

ONW2-08



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

Version 1

ROUND 1

by Keith MacAleer

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The message reads, "I have news about the sword we liberated from the Brotherhood last year. I'll be in Zinos, at Sotillion's Net, where we first met, on the 10th of Wealsun. Your friend, Cordo Ghent." An adventure for characters levels 1 – 8. Part 2 of the Legacy of Chert Series.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. 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 you 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, Mialee, 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 Onnwal. All characters playing in region 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. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The adventure begins with the characters meeting at Sotillion's Net, the bar in Zinos, on the north coast of Onnwal, where they first met Cordo Ghent.

Cordo has sent messages to the characters informing them that he has discovered something about a sword and needs their assistance.

He has evidence that the sword may actually be a guide to some treasure that the creator, a prophet of Istus, wanted Rakehell Chert to recover.

What Cordo, and the characters, don't know is that the Scarlet Brotherhood has placed an agent here to watch the tavern. Milla, a dedicated Brotherhood assassin, is posing as a barmaid at Sotillion's Net, hoping that the original thieves of the Silver Left turn up again.

Immediately upon identifying Cordo and the characters as having the Silver Left, Milla sabotages

Cordo's ship and informs her Brotherhood colleagues of Cordo's plan. After returning from the first part of her mission, she spends the rest of the evening serving them drinks, which she has poisoned.

The next day, weakened from the poison, she attacks the characters and attempts to steal back the sword, to return it to Brotherhood hands. Whether she succeeds or not, the characters can still complete the quest. Without the sword, however, it is more difficult.

The second part of the adventure happens as the characters are at sea. Milla has coated Cordo's boat with an acid that is slowly eating away at the wood.

After six days at sea, the characters and Cordo notice that the boat is sinking, and there is no land in sight. In desperation, Cordo spots an island on the horizon west of their current position, their only hope of survival. By rowing and bailing the characters are barely able to make it to the island. The island is rather small and surrounded by mangrove forests.

The main portion, which has the only trees, is also a major temple to Sekolah, god of the Sahuagin. At the moment, there is only a mid-level priest, the temple guard, and several sharks present.

During the new moon, only a few days away, a great celebration of slaughter is scheduled, to be held at the temple, and the characters may well end up on the menu.

In order to avoid this, the characters must defeat the temple guard and repair the boat in short order.

INTRODUCTION

It has been almost a year since you first met Cordo, and now it seems you have come full circle. Cresting a small rise, you come upon a bluff that overlooks the small fishing village of Zinos.

Making your way down the switchback on the north face of the bluff, the first sea breeze of the evening mixes with the unmistakable odor of a fishing town, and the sun sets off to your left. The village seems largely unchanged, twenty to thirty small buildings, a few piers, and the inn, Sotillion's Net, where you first met the salty old sea dog.

As you approach the inn, it is readily apparent that it is no longer the dingy shack you once visited. Two signs hang in front of the well-made, two-story building, one shows the picture of a net or web made of stars, the other reads "NO SPELLCASTING" in the common tongue.

Already there is a large crowd in the common room, and the unfamiliar bartender greets you, asking what he can do for you fine folk on this 10th day of Wealsun."

ENCOUNTER 1: SOTILLION'S NET

This is the first encounter characters have with Milla, the Scarlet Brotherhood agent that is posing as a barmaid, and stationed here in Zinos. She is a highly trained sorceress, monk, and assassin. Be sure to note her abilities at the various APL levels, as she uses them to their optimum advantage.

Upon discovering who the characters and Cordo Ghent are, she immediately sneaks away to accomplish

two things, inform the Scarlet Brotherhood network of the characters and the location of the Silver Left, via carrier pigeon, and sabotage Cordo's boat, The Wanderer, with a slow-acting acidic paste. These are two critical actions that Milla must take if the characters are to proceed through all the encounters in this round and the next. This should be fairly easy to accomplish, simply have her disappear for a few hours while the characters are eating, after she has identified either them or Cordo Ghent.

Upon her return, she attempts to inflict further harm on the characters through poisoning their ale and, after she has had more time to prepare, a surprise attack where she attempts to steal back the Silver Left.

If suspicious characters should manage to figure her out before she can accomplish her two main objectives, she attempts to escape, using her speed, tumbling ability, *expeditious retreat*, and *pass without trace* spells.

Be sure to play Milla for what she is: a tough, resourceful, and dangerous opponent.

After taking the characters' drink or dinner order, the bartender, Acell instructs the characters to find a table.

Acell is a balding, middle-aged Suloise male who recently bought the bar, putting a lot of money into improving it. He is a greedy and crafty merchant, and uses every advantage to gain the upper hand, but not the main villain of this town.

The fare is what you might expect from a fishing village; fish stew, fried fish, crabs, shrimp, seaweed soup, and clams. Dinner costs 5 sp. Drink choices include:

Wenta's Own	A salty, thick ale - 1cp/tankard.
Giant's Blood	Imported from the Headlands, a salty, sour red wine - 1sp/bottle.
Shiml	A very potent, slightly toxic liquor (0-1 Con/0-1 Con) Fort save (DC 5), made from the poison glands of a local shellfish - 1sp/shot

The bar fills up quickly, even for this early in the evening. It seems as if the whole town, plus many visitors, are standing and sitting around the common room. You were fortunate to get a table. Two barmaids wend their way in and out of the throng, delivering drinks and dodging stray hands. They eventually deliver your order. The food is superb, the drinks potent, and the barmaids pleasing to the eye.

This is a good time for the characters to introduce themselves to each other. After the characters are finished introducing themselves, Cordo arrives.

"Friends!", cries a deep, familiar voice, 'Friends! I have arrived!' Cordo makes his way through the crowded tavern to your table. He smiles warmly as he greets you. 'I have great news! It seems that Chert's old sword is actually a guide to a treasure! We sail tomorrow for Procan's Trident! A great fortune awaits us, friends!'

He spies a nearby barmaid and yells, "Ol' Cordo will have an ale, sweetheart."

The barmaid responds "Cordo? Cordo Ghent? Are you the storyteller? Do you tell the story of the heroes of the Red Talon? I'll have to tell Acell! Wait 'til Josette hears! You lot must be the heroes he describes in the story! This is fantastic! I'm Milla."

She smiles begins to make her way through the crowd, whispering and pointing you out to the other patrons. She shouts Acell's name and disappears into the kitchen."

At this point, Milla should exit the restaurant to inform the Brotherhood of the characters' intentions and sabotage Cordo's boat. She returns about two hours later. There are several ways a paranoid party might stop Milla, here are a few examples of what Milla might do:

The party casts *detect thoughts*: If Milla is present and succeeds in a Spellcraft check, she focuses her thoughts on the job at hand. She is a trained and disciplined monk, and can easily clear her mind of any thoughts of assassination or spying and focus on things happening in the bar and the social life of Zinos.

If she does not succeed her Spellcraft check or fails to see the caster, her thoughts reveal that she is merely curious about the adventurers, and may want to know more about them. If other people are similarly read, they have similar results.

The party casts *detect evil*: At APLs 6+, Milla has access to the *undetected alignment* spell, rushing to the back to cast is as soon as she figures out whom the characters are. At APL 4, however, she registers as evil, as does Acell and 2 or 3 other merchants who happen to be at the tavern this evening.

Cordo explains, "I have made a tale of your exploits that fateful night. I have earned a few coppers telling it in a few inns, and it has inspired many Onnwalers to take a stand against the Scarlet Brotherhood. I think your reputation has proceeded you into Sotillion's Net this eve."

A few moments later, Acell emerges from the kitchen, beaming at you and your companions.

"You!", he shouts, "you're responsible for all of this!" His gestures indicate he is referring to the crowded tavern. "Because of your deeds and Codo's storytelling, my bar has become the most popular tavern for many leagues! Cordo's been telling your tale all over the Storm Coast, and people have been flocking to my tavern to see the spot where a few brave souls made a difference. Wow, to have the heroes from the story here, this is simply unbelievable! Attention everyone!" his voice rises, "these folks sitting here are the heroes of the Red Talon! They have taken a stand against the Red Menace and struck a blow for freedom! They deserve our thanks and our praise!"

A great yell erupts from the common room as people surge forward to pat you on the back, shake your hands and offer their thanks. Smiles and good times are the order of the evening. Above it all, you hear Acell shout, "Milla, Josette, these folks drink free tonight, and can stay for free in my inn all week long!"

The characters are allowed 1 TU worth of Adventurer's Standard cost of living toward any Onnwal regional or adaptable adventure; to be noted on their Adventure Cert at the end of the round.

It is a grand party. Everyone is smiling and buying you drinks. Acell is shepherding you around the bar, introducing you to the locals, proud of his new, very famous friends. After about an hour of meeting everyone in town, people begin to ask Cordo to tell the tale of the Heroes of the Red Talon. He modestly shakes his head, refusing at first, 'I wouldn't want to embarrass my friends.' is his most common reply.

