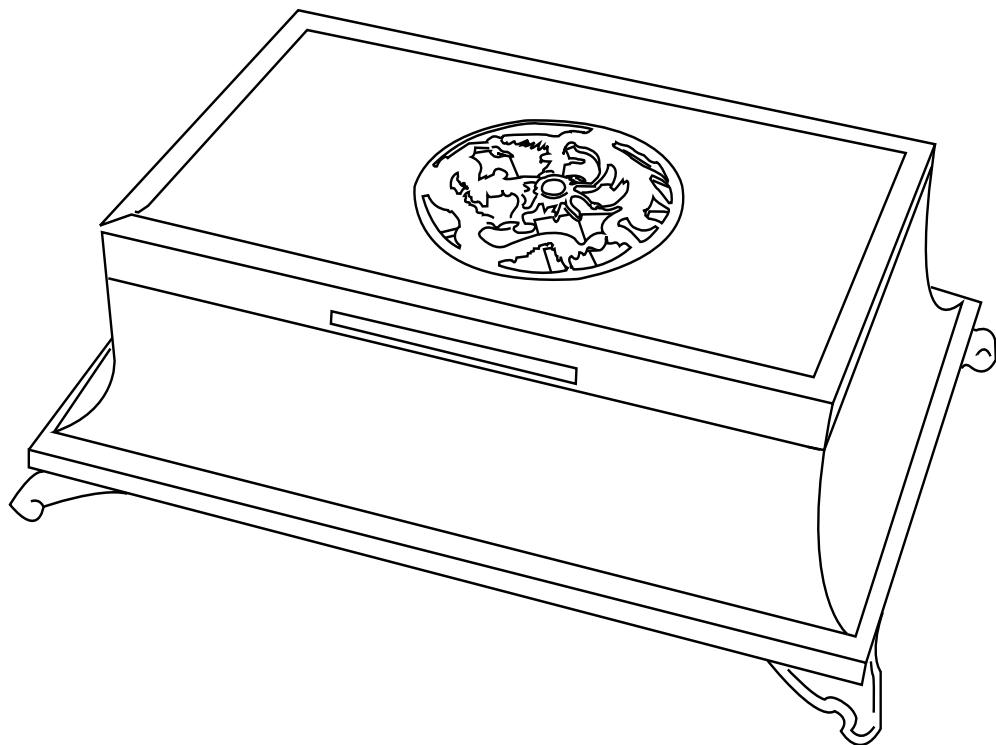


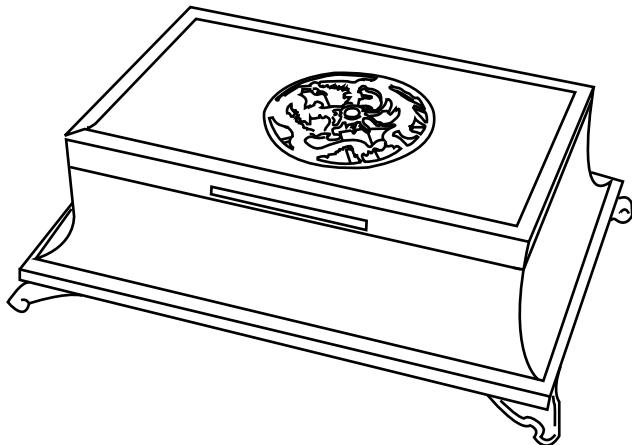
# THE SILVER BOX

~AN "IRON KINGDOMS" ADVENTURE~



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By: Jason Sonia

A special thanks goes out to...

Privateer Press for creating and sharing a world we all love to wage war for.

The crew of Buccaneer Bass (Ralph, Koen, Steven, and Tom) for putting together a great site, giving me some seriously critical feedback, and being a cool team to work with. Oh, and for giving us a talking fish.

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### About Five Fingers: Port of Deceit

This adventure was originally written in early 2005, long before "Five Fingers: Port of Deceit" was released to the public. Accordingly, some of the locations (like "The Smoking Gobber"), names, and people mentioned in this adventure may not correlate with those now in print. Where ever possible, I've tried to match the text, descriptions, and so on to that of the most recent material to ensure a sense of continuity. However, as many people know, I'm not perfect! So, if you happen to find something that doesn't fit with the feel of your campaign or printed material you're using ...please feel free to change it!

~Jaye, August 2006

This should cover the legal stuff.

Don't sue me.

# THE SILVER BOX

## Introduction:

With Khadoran forces entrenched within the once proud nation of Llael and Cygnar pressed to defend her own borders, the forces that once policed these proud nations have all but disappeared. Even in Ord, who has yet to act in the war that is rapidly sweeping Immoren, the roads have become a dangerous place to be caught unprotected. With war nearly on all fronts, the Mercarian League and the Mateu Merchant Houses' rivalry has reached all new heights. This competition has prompted both parties to secure Letters of Marque from Cygnar, thrusting them into a battle for many of the trade routes used throughout western Immoren. In doing so, both parties have taken to raiding one another's vessels and have recently discovered a dangerous Cryxian item in the process...

"The Silver Box" is an adventure designed for 4-6 characters ranging from levels 4-5, with a total party level equal to about twenty-five levels. While this adventure was written specifically with Privateer Press's <sup>TM</sup> Iron Kingdoms © setting in mind, it may easily be adapted to any setting with little work.

## Adventure Background:

In the spring of 605, a Mercarian League trading vessel known as the 'Moon's Reprieve' came under fire off the coast of southern Cygnar from a privateer believed to be aligned with the Mateu Merchant House. After a brief but one-sided battle, the crew of the 'Sea's Dawn' boarded the 'Moon's Reprieve' and made off with most of her cargo. Among the booty, Captain Douglas Nightengard secured a chest full of items the captain of the 'Moon's Reprieve' claimed she had discovered floating adrift north of the Scharde Islands. These items proved to strike the captain's fancy, and he placed them under lock and key until he reached port (Dockgrav) in Five Fingers. Once the 'Sea's Dawn' made port in Five Fingers, Captain Douglas Nightengard selected several items from the chest to be gifted to the Mateu Merchant House as a tribute. Among these items, the very curious 'Silver Box' passed into the hands of Lady Ashley Mateu, where it has remained until liberated by a recent bandit attack.

Unbeknownst to Lady Ashley Mateu, the Mercarian League was recently contacted by a 'mysterious noble' from southern Cygnar who claimed to own the cargo picked up by the 'Moon's Reprieve'. After this gentleman Lord Nameth (who is secretly an Iron Lich Lord) made a sizable donation to the League's coffers, it quickly informed him that the items had been claimed by the privateer Captain Douglas Nightengard and were likely being sold off in Five Fingers. Lord Nameth quickly contacted an agent named Brock in Five Fingers and ordered him to retrieve the Silver

Box. Having received his orders, Brock began to do his own research and discovered that the item was to be shipped to Tarna. He then hired the "Blackwood Adventuring Company" to intercept it with instructions to bring it to him afterward.

Brock, ever the fan of intrigue, discovered among the "Blackwood Adventuring Company" an ambitious young wizard named Jeriko whom expressed interest in one day running the band of mercenaries. Using this information, Brock convinced Jeriko to secure the box and then betray his friends (and laid out the plans that would later result in the ambush at the cave). Having summoned a Mechanithrall to kill all of the senior members of the gang, Brock and Jeriko fled back to Five Fingers to await the arrival of Captain Redcrowe and their due rewards...

## Adventure Synopsis:

This adventure commences as the PCs, who are traveling to or from the city of Five Fingers, encounter a group of bandits who are holding up a noble's carriage. The PCs are drawn into the conflict when it becomes evident that the bandits plan on executing the helpless nobles and any witnesses while a portion of their party escapes with the goods. With her coachmen dead, the noble woman and her lover implore the PCs to recover the items. The PCs then track the bandits back to a cave, only to find the group dead in their own lair, the box and items missing. After several encounters in the cave complex, the PCs discover several clues that lead them by river or horse to Five Fingers looking for the box (and those who made off with it).

Several more encounters occur within the city itself, and the PCs are eventually that a man named Brock hired the Blackwood Adventuring Company. Additional clues lead the PCs to Brock's home and finally to a ship called the "Lucid Dreamer". Once there, they meet the agent behind the theft (Brock) and his Cryxian counterparts.

The adventure concludes with a dramatic shipboard battle in the harbor of the city and the exposure of the Cryxian ship (and crew). The rewards include the "Silver Box", the gratitude of the city, and a reward from the Mateu Merchant House (once the PCs return the jewelry box). Most characters, by the conclusion of this adventure, should have advanced to the next level.

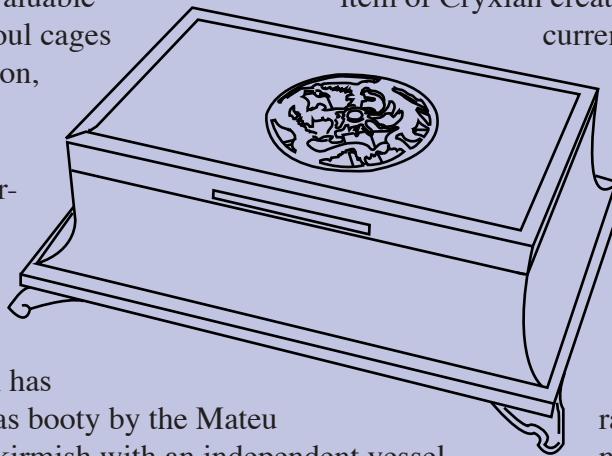
### Five Fingers:

The first part of this adventure takes place just east of the city of Five Fingers. However, the rest of this adventure takes place within the city (which is detailed in the *Iron Kingdoms World Guide*, pgs 298-302). For the purpose of this adventure, it is enough to say that Five Fingers is a large port city made up of several large islands with about one hundred and seventy thousand people roaming its dangerous streets. While it has several garrisons of troops, it is policed mostly by its crime bosses and their henchmen. It has a GP limit of 100k, with nearly all manner of black market items available to the discerning customer.

### The Silver Box:

The Silver Box is a valuable original prototypes for the soul cages serve Lord Toruk. This version, believed to have originally Dominus in 335. The item 'soul cages' before disappear-traveled the Scharde Islands Necromancers in the ser-it finally disappeared first reported sighting of a

This Silver Soul Box has jewelry box, and was taken as booty by the Mateu the fall of 605 after a brief skirmish with an independent vessel the "Sea's Dawn" made port in Five Fingers, this item was taken Mateu Family Estate. Unable to be opened and believed to have some unidentifiable value, the item was in the process of being shipped to Tarna for appraisal when the Blackwood Adventuring Company struck.



item of Cryxian creation, considered to be one of the currently used by the Iron Liches whom known as a Silver Soul Box, is been crafted by the Lich Lord served as a prototype for future ing. It is believed to have in the company of several vice of Lord Dominus before sometime in 485. This is the Silver Soul Box since that time. the appearance of a master craft raiding vessel "Sea's Dawn" late in named "Moon's Reprieve". Once (alongside other 'tribute') to the

value, the item was in the

Blackwood Adventuring Company struck.

Gamemasters who desire more detailed information about Five Fingers should consider picking up "Five Fingers: Port of Deceit" by Privateer Press.

### Preparation:

To prepare for this adventure, the gamemaster should have access to the 3.5 *Player's Handbook*, *DUNGEON MASTER'S GUIDE*, and *Monster Manual*, each available from Wizard's of the Coast. It is also recommended that the gamemaster have access to Privateer Press's *Iron Kingdom's Character Guide*, *Iron Kingdoms World Guide*, *Five Fingers: Port of Deceit*, and *Monsternomicon 3.5*, as all are referenced in this material.

