them is evil (Rashika).

They undertook this mission to help with the “liberation” of the Baklunish people of Bissel. If the characters make a significant effort to negotiate with the Riders, the Riders will listen to their offer. The Riders will also attempt to negotiate or flee if they look to be losing the battle with the characters. The Riders want safe passage out of Pellak and their identities unrevealed to the authorities (so they can continue their “good” work as freedom fighters). In return, they can offer the name of the person who hired them (Ikraam), the location of the Oeridian piece of the totem (somewhere in the sewers) and the Suloise piece of the totem, hidden here underneath the floorboards of the shop (Search DC 18 + the APL).

Creatures: Given sufficient time, the Riders will prepare themselves for combat with whatever spells and magic items they have at their convenience. If the characters surprise the Riders, the Riders will not have had time to prepare themselves before combat with spells and magic items.

APL 2 (EL 5)

➤ **Damiz Tavarek, male human (Baklunish) Clr2:** hp 16; see Appendix I.

➤ **Sa’dun, male human (Baklunish) Sor1:** hp 10; see Appendix I.

➤ **Rashika, female human (Baklunish) Rog1:** hp 8; see Appendix I.

➤ **Adham, male human (Baklunish) Ftr1:** hp 12; see Appendix I.

➤ **Birjisa, female human (Baklunish) Ftr1:** hp 12; see Appendix I.

APL 4 (EL 7)

➤ **Damiz Tavarek, male human (Baklunish) Clr4:** hp 29; see Appendix I.

➤ **Sa’dun, male human (Baklunish) Sor2:** hp 15; see Appendix I.

➤ **Rashika, female human (Baklunish) Rog2:** hp 13; see Appendix I.

➤ **Adham, male human (Baklunish) Ftr2:** hp 19; see Appendix I.

➤ **Birjisa, female human (Baklunish) Ftr2:** hp 19; see Appendix I.

APL 6 (EL 9)

➤ **Damiz Tavarek, male human (Baklunish) Clr6:** hp 42; see Appendix I.

➤ **Sa’dun, male human (Baklunish) Sor4:** hp 26; see Appendix I.

➤ **Rashika, female human (Baklunish) Rog4:** hp 24; see Appendix I.

➤ **Adham, male human (Baklunish) Ftr4:** hp 38; see Appendix I.

➤ **Birjisa, female human (Baklunish) Ftr4:** hp 38; see Appendix I.

APL 8 (EL 11)

➤ **Damiz Tavarek, male human (Baklunish) Clr8:** hp 55; see Appendix I.

➤ **Sa’dun, male human (Baklunish) Sor6:** hp 37; see Appendix I.

➤ **Rashika, female human (Baklunish) Rog6:** hp 35; see Appendix I.

➤ **Adham, male human (Baklunish) Ftr6:** hp 55; see Appendix I.

➤ **Birjisa, female human (Baklunish) Ftr6:** hp 55; see Appendix I.

Treasure: The treasure in this encounter is the equipment and carried by the Riders.

APL 2 – L: 138 gp; C: 0 gp; M: *scroll of mage armor* (4 gp), *scroll of shield* (4 gp).

APL 4 – L: 275 gp; C: 0 gp; M: *scroll of mage armor* (4 gp), *scroll of shield* (4 gp).

APL 6 – L: 445 gp; C: 0 gp; M: *scroll of mage armor* (4 gp), *scroll of protection from arrows* (23 gp), *scroll of shield* (4 gp).

APL 8 – L: 445 gp; C: 0 gp; M: 1 *potion of haste* (113 gp), 2 *scrolls of haste* (56 gp each), *scroll of improved invisibility* (105 gp), *scroll of mage armor* (4 gp), *scroll of protection from arrows* (23 gp), *scroll of shield* (4 gp).

ENCOUNTER 8: RETURN TO THE CHAMBERLAIN

If the party checks in with the chamberlain during the first day of the festival, he will inform them that he gotten word from some of the baron’s men that someone else has hired a group of adventurers to recover the pieces of the totem. The chamberlain does not know who did the hiring, but it is important that the characters find the missing pieces before the other adventurers do.

If the characters recover both the Suloise and Oeridian pieces of the totem on the first day, they will be treated extremely warmly by the chamberlain. If they failed to recover the Oeridian piece on the first day, he informs them on the second day of the festival that sewer workers stumbled across the totem piece and the baron’s men have already recovered the piece. If they failed to recover the Suloise piece on the first day of the festival, he inform them on the second day that he has received anonymous confirmation that another group of adventurers had recovered that piece, and he fears they plan to use it to embarrass the baron.

The chamberlain has no further leads for the characters to follow on the first two days of the festival (he’ll give them a new lead on day three). He begs the characters to continue their investigations on their own. If the characters provide the chamberlain with information on Ikraam or Damiz (before they encounter him), he agrees to send some of his men out to look for

them (unsuccessfully). If the characters mention Lady Deidra, the chamberlain will explain in colorful language that Deidra is an opportunist seeking to promote the Knights of the Watch in Bissel at the expense of the baron. If she is involved, he will explain, than it is bad news for the baron. If the characters mention the Blue Falcons, the chamberlain will tell the characters that he has heard that they are a well-respected adventuring group, but that he knows no other information about them.

The characters can make no further progress on their mission until the third day of the festival. However, at the premiere of this scenario, there will be an interactive between rounds one and two that takes place on the second day of the festival.

END ROUND ONE

ENCOUNTER 9: A NEW LEAD

In the early morning of the last day of the festival, the characters receive another summons from Baron Besselar's chamberlain. Upon arriving at the baron's estate, they are greeted by the chamberlain and informed of a possible break in the investigation. A serious combat took place in a warehouse near the west gate of Pellak, just before dawn. He believes the other adventuring party seeking the totem pieces was involved. A number of the dead are believed to be of Baklunish descent and the bodies are being stored in the warehouse for the time being (as a favor to the baron). The chamberlain suggests the characters investigate the warehouse next, and he gives them a writ allowing them to enter the warehouse as representatives of the baron.