Eventually, drinks and peer pressure win him over. A hush falls over the bar as Cordo recounts that night last year. Of how he foolishly lost Chert's silver sword, and, in desperation and blind luck, he found these heroes sitting in this very bar.

He goes on to describe the fearsome storm, the turbulent sea, and sneaking into the Brotherhood harbour. He relates how just a few brave souls, swam for miles, boarded the Red Talon, and armed only with a few weapons and their own keen wits, fought a vicious battle against the terrible Straw Hair marines of the Brotherhood navy.

Finally, they retrieved the Silver Left from those who stole it, and returned to the Wanderer with their prize.

It is a rousing tale, well told by Cordo, and upon its conclusion, people are once again shaking your hands, and clapping you on the back.

If characters ask, allow them to make a Perform check at this point. The enthusiastic crowd gives them a +6 circumstance bonus to any checks made.

After the performance, and another round of drinks, people begin to leave you alone.

Many are still smiling in your direction, and you notice the barmaid, Milla, has washed her hair and changed clothes into something much more revealing, but mostly, they leave you alone. The conversation drifts with the drinking, as you all take advantage of the open bar.

You exchange stories of your latest exploits with Cordo, swap tales with your fellow adventurers, and generally impress the barmaids.

Milla asks polite questions about the character's abilities, taking mental notes of who are the spell casters, warriors, and "rogues", in order to plan her attack the next day. She flirts with any human males, and also uses this opportunity to poison the characters drinks. It is a slow acting poison that takes hours instead of minutes to work. (0/1d6 Con) Fort Save (DC 13+APL) to resist.

Do not allow the characters to roll this save immediately, as it could ruin the surprise. They have an opportunity to notice they have been poisoned tomorrow if they make a successful Wisdom check (DC 20), but they may actually believe they are just very hung-over. Now is also a good time to establish who has the Silver Left. If no character is in possession of the Cert, the Cordo produces the Silver Left at this time. If the characters are already in possession of the sword, then Cordo asks to see it.

"After Cordo retrieves the sword, he studies it carefully for some time, noting the edges, grooves, and general shape of the finely crafted blade, all the while he mutters quietly, nodding to himself.

Eventually, he speaks, 'this is it. This is the reason we are all here tonight. This blade is a key or a guide of some sort. I heard that Rakehell Chert had a lover long ago, Krina Twoleaf, a half-elven oracle of Istus, a beautiful, mysterious woman. Supposedly, they were in love for only a short while, but it was a passionate affair. She had this sword made for him, but I guess it was for naught, as they separated soon after it was gifted to him. She was so distraught over the break-up that she retreated to an island in the middle of the Garnet Sea, a week's journey north-northwest from here. Apparently, she also wrote him many letters, attempting to win him back. She promised him power, love, and even gold. She has since disappeared, but I have here, in my possession, one of those letters that tells of one of these treasures.'

Give out Player's Handout 1.

"I believe a great fortune awaits us, my friends. I don't think Chert isn't going to miss his "Great Treasure", but I know I would like a cut. How about we go after it? Even split between us?"

If the players are interested, Cordo continues.

"Excellent! The place she is describing has to be her old sanctuary. I have done some research, asking fishermen, merchants, and sailors about this "Misty Isle" and determined that it can only be located in a place called "Procan's Spear", a sort of sub-group of islands within the Storm Islands archipelago. The next high tide is tomorrow afternoon, thankfully, as I am working on having a mighty hangover. Why don't one of you hold on to this?' he indicates the sword.

'Now, where did that lovely Milla go?' The drinking continues well into the evening, and the waning half moon is only two fingers above the horizon before you find your bed."

ENCOUNTER 2: MILLA'S ATTACK

The day, much to your chagrin, dawns bright and sunny. Squinting out of the second floor window into the impossibly blue sky and water, you see Cordo already at Wanderer, making preparations for the journey.

At this point, secretly make Fortitude saves (DC 13 + APL) for all the characters that drank last night. If any character fails this save, secretly make a Wisdom check (DC 20) for that character. If they succeed, tell them that they must have had more than they thought, as they have not had a hangover this bad in some time.

By the time you have gathered your gear, splashed cold water on your face, and passed up breakfast, many of the townsfolk have gathered to see you off. Acell, Josette, and Milla have even risen to say goodbye, despite having to close down the tavern so late last night. Amid cheers and shouts, hugs and handshakes are exchanged, and you begin to walk down the pier towards Cordo's boat.

At this point, ask the characters who is wearing armor and carrying what aboard the ship, in case they go overboard. Also note who is in possession of the *Silver Left*. Have the characters make Sense Motive checks against Milla's Bluff check. Any character that succeeds is able to act in the surprise round.

APL 2 (EL 5)

✦ **Milla:** Female human Sor1/Mnk4; hp 29; see Appendix I.

APL 4 (EL 7)

✦ **Milla:** Female human Sor1/Mnk4/Asn2; hp 39; see Appendix I.

APL 6 (EL 9)

✦ **Milla:** Female human Sor1/Mnk4/Asn4; hp 49; see Appendix I.

APL 8 (EL11)

✦ **Milla:** Female human Sor1/Mnk4/Asn6; hp 59; see Appendix I.

Tactics: Milla attacks the character in possession of the *Silver Left* first. At APLs 4, 6, and 8, she does so with her death attack, having spent the last 20 seconds or so studying the character. In this initial attack she employs her poisoned dagger, hoping that if the character survives the assassination attempt, they won't survive the poison.

In the surprise round, she attacks the character that has the *Silver Left* in their possession, attempting to disable him using her powers to best effect. As it is unwise to board a ship wearing armor, characters are most likely vulnerable, and subject to being flat-footed as well.

If Milla is successful in killing/disabling the character with the sword in the first round, she spends the next round relieving that character of the *Silver Left* and running. She has *precast shield*, *expeditious retreat*, *mage armor* (from a scroll, and at higher APLs, she has consumed a *potion of haste* (APL 4+) and a *potion of heroism* (APL 6+).

It should be difficult, but not impossible, to stop Milla. Make sure not to draw the map until after combat has started in order to increase the chance of surprising the players as well as their characters.

Milla does not fight for more than two rounds (the surprise round and the subsequent round), and attempts to flee at the beginning of the second round regardless of whether she has the sword or not. She orients the *shield* toward the toughest fighter, which she knows from their conversations last night. She also uses her Tumble skill to help make a getaway. At higher APLs, if things start to really go against her, she casts *obscuring mist* and *change self*, giving her a +10 on Disguise checks, in order to blend in with the villagers and quietly slip away. After she escapes, she makes her way to her hideout in the bluff

face, retrieves her gear, and leaves for Brotherhood territory.

If there are one or two pursuers whom she cannot get rid of, she turns and fights. Milla vs. one or two characters should be ugly.

Treasure: The following treasure can be found dependant on the APL:

APL 2: L: 37 gp; C 0 gp; M: 0.

APL 4: L: 37 gp; C 0 gp; M: 0.

APL 6: L: 37 gp; C 0 gp; M: *pearl of power* (1st) (Value 150 gp per character).

APL 8: L: 37 gp; C 0 gp; M: *pearl of power* (1st) (Value 150 gp per character).

ENCOUNTER 3: MILLA'S HIDEOUT

After Milla's attack, the characters may try to track her. On this soft ground, with her fresh tracks, a Search check (DC 10) is sufficient for success. The Track feat is not necessary to find the tracks; a Search check works, and the characters should not be too taxed to find Milla's Hideout.

If the characters wish to question the stunned villagers about her, they say she has been in Zinos for only a few months, and that she kept pretty much to herself. They also say she enjoyed taking long walks down the beach, toward the west. This should point the characters in the direction of Milla's Hideout.

You follow the tracks to the entrance of a small cave on the bluff face, about two miles from the village. The tracks indicate that Milla has gone in and out of here several times within the past 24 hours. The entrance is small, and it looks like only a gnome or halfling would be able to walk upright through the opening. A black cloth hanging a few feet inside the cave's mouth blocks light entering or leaving the cave.

There is a rolling rock trap on the other side of the cloth. It is triggered by anyone moving the cloth. A large boulder rolls down the small cave and out the mouth, striking anyone in the entryway.

APL 2 (EL 1)

↗**Rolling Rock Trap:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6 rock); Search (DC 20); Disable Device (DC 22).

APL 4 (EL 3)

↗**Rolling Rock Trap:** CR 3; mechanical; location trigger; no reset; Atk +10 melee (4d6 rock); Search (DC 20); Disable Device (DC 22).

APL 6 (EL 5)

↗**Rolling Rock Trap:** CR 5; mechanical; location trigger; no reset; Atk +12 melee (6d6 rock); Search (DC 20); Disable Device (DC 22).

APL 8 (EL 7)

↗**Rolling Rock Trap:** CR 7; mechanical; location trigger; no reset; Atk +15 melee (8d6 rock); Search (DC 20); Disable Device (DC 22).