As with all adventures, it is important that the gamemaster reads through all the material before running it. Several of the NPCs have distinct information upon which the game pivots, and the gamemaster should be ready to provide this information when the PCs' characters seek it out.

While the descriptive text provided throughout this adventure aims to aid the gamemaster in guiding the players to this adventure's conclusion, it is the gamemaster that ultimately provides the real animation upon which all great games rely!

## Prelude:

The beginning of this adventure should be foreshadowed by the inclusion of *several days of bad weather*, culminating in a wicked storm the night before the adventure begins. This not only accounts for the heavy mist, but also the mud that should lead the PCs to the bandit's cave complex.

## ACT 1: THE BOOK AND COIN OF LADY MATEU

### The Mateu Carriage (EL 6)

#### For the DM:

As the adventure begins, a noblewoman, Lady Ashley Mateu (Ari2/Wiz2) and her lover, Sir Domasco Durst (Exp5), have been held up by bandits while on their way to Tarna. The initial rounds of the encounter (rounds 1-3) represent the events that will introduce this adventure to the PCs, and include the death of the coachman, the theft of the Silver Box, the loss of Lady Mateu's spell book, and the departure of one half of the bandit party. The remaining bandits represent the actual encounter, and the EL should be adjusted if the PCs somehow manage to engage both groups. If this happens, the DM should have at least one bandit escape with the box and spell book. For the first three rounds, the DM should secretly make all Spot and Listen checks for the PCs, as not to alert the PCs to the potential encounter.

This encounter takes place on a bridge that spans a rather fast and rocky portion of the Dragon's Tongue River. Visibility here is much worse than normal. All normal visibility should be reduced accordingly. The bridge itself is old, but sturdy. The recent storm, however, has made it a bit more slippery than usual. Anytime a PC or NPC makes an attempt to run (or perform an action that would normally require a balance check) during the encounter, the character should make a Balance Check (DC 14) to keep from falling prone. Characters within five feet of the edge of the bridge who fail this check by more than 5 may make a Reflex Save (DC 15) to catch the edge of the bridge. Those who fail both rolls fall off the bridge and into the water below, suffering 1d3 points of non-lethal damage from the 20' fall.

The chasm (and river) is approximately 45ft wide, and is surrounded by fairly thick forest on both ends.

The bandits are not well trained, and their tactics should display this. The bandits who were left behind to 'finish the woman' (and her companion) will attack the PCs if they believe them a threat, but will not waste bullets on them unless the situation turns against them.

#### The Blackwood Adventuring Company (Gang)

This portion of the gang consists of: Thoric, Frederick, Ivar, Selim, Giddion, and Harrun. All of these men are described in detail in Appendix #1.

#### Listen DC 25- Round 1:

*"As you slowly make your way down the rainy, mist covered roadway ...the unmistakable whinny of several horses alert your party to fellow travelers ahead."*

#### Listen DC 20- Round 2:

*"As you move closer, you begin to make out the sound of several hushed, angry voices whispering commands."*

#### Round 3:

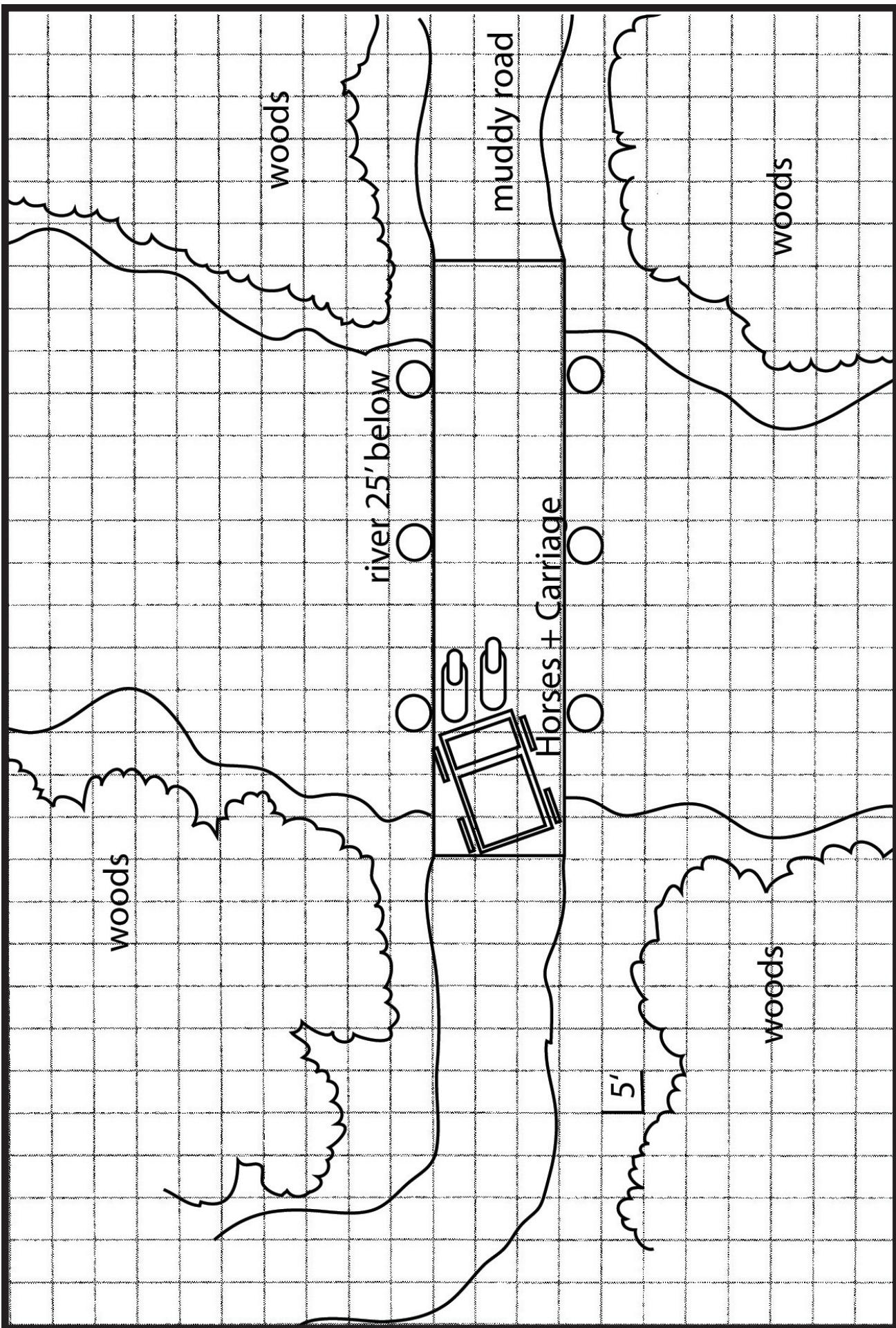
*"As you travel further into the heavy mist hanging lazily on the road, you suddenly hear the loud crack of a firearm and the alarmed scream of a woman. Several voices bark orders, and a loud thud can be heard ...only seconds following the shot. As you hear this, several more commands are barked and the click-clack of horses quickly departing makes itself known."*

#### Spot DC 20- Round 2:

*"As you move closer to the sounds, the mist begins to thin, allowing you to make out the outline of several men on horseback surrounding a fine, black carriage."*

#### Round 4:

*"As you follow the packed road toward the sound, the mist suddenly breaks, revealing a wooden bridge that spans a wide, deep chasm. Upon the bridge sits a fine black carriage with silver and gold inlay, obviously owned by someone of established wealth. Behind it, several men on horseback hold firearms pointed toward the only two living occupants. A man and a woman, both dressed like nobles, stand with their arms raised to the sky. In front of them, a man dressed in nice clothing rests slumped over, his body morbidly still."*



## ACT TWO: INTO THE BANDIT'S CAVE

### For the DM:

The Orgoth, who used it as a storage and supply depot for river travel between the coast and cities further inland, originally built this complex. It has a simple, defendable upper entrance and a lower, water-bound exit. The floor, ceiling, and walls are all carved from the cave, and no amount of digging will reveal any secret doors or passageways. The lighting is dim at the cave's upper entrance, and fades to complete darkness within 30 feet of entering it fully.

The bandits (who were originally hired by Brock) that were recently occupying the complex had adapted it for smuggling, using the original elevator shaft (which they never figured out how to operate) as a refuse pit. When Brock followed them here, he discovered the pit and the lower level. He used the lower entrance to travel unaware into their lair, and staged his ambush from directly below the gang itself! When it came time to strike, it took him little effort to place his undead servants (which his Cryxian counterparts had provided him with) on the elevator and send them up to surprise the Blackwood gang when they returned from their attack on the Mateu carriage. After Brock sent up his undead servants, he lowered the elevator again.

When the PCs arrive, the Blackwood gang has just been slain and Brock has just made his escape. To protect the river exit, Brock used a scroll to summon a water mephit. After doing this, he cut the extra docked boats free and ordered the water creature to cover his escape. He also ordered his undead minion to stay back to hamper any future investigators (in this case, the PCs) for as long as it can.

Little does Brock know, during the battle with the undead, the Blackwood gang armed the trap at the entrance of the cave and attempted to force the Mechanithrall into it. The trap failed to function the first time, and lies at the entrance, still active. Because the trap is faulty, there is only a 25% chance it actually works when PCs pass over the trigger.

**Collapsing Ceiling Trap:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

Once the PCs begin to search the cave complex, they should easily discover the bandit's living spaces. Nearly all of their loot is stored here, as well as several clues the PCs will need. Clever PCs may eventually discover Brock's betrayal within these clues, too.

Both the chests found in this room are locked, but clever PCs may note the keys on the body of one of the men in the first room (Search DC 20). If the PCs do not, it is a simple task to pick both of these average locks (Open Locks DC 25). Besides the chests, the PCs will find a small stash of alchemical items and some mundane living items (soap, blankets, etc).

### Off the road:

*"As you follow the tracks off the wet, muddy road ...they lead you up and off of the road, heading north into the forest. In the distance, you can make out the crisp, spraying sounds of water as it crashes onto rocks. The tracks lead you several hundred feet deeper into the woods before fading away onto hard, moss-covered stone. Up ahead, several horses stand resting in front of a small, dark cave."*

### Into the cave:

*"As you enter this cave, it quickly becomes evident that this place once served as both a shelter and quite possibly as some sort of ancient mine. Old, rotting timbers appear to bend under the weight of the carved stone ...leading one deep into a complex that seems to be a blend of nature and stonework."*

### Discovering the bodies:

*"As you round the corner, the tunnel you have been following suddenly opens into a wide, deep cavern. Before you, a half a dozen men lie dead, scattered like leaves. Most of them appear to be dressed as those you saw holding up the carriage earlier in the day, but many of these men are older. None of the men's bodies appear to have been touched and all of them still bare the weapons they fought and died with. Several men have deep, sharp claw-like marks around their shoulders and on their necks. It appears as if something tore these men apart."*

Seraching the bodies yield a collection of basic clothing, simple weapons, thirty-eight Crown, a set of keys (to the treasure chests in the bandit's hall), and the last three pages to a contract (between the Black-

wood Adventuring Company and Mr. Hartford).