Upon arriving at the warehouse, the characters meet a halfling bard by the name of Rel Highbarrel; he is playing in front of the warehouse to a crowd of listeners. Rel is a member of the Blue Falcons and is stationed outside of the warehouse to keep an eye on the location and the characters. The other three members of the Falcons were attacked in the warehouse last night, but they successfully dispatched their attackers. They have returned to Lady Deidra's estate to recover from their injuries. They were unable to investigate the warehouse properly before the authorities arrived. Rel is supposed to discourage the characters from entering or, if they insist on entering, join them so he is aware of whatever they discover.

ALL APLS:

🎵 **Rel Highbarrel:** Male halfling Brd 10.

Rel claims that he heard that a party of three slew a vampire and its minions in the warehouse. He suggests it might be safer if the characters don't enter the warehouse.

If they choose to go in, he asks to accompany them inside, as he always wanted to see a vampire's coffin. The guards on duty will only allow the characters into the warehouse if they possess a writ from the baron. Once they see the writ, they allow the characters entry and also share what little information they possess. Witnesses saw three humans (one male, two female) sneaking about the warehouse late last night. They were attacked by eight Baklunish men, but they managed to kill the lot of them.

ENCOUNTER 10: THE WAREHOUSE

The scene in the warehouse is grim, even in a world as dangerous as the one you live in. Bloody bodies are laid out neatly on the floor of the warehouse, and many of the surfaces in the warehouse are splattered with blood and body parts. The warehouse is 100 feet by 200 feet with a slopping roof ranging from 20 to 30 feet in height.

There is no useful information for the characters to discover in the warehouse. Underneath the warehouse is another matter entirely. The characters can discover a well-hidden trap door in the floor of the warehouse (Search DC 20 + the APL). The trap door is trapped with one or more traps.

APL 2 (EL 1)

🔪 **Fusillade of Darts:** CR 1; mechanical; touch trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5 ft. squares); Search (DC 14), Disarm Device (DC 20).

APL 4 (EL 2)

🔪 **Poison Needle Trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle); poison (blue whinnies, Fort save [DC 14] resists, 1 Con/unconsciousness); Search (DC 22), Disarm Device (DC 17).

APL 6 (EL 7)

🔪 **Fusillade of Darts:** CR 5; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10 ft. by 10 ft. area); Search (DC 19), Disarm Device (DC 25).

🔪 **Trapdoor Smeared with Contact Poison:** CR 5; mechanical; touch trigger; manual reset; poison (nitharit, Fort save [DC 13] resists, 0/3d6 Con); Search (DC 25), Disarm Device (DC 19).

APL 8 (EL 12)

🔪 **Fusillade of Greenblood Darts:** CR 7; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); multiple targets (1d8 darts per

target in a 10 ft. by 10 ft. area); Search (DC 25), Disarm Device (DC 25).

✦ **Trapdoor Smeared with Contact Poison:** CR 9; mechanical; touch trigger; manual reset; poison (black lotus extract, Fort save [DC 20] resists, 3d6 Con/3d6 Con); Search (DC 18), Disarm Device (DC 26).

✦ **Burnt Othur Vapor Trap:** CR 10; mechanical; touch trigger; repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, Fort save [DC 18] resists, 1 Con [permanent drain]/3d6 Con); multiple targets (1d8 darts per target in a 10 ft. by 10 ft. area); Search (DC 25), Disarm Device (DC 20).

Beneath the trap door is a large chamber, 50-foot square with 20-foot ceilings. It is a secret meeting place for members of the Mouqollad Consortium. It contains a number of chairs, desks, and cabinets. If the characters spend at least 1 hour sorting through the paperwork present in this room, they discover two coded messages and a map. To decode the messages, the characters must make a successful Knowledge (mathematics) or Knowledge (economics/trade) or Knowledge (Baklunish culture) check (DC 12 + the APL) or have someone who can read Ancient Baklunish study the messages for an hour. One message mentions an individual by the name of Follac who is supposed to await a package tonight, just outside of Pellak. The other message mentions a boat called the Verdant Bolt that is supposed to await a delivery at the pier in Pellak. The map details five locations in the area: the warehouse the characters are presently in, the sewers where the Oeridian piece of the totem was hidden, Damiz's store where the Suloise piece of the totem was hidden, a spot north of town (where Follac can be found) and a pier along the Sudlor River (where the Verdant Bolt can be found).

ENCOUNTER 11: CHOICES

Assuming the characters have discovered the map and the coded messages, they have to make a decision as to what to do next. If Rel is present, he suggests they accompany him to visit his employer, Lady Deidra, who may be able to help them with their mission of finding the totem pieces. In particular, she can help them decode the coded messages if they party was unable to do so. The characters might want to check in with the chamberlain. They can also follow the map and head to the spot north of Pellak or the pier on the Sudlor River. The characters have sufficient time to investigate both the spot north of Pellak and the pier before the end of the festival this night, if they head out and investigate each one immediately, one after the other. If the characters check out Lady Deidra, the Blue Falcons, return to the chamberlain, or take any other actions; they will only have enough time left to check out one of the two locations before the festival comes to an end. DMs should accent the need for urgency at this point in the scenario.

If the characters go to visit Lady Deidra, proceed to encounter twelve. If they head to the point north of Pellak, proceed to encounter thirteen. If they head to the pier, proceed to Encounter 14.

ENCOUNTER 12: MEETING THE LADY

Following the suggestion of Rel Highbarrel, you arrive at a handsome estate in one of the newest sections of the growing city of Pellak. Beyond the iron gate and stone wall, a vast, well manicured lawn leads to a large home. Whoever this Lady Deidra is, she is obviously wealthy. Rel waves at the guards and he leads you into the house. Once there, you are brought into a luxurious sitting room. There are several other people present that Rel introduces as the rest of the Blue Falcon Adventuring Party, of which he is a member. Lady Deidra, a pretty woman in her middle years, stands when you enter and greets you warmly.

Besides Rel and the characters, there are four other individuals in the room, Lady Deidra and the 3 other members of the Blue Falcons. Lady Deidra takes the opportunity to explain to the characters what prompts her interest in the totem. Deidra is a major supporter of the Knights of the Watch, who the baron opposes regularly. Deidra hopes to embarrass the baron by recovering the totem for him, and, at the same time, get the Knights public credit for saving the totem. Deidra offers to pay the characters slightly more gold than the chamberlain offered if they return the Baklunish piece of the totem to her instead of the chamberlain.