If the characters have lost Milla, the cave is empty. If, somehow, they have managed to corner her in this cave, she waits until after they have triggered the trap, then attacks and tries to fight/tumble her way out to escape. The close quarters of the cave makes fighting difficult, and only small or smaller weapons can be used. Tumbling in this tight space is extremely difficult; add +10 to the DC of any Tumble check made.

After the characters have found the cave and/or defeated Milla, read or paraphrase the following:

Behind the cloth the cave expands to the left and right. Inside you find what was once a camp of some sort. A small lamp, several flasks of oil, a bedroll, and three small cages are here. Two cages are empty, but the third still holds a small pigeon.

At this point, the characters may decide to try and follow Milla. However, the rocky terrain almost certainly does not allow the characters to catch her before she reaches the Brotherhood stronghold. By finding the message and the hideout, the characters should deduce that they are now in a race, and the Brotherhood is on to them. Cordo realizes this, and tells the characters that time is now crucial, and they should get underway if they want to leave with the tide. Cordo does not accompany the characters in pursuit of Milla, and warns them that it is a waste of time.

If the characters have lost the *Silver Left*, Cordo informs them they still have a shot at the treasure, as it was only a guide once they got to the island. Since the Brotherhood doesn't know exactly which island holds the treasure, they still have an advantage. Cordo tries to convince them to go on. Try phrases like: "Its worth a shot anyways, eh, mates? Otherwise, the Brotherhood may get a hold of the "Great Treasure" and use it for themselves."

If the characters have managed to keep the sword, then Cordo urges a quick departure, as the Brotherhood is on to them, and time is now precious. Cordo should say something like: "They may not know exactly which island to go to, but it won't take them long to figure it out. We should leave immediately."

ENCOUNTER 4: THE VOYAGE

Again you make your way down the pier to the Wanderer, this time with a heavy heart. Milla's betrayal reminds you that the Scarlet Brotherhood is an implacable, faceless enemy that often cloaks the foulest intentions in the fairest guise. You depart from

Zinos under a fair sky and strong wind, but there is a cloud over your heart.

You sail northeast for two days away from the occupied city of Scant, and then chart a course northwest, toward the middle of the Azure Sea and Procan's Trident. The voyage is, thankfully, uneventful, yet not boring. You have passed out of sight of land and ships three days ago, and Cordo has maintained a steady course punctuated with frequent songs, stories, and local knowledge.

His presence makes the crushing boredom almost bearable, and his easygoing manner passes the time quickly. However, by the morning of the sixth day at sea, something is obviously wrong. The *Wanderer*, while not always the most seaworthy of craft, is sitting very low in the water. Water seems to be seeping through the very wood, and Cordo is in a near panic. 'Grab a bucket or a helmet or something! We'll be swamped by noon if we don't bail! We're in some real trouble now, mates.'

He scrambles through his belongings, frantically searching until he finds his spyglass. You scan the horizon with him, failing to see any sign of land. Cordo climbs the tiny mast of the boat and sweeps the horizon with his spyglass. His search stops as he focuses on a point due west of your position.

'There! I can see land to our west, friends! It looks to be about half a day's distance, and if we take turns rowing and bailing, we should be able to make it.'

Milla, as a safeguard, has treated the *Wanderer* with a slow acting acidic paste. An Alchemy check (DC 22) reveals that it is derived from the Aspis excretions and heavily treated. The paste has slowly been eroding the wood of the boat, allowing the water in. The characters can scrape off the paste easily enough, but it has already done its damage, and the ship sinks by evening if they don't make it to shore. A *make whole* spell does not work, as the wood has been destroyed, not simply broken. *Fabricate* works, but it leaves the ship dead in the water, without oars, mast, or cabin. The characters drift with the current and the wind, which takes them to the island, anyway, just one day later, and closer to the new moon.

ENCOUNTER 5: THE BEACH

As the characters approach the island, secretly make Spot checks (DC 30 + APL) to allow the characters to spot several shipwrecks below the water. They are about 150 ft. below the surface, and characters have a tough time investigating them without magical aid. If any characters should investigate however, the sahuagin and sharks in Encounter 6 attack them as soon as they are 100 ft. below the water. The sahuagin and their shark companions, rush up from the sunken ships below the characters, and, in the dim light deep below the surface, are not subject to *light blindness*. All of the sahuagin are also located in the temple.

Your arms are aching from the effort of rowing and bailing for almost the whole day, you arrive at the island. Island? This is more of an atoll surrounded by mangrove forests. You have made landfall on a small clay beach on the edge of a mangrove

swamp. In the middle of the mangrove stands there must be actual dry land, as you can see several palm trees rising above the thick growth. There are several deeper channels between the mangroves, and you can walk along the shores of the nearly impenetrable forests, if you wish.

As you haul the *Wanderer* up on the small beach, you can fully comprehend the damage. Some type of tar or paste is covering the entire hull below the waterline, and it is eating its way through the ship's hull. Small holes dot the ship, and what wood is left is extremely thin. You need wood, and some skill to fix this problem.

"If this ship's ever looked worse, I can't remember when" remarks Cordo. "I think I can fix it, but this is going to take a few days. We'd better get to chopping down those trees." He gestures to the copse of coconut trees growing in the middle of the island."

If the characters choose to get to work right away, they still have several hours of sunlight left, plenty of time to chop down the trees and float them back to the beach. However, there is a point of interest on the island that they may wish to investigate.

ENCOUNTER 6: THE ISLAND

This island is actually a very important sahuagin shrine to Sekolah, the great Devil Shark and god of the sahuagin. Every new moon, during the high tide, the sahuagin from a nearby city come here to feast upon their captives in a great celebration to Sekolah. The new moon takes place a few nights after the characters arrive, so they must work quickly to repair their ship. The new moon is in two days; if the characters fail to get off the island in that time they are almost certainly slain by sahuagin. Currently, the only residents are a mid-level priest, the temple guards, and several sharks.

The characters have made landfall on a small beach at the edge of the mangrove forest. There are several deeper channels running through the swamp toward the main island, and the only source of wood available. Along the sides of the channels, the water is 3 ft. deep, allowing characters to move at half speed. If the characters choose to travel through the mangrove forests, they can travel at 5 ft. per round. Regardless of movement they receive a +10 circumstance bonus on all Hide checks. While in the mangroves, characters receive 9/10ths cover. Movement through the 10-ft. deep channels can be either by swimming (DC 10) or walking along the bottom (at half speed). Characters can easily jump back up to the surface for a breath, requiring a successful Jump check (DC 5), but it is a full-round action, invoking an attack of opportunity. The water here is crystal clear, and the characters can easily see all the way to the bottom. If detected for, the entire area radiates an overwhelming aura of evil.

As you come around the final bend in the mangrove channel, you see the "island". Barely 100 yards across, it is perfectly circular, and appears to be the summit of an underwater

mountain. The high-water mark indicates that, at its highest point, the ocean covers about three quarters of the outer ring of the island. About 60 ft. east of the trees, a large boulder stands; shaped like an enormous triangular tooth, it is covered in strange glyphs and writings."

If the characters wish to simply get the wood and leave that is up to them. However, most characters want to investigate the rock. If they do so, read or paraphrase the following:

The out-of-place boulder is about 15 ft. high and about 10 ft. wide at the bottom. The glyphs and writings are all but indecipherable and appear to be written in a mixture of chalk and dried blood. More importantly, there is a large opening with crude, rock-cut stairs descending approximately 30 ft. down into the submerged mountain.

One of the glyphs is a glyph of warding, set to detonate if any nonsahuagin descends the stairs. It deals 5d8 points of electrical damage to the reader and all within 5 ft. of him. A successful Reflex save (DC 14) indicates only half damage is suffered. A successful Decipher Script check (DC 25), or the use of comprehend languages decodes the writings.

If successfully decoded, the writings reveal that this is a temple to Sekolah, and goes on to describe the unholy rituals that take place here; every new moon a blood feast of all surface dwellers captured since the last full moon. A Knowledge (religion) check (DC 20 + APL) also reveals this information. At the very least, a successful Knowledge (religion) check (DC 10 + APL) reveals that one of the glyphs is a symbol of Sekolah, the great devil shark. Make only one check, revealing the appropriate level of knowledge to the characters.

The stone stairs descend into a grisly scene. At the bottom, the walls fade away and the ceiling rises to 30 ft., this room is huge. The floor is covered with thousands of skeletons, almost a foot deep. Many still have gobs of flesh and blood still clinging to their bones. They are made up of many different humanoids, including many you cannot identify. In the middle of this 500-ft. wide room is a huge altar, stained dark red with the blood of countless deaths, and decorated with many shark motifs and symbols.

If the characters stay longer than three rounds, undead rise from the bones and attack. The entire area is under a huge desecrate effect, making the undead harder to turn and granting them a bonus on their attacks.