## Undead Ambush (EL 4)

*“As you go about your tasks, a loud, wild cry alerts you to the presence of ...something ...else.”*

Maligned Mechanithrall, Medium Undead, CR 4:  
Size M hp 33; Init +5; Spd 30 ft.; AC 23 (+1 Dex, +2 quickplate, +10 natural), touch 13, flat-footed 22; Attack/Grapple +2/5; Slam +5 (1d8+3); Full attack 2 slams +5 (1d8+3); SA Steamslam +8 (2d6+6) every 4 rounds; SQ: Maligned creature does 1d4 additional points of damage with natural attacks to good and neutral characters; +2 turn resistance, darkvision 60', undead traits, *detect good* (as per the spell), and light sensitive (-2 to initiative and attacks in bright light), longevity; SV Fort +1, Ref +4, Will +6; AL LE; Str 16 (22), Dex 13, Con --, Int 6, Wis 10, Cha 6.  
Feats: Alertness, Improved Initiative, Lightning Reflexes (Monsternomicon 3.5, pg 126)

The bandit's hall:

*“This room, nearly as large and as high as the one that you just left, obviously served as a living hall. Scattered all around the cavern floor are filthy, damp horse blankets. Several wooden stools and a fire pit mark the center of the room. Along one wall, several wooden shelves hold jars and a variety of other mundane objects. Towards the back, you can make out a wooden table with two chests under it”.*

The DM is free to place a variety of items in here that the PCs may need, and it wouldn't be out of the scope of this room for it to contain items such as jams and jellies or even bandages. The main items of interest should be the chests, which collectively contain the following:

217 Ordic Crown (217 gp)

Snowflake obsidian (black with white flakes) (14 gp)

Star rose quartz (40 gp)

A large mighty composite longbow (+3 Str bonus) (400 gp)

One aged and weathered ledger. This waterlogged ledger is stained with wine, although the PCs can make out several references to a man named Brock and a place called The Smoking Gobber. There is also a letter from Lord Nameth ordering Captain Redcrowe to

recover “the item” by any means necessary.

The elevator down:

*“This room is clearly carved from the surrounding stone and measures ten by fifteen feet long. Along the far wall, across from the entrance, there is a large pit that descends down into darkness. A rope hangs down into it, tied onto a peg on the wall furthest from you. Four vertical grooves, all evenly spaced, mark the path for some manner of geared mechanism”.*

The bottom of the shaft:

The elevator shaft leading to the river is 10 feet in diameter and is 40 feet deep. Should a PC fall they suffer 4d6 points of falling damage. It should take the PCs several rounds to climb down the shaft. Allow the first PC to reach the bottom an opportunity to make a Listen check (DC 15) and then read the following:

*“As you come to the bottom of this large, circular shaft, you can hear the what sounds like someone whispering”.*

If the PC does not make the Listen check, read the following:

*“As you reach the bottom of this large, circular shaft, you can make out what sounds like softly running water in the distance”.*

The river:

*“As you make your way deeper into the caves, the sounds of rushing water reveal an underground river. A small dock protrudes into a slower portion of the stream, and several small boats seem to be floating free of it. The river, which seems to run quickly at some points, disappears deeper into the cave”.*

While the underground river that runs here is actually fairly fast, it appears as exactly the opposite. The natural cavern that the PCs have entered contains a rather smooth basin, only a few feet below the water. Because of the way it has formed, the water runs quickly around the basin, but leaves the center relatively undisturbed. Any PC with the skill Survival may make a Spot or Survival check (DC 20) to notice this. If the PCs enter the water and leave the basin area, they will be forced to make a Swim check (DC 25) every round to keep from being swept downstream. If they are swept downstream, they will travel 40' every

round until being deposited into the Dragon's Tongue River (which is 300' downstream). While being swept downstream, PCs are considered to be submerged and need to keep track of the rounds in which they do not have air. PCs in heavy armor or whose weight is sufficient enough to naturally reduce their movement (PCs considered to be encumbered) only travel 20' every round. Game masters should keep in mind that the water is 10 to 12 feet deep in most places, with a very low temperature that does 1d6 points of nonlethal damage from hypothermia every round of exposure.

PCs that use a boat to travel the river need to make a Profession (Sailor) check (DC 15) every round to ensure safe travel down river. Once the boats leave the basin area, they accelerate to about 60' per round on the river. Herein lays the last danger of the river. Once leaving the cave complex (some 300 feet later), the PCs will encounter a small natural waterfall about 120 feet later that drops approximately 6 feet down before continuing on to empty into the Dragon's Tongue River. While the fall is not terribly dangerous (1d6 damage to every PC who falls), the rocks below are (+10 to hit, 3d4 damage). The boat traveling over the waterfall will take (x2 damage) and is considered AC 10 for the purpose of resolving combat. PCs can attempt to shore any boat they are in once they leave the cave, but must make a Profession (Sailor) check (DC 15) to do so. Any PCs who travel over the waterfall without a boat must make a Swim check (DC 20) to stay above water. More information on drowning can be found in the DMG 3.5, page 304.

### The Water Creature (EL 3)

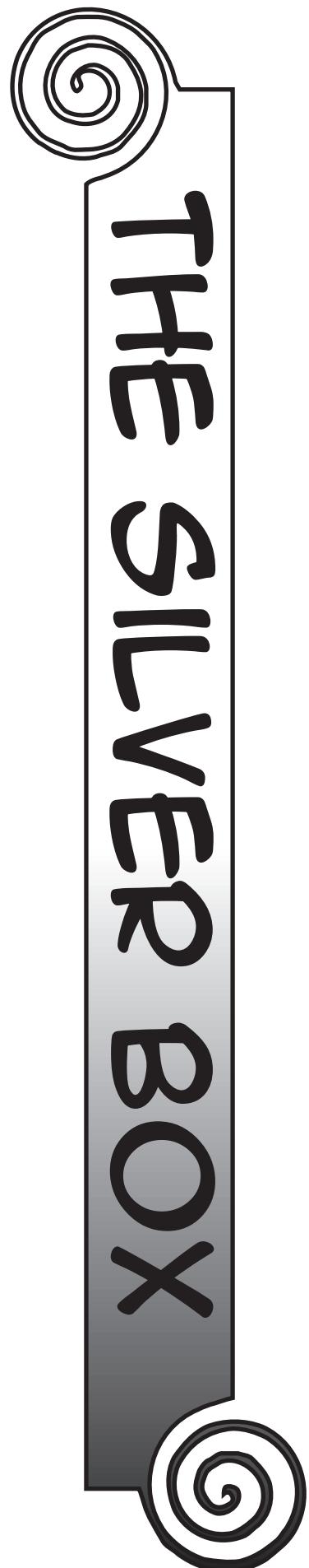
*"Suddenly, a loud splash echoes off the cavern walls as a rather large, silvery creature throws itself at you".*

Water Mephit, Small Outsider, CR 3 Size S (1 ft., 9 in. tall); HD 3d8+6; hp 20; Init +0; Spd 30 ft, Fly 40', Swim 30'; AC 16 (+1 Size, +5 natural), touch 11 flat-footed 16; Attack/Grapple +3; Claw +6 (1d3+2); Full attack 2 claws +6 (1d3+2); SA Breathweapon, Spell-like abilities; SQ: DR 5/magic, darkvision 60', fast healing 2;

SV Fort +4, Ref +3, Will +3; AL NE; Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15.

Skills and feats: Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +) (+2 with bindings); Power Attack, Toughness.

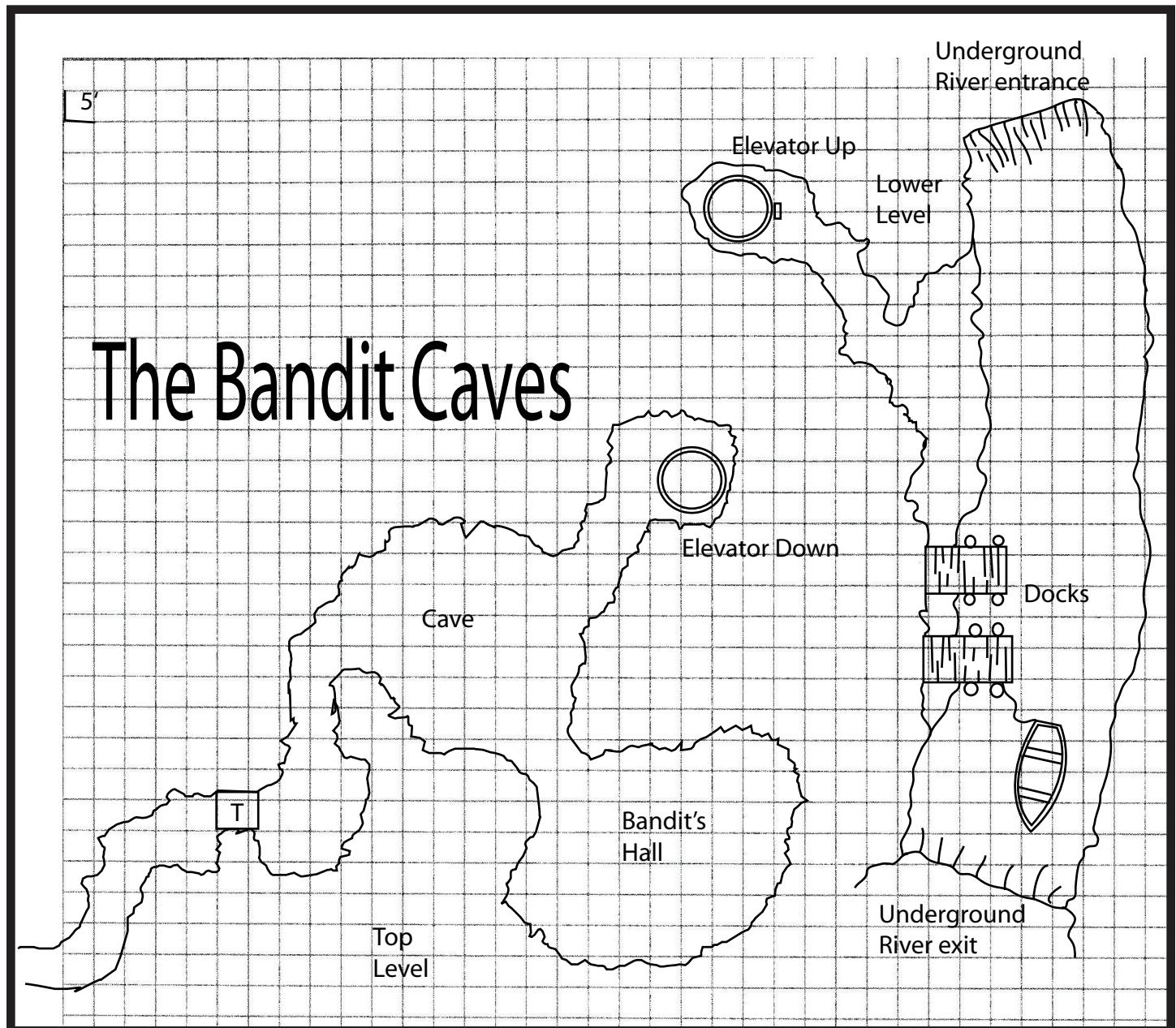
Breath Weapon: 15' Cone of caustic liquid that does 1d8 damage, Reflex DC 13 for half. Once per hour, the Mephit can hurl an acidic blob that functions like an acid arrow (3rd level caster). Once per day, the Mephit can create a mass of smelly fog that duplicates the stinking cloud spell (6th level caster, DC 15). The Mephits fast healing ability only functions if it is touching water.



### Using the elevator:

This ancient device was built when the Orgoth still used this cave. It is a simple device, with a hidden lever on top (Search DC 25) and an exposed lever on the bottom (a press plate located on the lip of the circle: Search DC 15). Activating the elevator is a move action. Pressing the plate on the lower level once brings the elevator down. Pressing it twice sends it up. On the top floor, rotating the lever counter-clockwise brings the elevator up and rotating it clock-wise send it down. PCs activating the elevator must succeed on a Use Magic Device roll (DC 20).

Because the rim of the elevator does not bare any magical markings, the bandits that originally used these caves believed this was a well that went dry. After repeated attempt to bring up water (they could hear it), they decided to use it as a refuse pit instead.