ALL APLS:

✦ **Rel Highbarrel:** Male halfling Brd10.

✦ **Izodora Malivar:** Female human Clr9.

✦ **Grena of the Sword:** Female human Ftr6/Rog5.

✦ **Madrigor the Mysterious:** Male human Sor9.

✦ **Lady Deidra Talmorin:** Female human (Suloise) Mnk12.

Whether they accept her offer or not, Lady Deidra offers to decode the messages from the warehouse if the characters have not already done so. She also explains to the characters that time is running out on recovering the last piece of the totem before the festival's conclusion, and that the characters won't have time to search both locations in time. She offers to send her adventurers to one location while the characters search the other one so that at least one group recovers the last piece in time. If the characters agree, she lets them choose which location they will explore. She keeps her end of the agreement; if the Blue Falcons head to the pier, they recover the Baklunish totem piece there, and Deidra publicly returns it to the baron in time for the festival's end.

ENCOUNTER 13: THE WINDMILL

The spot north of Pellak is a windmill. Follac, an agent of Ikraam, maintains a secret camp here while awaiting word from Ikraam. Follac and his men were responsible for stealing two of the pieces of the totem and hiding them in the sewer and on the boat. Follac and his men are utterly loyal to Ikraam and will not betray Ikraam to the characters under any circumstances. They are aware of the characters activities to date and will attack them on site. Follac has the same coded message about the Verdant Bolt that was found in the warehouse.

APL 2 (EL 4)

➤ **Follac's Men, male human (Baklunish) Rog1 (3):** hp 7, 7, 7; see Appendix I.

➤ **Follac, male human (Baklunish) Ftr1/Sor1:** hp 18; see Appendix I.

APL 4 (EL 5)

➤ **Follac's Men, male human (Baklunish) Rog1 (3):** hp 7, 7, 7; see Appendix I.

➤ **Follac, male human (Baklunish) Ftr2/Sor1:** hp 27; see Appendix I.

APL 6 (EL 8)

➤ **Follac's Men, male human (Baklunish) Ftr2/Rog2 (3):** hp 28, 28, 28; see Appendix I.

➤ **Follac, male human (Baklunish) Ftr4/Sor1:** hp 44; see Appendix I.

APL 8 (EL 11)

➤ **Follac's Men, male human (Baklunish) Ftr3/Rog3 (3):** hp 41, 41, 41; see Appendix I.

➤ **Follac, male human (Baklunish) Ftr8/Sor1:** hp 78; see Appendix I.

Treasure: The treasure in this encounter is the equipment carried by Follac and his men.

APL 2 – L: 96 gp; C: 0 gp; M: *scroll of magic weapon* (4 gp), *scroll of shield* (4 gp).

APL 4 – L: 116 gp; C: 0 gp; M: *mithral chain shirt* (165 gp), *scroll of magic weapon* (4 gp), *scroll of shield* (4 gp).

APL 6 – L: 257 gp; C: 0 gp; M: *mithral chain shirt* (165 gp), *scroll of cat's grace* (23 gp), *scroll of haste* (56 gp), *scroll of magic weapon* (4 gp), *scroll of shield* (4 gp).

APL 8 – L: 257 gp; C: 0 gp; M: *mithral buckler* (152 gp), *mithral chain shirt* (165 gp), *scroll of cat's grace* (23 gp), *scroll of greater magic weapon at 9th level* (101 gp), *scroll of haste* (56 gp), *scroll of keen edge* (56 gp), *scroll of shield* (4 gp).

ENCOUNTER 14: THE GREEN ARROW

The characters can search the crowded docks or try to intimidate/bluff/bribe the Rivermaster in an attempt to find the Verdant Bolt (Intimidate/Bluff/Diplomacy DC 18 + the APL). However, there is no ship named the Verdant Bolt at the docks. There is a sailing ship (DMG page 150) named the Green Arrow here, and characters may realize that this is the ship they seek (from its name, the fact that it is destined for Ket, or that it departs tonight). The ship is loaded and waiting to go; the captain just awaits the arrival of Ikraam and the return of the rest of his crew (who will not show up until after Ikraam is aboard). If Ikraam arrives while the characters are investigating the docks or battling the crew of the ship, he will quietly make his escape (the characters have no chance of apprehending him). The crew will fight the characters if they attempt to board, but they will not leave without Ikraam. Until the characters can prove the Baklunish piece of the totem is in the hold of the ship (which it is), they will gain no support from the authorities in their attempt to board the ship.

If the characters don't recover the final piece of the totem and don't provide the Blue Falcons with sufficient information to locate it, Ikraam and the ship escape with the totem piece aboard. They bring it back to Ket and then transport it West to the headquarters of the Mouqollad Consortium. It is never recovered.

Creatures: The captain and his men are utterly loyal to Ikraam and will not talk if captured and questioned. At APL 4 and above, the captain has consumed a number of potions right before the characters board the ship and this is reflected in his stat blocks (see Appendix 1 for details). The captain and his crew will attempt to keep the characters off of the ship at all costs.

APL 2 (EL 4)

➤ **The Crew, male human (Baklunish) Rog1 (3):** hp 7, 7, 7; see Appendix I.

➤ **Captain Za'lorn, male human (Baklunish) Ftr1/Rgr1:** hp 19; see Appendix I.

APL 4 (EL 7)

➤ **The Crew, male human (Baklunish) Ftr1/Rog1 (3):** hp 14, 14, 14; see Appendix I.

➤ **Captain Za'lorn, male human (Baklunish) Ftr4/Rgr1:** hp 57; see Appendix I.

APL 6 (EL 9)

➤ **The Crew, male human (Baklunish) Ftr2/Rog2 (3):** hp 28, 28, 28; see Appendix I.

➤ **Captain Za'lorn, male human (Baklunish) Ftr6/Rgr1:** hp 78; see Appendix I.

APL 8 (EL 11)

➤ **The Crew, male human (Baklunish) Ftr3/Rog3 (3):** hp 41, 41, 41; see Appendix I.

➤ **Captain Za'lorn, male human (Baklunish) Ftr8/Rgr1:** hp 99; see Appendix I.