As you slog through this disgusting den of evil, the bones near you explode outward as undead horrors rise from the floor and attack.

APL 2 (EL 2)

☞Ghouls (2): hp 20, 20; see *Monster Manual*.

APL 4 (EL 4)

☞Wight: hp 34; see *Monster Manual*.

☞Ghoul: hp 20; see *Monster Manual*.

APL 6 (EL 6)

☞Wights (3): hp 34, 34, 34; see *Monster Manual*.

APL 8 (EL 8)

☞Mohrg: hp 100; see *Monster Manual*.

Tactics: Allow for a Listen check (DC 12) for the characters to act during the surprise round. The undead spend the surprise round standing up as their partial action.

After the party has destroyed the undead, they are free to explore the temple.

"With the destruction of the horrible creature(s), you are free to explore the temple more thoroughly, but this room is immense, and it may take quite some time."

If the characters wish to search the entire temple it takes them three hours and yields nothing. Searching the altar, however, is much easier, but yields nothing of value. Destroying the altar is possible by either casting a consecrate spell or splashing it with 10 vials of holy water.

SEARCHING THE ENTIRE TEMPLE

After spending hours in that dank, horrible place, you emerge just as the sun is setting. Retrieving the wood from the trees will now have to be done either in the dark, or tomorrow.

If the characters stay to chop down the trees or leave immediately it does not matter. The sahuagin have prepared an ambush for them on the way back to their ship.

DO NOT SEARCH THE TEMPLE

Leaving that place as quickly as possible was paramount. Arriving back on the surface, you see you have plenty of time to get those trees down and back to the Wanderer before dark.

If the characters do not provoke the ambush initially, the sahuagin attempt to lure the characters out into an ambush later that evening.

ENCOUNTER 7: THE AMBUSH

If the characters stayed to thoroughly search the temple, skip this next section, as the sahuagin have waylaid them in the darkness of the mangrove swamp, and don't need the distraction.

After an unnerving day, you finally settle down to rest. The sunset is spectacular, and Cordo has used to time to catch several

fish and lobster from the lagoon. The meal is excellent, the fire warm, and the sea breeze cool, yet you retire to an uneasy sleep, filled with visions of horrific sacrifice and vile rituals tormenting your dreams.

THE BAIT

Allow the characters to decide who is taking turns at watch. On the second watch, just after midnight, the characters receive a visitor. Ask for Listen checks (DC 10) from everyone on watch.

You hear a splashing sound moving quickly in your direction from the central island.

Allow the characters to act for two rounds before the malenti is within sight.

You grit your teeth as the splashing draws nearer. What evil could be emerging from that horrible temple to attack you in the night? As the source of the noise comes into view, you see a humanoid figure, roughly medium-size, swimming quickly through the water about 60 ft. away.

Allow the characters with darkvision and low-light vision to make Spot checks (DC 15) to see that the creature appears to be an aquatic elf. If the characters decide to attack, roll initiative. If not, the malenti calls out in elvish:

"HELP! HELP! My wife, my children, my whole family are in peril. They were taking us down into that hole when I ran. I saw your fire and hoped you would help me. Quickly! They are due to start the ritual any moment now, and they will all be killed!"

This is Slith, a mutated form of sahuagin called a malenti. They are thoroughly evil, and look just like aquatic elves. Slith is attempting to lure the party into the mangroves for an ambush. Any attempt at *detect thoughts* reveals the exact location of the ambush, but not its compliment. A *detect evil* also reveals his alignment. Otherwise a Sense Motive vs. Bluff check is needed to see through his lies.

APL 2 (EL 2)

➤ **Slith (Sahuagin – Malenti):** hp 15; see *Monster Manual*.

APL 4 (EL 4)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog2; hp 31; see Appendix I.

APL 6 (EL 6)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog4; hp 43; see Appendix I.

APL 8 (EL 8)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog6; hp 55; see Appendix I.

If the characters take the bait and follow Slith, or are not fooled by him, but follow him anyway:

The moon has sunk, so you must light lanterns and prepare yourselves for battle. Slith urges you to move quickly through the swamp, and hurries you along through on the edge of the channels toward the temple. He is as graceful as a bird when he swims, compared to you who must slog through the shallows at the edge of the channel. Suddenly, Slith dives below the surface as crossbow bolts rip from the darkness into the party.

Allow characters to make Spot checks against the Sahuagins' Hide in the mangroves. Remember the Sahuagin receive a +10 circumstance bonus to hiding and 9/10ths cover while in the mangrove forest. Half of the Sahuagin are hiding in the mangroves firing at the party with heavy crossbows, the other half, plus the sharks, attack those in the water. Skug and the other Sahuagin attempt to grapple any obvious spellcasters and wrestle them underwater, hoping to drown them. Skem stays in the water and casts spells at the party from a distance. Creatures in the water receive a 1/4 concealment bonus when attacked by creatures not underwater.

IF THEY KILL SLITH AND GO BACK TO BED

After dispatching your would-be ambusher, you go back to sleep, this time with a very watchful eye.

After two hours, have any characters on watch can make Spot checks to see the sahuagin sneaking up to their camp. Attacking sahuagin gain a +4 to their Hide checks.

Several crossbow bolts shoot from the darkness. Behind them you see many creatures drawing weapons and advancing toward your camp.

The sahuagin are forced to fight without their sharks. Skug leads the others in a frontal assault on the party while Skem hides offshore and casts spells at the party. The sharks attack anybody entering the surf to attack Skem.

If the characters are returning from the island at night, have the sahuagin mount the ambush as they return to Cordo's camp. Slith is with the underwater grapplers, and attempts to position himself for backstab attacks.

THE HOOK

APL 2 (EL 4)

➤ **Skug (Sahuagin):** hp 18; see *Monster Manual*.

Possessions: trident, heavy crossbow, 10 bolts, leather armor (sharkskin).

Note: Skug is a mutated sahuagin and has four arms, all of which he can use to attack his victims. Additionally, he is wearing leather armor, increasing his AC to 18.

➤ **Skem:** Female sahuagin Clr1 (Sekolah); hp 21; see Appendix I.

APL 4 (EL 6)

➤ **Skug:** Male sahuagin Rgr2; hp 33; see Appendix I.

➤ **Skem:** Female sahuagin Clr2 (Sekolah); hp 27; see Appendix I.

APL 6 (EL 8)

➤ **Skug:** Male sahuagin Rgr3; hp 41; see Appendix I.

➤ **Skem:** Female sahuagin Clr3 (Sekolah); hp 33; see Appendix I.

➤ **Large Sharks (3):** hp 50, 50, 50; see *Monster Manual*.

APL 8 (EL10)

➤ **Skug:** Male sahuagin Rgr5; hp 57; see Appendix I.

➤ **Skem:** Female sahuagin Clr5 (Sekolah); hp 45; see Appendix I.

➤ **Huge Sharks (3):** hp 80, 80, 80; see *Monster Manual*.

Tactics: The Sahuagin spring their ambush when the characters are 30 ft. from their hidden positions. It is dark, and the characters most likely have light sources. Without light sources, regular vision is 10 ft., low-light vision is 20 ft., and darkvision is unaffected.

The characters are most likely marching in the shallows next to the mangrove forest in 3 feet of water. If Slith is with them, he dives to the bottom and retrieves a dagger to use in combat, then tries to position himself for a flank attack. Skem (the cleric) stays underwater and casts spells.

The sharks simply move in and attack any characters in the water. Skem also uses his *create water* spell on any exposed flames the party is using in order to extinguish their light sources. She also uses *hold person* on any obvious fighters, and *silence* near any obvious spellcasters.

If the battle is going against them, only Skem flees, as she has a promising career in the church hierarchy. Skug and the rest of the band are fanatical temple guards and fight to the death.

TREASURE

The following treasure can be found dependant on the APL:

APL 2: L: 45 gp; C: 0 gp; M: 0

APL 4: L: 89 gp; C: 0 gp; M: 0

APL 6: L: 103 gp; C: 0 gp; M: +1 *leather armor* (Value 174 gp per character); *cloak of resistance +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character).

APL 8: L: 103 gp; C: 0 gp; M: +1 *leather armor* (Value 174 gp per character); *cloak of resistance +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character); *necklace of fireballs (Type I)* (Value 248 gp per character).

After defeating the sea devils, you settle back into an uneasy night's rest, determined to fix the Wanderer and get off of this nightmare in the middle of the ocean.

CONCLUSION

Cordo works feverishly, and it takes most of the day, but with your help he is able to fashion the coconut trees into usable boards which he uses to patch the boat. You hurriedly shove off as soon as the boat is ready, anxious to put as many leagues as possible between you and this accursed place. You journey in silence through the black night, using the stars to get you back onto your original bearing. The orange dawn brings an ominous sight, a black silhouette on the southern horizon.

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 2: Milla's Attack

Defeat Milla.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP

Encounter 3: Milla's Hideout

Find and disable the rock trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Encounter 6: The Island

Defeat the undead.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 7: The Ambush

Defeat the sahuagin.