## ACT THREE: THE HUNT FOR BROCK

### The Smoking Gobber:

*"The Smoking Gobber stands proud, obviously under some form of renovation, in an older section of the Emerald District in Five Fingers. As you look up at the wide face of the building, you cannot help but notice nearly half a dozen different ladders that lead up to scaffolding that embraces the building. The building itself is magnificent, built completely on stilts that place its first floor nearly fifteen feet above the street. As you gaze up at the Gobber, you cannot help but notice the two massive chimneys that rise up into the sky ...spilling the sweet smelling smoke that gave the Gobber its name".*

### For the DM:

The PCs, having returned from the cave complex outside of Five Fingers, should eventually make their way to The Smoking Gobber in the Emerald District of Captain's Island (the main island).

The Smoking Gobber is an older drinking establishment, which gained its name from the two huge baking ovens that burn below and behind the actual bar. The bar, built along one of the tributaries that run out from the Dragon's Tongue River, is one of the many in Five Fingers to have been built on stilts. Unlike many of the newer structures surrounding it, The Smoking Gobber is also undergoing serious renovations. Scaffolding and planks can be seen running its perimeter, with several ladders leading up and down from the roof. For the most part, much of this scaffolding doesn't extend past the twenty-foot mark, however some of it does. Ladders, planks, and some of the scaffolding can be seen to extend as far up as thirty-five feet into the air.

An expert artisan and former adventurer named Rhundar Blackhand (Exp5/Ftr2) runs The Smoking Gobber. He is, like many of his kin, short and stocky with a wiry, black beard. He has several other dwarves who work with him, as well as four Gobbers constantly rolling Hooaga cigars behind the bar. The rest of the staff work the bar and deliver the food, and all of these individuals are human women with moderate or better charismsas (12+).

On the inside, The Smoking Gobber has a simple layout. It's divided almost evenly in the front along its center, providing a room for drinking and another for smokers (and drinkers who smoke). True to

its name, the Smoking Gobber sells a wide variety of smoking products, typically aimed at both Gobbers and adventurers alike. The back half of the Gobber is made up of prep kitchens, keg rooms, break rooms, and several hatches in the floor through which supplies are hoisted.

The Smoking Gobber has a variety of specialty items, but it is noted for its wide array of Hooaga Cigars. Among those sought out, the Emerald Star (4sp) is The Smoking Gobber's most renowned. Others include: the Vanilla Hooaga (2sp), the Rum Soaked Hooaga (5sp), the Black Jack (8sp), and the Gobber's Delight (1gp). The Smoking Gobber is also known for carrying most wines and whiskeys, with prices ranging from 5cp to 2sp a drink.

In addition to being near famous, The Smoking Gobber was the Blackwood Gang's favorite drinking establishment, and they treated the staff very well. The gang also met with Brock there on a regular basis to discuss work, and a few of the staff know him. Depending on how the PCs' line of questioning, their time could prove to be very productive. If the PCs attempt to Gather Information, treat every Crown slipped to the staff as a +1 to their rolls (to a max of +5). If the PCs' attempt to Intimidate the staff or locals, treat all information as having a +2 to the Gather Information check DC. If the PCs talk badly about the Blackwood Gang (also known as the Blackwood Adventuring Company), apply a +5 to all further DCs. News of their deaths at the PCs hands will earn instant enmity and mistrust among many of the staff (+5 to all further Gather Information DCs). Remember, a typical Gather Information check takes 1d4+1 hours per attempt!

### All the Captain's Men:

Gamemasters should remember that Captain Hurley runs this district and has eyes and ears everywhere. Any actions the PCs take are likely to reach him if they have a serious enough outcome. If PCs begin tossing fireballs, destroying buildings, or killing watch patrols ...Captain Hurley is probably going to take notice and have them brought in to make some sort of restitution. If they become enough of a problem or cause excessive damage, he may even have them killed outright. In any case, gamemasters should keep this in mind when running encounters in and around the Emerald District.

Overheard at the Smoking Gobber:

Gather Information DC 10:

*"Brock? I don't know him well, but I know he meets up with some of the guys from the Blackwood gang on the weekends to interview prospective members and weed out the wankers."*

*"The Blackwood Adventuring Company is a mercenary outfit, but not a manky one. Sure, they drink, gamble, and have their fare share of fun ...but I'll tell you what, they tip very well and never start no trouble."*

*"You looking for work? You just missed one of their new recruits by about thirty minutes. I think he said he'd be back on the morrow".*

Gather Information DC 15:

*"I heard ol' Brock works from his home. Some kind of job scheduling shipments of mechstuff for one of the bosses".*

*"I heard Brock got it made when he saved one of the boss's daughters. Got himself a dead sweet job because of it, too".*

*"I heard Brock got him a place on stilts on Dicer's Isle. Right in the heart of the dump."*

Gather Information DC 20:

*"If you're looking to catch a ride in or out of Five Fingers without seeing the Harbor Master, Brock is your man".*

*"I don't know for sure, but I think Brock lives in Dag's Ward. From what I know of the Ward, it's prolly' a real hole".*

*"I'll tell you this, but don't you be getting all lippy on me and tellin no one. I heard old Brocks got himself a wicked mastiff he keeps in his house that keeps the second-story men away".*

Finally, The Smoking Gobber served as a front for those seeking to join the Blackwood Adventuring Company and a few interviews have been held here in the past. Four of the new recruits are currently wait-

ing at the bar for the gang's return. (The gang's return is an illusion created by Brock to cover himself- he knows the gang is dead but wants to continue to build a new gang to replace those he killed off).

*Once the PCs begin asking about Brock or discussing the Blackwood Adventuring Company, the remaining members of the gang will casually leave and report this to Brock. They will then be ordered by Brock to spring an ambush on the PCs outside of the Gobber the following night. To do this, the new hires will hire a local vagrant (likely a child) to send the PCs the following verbal message "Brock said he'd meet you here tomorrow night at sundown". When the PCs return at sunset, the new hires will ambush them.*

## Ambush at the Gobber!! (EL 7)

For the DM:

Four of the Blackwood Adventuring Company take part in this encounter, and they are: Nashu, Raven, Hecca, and Donovan. Details about each of them can be found in Appendix 1.

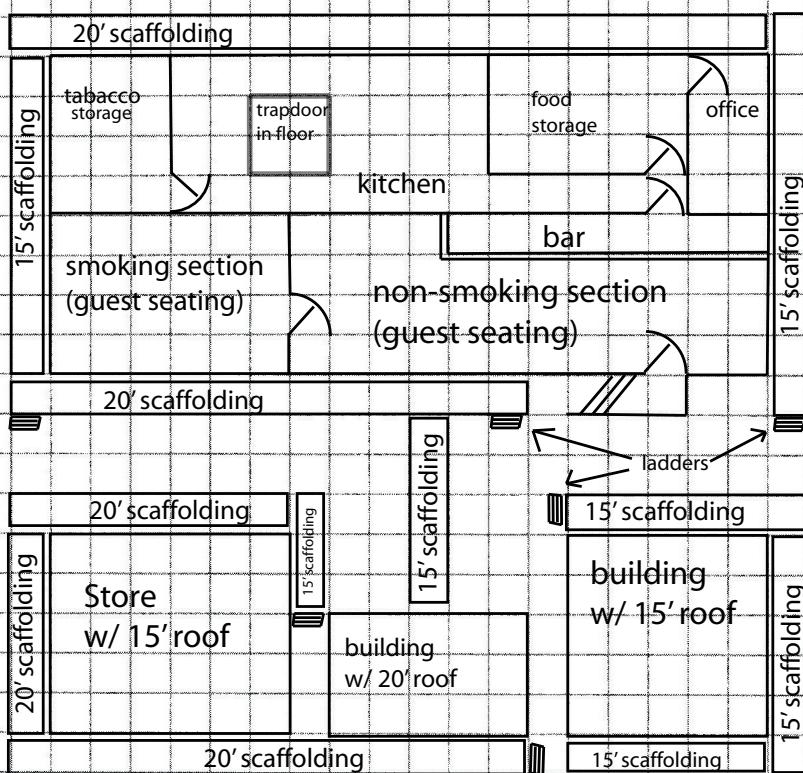
When the recruits for the Blackwood Gang ambush the PCs, they make sure to use the terrain to their advantage. Having had several hours to plan this encounter, they make sure they have the high ground when they attack (granting them a +1 to all attack rolls). The following positions can be seen on map #3. The leader of the recruits (Nashu) will place himself on the rooftop across the street from the entrance to The Smoking Gobber. Hecca will place himself on the scaffolding spanning the Smoking Gobber and the shop closest to the Gobber's entrance. Donovan will be on the roof of the Smoking Gobber, right above the entrance to the building. Lastly, Raven will be standing above the ladder that leads to the scaffolding closest to Nashu. Each of these recruits will attempt to cover the other, but a skilled party will likely make short work of them. If Nashu or Raven falls, the other two will attempt to flee.

Climbing the ladder to the scaffolding will depend on the PC's speed, but will probably take several rounds to accomplish at normal climbing speed (1/4 of the PC's regular movement). PC's who chose to climb at an accelerated rate (1/2 their normal movement) suffer a -5 penalty to climb checks. Lastly, any PC climbing is considered to be flat-footed while climbing and will be forced to roll another climb check when-

5'

# The Smoking Gobber

(standing on pylons; the floor is 15' off the ground)



The above map shows the inside of the Smoking Gobber, as well as all adjacent scaffolding and connecting buildings.

ever they take damage. The DC to climb the ladders is 10. The DC to climb the scaffolding is 15.

Once atop the scaffolding, the PCs are free to move about the area at normal speed. However, some spots on the scaffolding (and some of the roofs) are slippery, and running will require a Balance Check (DC 12). Failure means a PC falls prone. If the PCs are adjacent to the edge of the scaffolding and fail their Balance Check by more than five, they may make a Reflex Save (DC 15) to catch the edge of the scaffolding. If they fail this, they fall from the scaffolding and should take damage appropriate to the fall.

Climbing from the scaffolding to the various roofs should be easy, requiring only a simple Climb Check (DC 10) for distances of five feet or less. Distances of five feet or more will require a Climb Check (DC 15) and a Balance Check (DC 12) to keep from falling from the top of the scaffolding.

While the NPCs in this encounter should not be too difficult for an average party (4-5 PCs of 4-5th level) to defeat, this encounter could be deadly for PCs if they are careless. The precarious nature of the environment drives seriousness of this encounter, and the EL reflects this. A party entering this encounter should be at full strength.

**“When you finally make your way out into the street, the sounds and smells that give the Emerald District its name hit you like a wave of invisible heat, washing over you in a way that intoxicates most. The lights, smells, and sounds have almost a dizzying effect ...which is only broken up by the sudden crack of a discharged firearm”.**

Once the PCs defeat the Blackwood recruits, they may proceed to continue questioning the locals or (if they have determined the location of Brock's home) directly to the Pits District. The city watch will arrive ten to fifteen minutes after the battle begins. If the PCs choose to linger, they will be forced to hand over their weapons while they are questioned. Unless the PCs manage to make quick friends of the city watch, chances are they will be charged with assault and will be subjected to a light public flogging after being detained for a day or so. Resisting the watch will likely result in another encounter, and may result in a nasty set of charges if the PCs don't have plenty of coin to spare (about 100gp apiece). Both the standard watch patrol and the response patrol are outlined in Appendix #1.

If the PCs have not already gathered the information needed to find Brock's house, using a dying NPC or their treasure to provide this information should be considered. Placing a note on any of the fallen NPCs that reads “bring proof of their demise to my place in the Pits, Brock” should keep the PCs on track. A few coins and Gather Information checks (DC 10) in the Pits easily provides the location to Brock's house.