Treasure: The treasure in this encounter is the equipment carried by the captain and his crew.

APL 2 – L: 157 gp; C: 0 gp; M: 0.

APL 4 – L: 208 gp; C: 0 gp; M: 0.

APL 6 – L: 298 gp; C: 0 gp; M: *potion of haste* (113 gp).

APL 8 – L: 256 gp; C: 0 gp; M: +1 *chain shirt* (188 gp), +1 *rapier* (348 gp), *potion of haste* (113 gp).

CONCLUSION

If the characters recovered all three pieces of the totem, the baron will personally thank them (Permanent Influence Point awarded). If they recovered two of the pieces and the Blue Falcons recovered the other, Deidra will make a public presentation of the missing piece to the baron, making herself look good and embarrassing the baron. The baron still appreciates the character's efforts, but not as strongly as if they had recovered all three pieces (Influence Point awarded). If the characters recovered one or no pieces of the totem, and the sewer crew and the Blue Falcons recovered the rest, the baron is definitely embarrassed in public. He feels no appreciation towards the characters at all. If one of the pieces was not recovered, the baron is humiliated in public; the characters are now in the baron's debt until they make up for the embarrassment (Debt to Baron Besselar awarded). The chamberlain pays the characters for their work unless they took the offer from Lady Deidra. If the characters worked with Lady Deidra, she rewards them a bit better than the chamberlain would have and also offers to arrange a sponsorship in the Knights of the Watch for any character needing one. Ethnic tensions will grow if the totem is not exhibited on time. Otherwise, the festival does seem to bring citizens of Bissel closer together.

Treasure: The characters receive payment from either the chamberlain or Lady Deidra.

APL 2 – L: 0 gp; C: 25 gp (chamberlain) or 50 gp (Lady Deidra); M: 0.

APL 4 – L: 0 gp; C: 50 gp (chamberlain) or 75 gp (Lady Deidra); M: 0.

APL 6 – L: 0 gp; C: 75 gp (chamberlain) or 100 gp (Lady Deidra); M: 0.

APL 8 – L: 0 gp; C: 100 gp (chamberlain) or 125 gp (Lady Deidra); M: 0.

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 to each character.

Encounter Five

Defeating or neutralizing the otyugh(s)

APL 2 – 0 xp; APL 4 – 120 xp;

APL 6 – 180 xp; APL 8 – 240 xp.

Encounter Six

Defeating the cutthroats

APL 2 – 120 xp; APL 4 – 210 xp;

APL 6 – 270 xp; APL 8 – 330 xp.

Encounter Seven

Defeating or forcing the surrender of the Riders of Just Vengeance

APL 2 – 150 xp; APL 4 – 210 xp;

APL 6 – 270 xp; APL 8 – 330 xp.

Encounter Ten

Disarming or triggering the trap(s)

APL 2 – 30 xp; APL 4 – 60 xp;

APL 6 – 210 xp; APL 8 – 360 xp.

Encounter Thirteen

Defeating Follac and his men

APL 2 – 120 xp; APL 4 – 150 xp;

APL 6 – 240 xp; APL 8 – 330 xp.

Encounter Fourteen

Defeating the captain and his crew

APL 2 – 120 xp; APL 4 – 210 xp;

APL 6 – 270 xp; APL 8 – 330 xp.

Conclusion

Returning all three pieces of the totem to the baron

APL 2 – 60 xp; APL 4 – 120 xp;

APL 6 – 180 xp; APL 8 – 240 xp.

Bonus Experience Points

The following can be given to characters for good role-playing or acts of courage. The value is the maximum that can be awarded to each character for their performance during the adventure.

APL 2 – 60 xp; APL 4 – 120 xp;

APL 6 – 180 xp; APL 8 – 240 xp.

Total possible experience

APL 2 – 660 xp; APL 4 – 1200 xp;

APL 6 – 1800 xp; APL 8 – 2400 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 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 treasures 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 Bissel Regional adventure, characters from Bissel can spend extra Time Units to practice professions or create items immediately after the adventure so this total could be modified under those circumstances.

Encounter Six

APL 2 – 120 gp; APL 4 – 250 gp;
APL 6 – 450 gp; APL 8 – 700 gp.

Encounter Seven

APL 2 – 146 gp; APL 4 – 283 gp;
APL 6 – 476 gp; APL 8 – 806 gp.

Encounter Thirteen

APL 2 – 104 gp; APL 4 – 289 gp;
APL 6 – 509 gp; APL 8 – 814 gp.

Encounter Fourteen

APL 2 – 157 gp; APL 4 – 208 gp;
APL 6 – 411 gp; APL 8 – 905 gp.

Conclusion

APL 2 – 50 gp; APL 4 – 75 gp;
PL 6 – 100 gp; APL 8 – 125 gp.

Adventure Maximums

PL 2 – 577 gp; APL 4 – 1105 gp;
PL 6 – 1946 gp; APL 8 – 3350 gp.

Special

Each Adventure Certificate should list the following items with a note to the judge to cross out any item not received and circle any item received:

Permanent Influence Point with the Baron Besselar – The character has performed a favor for the Baron of Besselar worthy of note by the baron himself. The character has 1 permanent influence point with the Baron of Besselar and the Barony of Besselar that does not get consumed when used. Please contact the Bissel Triad for details.

Influence Point with the Baron Besselar – The character has performed a favor for the Baron of Besselar. The character has 1 influence point with the Baron of Besselar and the Barony of Besselar. Please contact the Bissel Triad for details.

Debt to Baron Besselar – The character has failed miserably on a mission for the Baron of Besselar that has resulted in the public embarrassment of the Baron. It is now commonly known that the character owes a debt of honor to the baron that will need to be repaid in the future. Please contact the Bissel Triad for details.

APPENDIX I: NPCS

ENCOUNTER FIVE: THE SEWERS

APL 6 or 8

➤ **Advanced Otyugh:** CR 6; huge aberration; HD 12d8+36; hp 93; Init -1 (Dex); Spd 20 ft.; AC 18 (touch 7, flat-footed 18) [-2 size, -1 Dex, +11 natural]; Atk +12 melee (1d8+4, 2 tentacle rakes) and +9 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacle); SA improved grab, constrict 1d8, disease; SQ scent; AL N; SV Fort +7, Ref +3, Will +9; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +12, Listen +10, Spot +13; Alertness, Multiattack, Weapon Focus (tentacle rake).