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Discretionary Roleplaying Award

Good roleplay.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 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 treasurer.

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 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., 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 piece 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 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.

TREASURE KEY:

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

Encounter 2: Milla’s Attack

Defeat Milla and strip her gear.

APL 2: L: 37 gp; C 0 gp; M: 0.

APL 4: L: 37 gp; C 0 gp; M: 0.

APL 6: L: 37 gp; C 0 gp; M: *pearl of power (1st)* (Value 150 gp per character).

APL 8: L: 37 gp; C 0 gp; M: *pearl of power (1st)* (Value 150 gp per character).

Encounter 7: The Ambush

Defeat the sahuagin and strip their gear.

APL 2: L: 45 gp; C: 0 gp; M: 0

APL 4: L: 89 gp; C: 0 gp; M: 0

APL 6: L: 103 gp; C: 0 gp; M: +1 *leather armor* (Value 174 gp per character); *cloak of resistance +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character).

APL 8: L: 103 gp; C: 0 gp; M: +1 *leather armor* (Value 174 gp per character); *cloak of resistance +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character); *necklace of fireballs* (Type I) (Value 248 gp per character).

Total Possible Treasure

APL 2: 82 gp

APL 4: 126 gp

APL 6: 764 gp

APL 8: 1012 gp

APPENDIX I: NPCS

ENCOUNTER 2: MILLA'S ATTACK

APL 2 (EL 5)

➤ **Milla:** Female human Sor1/Mnk4; CR 5; Medium-size humanoid (human); HD 1d4+4d8+5; hp 29; Init +8; Spd 45 ft.; AC 17 (touch 17, flat-footed 13); Atk +4 melee (1d6+1, unarmed strike) or +8 melee (1d4+1/19-20, dagger) or +8 ranged (1, shuriken); SA Spells, unarmed strike, stunning attack; SQ Evasion, still mind, slow fall 20 ft.; AL LE; SV Fort +5, Ref +8, Will +9; Str 12, Dex 18, Con 12, Int 14, Wis 16, Cha 16.

Skills and Feats: Alchemy +6, Bluff +9, Concentration +5, Disguise +7, Hide +12, Move Silently +12, Spellcraft +6, Tumble +10; Dash*, Deflect Arrows, Improved Initiative, Weapon Finesse (dagger).

Possessions: ~~scroll of mage armor~~, 10 masterwork shuriken, masterwork dagger.

Spells Known (5/4; base DC = 13 + spell level): 0 – arcane mark, mage hand, prestidigitation, resistance; 1st – expeditious retreat, shield.

*See Appendix 2: New Rules for additional information.

APL 4 (EL 7)

➤ **Milla:** Female human Sor1/Mnk4/Asn2; CR 7; Medium-size humanoid (human); HD 1d4+4d8+2d6+7; hp 39; Init +8; Spd 45 ft.; AC 17 (touch 17, flat-footed 13); Atk +4 melee (1d6+1, unarmed strike) or +9 melee (1d4+1 plus poison/19-20, dagger) or +9 ranged (1 plus poison, shuriken); SA Spells, unarmed strike, stunning attack, sneak attack (+1d6), death attack, poison use; SQ Evasion, still mind, slow fall 20 ft., +1 save vs. poison, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5, Ref +11, Will +9; Str 12, Dex 18, Con 12, Int 14, Wis 16, Cha 16.

Skills and Feats: Alchemy +6, Bluff +11, Concentration +7, Disguise +9, Hide +14, Move Silently +14, Spellcraft +6, Tumble +12; Dash*, Deflect Arrows, Fists of Iron*, Improved Initiative, Weapon Finesse (dagger).

Possessions: ~~scroll of mage armor~~, ~~potion of haste~~, 10 masterwork shuriken (poisoned), masterwork dagger (poisoned).

Sorcerer Spells Known (5/4; base DC = 13 + spell level): 0 – arcane mark, mage hand, prestidigitation, resistance; 1st – expeditious retreat, shield.

Assassin Spells Prepared (2; base DC = 12 + spell level): 1st – detect poison, obscuring mist.

Poison (Medium-size spider venom): Injury; Fortitude save (DC 14) resists; Initial/Secondary damage (1d4 Str/1d6 Str).

*See Appendix 2: New Rules for additional information.

APL 6 (EL 9)

➤ **Milla:** Female human Sor1/Mnk4/Asn4; CR 9; Medium-size humanoid (human); HD 1d4+4d8+4d6+9; hp 49; Init +8; Spd 45 ft.; AC 17 (touch 17, flat-footed

13); Atk +7 melee (1d6+1, unarmed strike) or +11/+6 melee (1d4+1 plus poison/19-20, dagger) or +11/+6 ranged (1 plus poison, shuriken); SA Spells, unarmed strike, stunning attack, sneak attack (+2d6), death attack, poison use; SQ Evasion, still mind, slow fall 20 ft., +2 save vs. poison, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +12, Will +10; Str 12, Dex 18, Con 12, Int 15, Wis 16, Cha 16.

Skills and Feats: Alchemy +6, Bluff +13, Concentration +9, Disguise +11, Hide +16, Move Silently +16, Spellcraft +6, Tumble +14; Combat Reflexes, Dash*, Deflect Arrows, Fists of Iron*, Improved Initiative, Weapon Finesse (dagger).

Possessions: ~~scroll of mage armor~~, ~~potion of haste~~, ~~potion of heroism~~, pearl of power (1st), 10 masterwork shuriken (poisoned), masterwork dagger (poisoned).

Sorcerer Spells Known (5/4; base DC = 13 + spell level): 0 – arcane mark, mage hand, prestidigitation, resistance; 1st – expeditious retreat, shield.

Assassin Spells Prepared (2/2; base DC = 12 + spell level): 1st – detect poison, obscuring mist; 2nd – darkness, undetectable alignment.

Poison (Large scorpion venom): Injury; Fortitude save (DC 18) resists; Initial/Secondary damage (1d6 Str/1d6 Str).

*See Appendix 2: New Rules for additional information.

APL 8 (EL 11)

➤ **Milla:** Female human Sor1/Mnk4/Asn6; CR 11; Medium-size humanoid (human); HD 1d4+4d8+6d6+11; hp 59; Init +8; Spd 45 ft.; AC 17 (touch 17, flat-footed 13); Atk +7 melee (1d6+1, unarmed strike) or +12/+7 melee (1d4+1 plus poison/19-20, dagger) or +12/+7 ranged (1 plus poison, shuriken); SA Spells, unarmed strike, stunning attack, sneak attack (+3d6), death attack, poison use; SQ Evasion, still mind, slow fall 20 ft., +3 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +7, Ref +13, Will +11; Str 12, Dex 18, Con 12, Int 15, Wis 16, Cha 16.

Skills and Feats: Alchemy +6, Bluff +15, Concentration +11, Disguise +13, Hide +18, Move Silently +18, Spellcraft +6, Tumble +16; Combat Reflexes, Dash*, Deflect Arrows, Fists of Iron*, Improved Initiative, Weapon Finesse (dagger).

Possessions: ~~scroll of mage armor~~, ~~potion of haste~~, ~~potion of heroism~~, pearl of power (1st), 10 masterwork shuriken (poisoned), masterwork dagger (poisoned).

Sorcerer Spells Known (5/4; base DC = 13 + spell level): 0 – arcane mark, mage hand, prestidigitation, resistance; 1st – expeditious retreat, shield.

Assassin Spells Prepared (2/2/1; base DC = 12 + spell level): 1st – detect poison, obscuring mist; 2nd – darkness, undetectable alignment; 3rd – misdirection.

Poison (Purple worm poison): Injury; Fortitude save (DC 24) resists; Initial/Secondary damage (1d6 Str/1d6 Str).

*See Appendix 2: New Rules for additional information.

ENCOUNTER 7: THE AMBUSH (THE BAIT)

APL 4 (EL 4)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog2; CR 4; Medium-size humanoid (aquatic); HD 2d8+2d6+8; hp 31; Init +6; Spd 30 ft., swim 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d4+1/19-20, dagger) and +1 melee (1d4, 2 rakes) or +3 melee (1d4+1, 2 rakes) and +1 melee (1d2, 2 claws); SA Blood frenzy, sneak attack (+1d6); SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity, evasion; AL LE; SV Fort +5, Ref +5, Will +0; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Animal Empathy +4, Bluff +7, Climb +4, Hide +8*, Jump +3, Listen +6*, Move Silently +4, Profession (hunt) +1*, Sense Motive +6, Spot +6*, Wilderness Lore +1*; Improved Initiative, Multiattack.