## BROCK'S PLACE (EL VARIABLE)

*“As you wander the filthy streets of the pits, you cannot help but notice that everyone's eyes are on you. Whether they are looking longingly at your gear or just at a symbol that represents a better life, the downtrodden here seem to stare at you from every corner. Paper, scraps, and other refuse litters the streets, sometimes covering a sleeping bum or a possible carcass. Finally, after several turns, the house numbers lead you to a large, run down house by a river that carries the same address as the one you were given for Brock's place. You can make out a few shacks close to his house, as well as several large storage crates. His old house, much like 'The Smoking Gobber', is situated upon pylons that elevate it”.*

### For the DM:

Once the Players have made their way to Brock's House, they should enter the darkened home without any issues. While the front door is locked (average lock, DC 15), it is a simple wooden door (hardness 5, 10 hit points) that could easily be broken down. The house is an older structure of shoddy construction, and the walls are weaker than normal (wooden; break DC 18, hardness 3, 40 hit points). The real danger to the PCs is the (2) trained attack-hyenas that are waiting inside.

Once Nashu told Brock that the PCs were asking about him or the Blackwood Adventuring Company, Brock decided to rent a room and have some of his men watch his house. He knew that a lot of people might want the Silver Box and ordered his spotter to ambush anyone entering his house (besides him, of course). Once the PCs enter the house, the spotter will call for the ambush, which will arrive 1d4 minutes later. Because Brock left clear instructions that no one is to enter the house, the guys will ambush the PCs when they leave the house.

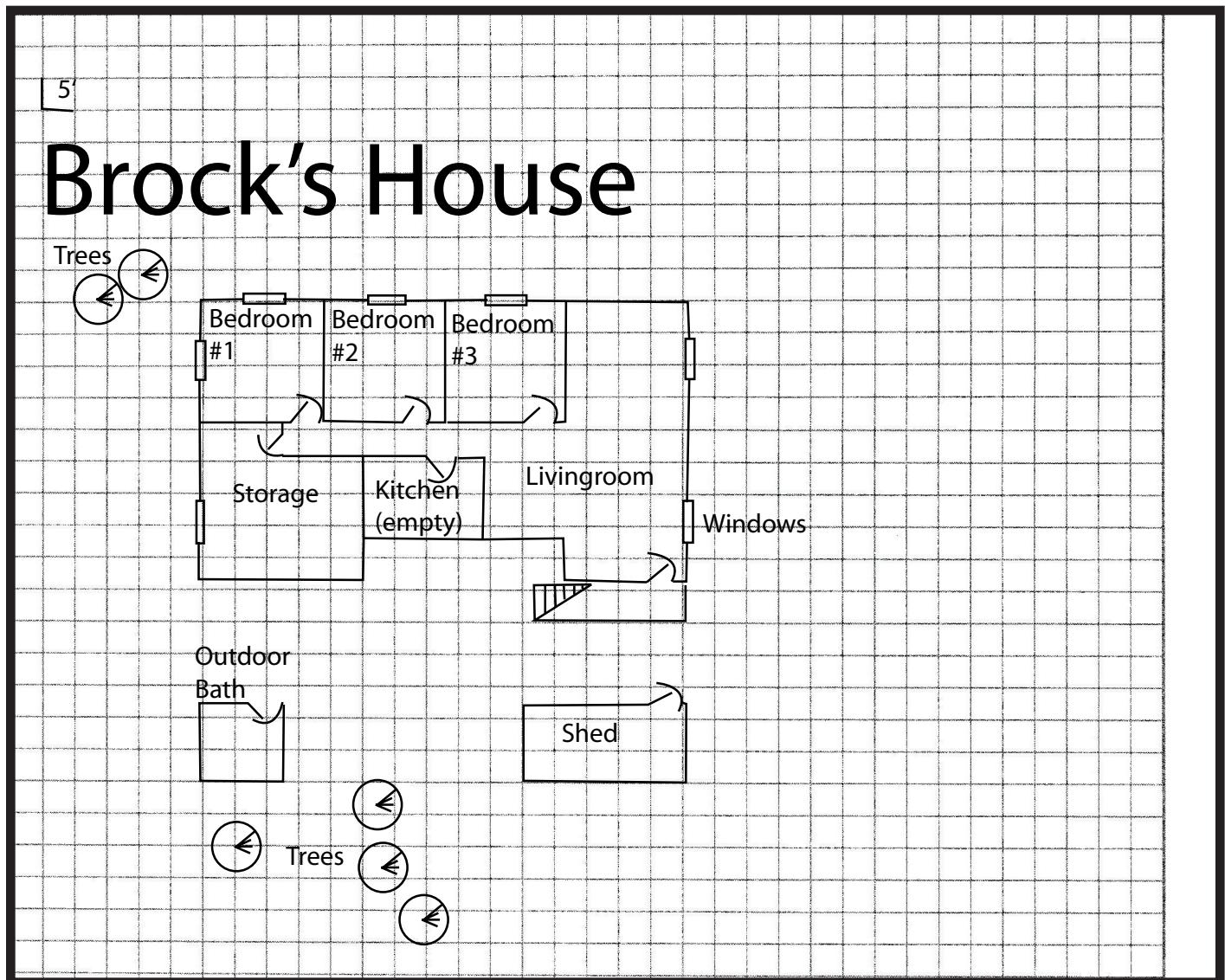
## The Living Room/Workshop (EL 4):

*"As you finally clear away the debris that litters the area directly round where Brock's hyenas attacked your party, you are able to make out what appears to be a dusty, makeshift workspace of questionable purpose. There a visible hallway in the northwest corner of this room".*

As soon as the players enter the living room, they can make a Spot Check (opposed by the Hyena's Hide check) to spot the creatures. For all those who do not, they are surprised on the first round (and flat-footed).

(2) Bloodthirsty Hyenas, Medium Animal, CR 2 Size M; HD 2d8+6; hp 20; Init +4; Spd 50 ft; AC 12 (+2 Dex, +2natural, -2 Quickplate), Touch 10, flat-footed 10; Attack/Grapple +1/+3; Bite +5 (1d6+6); Full attack Bite +5 (1d6+6); SA Bloodrage, Trip; SQ: Low-Light Vision, Scent; SV Fort +8, Ref +5, Will -3; AL CE; Str 16, Dex 15, Con 17, Int 2, Wis 9, Cha 6.

Skills and feats: Hide +3, Listen +6, Spot +4; Alertness, Die Hard, and Endurance.



(Bloodrage is explained fully on page 212 of the Monsternomicon 3.5).

If the players search this room, they may find the following items littering the various workbenches and cabinets.

Search DC 20:

“The Lucid Dreamer” Port Log. This document details the planned arrival and departure dates for the vessel. There is a note from Captain Redcrowe, as well. A pouch containing 45 Ordic Crown (45gp) One pair of reading glasses A quill and ink, with two-dozen pieces of fine vellum A locked chest (DC 18) that contains ingredients to make 2d4 doses of Oil of Taggit (DMG, pg 297)

Search DC 25:

Hidden, trapped desk drawer that contains: 100 Ordic Crown, 2 potions of cure light wounds and 2 potions of neutralize poison.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. Market Price: 700 gp.

## The Bedrooms (EL 5):

#1- *“This bedroom appears to be in complete disarray, as if the occupant left in a hurry. Clothes litter the bed, which stands in the northwest corner. Several wall length mirrors stand close by. An open chest rests at the foot of the bed”.*

This room contains old, poor clothing for a medium male human. Nothing else of value has been left in this room.

#2- *“This bedroom appears to be acting as a storage room, with crates littering the western wall. The various crates all seem in excellent repair and several are marked with what looks to be the royal crest of the nation of Cygnar. A few of the crates are marked with the classic skull and crossbones that identify the contents as being explosive. Other than that, the room does not appear to be very appealing”.*

This room is actually designed to catch would be thieves by appearing as a storage room. In fact, if anyone interacts with the crates lining the western wall, they will trigger the trap that exists there.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. Market Price: 15,000 gp.

#3- *“This room appears to be a normal room, with a double bed and a chest at the foot of the bed. Two wall mirrors frame the door, allowing for anyone in the room to see down the hall. Above the bed, you can make out an ornate rapier”.*

This room contains a masterwork rapier, and nothing else.

## The Storage Room:

*“This room appears as a storage room, with piles of precariously stacked crates creating a small maze. As you look about, it becomes evident that this room has been used to stow all manner of items for quite some time. While nothing of value jumps out at you, you have the feeling more than a few pack rats would enjoy searching this room for useful items and*

*knick-knacks”*

If the players search this room, they may find the following items:

Search DC 15:

A crowbar (2gp)  
50' of silk rope (10gp)  
Climber's Kit (80gp)  
(2) Simple locks w/ keys (40gp each)

Search DC 20:

A good lock w/ key (80gp)  
Manacles, masterwork (50gp)  
(2) vial of basic acid (10gp each)

Search DC 25:

A magnifying glass (100gp)  
Thieves' tools, masterwork (50gp)

Once the players exit the house, they will encounter more of Brock's crew.

*“As you exit the home of Brock, you are met with a loud crack of several discharged firearms, which are quickly followed by the sound of wood splintering as they strike the door frame and the porch around you. As you quickly scan the yard, it becomes apparent that more of Brock's friends have arrived to pay you a visit.”*

Shoot-Out at Brock's house (EL 6; variable)

For the DM:

If the PCs let any of the Blackwood recruits escape in the last encounter, those NPCs will join the last of the Blackwood gang here as they attempt to stop the PCs. This can increase the encounter level significantly; game masters should adjust the EL accordingly.

If the PCs leave a lookout posted while exploring Brock's House, let that individual make an opposed Spot check against the gang's Hide check. If the PCs have not yet realized that the logbook is the next clue to finding the Brock and the Silver Box, the game master is encouraged to place a new emphasis on it here. Having the NPCs demand the book is the

easiest way to achieve this. You might also have one of the NPCs give a battle cry mentioning Brock or “The Lucid Dreamer”. However other, subtler techniques may be used.

Because Brock has an extensive network of contacts in Five Fingers, he knows the PCs are following him. Accordingly, he has taken the Silver Box and a few important possessions to an inn to wait for captain Redcrowe and the “Lucid Dreamer” to arrive. At the time of this encounter, Brock is there with his Cryxian contact. While none of the NPCs present know this, Jeriko does know that Brock is waiting for “Lucid Dreamer” to arrive.

If offered the chance, Jeriko will give up Brock and tell the PCs the following in exchange for his life:

*“Ahhh ...okay, okay... You've proven to be more than just some nosey spies in the employ of House Mateu and I know when I'm knackered. I'll tell you what... You blokes let me go free and I'll give you the goods on ol' Brock an' skip on out of town. Whatcha say?”*

If the players agree, read the following:

*“From what I know, ol' Brock is in hiding down by the docks. I don't know what hole he got himself into, but it's prolly' a good one. But he'll be coming out as soon as the Lucid Dreamer pulls into port ...that's if he ain't already got 'board her. Now, if you ain't a tosser, you'll be quick to lay low til she comes in and make sure good use of your spells when you board her ...cause I'm willing to bet she'll have a crew willing to die to protect her ...and her cargo.”*

*“After the smoke from this battle clears, it becomes evident that Brock has every intention of keeping the Silver Box that the Merchant House Mateu is seeking away from you ...at all possible costs. The twisted bodies laying about act as a testament to this, leaving you all with the feeling that something truly dire is at stake ...for a man to so quickly throw lives away for something so simple as a jewelry box.”*

## ACT FOUR: DANGER ALONG THE DOCKS OF WAKE ISLAND

For the DM:

By the time the PCs are ready to head for the “Lucid Dreamer”, it should be apparent that streets themselves are a danger. If the DM desires, he can add several small encounters on the way to the harbor where the “Lucid Dreamer” is docked. Pick pockets, thugs, and other cutthroats (disguised as the homeless) are all ideal ways to set the ‘seedy’ tone of this area. If additional random encounters are included, it is recommended that they not exceed an EL of 2.