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the DMG).

ENCOUNTER SIX: FOLLOWING THE CLUES

APL 2

➤ **Cutthroats (4):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+3/18-20/x2, rapier) or +3 ranged (1d6/x3, comp. shortbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +7, Innuendo +4, Jump +6, Listen +4, Move Silently +7, Search +4, Sense Motive +4, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, comp. shortbow, 20 arrows, 2 gp.

APL 4

➤ **Cutthroats (5):** Male human Ftr1/Rog1; CR 2; Medium-size humanoid (human); HD 1d10+1d6+2; hp 14; Init +7; Spd 30 ft., spider climb 15 ft.; AC 17 (touch 13, flat-footed 14); Atk +4 melee (1d6+2/18-20/x2, rapier) or +4 ranged (1d6/x3, comp. shortbow); SA sneak attack +1d6; AL NE; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +5, Hide +17, Innuendo +4, Jump +6, Listen +4, Move Silently +17, Search +4, Sense Motive +4, Spot +4, Tumble +7; Dodge, Improved Initiative, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, rapier, comp. shortbow, 20 arrows, ~~potion of hiding, potion of sneaking, potion of spider climb~~, 5 gp.

APL 6

➤ **Cutthroats (5):** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+8; hp 28; Init +9; Spd 30 ft., spider climb 15 ft.; AC 19 (touch 15, flat-footed 14); Atk +7 melee (1d6+2/18-20/x2, masterwork rapier) or +8 ranged (1d6/x3, comp. shortbow); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +5, Ref +8, Will +0; Str 14, Dex 16 (20), Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Hide +20, Innuendo +5, Jump +9, Listen +5, Move Silently +20, Search +5, Sense Motive +5, Spot +5, Tumble +12; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, comp. shortbow, 20 arrows, ~~potion of cure light wounds, potion of cat's grace, potion of hiding, potion of sneaking, potion of spider climb~~, 7 gp.

APL 8

➤ **Cutthroats (5):** Male human Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d10+3d6+12; hp 41; Init +9; Spd 30 ft., spider climb 15 ft.; AC 23 (touch 19, flat-footed 23); Atk +9 melee (1d6+2/18-20/x2, masterwork rapier) or +10 ranged (1d6/x3, comp. shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC), *hasted* via potion; AL NE; SV Fort +6, Ref +9, Will +2; Str 14, Dex 16 (20), Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11, Hide +21, Innuendo +6, Jump +10, Listen +6, Move Silently +21, Search +6, Sense Motive +6, Spot +6, Tumble +13; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, comp. shortbow, 20 arrows, ~~potion of cure moderate wounds, potion of cat's grace, potion of haste, potion of hiding, potion of sneaking, potion of spider climb~~, 20 gp.

ENCOUNTER SEVEN: THE CURIO SHOP

APL 2

➤ **Damiz Tavarek:** Male human (Baklunish) Clr2; CR 2; Medium-size humanoid (human); HD 2d8+4; hp 16; Init 0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +3 melee (1d8+3/19-20, longsword); SA turn undead, spells; AL CG; SV Fort +5, Ref +0, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +5, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longsword).

Possessions: half plate, longsword.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—guidance (2), resistance (2); 1st—cause fear, doom, obscuring mist, protection from law*.

*Domain spell. *Domains:* Chaos (You cast chaos spells at +1 caster level.); Strength (You can perform a

feat of strength, which is the supernatural ability to gain an enhancement bonus to Str equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.).

➤ **Adham:** Male human (Baklunish) Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +6 melee (1d10+4/19-20, bastard sword); AL CN; SV Fort +4, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Ride (horse) +4; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: splint mail, large steel shield, bastard sword.

➤ **Birjisa:** Female human (Baklunish) Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +6 melee (1d10+4/19-20/x2, bastard sword); AL CN; SV Fort +4, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Ride (horse) +4; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: splint mail, large steel shield, bastard sword.

➤ **Rashika:** Female human (Baklunish) Rog1; CR 1; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6/18-20, rapier); SA sneak attack +1d6; AL CE; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +7, Bluff +4, Escape Artist +7, Hide +7, Innuendo +4, Listen +4, Move Silently +7, Search +6, Sense Motive +4, Spot +4, Tumble +7; Improved Initiative, Shield Proficiency.

Possessions: masterwork studded leather, rapier.

➤ **Sa'dun:** Male human (Baklunish) Sor1; CR 1; Medium-size humanoid (human); HD 1d4+6; hp 10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk -1 melee (1d8-1/x3, shortspear) or +2 ranged (1d8/19-20, light crossbow); SA spells; SQ Bredjik (toad familiar); AL CN; SV Fort +3, Ref +2, Will +2; Str 8, Dex 15, Con 14 (16), Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Scry +4, Spellcraft +4; Point Blank Shot, Toughness.

Possessions: shortspear, light crossbow, 10 bolts, scroll of mage armor, scroll of shield.

Spells Known (5/4; base DC = 13 + spell level): o—daze, disrupt undead, flare, ray of frost; 1st—magic missile, ray of enfeeblement.

➤ **Bredjik:** Toad familiar; Diminutive magical beast; HD 1d8; hp 5; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells,

empathic link; AL N; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 4

➤ **Damiz Tavarek:** Male human (Baklunish)Clr4; CR 4; Medium-size humanoid (human); HD 4d8+8; hp 29; Init 0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +7 melee (1d8+3/19-20, masterwork longsword); SA turn undead, spells; AL CG; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +7, Spellcraft +7; Combat Casting, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Possessions: half plate, masterwork longsword.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): o—guidance (2), resistance (3); 1st—cause fear, command, doom, obscuring mist, protection from law*; 2nd—bull's strength*, hold person, sound burst (2).

*Domain spell. *Domains:* Chaos (You cast chaos spells at +1 caster level.); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Str equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.).

➤ **Adham:** Male human (Baklunish) Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +8 melee (1d10+4/19-20, masterwork bastard sword); AL CN; SV Fort +5, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Ride (horse) +5; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: splint mail, large steel shield, masterwork bastard sword.