Possessions: dagger

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. *Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APL 6 (EL 6)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog4; CR 6; Medium-size humanoid (aquatic); HD 2d8+4d6+12; hp 43; Init +6; Spd 30 ft., swim 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d4+1/19-20, dagger) and +3 melee (1d4, 2 rakes) or +5 melee (1d4+1, 2 rakes) and +3 melee (1d2, 2 claws); SA Blood frenzy, sneak attack (+2d6); SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 15, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Animal Empathy +4, Bluff +9, Climb +6, Hide +10*, Jump +5, Listen +8*, Move Silently +6, Profession (hunt) +1*, Sense Motive +8, Spot +8*, Tumble +6; Wilderness Lore +1*; Improved Initiative, Multiattack, Weapon Finesse (dagger).

Possessions: dagger

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. *Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APL 8 (EL 8)

➤ **Slith (Sahuagin – Malenti):** Male malenti Rog6; CR 6; Medium-size humanoid (aquatic); HD 2d8+6d6+16; hp 55; Init +6; Spd 30 ft., swim 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d4+1/19-20, dagger) and +4 melee (1d4, 2 rakes) or +6 melee (1d4+1, 2 rakes) and +4 melee (1d2, 2 claws); SA Blood frenzy, sneak attack (+3d6); SQ Speak with sharks, underwater sense, light

blindness, amphibious, freshwater sensitivity, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 15, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Animal Empathy +4, Bluff +11, Climb +8, Hide +12*, Jump +7, Listen +10*, Move Silently +8, Profession (hunt) +1*, Sense Motive +10, Spot +10*, Tumble +10; Wilderness Lore +2*; Improved Initiative, Multiattack, Weapon Finesse (dagger).

Possessions: dagger

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. *Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

ENCOUNTER 7: THE AMBUSH (THE HOOK)

APL 2 (EL 4)

➤ **Skem:** Female sahuagin Clr1 (Sekolah); CR 3; Medium-size humanoid (aquatic); HD 3d8+3; hp 21; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1, trident) and +0 melee (1d4, 2 rakes) and +0 melee (1d4, bite) or +4 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, spells, rebuke undead; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +5, Ref +2, Will +4; Str 12, Dex 14, Con 12, Int 16, Wis 15, Cha 16.

Skills and Feats: Animal Empathy +6, Hide +7**, Knowledge (religion) +5, Listen +8**, Profession (hunt), +3**, Spot +8**, Spellcraft +6, Wilderness Lore +2**; Combat Casting, Multiattack.

Possessions: leather armor (sharkskin), masterwork heavy crossbow, 10 bolts, trident.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – create water, guidance, resistance; 1st – bless, magic weapon*, shield of faith.

*Domain spell. Domains: Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APL 4 (EL 6)

➤ **Skug:** Male sahuagin Rgr2; CR 4; Medium-size humanoid (aquatic); HD 2d8+2d10+8; hp 33; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (touch 12, flat-footed 17); Atk +8 melee (1d4+5, 2 rakes) and +6 melee (1d2+2, 4 claws) and +6 melee (1d4+2, bite) or +5 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, favored enemy (elves); SQ Speak with sharks, underwater

sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +2, Will +2; Str 21, Dex 14, Con 14, Int 10, Wis 14, Cha 7.

Skills and Feats: Animal Empathy +1, Hide +7*, Listen +8*, Move Silently +5, Profession (hunt) +5*, Spot +8*, Wilderness Lore +5*; Dodge, Multiattack, Track.

Possessions: masterwork leather armor (sharkskin), heavy crossbow, 10 bolts.

Note: Skug is a mutated sahuagin and has four arms, all of which he can use to rake his victims.

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

➤**Skem:** Female sahuagin Clr2 (Sekolah); CR 4; Medium-size humanoid (aquatic); HD 4d8+4; hp 27; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d8+1, trident) and +1 melee (1d4, 2 rakes) and +1 melee (1d4, bite) or +5 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, spells, rebuke undead; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +2, Will +6; Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 16.

Skills and Feats: Animal Empathy +6, Concentration +4, Hide +7**, Knowledge (religion) +6, Listen +9**, Profession (hunt), +4**, Spot +9**, Spellcraft +7, Wilderness Lore +2**; Combat Casting, Multiattack.

Possessions: leather armor (sharkskin), masterwork heavy crossbow, 10 bolts, masterwork trident.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – create water, guidance (2), resistance; 1st – bless, doom, magic weapon*, shield of faith.

*Domain spell. **Domains:** Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APL 6 (EL 8)

➤**Skug:** Male sahuagin Rgr3; CR 5; Medium-size humanoid (aquatic); HD 2d8+3d10+10; hp 41; Init +2; Spd 30 ft., swim 60 ft.; AC 20 (touch 12, flat-footed 18); Atk +9 melee (1d4+5, 2 rakes) and +7 melee (1d2+2, 4 claws) and +7 melee (1d4+2, bite) or +7 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, favored enemy (elves); SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +8, Ref +4, Will +4; Str 21, Dex 14, Con 14, Int 10, Wis 14, Cha 7.

Skills and Feats: Animal Empathy +1, Hide +8*, Listen +8*, Move Silently +6, Profession (hunt) +6*, Spot +8*, Wilderness Lore +6*; Dodge, Multiattack, Track.

Possessions: +1 leather armor (sharkskin), cloak of resistance +1, masterwork heavy crossbow, 10 bolts.

Note: Skug is a mutated sahuagin and has four arms, all of which he can use to rake his victims.

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

➤**Skem:** Female sahuagin Clr3 (Sekolah); CR 5; Medium-size humanoid (aquatic); HD 5d8+5; hp 33; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+1, trident) and +2 melee (1d4, 2 rakes) and +2 melee (1d4, bite) or +6 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, spells, rebuke undead; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 16.

Skills and Feats: Animal Empathy +6, Concentration +8, Hide +7**, Knowledge (religion) +7, Listen +9**, Profession (hunt), +4**, Spot +9**, Spellcraft +7, Wilderness Lore +2**; Combat Casting, Multiattack.

Possessions: leather armor (sharkskin), masterwork heavy crossbow, 10 bolts, masterwork trident, pearl of power (1st).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – create water, guidance (2), resistance; 1st – bless, doom, magic weapon*, shield of faith; 2nd – bull's strength*, hold person, silence.

*Domain spell. **Domains:** Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APL 8 (EL10)

➤**Skug:** Male sahuagin Rgr5; CR 7; Medium-size humanoid (aquatic); HD 2d8+5d10+14; hp 57; Init +2; Spd 30 ft., swim 60 ft.; AC 20 (touch 12, flat-footed 18); Atk +11 melee (1d4+5, 2 rakes) and +10 melee (1d2+2, 4 claws) and +9 melee (1d4+2, bite) or +8 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, favored enemy (elves, humans); SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +9, Ref +4, Will +4; Str 21, Dex 14, Con 14, Int 10, Wis 14, Cha 7.

Skills and Feats: Animal Empathy +1, Hide +10*, Listen +9*, Move Silently +8, Profession (hunt) +6*, Spot +9*, Wilderness Lore +8*; Dodge, Multiattack, Track, Weapon Focus (claws).

Possessions: +1 leather armor (sharkskin), cloak of resistance +1, wand of cure light wounds, masterwork heavy crossbow, 10 bolts.

Spells Prepared (1; base DC = 12 + spell level): 1st – magic fang.

Note: Skug is a mutated sahuagin and has four arms, all of which he can use to rake his victims.

*Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

✦**Skem:** Female sahuagin Clr5 (Sekolah); CR 7; Medium-size humanoid (aquatic); HD 7d8+7; hp 45; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+1, trident) and +3 melee (1d4, 2 rakes) and +3 melee (1d4, bite) or +7 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, spells, rebuke undead; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +3, Will +7; Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 16.

Skills and Feats: Animal Empathy +6, Concentration +11, Diplomacy +6, Hide +7**, Knowledge (religion) +9, Listen +9**, Profession (hunt), +4**, Spot +9**, Spellcraft +9, Wilderness Lore +2**; Combat Casting, Dodge, Multiattack.

Possessions: leather armor (sharkskin), masterwork heavy crossbow, 10 bolts, masterwork trident, pearl of power (1st), necklace of fireballs (Type I).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect magic, guidance (2), resistance; 1st – bless, divine favor, doom, magic weapon*, shield of faith; 2nd – bull's strength*, hold person (2), silence; 3rd – blindness, magic vestment*, prayer.

*Domain spell. *Domains:* Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

APPENDIX 2: NEW RULES

FISTS OF IRON [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3+ your Wisdom modifier.

DASH [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it would normally be.

PLAYER'S HANDOUT 1

Rakehell,

I long to see you.

We have been apart for so long, yet you refuse to send me any messages. I have had many visions from our Lady of Fate concerning you. Visions of knives in the dark, blood in the streets, and a red-gloved hand grasping towards you invade my meditations.

If your love of me is not important enough, perhaps the promise of a treasure will bring you to me. The visions have troubled me so much that I can trust no one. Come to the "Misty Isle", and your Silver Left will guide you to me from there. A great treasure awaits you, Rakehell, please hurry to me."