### Walk the Plank (EL 4):

While the actual layout of the docks and the “Lucid Dreamer” is left to the DM, the final encounter should start on the plank leading to the main deck. The plank should extend 45 feet from the dock to the deck (with a drop of 20 feet to the water below), and should be no less than 10 feet wide (but no more than 15 feet wide). Between the incline of the plank and the dampness from the sea air, the plank will be slippery. A Balance Check (DC 14) will be required for all movement exceeding half of a character’s normal movement to avoid falling prone. Characters adjacent to the edge of the plank who fail their Balance check by five or more may make a Reflex save (DC 15) to catch the edge of the plank. If the Reflex save is failed, the PC will fall off the plank and take the appropriate amount of damage. Once the characters start up the plank, four deck hands (who have been ordered to attack anyone boarding the ship they do not know) will spring an attack on them. Appendix #1 for the deck hands statistics.

The main deck of the ship should offer a space of no less than 20 feet in width (but no more than 35 feet width) and 150 feet in length (but no more than 180 feet in length). One ten-foot by ten-foot cargo hold door (which opens to hold ten foot below) should be placed in the center of the forward deck. Pre-existing deck plans may also be used, as the DM desires.

The final battle between Captain Redcrowe,

Brock, and the PCs should take place at night. For simplicity, make the ship inaccessible until after dark. If necessary, have it arrive at night. For continuity (and if the PCs have laid an ambush for Brock in the harbor), have Brock aboard the “Lucid Dreamer” when it pulls into port (he rowed out to it earlier in the day).

*“As your party begins to climb the damp plank leading from the darkened dock to the silent ship, several motley dressed sailors emerge from hiding, sound the alarm, and charge you!”*

Once the four sailors give the battle cry, the deck will light up (several flares have been placed around the deck- see Appendix #2 for more details). The other deck hands have been informed by Brock that the PCs are expected and extremely dangerous. They will scatter themselves around the main deck, using its terrain to their best advantage. The sailors have been trained as raiders, too. They know to target casters when possible, as well as to avoid being flanked in combat. Unless the PCs state they are expecting an attack and board with their weapons drawn, treat the first round as a surprise round.

### All Hands (EL Variable):

Once the PCs defeat the initial band of sailors and board the ship, groups of sailors will begin to arrive from below deck in pairs. The first group will arrive 1 round after the PCs board, and another group will arrive every 1d6 rounds afterwards until either the PCs are slain, retreat, or all the deck hands have fallen. The number of sailor present is up to the DM, however it is suggested that no more than three groups of two arrive after the first (a total of 8 reinforcements). Captain Redcrowe knows that she will need sailors to man the ship after this encounter, and will not order the sailors below deck if more than 12 die fighting the PCs.

Once the battle has begun, Redcrowe will order her sailors to start readying the ship for departure. This should take about a minute. If the ship has

just arrived (and the PCs are waiting for it), then it only takes thirty seconds. Once the “Lucid Dreamer” is free of its moorings and the anchor has been raised, additional environmental conditions will need to be dealt with. First, the ship will pull away from the dock at a rate of 45 feet every ten rounds. Secondly, once the ship begins to move, all PCs who choose to use the run action will require a Balance check (DC 12) to avoid falling prone. Any PCs fighting adjacent to the guardrails will also need to make Balance checks (DC 12) to keep from falling off. If the PCs or NPCs fail, they make a Reflex save (DC 15) to catch the guardrails (Hardness 5, hp 10, break DC 18) instead of falling off the ship. NPCs or PCs who are being Bull Rushed by an enemy will also receive a +4 bonus to avoid the Bull Rush attempt from the guardrail.

Once the PCs have begun to battle their way onto the ship, Captain Redcrowe and her allies will use this time to ready themselves for battle. A brief timeline of events follows:

Rounds 1-4: The PCs are attacked and the alarm is sounded. Redcrowe and Brock begin to help one another put on their armor.

Round 5: Captain Redcrowe orders her first mate to ready the ship for departure. It will take approximately 10 rounds to cut the ship free from the dock and to raise the anchor.

Round 6: Captain Redcrowe will order her sailors to start attacking the PCs in groups of two once the PCs are on deck. Her intention is keep them busy while the ship starts to leave the dock.

Round 7-9: Captain Redcrowe and Brock will move to the entrance to the main deck and wait for the battle to finish. If the PCs begin to heal one another, she will fire her crossbow at the casters in an attempt to foil their spells.

Round 10+: As the battle finishes, Brock and Captain Redcrowe will walk out onto the deck. As a free action, Captain Brock will congratulate the PCs on their tenacity before wading into battle with Brock at her side.

## The Final Encounter (EL 9):

*“Captain Redcrowe is a titan of woman, with well over a dozen black tribal tattoos covering her broad chest and shoulders. Her long, black hair is pulled back into a ponytail that is fastened tightly with a handful of bones of questionable origin. As she moves forward, she drags a long, spiked chain. You can see a smaller, more nimble figure dressed in all black crouching behind her as she advances. As you make visual contact with her deep purple eyes ...she silently nods and begins to lazily swing her spiked war-chain in wide circles”.*

Captain Redcrowe is a skilled warrior and knows precisely how dangerous a skilled party of adventurers can be. When she enters battle, she will concentrate on disarming opponents with her chain and tripping any obvious spell casters. Brock will attempt to flank opponents and backstab them. Once any spell caster have been knocked prone, Captain Redcrowe will move within 10 feet of them and use any attacks of opportunity they provoke from standing up to trip them again. Besides this, the two of them have no clear tactic they utilize.

## ACT FIVE: CONCLUDING THE ADVENTURE

Once Captain Redcrowe and Brock have fallen, the party will have only moments (about 2-3 minutes) to search the upper portion of the ship before the First Mate seizes command of the vessel and orders her to begin to start heading out to sea. Fortunately for the party, the Captain and Brock had been ‘planning’ their next move when the party came along ...and the Silver Box, Ashely’s spellbook, and a large sack of Ordic Crown (230gp) all rest on Captain Redcrowe’s desk. It is important that the Gamemaster stress the quickly shrinking coastline, and avoid letting PCs search the various cabins and spaces. However, should they choose to do so, several armed and dangerous (not to mention incredibly angry) groups of sailors will begin to accost the party with a desire to toss them overboard (or just kill them). The party’s best choice would be to select one of the four row-boats along the side of the “Lucid Dreamer” and take that ashore.

Unless the PCs employ incredibly powerful magic, they will not be able to convince the First Mate or crew to return to Five Fingers. The First Mate (and key members of the crew) know that the “Lucid Dreamer” is a Cryxian ship with contraband (slaves are suggested, but the contraband is ultimately left up to the gamemaster to decide) and dare not risk the wrath of their undead masters if they are caught ...as that *is* a fate worse than death!

Once the party returns to Five Fingers, they should meet a contingent of the city guard. Word of the battle has spread fast, and they will demand complete cooperation as they attempt to sort out precisely what has happened. Once the characters mention the House Mateu and the robbery, the guard will nod and send for a member of the house. Unless the gamemaster desires to add some additional twists, turns, or continue this adventure ...Lady Ashley Mateu will eventually send for the PCs and the box. She will reward the PCs with a letter of debt from the House (equal to a favor to each PC with a GP value equal to 500gp each), in addition to a large reward of 2500 Ordic Crown for the party to split between them. Should the gamemaster desire, Ashley and House Mateu can become a reoccurring contact or sponsor (a great source for future adventures). If the party succeeds on a Diplomacy check (DC 20) with Lady Ashley, she will call on them to explain what the Silver Box is and why it is so dangerous.

Other parties, at the gamemaster’s discretion, might also be waiting for the party when they return. Depending on the amount of damage done in Captain Hurley’s district, he may have several people waiting for the PCs. In addition, rival High Captains (like High Captain Waernuk) may seek to employ the PCs in a multitude of plots within Five Fingers.

In addition, the Cryxians are likely to place a bounty on the PCs heads for foiling their plans. People like Asenath Scarrow (IKWG, pg 300) might seek out people to capture or kill the PCs. Ultimately, the gamemaster can create as many hooks to this adventure as he or she sees fit!



THE LADY ASHLEY MATEU

# THE SILVER BOX

## APPENDIX 1: THE NON-PLAYER CHARACTERS OF THE SILVER BOX ADVENTURE

**Jeriko Shivina**, human Wiz5: CR 5; Medium Humanoid (Thurian); HD 5d4+13; hp 26; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, *Ring of Protection +3*), touch 15, flat-footed 14; Attack +2 melee (1d4 x2), or +5 ranged (2d4 19-20/x3); SV Fort +3, Ref +3, Will +5; AL CE; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 11.

Languages Spoken: Cygnaran, Ordic (spoken), Ordic (written), Khadoran, and Khurzic.

Skills and feats: Concentration +10, Craft (small arms) +7, Diplomacy +2, Decipher Script +7, Knowledge (Arcana) +11, Knowledge (Alchemy) +10, Profession (alchemist) +6, Spellcraft +13; Combat Casting, Exotic Weapon Proficiency (Small Arms), Heighten Spell, Scribe Scroll, Summon Familiar, Toughness.

Wizard Spells Prepared (caster level 5; 4/4/3/2):

0-*Detect Magic, Disrupt Undead* (+4 ranged touch attack), *Light, Touch of Fatigue* (+2 melee touch attack, DC 13); 1st- *Cause Fear* (DC 14), *Mage Armor, Magic Weapon, True Strike*; 2nd- *Scorching Ray* (+4 ranged touch attack), *Spectral Hand, Touch of Idiocy* (+2 melee touch attack); 3rd- *Hold Person* (DC 16), *Wind Wall*.

Possessions: 221 gp, spell components (50gp worth), dagger, black silk cloak (worth 45 gp), fine black clothing (worth 35 gp), masterwork small pistol, wand of fireballs (5th level with 13 charges remaining), *Ring of Protection +3*, and his spellbook.

Jeriko is a dark-haired, cocky young wizard turned mercenary. A Thurian of less than noble demeanor, Jeriko works for whomever pays the best. Currently, he is running The Blackwood Adventure Company for Brock, and reports to him aboard “The Lucid Dreamer”. He helped Brock kill off most of the gang after securing the Silver Box.

**Dana Mystu**, human War2: CR 1; Medium Humanoid (Thurian); HD 2d8+3; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Attack +4 melee (1d6+1 x2), or +4 ranged; SV Fort +3, Ref +2, Will +0; AL NE; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 13.

Languages Spoken: Cygnaran, Ordic (spoken).

Skills and feats: Handle Animal +6, Intimidate +6, Ride +7; Improved Initiative, Toughness

Possessions: 21 Crown, chain shirt, throwing axes (2), riding boots, and a sapphire-studded cloak (worth 75 gp).

Dana is Jeriko’s personal bodyguard and occasional lover. While Dana is not the prettiest of girls, she has a strong arm that more than makes up for her appearance. Dana’s long brown hair easily covers the weeping, pink scar that marks her forehead. Dana proudly wears her Sapphire Cloak and takes care to keep it safe from harm.

**Fordrick Twotalons**, male human War2: CR 1; Medium Humanoid (Khardic); HD 2d8+5; hp 16; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Attack +4 melee (1d6+2 x3), or +3 ranged (1d8 19-20/x2); SV Fort +4, Ref +1, Will +2; AL NE; Str 15, Dex 13, Con 13, Int 13, Wis 14, Cha 11.

Languages Spoken: Cygnaran, Khadoran (spoken), Five Cant.

Skills and feats: Climb +4, Handle Animal +5, Intimidate +6, Jump +4, Ride +4, Spot +3; Toughness, Improved Initiative.