Birjisa: Female human (Baklunish) Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +8 melee (1d10+4/19-20, masterwork bastard sword); AL CN; SV Fort +5, Ref +0, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Ride (horse) +5; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: splint mail, large steel shield, masterwork bastard sword.

➤ **Rashika:** Female human (Baklunish) Rog2; CR 2; Medium-size humanoid (human); HD 2d6+4; hp 13; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +2 melee (1d6/18-20, masterwork rapier); SA sneak attack +1d6; SQ evasion; AL CE; SV Fort +2, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Bluff +5, Escape Artist +8, Hide +8, Innuendo +5, Listen +5, Move Silently +8,

Search +7, Sense Motive +5, Spot +5, Tumble +8; Improved Initiative, Shield Proficiency.

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier.

☛**Sa'dun:** Male human (Baklunish) Sor2; CR 2; Medium-size humanoid (human); HD 2d4+9; hp 15; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d8-1/x3, shortspear) or +3 ranged (1d8/19-20, light crossbow); SA spells; SQ Bredjik (toad familiar); AL CN; SV Fort +3, Ref +2, Will +3; Str 8, Dex 15, Con 14 (16), Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Scry +5, Spellcraft +5; Point Blank Shot, Toughness.

Possessions: shortspear, light crossbow, 10 bolts, scroll of mage armor, scroll of shield.

Spells Known (6/5; base DC = 13 + spell level): 0—daze, disrupt undead, flare, ray of frost, resistance; 1st—magic missile, ray of enfeeblement.

☛**Bredjik:** Toad familiar; Diminutive magical beast; HD 2d8; hp 7; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 6

☛**Damiz Tavarek:** Male human (Baklunish) Clr6; CR 6; Medium-size humanoid (human); HD 6d8+12; hp 42; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +8 melee (1d8+3/19-20, masterwork longsword); SA turn undead, spells; AL CG; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +13, Diplomacy +9, Spellcraft +9; Combat Casting, Martial Weapon Proficiency (longsword), Skill Focus (concentration), Weapon Focus (longsword).

Possessions: full plate, masterwork longsword.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—guidance (2), resistance (3); 1st—cause fear, command, doom, obscuring mist, protection from law*; 2nd—bull's strength*, hold person (2), sound burst (2); 3rd—blindness/deafness, contagion, dispel magic, magic vestment*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level.); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Str equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.).

☛**Adham:** Male human (Baklunish) Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 38; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +10 melee (1d10+6/19-20, masterwork bastard sword); AL CN; SV Fort +7, Ref +1, Will +1; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Ride (horse) +7; Cleave, Exotic Weapon Proficiency (bastard sword),

Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: half plate, large steel shield, masterwork bastard sword.

☛**Birjisa:** Female human (Baklunish) Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 38; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +10 melee (1d10+6/19-20, masterwork bastard sword); AL CN; SV Fort +7, Ref +1, Will +1; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Ride (horse) +7; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: half plate, large steel shield, masterwork bastard sword.

☛**Rashika:** Female human (Baklunish) Rog4; CR 4; Medium-size humanoid (human); HD 4d6+8; hp 24; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Atk +7 melee (1d6/18-20, masterwork rapier); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +1; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +7, Escape Artist +10, Hide +10, Innuendo +7, Listen +7, Move Silently +10, Search +9, Sense Motive +7, Spot +7, Tumble +10; Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier.

☛**Sa'dun:** Male human (Baklunish) Sor4; CR 4; Medium-size humanoid (human); HD 4d4+15; hp 26; Init +3 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d8-1/x3, shortspear) or +5 ranged (1d8/19-20, light crossbow); SA spells; SQ Bredjik (toad familiar); AL CN; SV Fort +4, Ref +4, Will +4; Str 8, Dex 16, Con 14 (16), Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +10, Scry +7, Spellcraft +7; Combat Casting, Point Blank Shot, Toughness.

Possessions: shortspear, light crossbow, 10 bolts, scroll of mage armor, scroll of protection from arrows, scroll of shield.

Spells Known (6/7/4; base DC = 13 + spell level): 0—daze, disrupt undead, flare, ghost sound, ray of frost, resistance; 1st—burning hands, magic missile, ray of enfeeblement; 2nd—melf's acid arrow.

☛**Bredjik:** Toad familiar; Diminutive magical beast; HD 4d8; hp 13; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); SQ alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 8

☛ **Damiz Tavarek:** Male human (Baklunish) Clr8; CR 8; Medium-size humanoid (human); HD 8d8+16; hp 55; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +10/+5 melee (1d8+3/19-20, masterwork longsword); SA turn undead, spells; AL CG; SV Fort +8, Ref +2, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +15, Diplomacy +11, Spellcraft +11; Combat Casting, Martial Weapon Proficiency (longsword), Skill Focus (concentration), Weapon Focus (longsword).

Possessions: full plate, masterwork longsword, *potion of haste*.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*guidance* (3), *resistance* (3); 1st—*cause fear*, *command*, *doom*, *endure elements*, *obscuring mist*, *protection from law**; 2nd—*bull's strength**, *hold person* (2), *sound burst* (2); 3rd—*bestow curse*, *blindness/deafness*, *contagion*, *dispel magic*, *magic vestment**; 4th—*chaos hammer**, *divine power*, *greater magic weapon*, *poison*.

*Domain spell. *Domains:* Chaos (You cast chaos spells at +1 caster level.); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Str equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.).

☛ **Adham:** Male human (Baklunish) Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 55; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +12/+7 melee (1d10+6/19-20, masterwork bastard sword); AL CN; SV Fort +8, Ref +4, Will +4; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Ride (horse) +7; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: half plate, large steel shield, masterwork bastard sword.

☛ **Birjisa:** Female human (Baklunish) Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 55; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +12/+7 melee (1d10+6/19-20, masterwork bastard sword); AL CN; SV Fort +8, Ref +4, Will +4; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Ride (horse) +7; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: half plate, large steel shield, masterwork bastard sword.