-Krína

PLAYER'S HANDOUT 2

C,

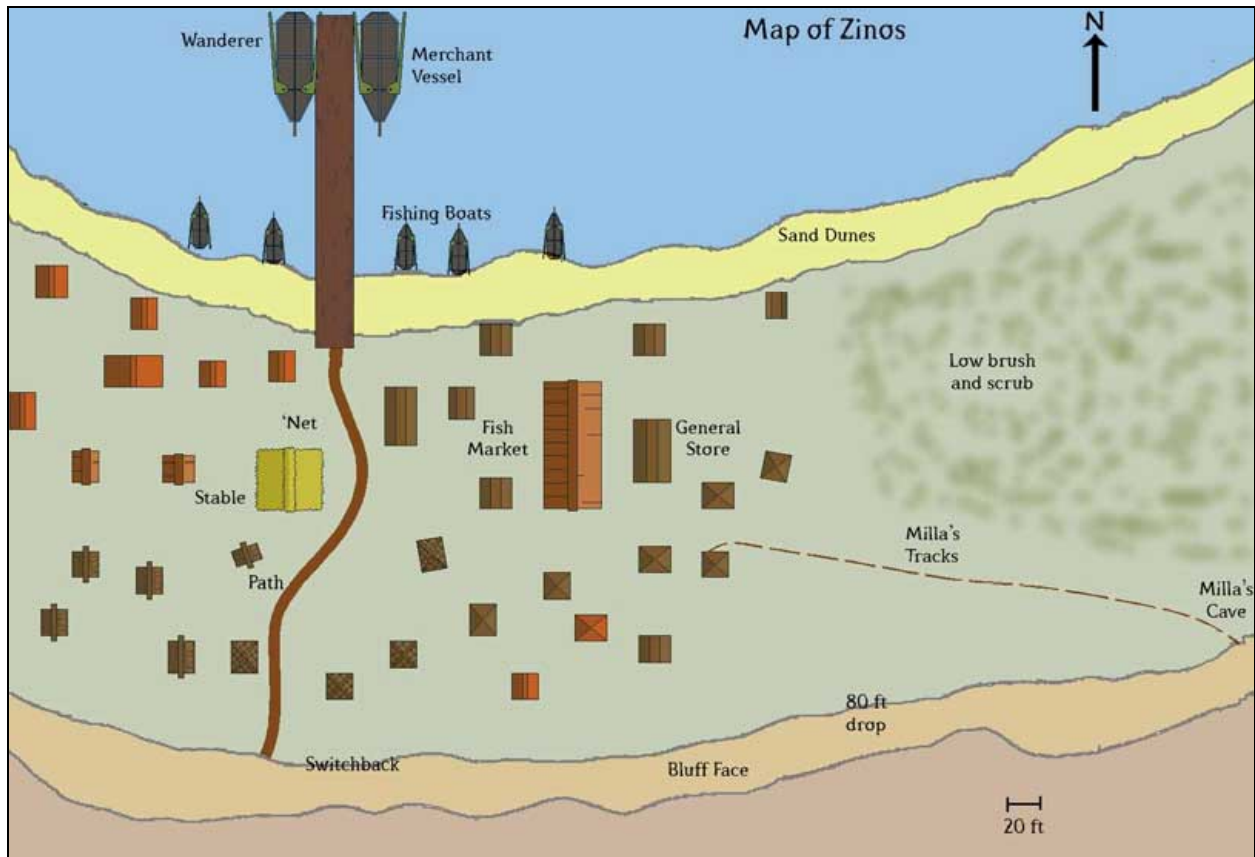
As you suspected, Cordo and the thieves who stole the Silver Left have returned to Zinos. I have learned that the sword is some type of guide to a treasure. They are leaving for Procan's Trident tomorrow, the 11th of Wealsun. I will attempt to steal the sword back, and make my way to you. I am sending this letter to you in triplicate, to ensure its delivery.

-M

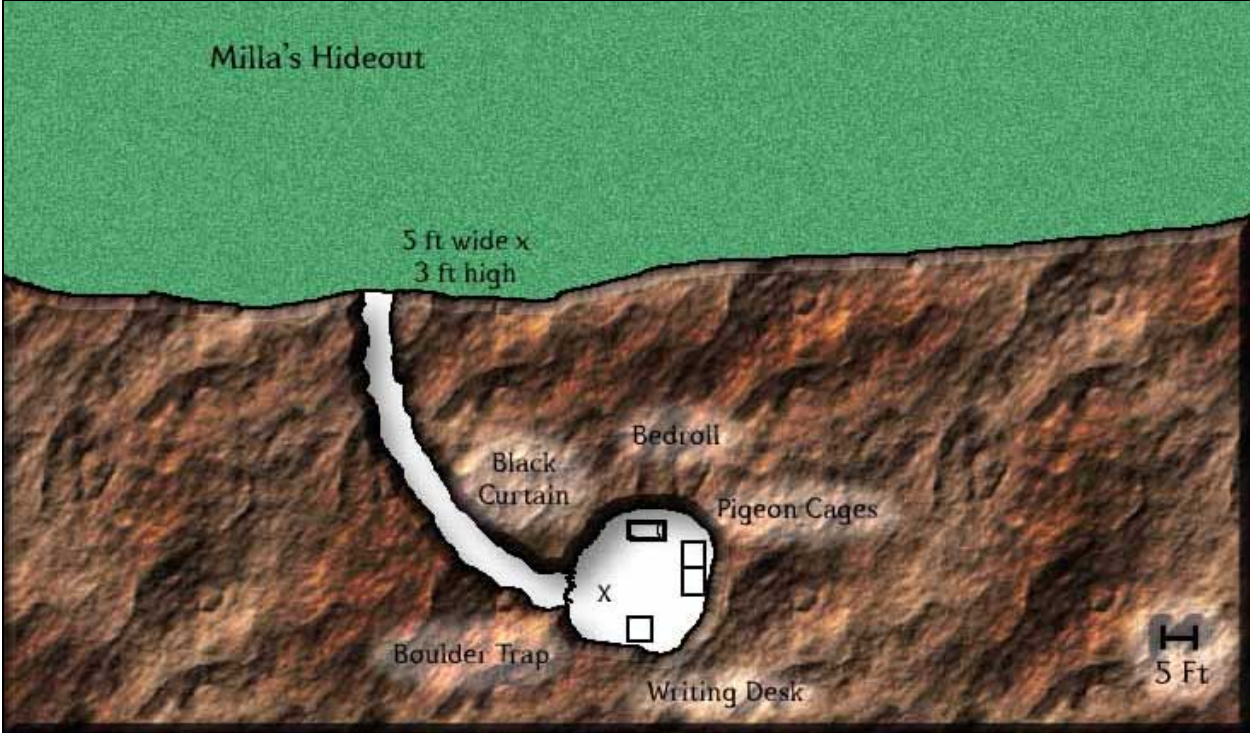
Included in this letter are detailed descriptions of the characters, including age, race, sex, equipment, hair and eye colour.

The characters listed are now considered outlaws, as per the requirement for the outlaw of the crimson road prestige class.