Possessions: 19 Crown, light crossbow, 20 bolts, hand axe, and a chain shirt.

Fordrick is a hardy, bear-like man who wears his Khardic Chain Shirt and Axe with pride. While he is no longer welcome in his native land (and refuses to speak on exactly why), he continues to fight and live like a Northman. Fordrick is easily identified by his strong, Khardic jaw and bright yellow hair, which he wears, spiked to mock his southern neighbors.

**Harrun Deltha**, male human War2: CR 1; Medium Humanoid (Thurian); HD 2d8; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Attack +3 melee (1d6+1 x2), or +4 ranged; SV Fort +3, Ref +2, Will -1; AL CN; Str 12, Dex 15, Con 11, Int 9, Wis 8, Cha 12.

Languages Spoken: Cygnaran, Ordic (spoken).

Skills and feats: Handle Animal +3, Hide +1, Intimidate +4, Listen -1, Move Silently +1, Ride +7, Spot -1; Mounted Combat, Toughness.

Possessions: 25 Crown, chain shirt, throwing axes (4), leather satchel, riding boots (fine), and a fur lined cloak.

Harrun is a simple man of Thurian descent who wears his dark hair in a long and simple ponytail. He has a yellowish tint to his skin that most of the gang swears is from his drinking habit.

**Giddion**, male human War2: CR 1; Medium Humanoid (Thurian); HD 2d8+9; hp 23; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Attack +5 melee (1d8+2 x3), or +3 ranged; SV Fort +6, Ref +1, Will +0; AL CE; Str 15, Dex 13, Con 16, Int 13, Wis 11, Cha 10.

Languages Spoken: Cygnaran, Ordic (spoken), Khardic.

Skills and feats: Climb +5, Intimidate +4, Jump +5, Listen +3, Ride +3, Spot +3; Alertness, Toughness.

Possessions: 55 Crown, Masterwork war hammer, chain shirt.

Giddion is a light skinned Thurian with piercing blue eyes and dark, brown hair. He's tall for his age, and makes a habit of playing with his warhammer when he's nervous.

**Selim**, male human War2: CR 1; Medium Humanoid (Thurian); HD 2d8+2; hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Attack +5 melee (1d6+2 x4), or +4 ranged (1d6+1); SV Fort +4, Ref +1, Will +3; AL CE; Str 15, Dex 13, Con 13, Int 10, Wis 17, Cha 6.

Languages Spoken: Cygnaran, Ordic (spoken).

Skills and feats: Climb +3, Listen +4, Ride +5, Spot +4, Swim +4; Endurance, Improved Initiative.

Possessions: 43 Crown, studded leather, Masterwork heavy pick, fine black riding boots, 1 vial of Corben's essential elixir, short bow, and 18 +1 arrows.

Selim is a miner turned adventurer who prides himself on his strength and experience. Unfortunately, most people ignore him because he is hideously ugly, with uneven limbs and ratty hair. An oily stench seems to emanate from his very being.

**Ivar**, male human War3: CR 2; Medium Humanoid (Khardic); HD 3d8+9; hp 28; Init -1 (-1 Dex); Spd 20 ft.; AC 16 (-1 Dex, +7 half-plate), touch 9, flat-footed 16; Attack +6 melee (1d8+2/1d8+2 x2), or +2 ranged; SV Fort +5, Ref +0, Will +0; AL NE; Str 14, Dex 9, Con 14, Int 12, Wis 8, Cha 6.

Languages Spoken: Cygnaran (spoken), Khadoran (spoken), Ordic.

Skills and feats: Climb +3, Listen +2, Ride +3, Spot +2; Exotic Weapon Proficiency (flail, dire), Weapon Focus (flail, dire), Toughness.

Possessions: 200 Crown, dire flail, half-plate, and 1 vial of Corben's essential elixir.

Ivar is a large, bulky man from the north. He has large, meaty hands that willingly swing his dire flail. His chin is bold and protrudes from his face like a hillock. He has light red hair and brown eyes. He has a large, foppish moustache that he commonly lets droop past the sides of his mouth.

**Frederick**, male human War3: CR 2; Medium Humanoid (Midlunder); HD 3d8; hp 14; Init +4 (+4 Improved Initiative); Spd 20 ft.; AC 17 (half-plate), touch 10, flat-footed 17; Attack +8 (1d10+5 x3) melee, or +3 ranged; SV Fort +3, Ref +1, Will +0; AL NE; Str 16, Dex 11, Con 10, Int 13, Wis 8, Cha 8.

Languages Spoken: Cygnaran, Ordic (spoken).

Skills and feats: Climb -4, Gather Information +1, Handle Animal +5, Intimidate +5, Jump -4, Listen +3, Spot +3, Survival +1; Alertness, Improved Initiative, Track.

Possessions: 28 Crown, 2 vials of Corben's essential elixir, half-plate, and a +2 Glaive.

Frederick is a averaged size man whose strength is easily mistaken because of his average stature. He carries a master crafted, magical Glaive he calls "Batty". He often whistles while in combat.

**Thoric Weaver**, male human War2: CR 1; Medium Humanoid (Thurian); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; Attack +6 melee (1d6+2 19-20/x2), or +2 ranged; SV Fort +4, Ref +0, Will +0; AL CN; Str 14, Dex 11, Con 13, Int 14, Wis 11, Cha 9.

Languages Spoken: Cygnaran, Ordic (spoken), Ordic (written), Caspian.

Skills and feats: Climb +6, Intimidate +3, Jump +6, Listen +1, Ride +4, Search +3, Spot +1; Blind-Fight, Weapon Focus (sword, short).

Possessions: 20 Crown, 2 vials of sharpsalve, 1 vial Corben's Healing Elixer, Studded leather, and a Master-work short sword.

Thoric is an average looking man with a series of fading tattoos on his left arm. He wears his hair cut shoulder length and favors whipping it at opponents while in combat.

**Nashu Halfshield**, male human Ftr4: CR 4; Medium Humanoid (Thurian); HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 18 (+4 chain shirt, +1 greatcoat, +3 dex), touch 13, flat-footed 15; Attack +7 melee (1d4+2 x2), or +9 ranged (2d4 19-20/x3); SV Fort +6, Ref +4, Will +2; AL NE; Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 13.

Languages Spoken: Cygnaran, Ordic (spoken), Khadoran, Caspian.

Skills and feats: Climb +4, Craft (small arms) +8, Handle Animal +5, Intimidate +5, Jump +4, Ride +5, Swim +3, and Tumble +4; Dodge, Exotic Weapon Proficiency (small arms), Mobility, Point Blank Shot, Shot On The Run, and Quick Draw.

Possessions: 120 Crown, Chain Shirt, Bandolier (ammunition), holsters (2), Small Pistols (2), ammo (10 shots), precision ammo (6 shots), Greatcoat, and 1 vial of Corben's Healing Elixir.

Nashu is as quick-witted as he is quick to draw one of his two small pistols. A former city marshal for the capital city Caspia, Nashu is known to shoot first and ask questions later. His 'indiscretions' and 'conduct' saw him removed from his position in Caspia and he has since taken to working freelance. He has a signature tattoo of a trio of flaming skulls on his left forearm. He has short, blond hair (which he wears spiked). His piercing, green eyes complete his look.

**Hecca Downwater**, human War2: CR 1; Medium Humanoid (Midlunder); HD 2d8+3; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Attack +3 melee (1d6+1 x2), or +4 ranged; SV Fort +4, Ref +2, Will -1; AL NE; Str 13, Dex 14, Con 10, Int 9, Wis 8, Cha 12.

Languages Spoken: Cygnaran

Skills and feats: Gather Information +1, Handle Animal +3, Hide +2, Intimidate +4, Listen -1, Move Silently +0, Ride +7, Spot -1; Improved Initiative, Toughness

Possessions: 25 Crown, chain shirt, throwing axes (6), leather belt (fine), riding boots (fine), and a fur lined cloak (fine).

Hecca is an average warrior who just moved north, seeking work. He has dark, well-kept hair and a neatly trimmed moustache. He has two large, blue stars tattooed on his right shoulder.

**Donovan**, male human War2: CR 1; Medium Humanoid (Caspian); HD 2d8+5; hp 17; Init -1 (-1 Dex); Spd 30 ft.; AC 13 (-1 Dex, +4 chain shirt), touch 9, flat-footed 13; Attack +4 melee (1d6+2 x3), or +2 ranged (1d8 19-20/x2); SV Fort +4, Ref -1, Will +1; AL NE; Str 14, Dex 9, Con 12, Int 12, Wis 12, Cha 10.

Languages Spoken: Cygnaran, Caspian.

Skills and feats: Climb +5, Intimidate +5, Jump +4, Ride +3, Spot +2; Toughness, Weapon Focus (light crossbow).

Possessions: 24 Crown, light crossbow, 20 bolts, hand axe, and a chain shirt.

Donovan is a tall, well built man who moves slower than most of his fellows. He seems to be fairly willful, but not very intelligent. He shaves his head, and is marked by a large tattoo of a snake coiled around his head.

**Raven Starre**, female human Adp2: CR 1; Medium Humanoid (Schärde); HD 2d6+2; hp 11; Init +2 (+2 dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Attack +0 melee (1d4-1 19-20/x2), or +3 ranged (1d8 19-20/x2); SV Fort +1, Ref +2, Will +7; AL NE; Str 8, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Languages Spoken: Cygnaran (spoken), Molgur (spoken), Molgur (written).

Skills and feats: Bluff +3, Concentration +5, Craft (small arms) +5, Heal +6, Listen +2, Profession (sailor) +7, Spellcraft +5, Spot +2, Survival +3; Combat Casting, Iron Will.

Adept Spells Known (caster level 2; 3/2): 0- *Cure Minor Wounds, Guidance, Touch of Fatigue* (+0 melee touch attack, DC 12); 1st- *Cause Fear* (DC 13), *Cure Light Wounds*.

Possessions: 8 Crown, light crossbow, 20 bolts, dagger, and a chain shirt.

Raven is a small, tan skinned young lady with long, reddish dyed hair. She has it highlighted with purple, and wears red and purple to compliment it. She is a pretty girl, but has a mousey appearance and bad posture. She has a light brushing of freckles, too. She likes to wear silver jewelry, and can be seen wearing a black and silver choker with a delicate locket shaped in the form of a coiled snake. She is known to spend time with Donovan.

**Rhundar Blackhand**, Dwarf Exp/Ftr 5/2: CR 6; Medium Humanoid (Rhulic Dwarf); HD 5d6+2d10+24; hp 52; Init +4 (Improved Initiative); Spd 20 ft.; AC 10, flat-footed AC 10, touch AC 10; Attack +7 melee (1d4 x2); SV Fort +9, Ref +1, Will +5; AL NG; Str 14, Dex 10, Con 16, Int 13, Wis 12, Cha 10.

Languages Spoken: Rhulic, Cygnaran, and Five Kant.

Skills and feats: Appraise +7, Bluff +7, Climb +3, Craft (Armorsmithing) +7, Diplomacy +7 Gather Information +7, Handle Animal +1, Intimidate +4, Jump +3, Knowledge (local) +7, Listen +6, Profession (Brewing) +9, Profession (Innkeeper) +8, Ride +1, Swim +2, and Sense Motive +7; Combat Expertise, Great Fortitude, Improved Initiative, Persuasive, Skill Focus (Profession: Brewing), and Toughness.

Possessions: 33 Crown, dagger, small wooden mallet, a food-stained smock, basic clothing, and an ornate clan ring (worth 120 gp).

Rhundar Blackhand is a stout, easy going dwarf who has grown wise to much of what Five Fingers has to offer. As the current innkeeper of the Smoking Gobber, many of Rhundar's ideas have increased business since he bought the bar from Chase Porthan this past spring. One of the most remarkable of the renovations to the Gobber included Rhundar hiring a handful of Gobbers to roll Hooga cigars on site for his customers. Renovations to the outside of the bar have increased business, as well.