☛ **Rashika:** Female human (Baklunish) Rog6; CR 6; Medium-size humanoid (human); HD 6d6+12; hp 35; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Atk +8 melee (1d6/18-20, masterwork rapier); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to

AC, can't be flanked); AL CE; SV Fort +4, Ref +8, Will +2; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +12, Bluff +9, Escape Artist +12, Hide +12, Innuendo +9, Listen +9, Move Silently +12, Search +11, Sense Motive +9, Spot +9, Tumble +12; Expertise, Improved Initiative, Shield Proficiency, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier.

☛ **Sa'dun:** Male human (Baklunish) Sor6; CR 6; Medium-size humanoid (human); HD 6d4+21; hp 37; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d8-1/x3, shortspear) or +6 ranged (1d8/19-20, light crossbow); SA spells; SQ Bredjik (toad familiar); AL CN; SV Fort +5, Ref +5, Will +5; Str 8, Dex 16, Con 14 (16), Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +12, Scry +9, Spellcraft +9; Combat Casting, Point Blank Shot, Spell Focus (transmutation), Toughness.

Possessions: shortspear, light crossbow, 10 bolts, 2 scrolls of haste, scroll of improved invisibility, scroll of mage armor, scroll of protection from arrows, scroll of shield.

Spells Known (6/7/6/4; base DC = 13 + spell level, 15 + spell level for Transmutation spells): 0—*daze*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *ray of frost*, *resistance*; 1st—*burning hands*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd—*melf's acid arrow*, *mirror image*; 3rd—*slow*.

Bredjik: Toad familiar; Diminutive magical beast; HD 6d8; hp 18; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17) [+4 size, +1 Dex, +3 natural armor]; SQ alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

ENCOUNTER THIRTEEN: THE WINDMILL

APL 2

☛ **Follac's Men (3):** Male human (Baklunish) Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+3/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +7, Innuendo +4, Jump +6, Listen +4, Move Silently +7, Search +4, Sense Motive +4, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, composite shortbow, 20 arrows.

☛ **Follac:** Male human (Baklunish) Ftr1/Sor1; CR 2; Medium-size humanoid (human); HD 1d10+1d4+6; hp 18; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+4/19-20, longsword); SA spells; SQ Drez (toad familiar); AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14 (16), Int 8, Wis 8, Cha 14.

Skills and Feats: Concentration +7, Ride (horse) +6; Combat Casting, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, longsword, scroll of magic weapon, scroll of shield.

Spells Known (5/4; base DC = 12 + spell level): 0—daze, flare, ray of frost, resistance; 1st—ray of enfeeblement, true strike.

➤**Drez:** Toad familiar; Diminutive magical beast; HD 2d8; hp 9; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 4

➤**Follac's Men (3):** Male human (Baklunish) Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+3/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +7, Innuendo +4, Jump +6, Listen +4, Move Silently +7, Search +4, Sense Motive +4, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, composite shortbow, 20 arrows.

➤**Follac:** Male human (Baklunish) Ftr2/Sor1; CR 3; Medium-size humanoid (human); HD 2d10+1d4+9; hp 27; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+4/19-20, masterwork longsword); SA spells; SQ Drez (toad familiar); AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 14 (16), Int 8, Wis 8, Cha 14.

Skills and Feats: Concentration +8, Ride (horse) +6; Combat Casting, Improved Sunder, Power Attack, Sunder, Weapon Focus (longsword).

Improved Sunder (from Sword & Fist): When you strike an opponent's weapon, you inflict double damage.

Possessions: mithral chain shirt, masterwork longsword, scroll of magic weapon, scroll of shield.

Spells Known (5/4; base DC = 12 + spell level): 0—daze, flare, ray of frost, resistance; 1st—ray of enfeeblement, true strike.

➤**Drez:** Toad familiar; Diminutive magical beast; HD 3d8; hp 13; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +3, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 6

➤**Follac's Men (3):** Male human (Baklunish) Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD

2d10+2d6+8; hp 28; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +5, Ref +6, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Hide +8, Innuendo +5, Jump +7, Listen +5, Move Silently +8, Search +5, Sense Motive +5, Spot +5, Tumble +8; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, comp. shortbow, 20 arrows.

➤**Follac:** Male human (Baklunish) Ftr4/Sor1; CR 5; Medium-size humanoid (human); HD 4d10+1d4+15; hp 44; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +9 melee (1d8+6/19-20, masterwork longsword); SA spells; SQ Drez (toad familiar); AL LE; SV Fort +7, Ref +3, Will +2; Str 17, Dex 14, Con 14 (16), Int 8, Wis 8, Cha 14.

Skills and Feats: Concentration +10, Ride (horse) +6; Combat Casting, Improved Sunder, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Improved Sunder (from Sword & Fist): When you strike an opponent's weapon, you inflict double damage.

Possessions: mithral chain shirt, masterwork longsword, scroll of cat's grace, scroll of haste, scroll of magic weapon, scroll of shield.

Spells Known (5/4; base DC = 12 + spell level): 0—daze, flare, ray of frost, resistance; 1st—ray of enfeeblement, true strike.

➤**Drez:** Toad familiar; Diminutive magical beast; HD 5d8; hp 22; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +4, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

APL 8

➤**Follac's Men (3):** Male human (Baklunish) Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d10+3d6+12; hp 41; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) Atk +9 melee (1d6+2/18-20, masterwork rapier) or +8 ranged (1d6/x3, composite shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11, Hide +9, Innuendo +6, Jump +8, Listen +6, Move Silently +9, Search +6, Sense Motive +6, Spot +6, Tumble +9; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, comp. shortbow, 20 arrows.

☛ **Follac:** Male human (Baklunish) Ftr8/Sor1; CR 9; Medium-size humanoid (human); HD 8d10+1d4+27; hp 78; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +14/+9 melee (1d8+8/17-20, masterwork longsword); SA spells; SQ Drez (toad familiar); AL LE; SV Fort +9, Ref +4, Will +3; Str 18, Dex 14, Con 14 (16), Int 8, Wis 8, Cha 14.

Skills and Feats: Concentration +14, Ride (horse) +6; Blind-fight, Combat Casting, Improved Critical (longsword), Improved Initiative, Improved Sunder, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Improved Sunder (from Sword & Fist): When you strike an opponent's weapon, you inflict double damage.