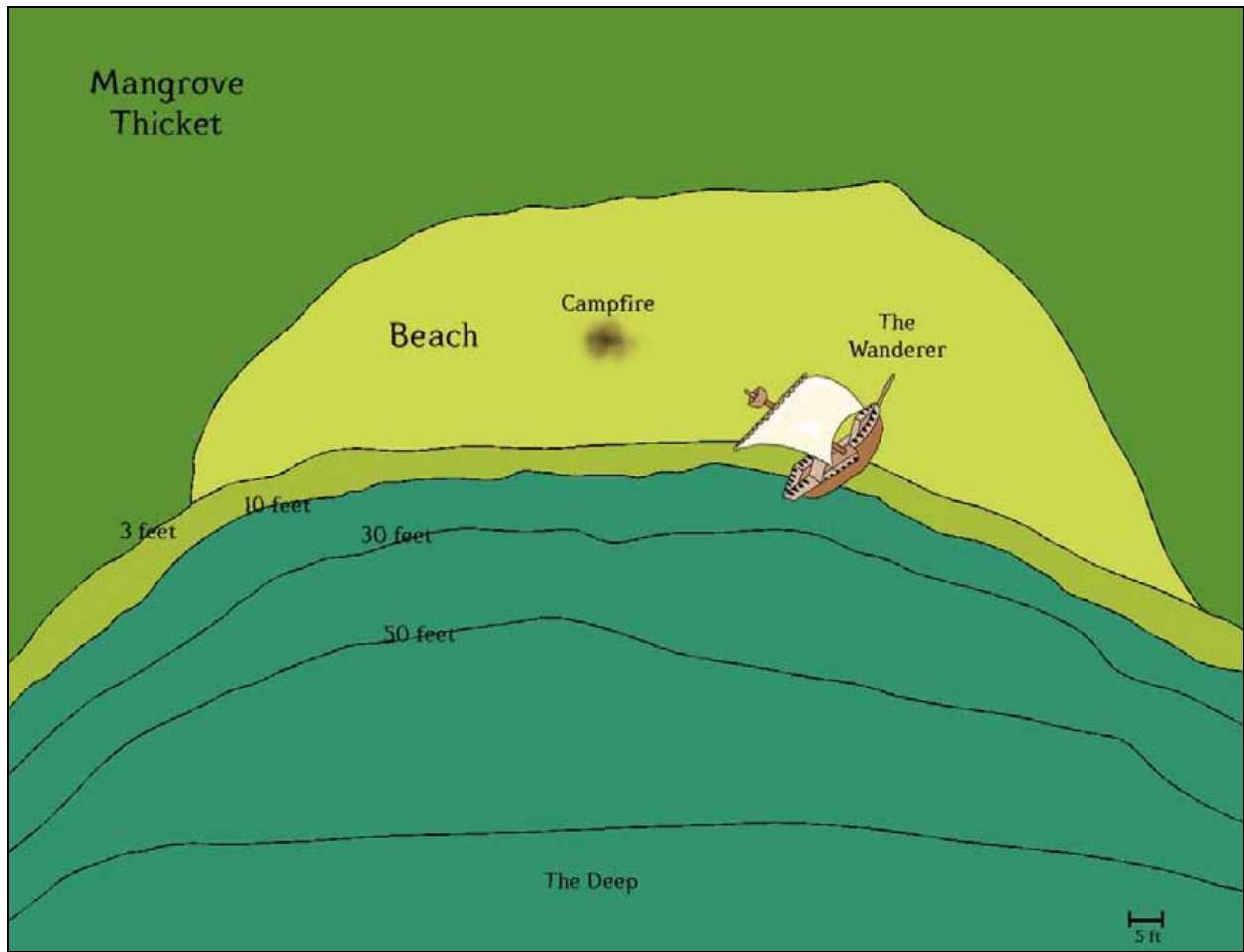
ZINOS AREA MAP



MILLA'S HIDEOUT



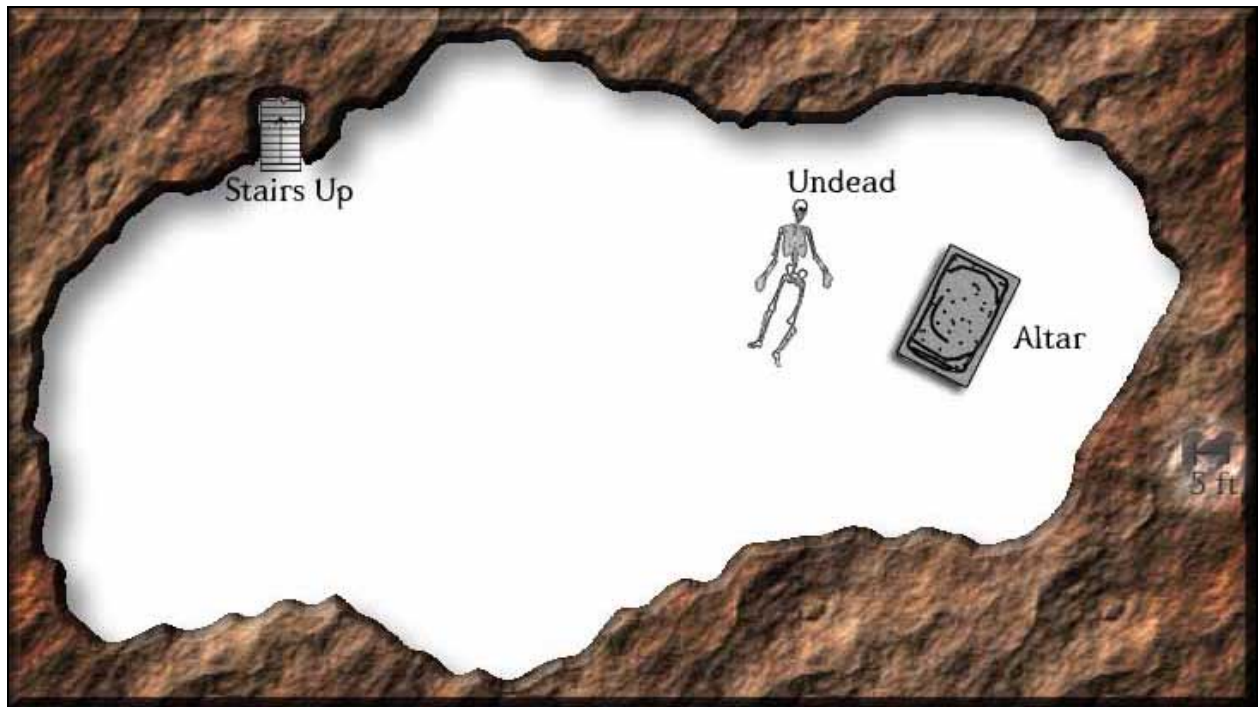
THE BEACH



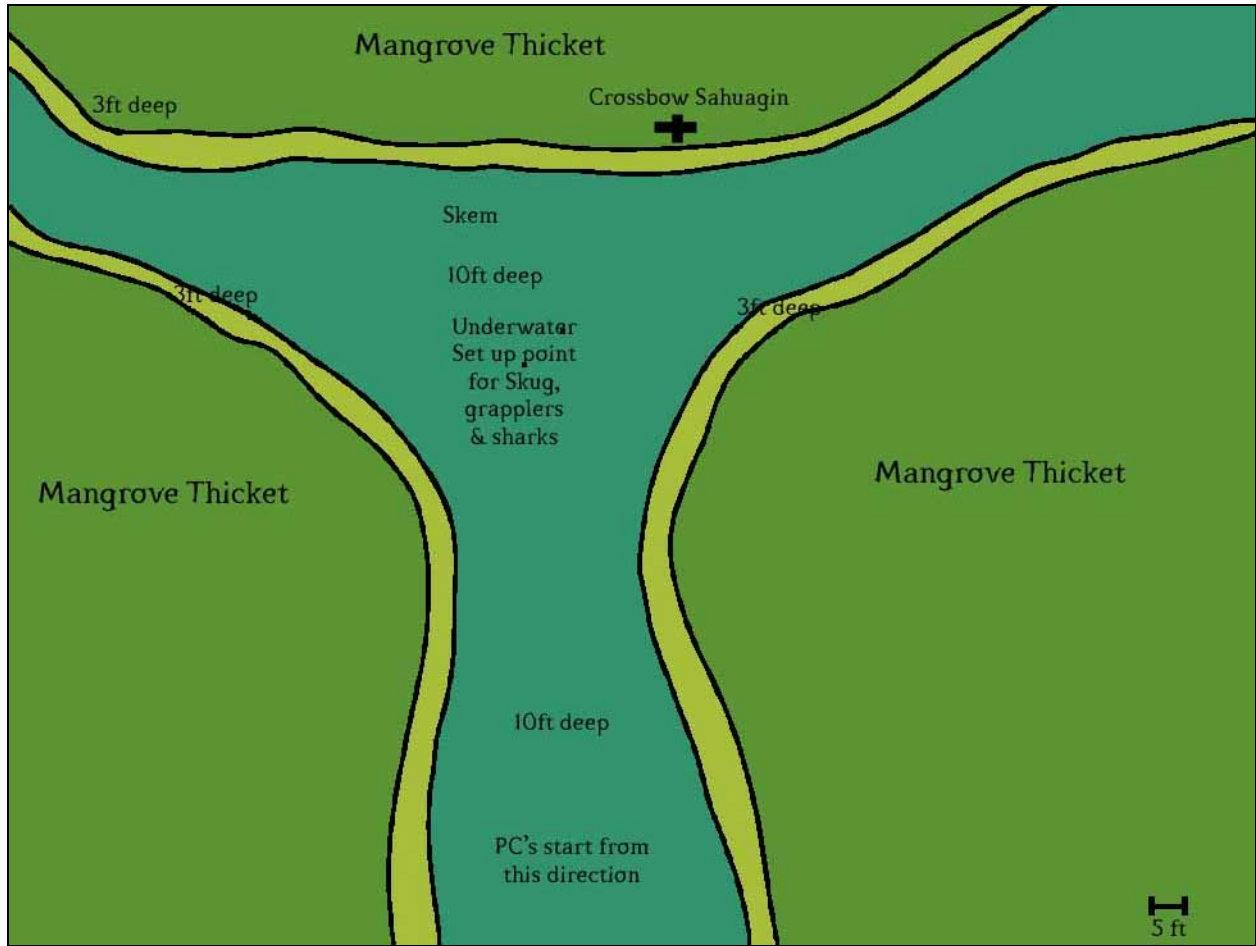
THE ISLAND



THE TEMPLE



AMBUSH



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.

☞ **Mialee, 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—*bles, 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.