**Brock Donivynn**, human Rog/Ftr 2/3: CR 5; Medium Humanoid (Scharde); HD 2d6+3d10+10; hp 44; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (+4 Dex, chain shirt, *Ring of Protection+1*), flat-footed 15, touch 15; Attack +6 melee (1d4+2 x2), or +10 ranged (1d8 19-20/x2); SV Fort +5, Ref +8, Will +1; AL NE; Str 14, Dex 18, Con 14, Int 14, Wis 10, Cha 9.

Languages Spoken: Cygnaran (spoken), Molgur (spoken), Satyxi, Five Cant.

Skills and feats: Appraise +6, Balance +6, Bluff +5, Craft (small arms) +7, Disable Device +6, Decipher Script +5, Forgery +3, Hide +7, Intimidate +3, Listen +4, Knowledge (local) +3, Move Silently +6, Open Lock +6, Search +4, Sense Motive +4, Sleight of Hand +7, Spot +4, Swim+8, Tumble +8; Point Blank Shot, Rapid Shot, Rapid Reload, Skill Focus (Tumble) and Weapon Focus (Light Crossbow).

Possessions: 33 Crown, masterwork light-crossbow w/40 bolts, fine gray clothing (worth 35 gp), knee-high soft leather boots, (4) daggers, Thieves tools, Chain shirt, and a *Ring of Protection +1*.

Brock is a dark-haired Sharde who operates out of Five Fingers. Brock decided long ago to work for the highest bidder, regardless of ethnic or national interest and it is this clear and definitive stance that has aligned him with Captain Redcrowe and her Cryxian ship, the "Lucid Dreamer". He has recently secured the "Silver Soul Box" from the Noble Ashley Matue and is currently in hiding.

**Captain Henna Redcrowe**, human Rog/Ftr 4/4: CR 8; Medium Humanoid (Scharde); HD 4d6+4d10+16; hp 59; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (+3 Dex, Bracers of Armor+4, Ring of Protection+3), flat-footed 17, touch 16; Attack +11 melee (2d4+2 x2), or +10 ranged (1d8 19-20/x2); SV Fort +7, Ref +8, Will +3; AL NE; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 11.

Languages Spoken: Cygnaran, Five Kant, and Satyxi.

Skills and feats: Appraise +7, Balance +10, Bluff +5, Craft (small arms) +6, Craft (Trap Making) +6, Disable Device +4, Decipher Script +4, Forgery +4, Hide +8, Intimidate +6, Jump +4, Listen +6, Knowledge (local) +9, Move Silently +9, Open Lock +5, Profession (Sailor) +10, Sense Motive +4, Sleight of Hand +6, Spot +6, Swim+10, Tumble +7, Use Magic Device +5; Dodge, Exotic Weapon Proficiency (Spiked Chain), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (Spiked Chain), and Weapon Specialization (Spiked Chain).

Possessions: 30 Crown, spiked chain, light crossbow w/20 bolts, black silk cloak (worth 145 gp), fine black clothing (worth 35 gp), Bracers of Armor +4 and a Ring of Protection +3.

Captain Henna Redcrowe has been in the direct service of the Lich Lord Dominous for nearly 5 years now, where she has become the spear-point of an aggressive campaign directed against the broken coast. As Captain of "The Lucid Dreamer", Redcrowe ensures that Lord Dominous's best interests are served with a plentiful supply of bodies for his armies. While she keeps a small compliment of Thralls aboard her vessel for security, Henna is known for running a hard ship of well-trained combat sailors. Personally, Henna is extremely loyal to Lord Dominous and commands her officers and crew with an iron hand. She demands complete loyalty and has been known to flay a sailor for some perceived offense.

**Common City Guard** (Five Fingers); War 2: CR 1; Medium humanoid (Thurian); HD 2d8+3; hp 15; Init +1 (+1 dex); Spd 30; AC 15, (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +2; Grp +3, Atk/Full Atk +4 melee (1d8, longsword); AL LN; SV Fort +3, Ref +1, Will +1; Str 12, Dex 12, Con 10, Int 11, Wis 12, Cha 11.

Languages: Cygnaran, Ordic (spoken).

Skills and Feats: Diplomacy +3, Intimidate +6, Jump +4, Ride +5, Sense Motive +2; Toughness, Weapon Focus (longsword).

Possessions: Longsword, traveling papers, traveling clothes, Chain shirt, 1 bottle of Corben's Invigorating Elixer (1d6/1d6+3), and 18sp.

**Deck Hand** (The Lucid Dreamer); War/Exp 1/1 CR 1; Medium humanoid (Scharde); HD 1d8+1d6+4; hp 15; Init +1; Spd 30; AC 13, (+1 Dex, +2 Leather), touch 11, flat-footed 12; Base Atk +1; Grp +2, Atk/Full Atk +3 melee (1d6+1); AL LE; SV Fort +4, Ref +1, Will +3; Str 12, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Languages: Cygnaran (spoken), Molgur (spoken).

Skills and Feats: Balance +2, Bluff +3, Climb +3, Intimidation +2, Jump +2, Knowledge (Navigation) +4, Listen +3, Profession (Sailor) +9, Ride +3, Search +3, Spot +5, Swim +5, and Use Rope +4; Skill Focus (Profession: Sailor), Weapon Focus (Rapier).

Possessions: Rapier, traveling papers, traveling clothes, leather armor, and 2 gp.

**Lady Ashley Mateu** Ari/Wiz 2/2 CR 3; Medium humanoid (Tordoran); HD 2d8+2d4; hp 16; Init +1; Spd 30; AC 11, (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +1, Atk/Full Atk +1 melee (1d4-1 19-20/x2); AL NG; SV Fort +0, Ref +1, Will +8; Str 8, Dex 12, Con 11, Int 15, Wis 13, Cha 16.

Languages: Cygnaran, Ordic (spoken), High Tordoris, Khadoran.

Skills and Feats: Appriase +4, Bluff +6, Concentration +1, Creature Lore +4, Decipher Script +4, Diplomacy +5, Disguise +4, Forgery +3, Gather Information +7, Handle Animal +4, Intimidate +5, Knowledge (Arcana) +5, Listen +4, Perform (dance) +4, Ride +5, Sense Motive +4, Spellcraft +4, Spot +3, Swim +4, and Survival +2; Combat Casting, Combat Expertise, Combat Reflexes, Scribe Scroll, and Summon Familiar.

Wizard Spells Prepared (caster level 2; 4/3): 0- *Daze* (DC 12), *Detect Magic*, *Message* and *Resistance*; 1st- *Burning Hands* (DC 13), *Color Spray* (DC 13), and *Silent Image*.

Possessions: Fine Clothing, Dagger, 3 Scrolls (*Mage Armor*, *Color Spray*, and *Burning Hands*), Spellbook (stolen), and 78 gp (stolen).

Lady Ashley Matue was raised to be the security manager for her House's interests in the city of Five Fingers, and her wide array of skills and abilities reflect that. While she has extensive combat training, she is very reflective and is the last to enter combat where diplomacy and subterfuge might win the day. Her keen mind, magical aptitude, and stunning presence make her the clear choice as the premier House Matue security manager and stand-in diplomat (when it is demanded of her).

**Domasco Durst**; Exp 5 CR 4; Medium humanoid (Tordoran); HD 5d6; hp 19; Init +1; Spd 30; AC 14, (+1 Dex, +3 Masterwork Studded Leather), touch 11, flat-footed 13; Base Atk +3; Grp +4, Atk/Full Atk +4 melee (1d4+1 19-20/x2); AL LG; SV Fort +1, Ref +2, Will +8; Str 12, Dex 12, Con 10, Int 13, Wis 14, Cha 16.

Languages: Cygnaran (spoken), Ordic, High Tordoris.

Skills and Feats: Craft (Alchemy) +9, Craft (Tools) +5, Diplomacy +9, Gather Information +11, Knowledge (History) +8, Knowledge (Local) +8, Profession (Alchemist) +8, Sense Motive +5, Spellcraft +8, and Use Magic Device +13; Exotic Weapon Proficiency (small arms), Iron Will, and Magical Aptitude.

Possessions: Dagger, Fine Clothing, 1 tube of Stinging Dust, 1 jar of Morrow's Hand Oil, Masterwork Studded Leather, basic tool kit, and 32 Crown (stolen).

Domasco is a handsome man who compliments Ashley nicely. As an expert alchemist, his working knowledge of powders and oils is a great addition to her understanding of magic. Domasco has an innate understanding of many magical devices himself, and loves to experiment with various wands when given the opportunity. He has a small collection of simple wands at the Matue Estate in Five Fingers, as well.

## APPENDIX 2: ITEMS AND TREASURE

### Silver Soul Box

The Silver “Soul” Box was originally designed by Cryxian necromancers as a ‘gift’ to the various royal houses in Cygnar. Designed to look like a priceless jewelry box, when opened this box reveals a silken interior that is studded with diamonds and emeralds, all carved to appear as tiny skulls. These precious stones are sometimes laced with lethal poisons. The Silver “Soul” Box is believed to be one of the three proto-types that would later be refined into the Soul Cages commonly used by the Iron Lich Lords of Cryx.

This ornate silver and gold jewelry box has been enchanted to trap and destroy the souls of living. Whenever a living, non-necromancer opens the box, they are automatically struck by an *enervation* spell (Search DC 28, Disable Device DC 35) and all disembodied souls within a 50 foot radius are automatically drawn into the box. A round after the box has been opened; everyone within a 30 foot radius must succeed on a Will Save (DC 15) or be affected by the spell *crushing despair* as long as the box remains open.

In the hands of a necromancer, this box becomes a powerful weapon that can be used to fuel their spells. As a move action, the necromancer can siphon off some of the souls contained within to power their spells. Souls destroyed in such a manner are forever gone and cannot be retrieved with even a *wish* spell. Souls used in this manner power twice their level in spells. For instance, a 3rd level rogue’s soul will power up to a 6th level spell, two 3rd level spells, 3 2nd level spells, and/or any combination adding up to twice the soul’s level.

Once per day, as a standard action, a necromancer using this box can project a ray of black necromantic energy at any living creature. If the necromancer succeeds on a ranged touch attack, the target gains 1d4 negative levels. Creatures destroyed in this manner are automatically drawn into the box.

Lastly, as a standard action, the necromancer using this box can set it down and open it, forcing everyone within 30 feet to make a Will Save (DC 15) or be effected by the spell *crushing despair*. While the box is open, all disembodied souls within 50 feet are drawn into it. This box will only hold up to 20 levels worth of souls at a time.

Strong Necromancy; CL 15th; Craft Wondrous Item, *crushing despair*, *enervation*, *reveal souls*, *trap the soul*, and the creator cannot be a good creature; Price 393,000 gp; Cost 240,000 gp + 22,000 gp for the box itself; Weight 6 lbs.

### The Alchemical Flare

While the alchemical flare was developed for practical use in various industries, it has recently found its way onto Immoren’s many battlefields. This small, sealed tube is reddish in color and is about six inches in length. When one end is broken, it emits a bright light that ‘burns’ for about 2 minutes and illuminates a 10 foot area. When the flare is struck, anyone using low-light or darkvision (or whose eyes are adjusted to the night) must make a Fortitude Save (DC 10) or be dazzled for 1 minute. Also, because of the heat produced by the flare, it can be used as a weapon that deals 1d4 points of fire damage. Anyone using the flare as a weapon suffers a -4 to hit and will take 1 point of damage per round from the heat produced by the flare itself.

Faint Evocation; DC 16; CL 1st; Craft (alchemy) 5 ranks, *flare*; Price 12 gp per flare.