Possessions: mithral chain shirt, mithral buckler, masterwork longsword, *scroll of cat's grace*, *scroll of greater magic weapon* (9th level caster), *scroll of haste*, *scroll of keen edge*, *scroll of shield*.

Spells Known (5/4; base DC = 12 + spell level): o—daze, flare, ray of frost, resistance; 1st—ray of enfeeblement, true strike.

☛ **Drez:** Toad familiar; Diminutive magical beast; HD 9d8; hp 39; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15) [+4 size, +1 Dex, +1 natural armor]; SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +6, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +5, Spot +5.

ENCOUNTER FOURTEEN: THE GREEN ARROW

APL 2

☛ **The Crew (3):** Male human (Baklunish) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+3/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +7, Jump +6, Listen +4, Profession (sailor) +4, Search +4, Spot +4, Swim +6, Tumble +7, Use Rope +7; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, comp. shortbow, 20 arrows.

☛ **Captain Za'lorn:** Male human (Baklunish) Ftr1/Rgr1; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+3/18-20/x2, masterwork rapier) or +5 melee (1d6+1/19-20/x2, masterwork shortsword); SA favored enemy (humans); AL LE; SV Fort +6, Ref +3, Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +5, Profession (sailor) +4, Swim +7, Use Rope +7; Power Attack, Track, Weapon Focus (rapier), Weapon Focus (shortsword).

Possessions: Chain shirt, masterwork rapier, masterwork shortsword.

APL 4

☛ **The Crew (3):** Male human (Baklunish) Ftr1/Rog1; CR 2; Medium-size humanoid (human); HD 1d10+1d6+2; hp 14; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +4 melee (1d6+2/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; AL LE; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +7, Climb +5, Jump +6, Listen +4, Profession (sailor) +4, Search +4, Spot +4, Swim +6, Tumble +7, Use Rope +7; Dodge, Improved Initiative, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, rapier, composite shortbow, 20 arrows.

☛ **Captain Za'lorn:** Male human (Baklunish) Ftr4/Rgr1; CR 5; Medium-size humanoid (human); HD 5d10+25; hp 57; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10 melee (1d6+7/18-20/x2, masterwork rapier) or +10 melee (1d6+2/19-20, masterwork shortsword); SA favored enemy (humans); AL LE; SV Fort +11, Ref +4, Will +0; Str 16 (20), Dex 16, Con 16 (20), Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Profession (sailor) +7, Swim +9, Use Rope +7; Dodge, Mobility, Power Attack, Track, Weapon Focus (rapier), Weapon Focus (shortsword), Weapon Specialization (rapier).

Possessions: Chain shirt, masterwork rapier, masterwork shortsword, *potion of bull's strength*, *potion of endurance*.

APL 6

☛ **The Crew (3):** Male human (Baklunish) Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+8; hp 28; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d6/x3, composite shortbow); SA sneak attack +1d6; SQ evasion; AL LE; SV Fort +5, Ref +6, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Climb +8, Jump +7, Listen +5, Profession (sailor) +5, Search +5, Spot +5, Swim +7, Tumble +8, Use Rope +8; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, composite shortbow, 20 arrows.

☛ **Captain Za'lorn:** Male human (Baklunish) Ftr6/Rgr1; CR 7; Medium-size humanoid (human); HD 7d10+35; hp 78; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (1d6+7/18-20, masterwork rapier) or +12 melee (1d6+4/19-20, masterwork shortsword); SA favored enemy (humans); AL LE; SV

Fort +12, Ref +7, Will +1; Str 16 (20), Dex 16 (20), Con 16 (20), Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Profession (sailor) +9, Swim +9, Use Rope +9; Dodge, Favored Critical (humans), Mobility, Power Attack, Track, Weapon Focus (rapier), Weapon Focus (shortsword), Weapon Specialization (rapier), Weapon Specialization (shortsword).

Favored Critical (from Masters of the Wild): You know how to hit your favored enemies where it hurts. Select one of your favored enemies that is normally subject to critical hits. Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled. The effects of this feat do not stack with those of Improved Critical.

Possessions: Chain shirt, masterwork rapier, masterwork shortsword, ~~potion of bull's strength~~, ~~potion of cat's grace~~, ~~potion of endurance~~, ~~potion of haste~~.

Possessions: +1 chain shirt, +1 rapier, masterwork shortsword, ~~potion of bull's strength~~, ~~potion of cat's grace~~, ~~potion of endurance~~, ~~potion of haste~~, ~~potion of heroism~~.

APL 8

🗡️ **The Crew (3):** Male human (Baklunish) Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d10+3d6+12; hp 41; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Atk +9 melee (1d6+2/18-20/x2, masterwork rapier) or +8 ranged (1d6/x3, composite shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +9, Climb +11, Jump +8, Listen +6, Profession (sailor) +6, Search +6, Spot +6, Swim +8, Tumble +9, Use Rope +9; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, composite shortbow, 20 arrows.

🗡️ **Captain Za'lorn:** Male human (Baklunish) Ftr8/Rgr1; CR 9; Medium humanoid (human); HD 9d10+45; hp 99; Init +4 (Dex); Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +17/+12 melee (1d6+9/15-20, +1 rapier) or +17/+12 melee (1d6+5/19-20, masterwork shortsword); SA favored enemy (humans); AL LE; SV Fort +15, Ref +9, Will +3; Str 17 (22), Dex 16 (20), Con 16 (20), Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +11, Profession (sailor) +13, Swim +12, Use Rope +11; Dodge, Favored Critical (humans), Improved Critical (rapier), Improved Two Weapon Fighting, Mobility, Power Attack, Track, Weapon Focus (rapier), Weapon Focus (shortsword), Weapon Specialization (rapier), Weapon Specialization (shortsword).

Favored Critical (from Masters of the Wild): You know how to hit your favored enemies where it hurts. Select one of your favored enemies that is normally subject to critical hits. Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled. The effects of this feat do not stack with those of Improved Critical.

Greetings,

Your presence is required at the city estate of Baron Darius Besselar of the Barony of Besselar. Please bring your adventuring gear and come prepared to leave quickly on an urgent mission. When you arrive, show the guard this missive and he will guide you to me.

*Horan Leviticus
Chamberlain to Baron Besselar*

[directions to the estate follow the message]

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.